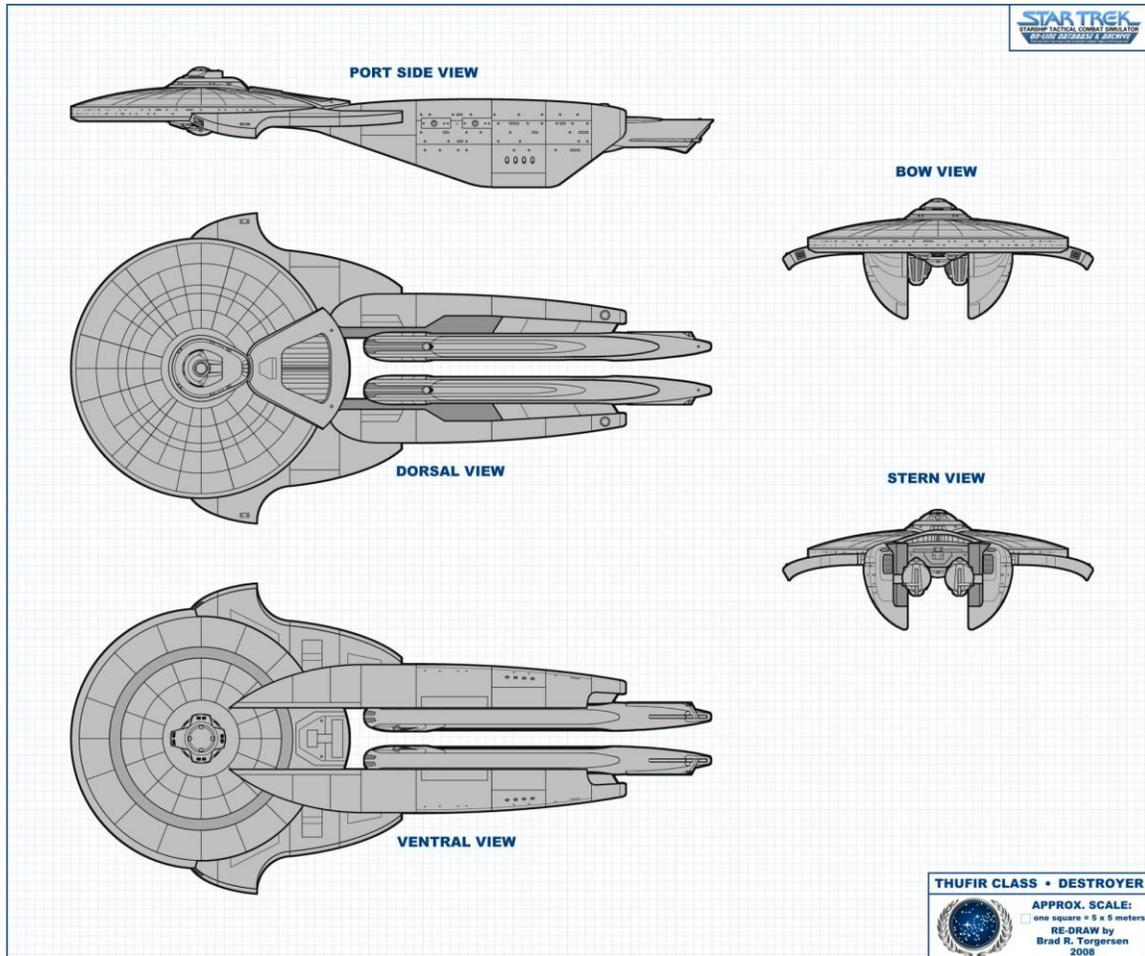


THUFIR-CLASS DESTROYER

Entered Service: 2268



Dimensions

Length: 284 meters

Beam: 124 meters

Draft: 49 meters

Overview: In the mid-2260s, while the Andorian-designed *Loknar*-class frigates were still viable starships even after 20 years of service in Starfleet's all-Andorian "Blue Fleet," a number of Andorian Starfleet flag officers in the Admiralty believed that it was time to supplement the aging *Loknar* with a new Andorian destroyer that would utilize the then-under-development linear warp nacelle. While many other Starfleet flag officers in the Admiralty, both Andorian and non-Andorian, were reluctant at first to create a new Andorian destroyer design when the *Loknar* was still expected to remain in service for several more years to come, they changed their minds in the wake of the Romulan incursion of the Neutral Zone in 2266. With the Romulan Star Empire beginning to reenter galactic politics after a century of isolation, the Andorian flag officers in favor of the new design argued that expanding the Blue Fleet needed to be done to prevent further Romulan incursions into the Neutral Zone. They also argued that simply building more *Loknar*-class frigates, while helpful in the short term, was not a long-term solution, especially since the Romulans had developed the cloaking device. New ships were needed to counter this advantage, the Andorian officers argued. This argument won

STAR TREK ADVENTURES

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out and Starfleet's Advanced Starship Design Bureau was tasked with creating a new Andorian design to be deployed with the Blue Fleet. The *Thufir*-class destroyer was the result. These new vessels were among the first starship classes to utilize the linear warp nacelle. The *Thufir*-class destroyers served ably in the Blue Fleet for decades until their retirement in 2313.

