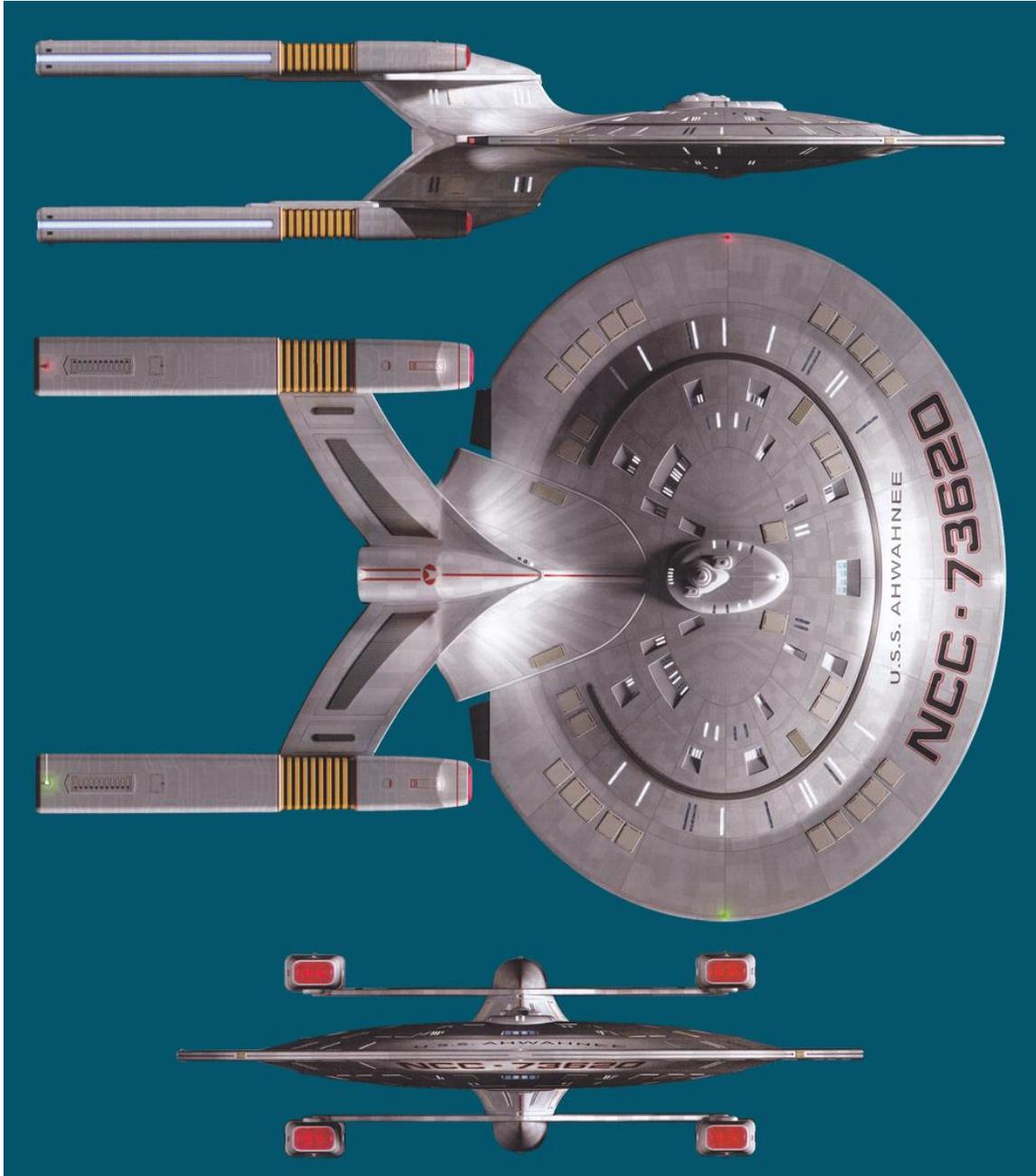


CHEYENNE-CLASS EXPLORATION CRUISER

Entered Service: 2355



Dimensions

Length: 362 meters

Beam: 233 meters

Draft: 67 meters

STAR TREK ADVENTURES

BY CHRISTIAN "SU-TEHP" FERNANDEZ-DUQUE

Overview: Starfleet sometimes experimented with unconventional warp nacelle configurations. Previous vessels that mounted four warp nacelles include the *Cardenas*, *Nimitz*, and *Constellation* classes. The *Cheyenne* class was the first Starfleet vessel since the *Constellation* class to be outfitted with four nacelles and was originally designed as a light cruiser suitable for deep space exploration and border patrol duties. The *Cheyenne* could be seen as an evolution of the *Constellation* class as it had a similar superstructure and its four nacelles were of a newer design. However, this new nacelle design was only ever mounted on the *Cheyenne* and *Springfield* classes.

Capabilities: The *Cheyenne* carried a crew of 320 officers and crewmen. It had a cruising speed of Warp 7 (MCU) and a maximum speed of Warp 9.6 (MCU). Like the *Constellation* class before it, the *Cheyenne* could maintain a high warp speed by alternating use of only two nacelles at a time to prevent the warp coils from overheating. Earlier classes that were armed with phaser arrays, such as the *Ambassador*, *Niagara* and *Freedom* classes, had separate phaser arrays mounted along the circumference of the saucer section to provide a wide field of fire, but the *Cheyenne* was the first Starfleet vessel to be equipped with contiguous phaser arrays mounted along the dorsal and ventral outer edges of its saucer section, a feature classes like the *Galaxy* and *Nebula* would later share.

Systems

Comms	9	Engines	11	Structure	9
Computers	10	Sensors	10	Weapons	9

Attacks

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

Departments

CMD	--	SEC	--	SCI	+1
CONN	+1	ENG	+1	MED	--

Talents

Cheyenne-class starships have the following Talents:

- Improved Warp Drive
- Modular Laboratories
- Redundant Systems

Scale: 4

Dakota-class Variant

