

DREADNOUGHT-CLASS

Entered Service: 2259 (Kelvin Timeline)

Overview: The *Dreadnought*-class was an experimental Starfleet warship designed by Starfleet's Section 31 with the help of the Human Augment, Khan Noonien Singh. Initial talks of the design began in the 2240s, following the arrival of the Romulan ship, *Narada*. Unknown to Starfleet, the *Narada* was from the future. Fearing follow-up attacks from advanced Romulan warships, Starfleet increased research into starship defenses and engineering, incorporating scans taken of the *Narada*. While the Admiralty was mostly happy with the increased size and firepower of the updated *Constitution*-class some factions deemed even this redesign insufficient, and sought to create even larger and more powerful ships. The intended purpose of the *Dreadnought*-class was defending the Federation in the anticipated war against the Klingon Empire, as well as other rivals, such as the Romulans and Tholians. The first vessel of this class, the *U.S.S. Vengeance*, was launched from a highly classified facility orbiting the Jovian moon of Io.

Capabilities: *Dreadnought*-class starships were specifically designed to be a combat vessels, being larger, faster, and more heavily armed than other Federation ships of the same time period. It was twice the size and three times the impulse speed of a *Constitution*-class starship. Ships of this class were designed to be operated by a minimal crew complement, as an advanced Virtual Intelligence system was employed to reduce the required number of crew: this VI system allowed for the operation of the starships' navigation and propulsion subsystems via voice commands. As few as one to three people could operate the ship for short periods. Like the bridge, the engineering section was designed so that it could run autonomously, and was cramped since regular engineering staff was not required for simple missions. However, it was expected that larger crew would be needed during longer missions to maintain the systems and repair damage. All aspects of the ship were designed with combat in mind; even the deflector dish could be covered by retractable armoured plates to defend the dish from damage. Its weapons were significantly more advanced than contemporary *Constitution*-class weaponry, and the vessel was able of targeting enemy ships while traveling at high warp. The *Dreadnought's* weapon systems included an array of advanced phaser emitters, and two massive swivel-mounted torpedo launchers that could be deployed from under the saucer section from behind protective armour plating. The rotating launchers could rotate and fire a volley of torpedoes at various firing arcs from aft to bow of the ship. A *Dreadnought*-class ship could also launch drones that in turn were capable of launching several photon torpedoes before crashing into a target.

SYSTEMS

COMMS 07

ENGINES 09

STRUCTURE 08

COMPUTERS 07

SENSORS 06

WEAPONS 10

DEPARTMENTS

COMMAND +1

SECURITY +2

SCIENCE -

CONN -

ENGINEERING -

MEDICINE -

SCALE: 5

TALENTS

Dreadnought-class starships have the following Talents:

WEAPONRY:

■ Phaser Banks

■ Photon Torpedoes

■ Tractor Beam (Strength 4)

■ Electronic Warfare Systems

■ Fast Targeting Systems

■ Improved Hull Integrity

■ Improved Shield Recharge

