

# DEFIANT-CLASS

Entered Service: 2272

**Overview:** Terran Rebels operating out of the Cardassian station of *Terok Nor* constructed the *I.S.S. Defiant* using schematics stolen from the computer systems in another reality and built using resources stolen from the Klingon-Cardassian Alliance. The *Defiant* turned the tide of battle against the Klingon-Cardassian forces in that sector, allowing the Resistance to retain possession of the station of *Terok Nor*. This victory emboldened the Resistance, leading to subsequent victories and plans for future ships.

**Capabilities:** In initial test flights, the powerful warp core of the class almost caused the prototype to shake itself apart. This reactor was necessary for the extreme power draw of its weapon systems: four forward-mounted pulsed phaser cannons, three secondary type-X phaser strips, and a total of six (four forward and two aft mounted) torpedo launchers. With its weapons charged, the ship's maximum speed is only warp 7, but with weapons offline the *I.S.S. Defiant* can achieve an impressive Warp 9.5. Power draw for propulsion is nearly identical at sublight speeds as the starship's structural integrity field allows it to handle maneuvers normally seen in single-pilot fighters. Despite all of the weapon systems and power generation, the ship manages to have surprising crew comforts. Despite the *I.S.S. Defiant* operating with crew of 50, there is space for just two crew-members to be housed in each quarter and everyone has their own bunk. There is even a mess hall on board that allows for recreation. The interior space allows for the inclusion of a small shuttlebay, which has been adapted to accommodate a single small fighter or fitted with homing explosives to allow the ship to performing bombing runs on larger ships. The original design of the ship included quantum torpedoes; while the Terran Resistance managed to gain access to the plans for these weapons, the limited resources of the Resistance made manufacturing more than a handful of the torpedoes impossible. As such, the *Defiant* seldom included the weapons in its load-out and schematics for planned future ships did not include those launchers.



## SYSTEMS

COMMS 00

ENGINES 10

STRUCTURE 08

COMPUTERS 00

SENSORS 00

WEAPONS 13

## DEPARTMENTS

COMMAND -

SECURITY +2

SCIENCE -

CONN +1

ENGINEERING -

MEDICINE -

SCALE: 3

### WEAPONRY:

- Phaser Arrays
- Phaser Cannons
- Photon Torpedoes
- Tractor Beam (Strength 2)

### TALENTS

*Defiant*-class starships have the following Talents:

- Ablative Armour
- Rugged Design

