

NIMITZ-CLASS

Entered Service: 2225. *Nimitz*-class starships were retired from service after 2260.

Overview: Built for the frontiers of the Federation, the hardy *Nimitz*-class toed the line of being a warship. As an experimental design, only a handful of *Nimitz* starships were launched and the class never saw widespread use in Starfleet. Built for defense, the purpose of the class was to hold the line in battle against unknown enemies long enough for diplomacy to win out or reinforcements to arrive. They primarily served as patrol craft stationed near the territory of hostile powers, with one on the Romulan Neutral Zone and a couple along the Klingon and Tholian borders. Because these *Nimitz*-class starships often took a leadership role in the region, they ended up serving as the flagship of regional admirals overseeing the sector.

Capabilities: One of the first Starfleet designs to attempt four warp nacelles, the *Nimitz*-class featured two pairs of nacelles operating in sequence. The high amounts of energy required to activate four warp engines required the construction of a chevron-shaped superstructure above the saucer shaped primary hull, which housed a network of EPS relays. At the aft of the saucer-shaped primary hull is a long rectangular subsection housing the class' engineering and shuttle bay. Like other ships of the of the 2220s and 2230s, the *Nimitz* featured angular Kurtzman-Beyer warp assemblies. However, because the designed placed the nacelles in a sequence rather than running them in parallel it took a disproportionate amount of energy to initiate warp and generate a stable warp field. At launch, the defensive systems of the *Nimitz*-class were frequently described as "over engineered", being more robust than was thought necessary during peacetime. Despite these feelings, almost every single *Nimitz* vessel was lost during the Klingon War of 2255.

SYSTEMS

COMMS 08 ENGINES 08 STRUCTURE 08

COMPUTERS 10 SENSORS 10 WEAPONS 08

DEPARTMENTS

COMMAND - SECURITY +2 SCIENCE -

CONN - ENGINEERING +1 MEDICINE -

SCALE: 3

TALENTS

Nimitz-class starships have the following Talents:

WEAPONRY:

- Phaser Banks
- Photonic Torpedoes
- Tractor Beam (Strength 2)
- Improved Power Systems
- Rugged Design

