

# PRESIDIO-CLASS

Entered Service: 2410

**Overview:** At the end of the first decade of the 25th Century, the Alpha and Beta Quadrants were again gripped by war. Following this conflict, the United Federation, Klingon Empire, and Romulan Republic formed a loose alliance, vowing to cooperate in future endeavours. As a symbol of this new partnership, all three factions developed command battle-cruisers for joint military operations between Starfleet, the Klingon Defense Force, and the Romulan Republic Force. Starfleet's contribution to this task force was the *Presidio*-class, a ship designed for tactical assignments. The *Presidio* is one of the rare Federation carrier ships, similar to the *Atlas* prototype from the 2270s and the *Typhon*-class from the Dominion War.

**Capabilities:** The *Presidio*-class had the angular chevron-shape saucer section common to starships of the last quarter century, but with the black accents of 25th Century designs. The ship includes the standard design elements of recent starships, such as holo-emitters on all decks, modular hull elements, and advanced phasers. The design featured a small ovoid secondary hull connect directly to the primary hull. The design feature two connects pairs of nacelles; only two nacelles were required to propel the ship at most warp velocities, but the second set was used when a *Presidio* was carrying additional shuttles and needed a stronger warp field to offset the increased mass. Jutting from the back of the ship was a long landing strip leading to the ship's shuttle bay, which ran the length of the secondary hull. A series of tractor beam emitters ran the length of the landing pad, allowing ships to fly in at impulse speeds and either be ferried into the shuttle bay or held in place for a rapid evacuation. The massive hanger of a *Presidio* typically carried eight armed shuttlecraft or an equal number of either *Valkyrie* or *Peregrine* Attack Fighters. While comparable in size to a *Sovereign*-class, *Presidio* vessels were operated by just 750 crew, as they didn't have as many scientific personnel and could also rely on increased automation and holographic personnel.

## FIGHTER WING

**REQUIREMENTS:** Scale 5+

The ship contains one or more squadrons of Scale 1 fighters that can be launched to attack or arras 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 defence. 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 12 ENGINES 11 STRUCTURE 10

COMPUTERS 11 SENSORS 08 WEAPONS 11

## DEPARTMENTS

COMMAND +2 SECURITY +1 SCIENCE -

CONN - ENGINEERING - MEDICINE -

SCALE: 6

### WEAPONRY:

- Phaser Arrays
- Quantum Torpedoes
- Tractor Beam (Strength 5)

### TALENTS

*Presidio*-class starships have the following Talents:

- Command Ship
- Extensive Shuttlebays
- Fighter Wing
- Quantum Torpedoes

