

ARCHER-CLASS

Entered Service: 2258

Overview: Following the Federation-Klingon War of 2255, Starfleet was primarily focused on recovery efforts, including repairing damaged starbases and outposts, and replacing lost subspace relays. While replenishing the fleet was a key goal, the associated costs in time and resources need to produce new *Constitution*, *Crossfield*, *Pioneer*, and *Ranger*-class vessels made this was a slow process. Meanwhile, Starfleet was still committed to its mandate of exploration, prioritizing ships for scientific missions unless a humanitarian crisis occurred. This meant starbases, deep space stations, and outposts were cut-off: left to fend for themselves. As they desperately needed additional support, the *Archer*-class was a quick solution. The ship was hastily designed, and the hull based on the *Paris*-class light cruisers from the 2190s, but updated with the newest engines, deflectors, and reactors. But being quick to produce, the Starfleet Corp of Engineers was able to manufacture a dozen in a single year without impacting the production of larger vessels, and the ships were small enough to also be constructed in many starbase's drydock permitting more to be constructed in the filed following a quick delivery of parts.

Capabilities: Named for Jonathan Archer, the 22nd-century explorer and the fourth President of the United Federation of Planets, the *Archer*-class was small and fast. Officially a "scout vessel," the ship was designed to be fast and easily maintained with a low profile. A common joke was that the class could go "to the edge of nowhere and peek behind the curtains." While primarily a scouting vessel, *Archer* ships were also used as couriers, escorts, officer transports, and limited border patrol vessels. Larger starbases often had one or two *Archer* vessels just for ferrying crew between nearby systems and missions in local space, while border stations typically had one for reconnaissance missions. Because of their smaller mass and recent improvements in engine designs, an *Archer* ship was faster than a *Constitution*-class starships and able to outmaneuver most cruisers. It's flat profile made its warp field particularly stable, allowing it to push speeds of up to Warp 9. As the ship only had a single full deck, it used ladders in place of turbo lifts. The ship had limited armaments, with only a single, multipurpose torpedo/probe tube and twin dorsal phaser banks. The *Archer*-class had a standard crew complement of 12 to 14. Of these, only the captain and first officer had private quarters while the rest shared bunks.

SYSTEMS

COMMS 08

ENGINES 09

STRUCTURE 07

COMPUTERS 07

SENSORS 09

WEAPONS 07

DEPARTMENTS

COMMAND -

SECURITY -

SCIENCE +1

CONN +2

ENGINEERING -

MEDICINE -

SCALE: 2

WEAPONRY:

- Phaser Banks
- Photon Torpedoes