Capabilities: Like the *Andor*-class Missile Cruiser, the warp engines of the *Thufir* are mounted close together at the center aft behind the saucer section. This affords the engines more protection during battle because of the partial cover provided by the vessel's pontoons. As with all Starfleet vessels, the engines can be jettisoned in case of an overload in the matter/anti-matter chamber. The *Thufir* was equipped with three phaser banks (a forward-port phaser bank, a forward-starboard phaser bank, and an aft firing phaser bank) and was also armed with two forward-firing torpedo launchers. With its new linear warp nacelles, the *Thufir* could cruise at a speed of Warp 7 (OCU) and had an emergency speed of Warp 9 (OCU). As the *Thufir* had been commissioned to help protect the Federation's border along the Romulan Neutral Zone, it was also equipped with sophisticated sensor detectors that could, under the right circumstances, detect cloaked ships.

Systems

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

Departments

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

Scale: 4

Attacks

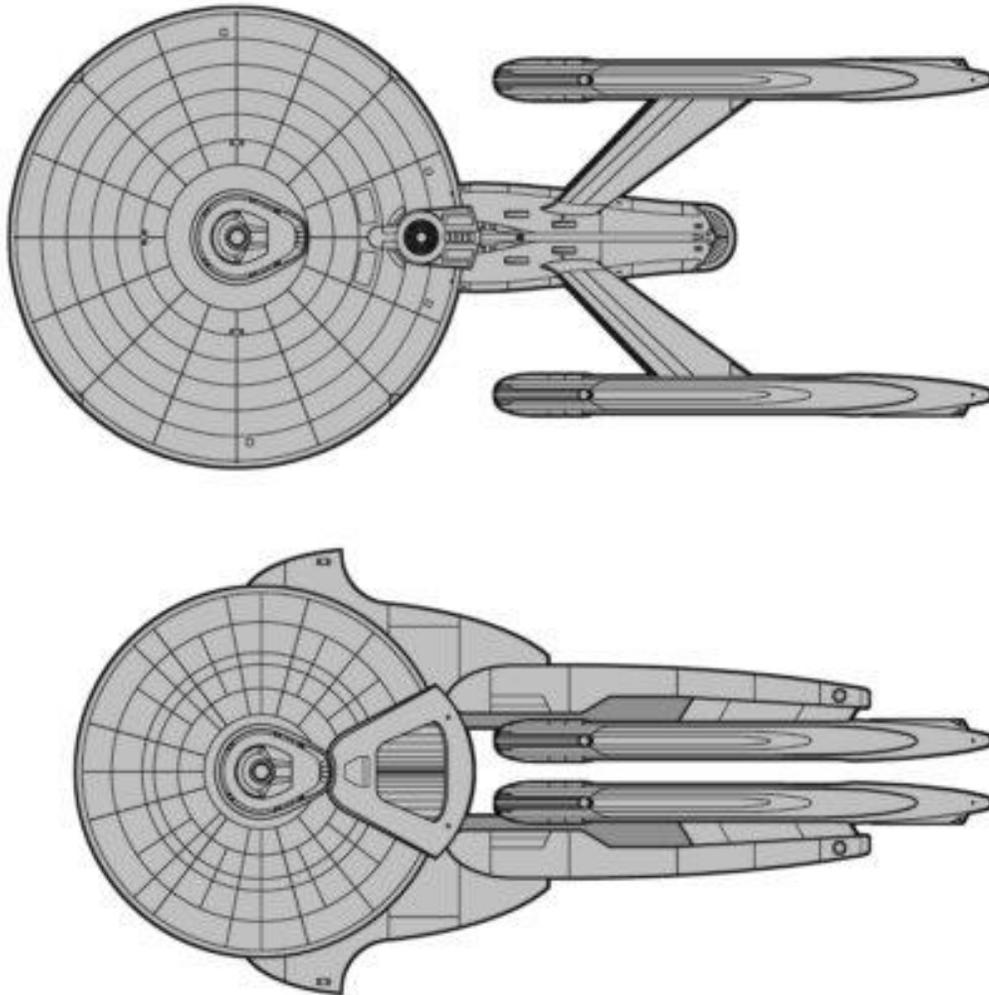
- Phaser Banks
- Photon Torpedoes
- Tractor Beam (Strength 3)

Talents

Thufir-class starships have the following Talents:

- Advanced Sensor Suites
- Rugged Design

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



Thufir class (bottom) here seen with a Constitution class (refit) for size comparison purposes.