

ATLAS-CLASS

Entered Service: 2271. *Atlas*-class starships were never officially placed in active service.

Overview: Following the turbulent 2250s and '60s, Starfleet decided to revisit their dreadnought program (which had previously produced the *Federation*-class) with the intent of producing the largest and most formidable ship ever created by Starfleet. Because of the vessel's increased mass, larger warp engines were required to generate a stable warp field, which proved challenging to engineers as scaling up existing designs proved unstable. Past experiments with three and four nacelle designs had not been particularly successful, so the decision was made to merge two nacelles, creating a larger resonant warp bubble while also permitting existing nacelle designs to be employed. To ease the Federation Council's concerns over creating what could be seen as a massive warship, the class was equipped with large cargo and shuttlebay, being designed to supplement the *Newton*-class in transporting equipment and personnel. Officially, only the prototype *U.S.S. Atlas* was completed. Additional ships were planned, with modifications on the design made in response to the performance of the prototype, but none of these were put into production, with Starfleet instead opting to focus on refitting its existing fleet.

Capabilities: This stout and durable ship was designed with combat in mind. It's hull was reinforced and it has extra phaser banks and shield generators. The design featured 8 dual-emitter Type-VII phaser banks supplemented by an additional 4 single-emitter banks. In total, it had 5 torpedo launchers: two dorsal saucer launchers, two ventral saucer launchers, and a single rear torpedo launcher. The *Atlas* maintained the general design aesthetic of the era with a saucer shaped primary hull attached to a secondary hull by an angular neck. However, the secondary hull was dominated by cargo storage and large shuttlebays, displacing the engineering section into a massive subsection extending from the primary hull. At the aft of this subsection is the ship's powerful impulse engines, and extending from sides of the subsection were the ships warp pylons. The paired nacelles were covered by reinforced plating to deflect non-direct hits. Additionally, the *Atlas*-class was one of the first Starfleet vessels to be designed as a carrier, with its shuttlebays able to function as fighter hangers. On typically missions, the *Atlas* carried standard Class-F shuttlecraft, but on combat operations these shuttles could be equipped with phasers and a single use torpedo launcher. During exploratory or transport missions, the *U.S.S. Atlas* operated with a reduced crew of 500 officers, but during combat missions, a larger crew of 700 was expected.

FIGHTER WING

REQUIREMENTS: Scale 5+

The ship contains one or more squadrons of Scale 1 fighters that can be launched to attack or harass opponents. To launch fighters, a ship's shields must be down. Each round, the carrier's commanding officer or the fighter's squadron leader can direct the wing's attack, choosing either offense or defense. On an offensive attack run, if the ship hits the fighter's target with an attack, the fighters grant you 2 bonus Momentum that cannot be saved to the group pool. On a defensive attack run, the Difficulty of attacks against the ship increase by 1. The fighters can be targeted, with the standard increased Difficulty for targeting small craft. A single breach disables a fighter, and when 3 fighters have been disabled they can no longer make attack runs.

SYSTEMS

COMMS 08

ENGINES 09

STRUCTURE 09

COMPUTERS 08

SENSORS 06

WEAPONS 10

DEPARTMENTS

COMMAND +2

SECURITY +0

SCIENCE -

CONN -

ENGINEERING -

MEDICINE -

SCALE: 5

WEAPONRY:

- Phaser Banks
- Photon Torpedoes
- Tractor Beam (Strength 4)

TALENTS

Atlas-class starships have the following Talents:

- Fighter Wings
- Improved Impulse Drive
- Large Shuttlebays

