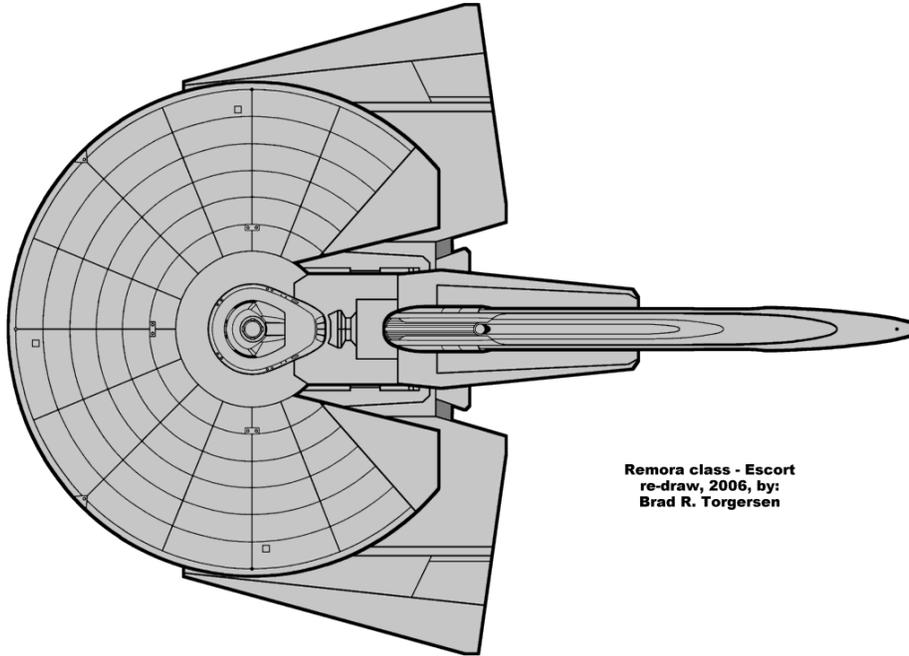
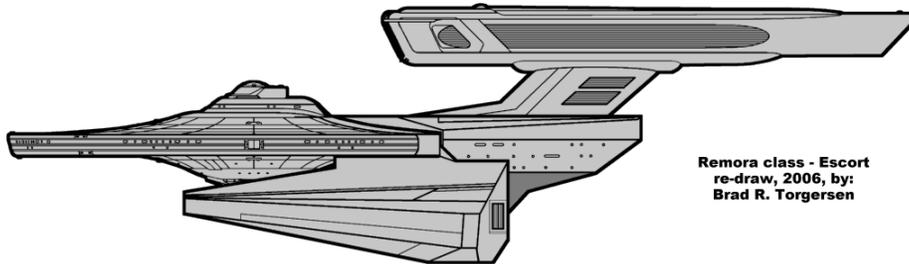


REMORA-CLASS ESCORT

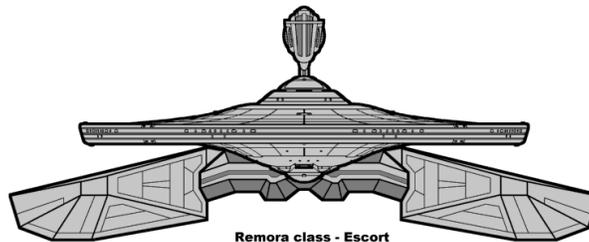
Entered Service: 2269



Remora class - Escort
re-draw, 2006, by:
Brad R. Torgersen



Remora class - Escort
re-draw, 2006, by:
Brad R. Torgersen



Remora class - Escort
re-draw, 2006, by:
Brad R. Torgersen

Dimensions

Length: 210 meters

Beam: 170 meters

Draft: 60 meters

STAR TREK ADVENTURES

BY CHRISTIAN "SU-TEHP" FERNANDEZ-DUQUE

Overview: While interstellar piracy during the late 2260s was not as much a concern as it had been during the days of the 22nd century, Starfleet still had the mandate of keeping the peace and patrolling the spacelanes. To that end, Starfleet commissioned the *Remora*-class escort to deter pirates from attacking freighter convoys. While the *Remora* Mark I was still on the drawing board, new advances in warp field technology brought forth a new streamlined warp nacelle that made the older cylindrical nacelle obsolete. The *Remora* Mark I design was abandoned and the Mark II was designed from scratch with the new nacelle. To save costs and to expedite construction of the now-behind-schedule *Remora*-class escort, the Mark II was built without photon torpedo launchers. However, it was armed with four phaser banks (1 forward-port, 1 forward-starboard, 1 aft-port, and 1 aft-starboard) that covered all firing arcs. While this was sufficient to deter lightly armed pirates, the *Remora* was found to be woefully underpowered and outclassed by similarly sized Klingon and Romulan ships. *Remora*-class escorts remained in active service until 2309.

Capabilities: The *Remora* carried a crew of 162 officers and crewmen. The Mark II had a cruising speed of Warp 6 (OCU) and a maximum speed of Warp 8 (OCU). While this was a relatively average speed for most Starfleet starships of the era, the *Remora*'s mission as an escort was to stay close to slow-moving convoys and protect them from lightly-armed pirates. As such, the *Remora*'s slower speed and lack of photon torpedoes was not usually an issue.

Systems

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

Departments

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

Scale: 3

Stingray-class Variant

Entered Service 2280

While the *Remora*-class escort's top speed was found to be "adequate" in accompanying slow-moving freighter convoys, the Federation Merchant Marine grew concerned that the *Remora* was not fast enough to respond to long-distance distress calls and requested that Starfleet upgrade the *Remora*'s engines. In response, Starfleet's Advanced Starship Design Bureau set out to update the design. In 2280, the Mark III *Stingray*-class variant of the *Remora* was built with a more powerful warp nacelle to grant it a faster top speed and greater power output. As a result, the Mark III has a cruising speed of Warp 7 (OCU) and a maximum speed of Warp 9 (OCU). The Mark III was also fitted with a small shuttlebay capable of carrying a single shuttle that could render assistance to vessels that had been disabled by pirates when transporters were not an option.

Changes: Increase Engines by +1.

Attacks

- Phaser Banks
- Tractor Beam (Strength 2)

Talents

Remora-class starships have the following Talents:

- Improved Reaction Control System



Acknowledgements: I want to thank Stephen Near for inspiring me to redesign the *Remora* 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 *Remora*-class escort which I extrapolated from. 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 *Remora*. Finally, many thanks to Colin "Mephit James" Wilson and Michael Dismuke of [Continuing Mission](#) for their assistance with this rewrite of the *Remora*-class escort.

STAR TREK ADVENTURES

BY CHRISTIAN "SU-TEHP" FERNANDEZ-DUQUE

