

## INTREPID

### SYSTEMS

COMMS 04

ENGINES 05

STRUCTURE 05

COMPUTERS 04

SENSORS 05

WEAPONS 04

### DEPARTMENTS

COMMAND 01

SECURITY 01

SCIENCE 00

CONN 01

ENGINEERING 00

MEDICINE 00

Power: 5  
SHIELDS: 6

SCALE: 2  
CREW COMPLEMENT: 46

RESISTANCE: 2

#### ATTACKS & SPECIAL RULES:

- Phase Cannons (Energy, Range Close, 5♣, Versatile 1)
- Spatial Torpedoes (Torpedo, Range Medium, 4♣)
- Improved Hull Integrity

**Entered Service: 2217.** *Intrepid* cruisers were in service between 2151 and 2175 and *Warp Delta* interceptors were in service between 2125 and 2170.

**Overview:** Defending the Sol System and human colonies, the *Intrepid* and *Warp Delta* were United Earth starships operated by Starfleet. They notably defended Earth against the Xindi and fought in the Earth-Romulan War. Following the formation of the United Federation of Planets, they remained in service, expanding their defensive scope to allied worlds. The *Warp Delta* predated the warp 5 program, forming the bulk of Earth's defense force for several decades. The larger *Intrepid* was a forerunner to the *NX*-class, intended as a backup in case the Warp 5 Program failed and its components needed to be re-purposed.



## WARP DELTA

### SYSTEMS

COMMS 04

ENGINES 04

STRUCTURE 04

COMPUTERS 04

SENSORS 05

WEAPONS 05

### DEPARTMENTS

COMMAND 00

SECURITY 01

SCIENCE 00

CONN 02

ENGINEERING 00

MEDICINE 00

Power: 5  
SHIELDS: 6

SCALE: 2  
CREW COMPLEMENT: 46

RESISTANCE: 2

#### ATTACKS & SPECIAL RULES:

- Phase Cannons (Energy, Range Close, 5♣, Versatile 1)
- Improved Impulse Drive

**Capabilities:** Limited to low warp speeds, these light ships seldom traveled far away from their patrol routes between neighbouring systems. The *Warp Delta* had limited quarters, and crew typically rotated in-and-out after a few days, retuning planet-side between shifts or remaining in an orbital station. *Intrepid* cruisers had more room, and crew remained on-board for weeks at a time. They were both equipped with forward facing phase cannons, and the *Intrepid* also possessed two torpedo launchers. Initially limited to low warp speeds (below 3), the *Intrepid* received a refit late in its life boosting its maximum Warp to just above 5.

