

RANGER-CLASS

Entered Service: 2249. *Ranger*-class starships were retired from service after 2276.

Overview: What became the *Ranger*-class started as one of the potential designs for Starfleet's new class of dedicated exploratory and science vessels: what would become the famed *Constitution*-class. The design of the *Ranger*-class was inspired by the designs of the *Columbia*-class: the refit of the venerable *NX*-class. Eventually the now classical two-hull design of the *Constitution*-class won out and the other plans were set aside. The 2240s saw increased tensions with the Orions and concerns of fortification in the Klingon Empire, which prompted the always controversial conversations on creating a Federation warship to support the smaller *Perseus*-class frigates. While many among the Federation Council balked at the idea, it was eventually decided to construct one mid-sized ship to test the designs for a heavy interceptor. The *NX-1750 U.S.S. Ranger* was launched in 2249. The short war with the Klingons in the mid-2250s prompted several more *Ranger*-class ships to be constructed, although only a couple were completed prior to the end of the war. This increased construction continued into the 2260s with the loss of several *Constitution*-class vessels, the disastrous first contact with the Gorn, the return of Romulans to galactic politics, and continued tensions between the Federation and the Tholians.

Capabilities: The agile *Ranger*-class was one of the most respected battlecruisers of the 23rd century. Officially classified as a "heavy cruiser," the design of the ship was cosmetically similar to the *Constitution*-class. It featured 18 decks separated across the saucer shaped primary hull and cylindrical secondary hull. The secondary hull was positioned beneath the saucer, directly connected to the primary hull rather than being joined by a neck. Two large pylons jutted from the starboard portion of the saucer section that housed the warp plasma conduits, which were connected to each other and the warp nacelles via a "roll-bar". Slightly smaller than a *Constitution*-class ship, *Ranger*-class starships were typically operated by 250 crew members. A tactical powerhouse, the *Ranger* was built for rapid combat resolution: phaser banks were located in the center of the roll-bar, and linked directly into warp power, which significantly increased the design's firepower at the cost of potential warp speed. These vessels were often deployed on the front line of border conflicts with the Klingons and Romulans, typically to discourage hostilities more than win battles. In 2270, the *U.S.S. Ranger* was part of the Federation fleet engaging the Klingon Empire at Caleb IV. While the Klingons emerged victorious and drove Starfleet away, the *Ranger*-class held its own against overwhelming Klingon forces. However, as the initial plans for the class were for an exploratory vessel, there were a number of design problems. In the plans, much of the saucer and secondary hull were set aside scientific laboratories, and in the prototype, these were filled with secondary shield generators and armaments. However, these proved to be a drain on the ship's power reserves. In the final design, these rooms were just left vacant, or converted into cargo or shuttle bays. The distance between the large secondary hull and the warp nacelles also proved problematic, increasing the power requirements of the ship, while leaving the vessel vulnerable to attacks from beneath. These flaws led to the class being retired rather than refit, replaced by the *Soyuz*-class.

SYSTEMS

COMMS 07

ENGINES 09

STRUCTURE 08

COMPUTERS 07

SENSORS 07

WEAPONS 08

DEPARTMENTS

COMMAND -

SECURITY +1

SCIENCE -

CONN +2

ENGINEERING -

MEDICINE -

SCALE: 4

WEAPONRY:

- Phaser Banks
- Photon Torpedoes
- Tractor Beam (Strength 3)

TALENTS

Ranger-class starships have the following Talents:

- Improved Power Systems
- Improved Reaction Control System