Entered Service: 2376

Following the military campaigns of the Dominion War, Starfleet needed to replace lost starships to get the fleet back up to full strength. Starfleet's Advanced Starship Design Bureau took the *Cheyenne* spaceframe and modernized some design elements to



create the *Dakota*-class variant, which soon became integral to securing the outer sectors of Federation space. The *Dakota* class has a more elongated saucer section, reminiscent of the *Intrepid* class, with a notch in the fore section to accommodate a power interface.

Changes: Increase Structure and Engines by +1. Replace Modular Laboratories with Backup EPS Conduits.

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Stargazer-class Variant

Entered Service: 2376

Designed and commissioned by the Advanced Starship Design Bureau at the same time as the *Dakota*-class design variant, the *Stargazer*-class spaceframe is a more tactically capable version of the original *Cheyenne* class. With a more robust energy system capable of supporting stronger phasers and advanced targeting systems, the *Stargazer*-class variant is more than capable of meeting enemy vessels in combat. While these starships supply and assist far-flung Federation colonies like its sister designs, the *Stargazer* class can handle assignments in more dangerous portions of the galaxy where combat is as likely as settlements in need.



Changes: Increase Structure by +1 and Weapons by +2, decrease Computers by -1. Increase Security to +1, decrease Science to +0. Replace the phaser arrays with phaser banks. Replace Modular Laboratories with Fast Targeting Systems.

Author's Note: According to *Star Trek Shipyards: Starfleet Ships 2294-The Future* published by Eaglemoss/Hero Collector as well as the Eaglemoss/Hero Collector jpeg file of the Federation starships (found [here](#) near the upper right corner), the *Cheyenne* class has a length of 362 meters. According to [my Scale system](#), the *Cheyenne* class is clearly Scale 4.

Additional Author's Note: Some of you might be asking how subtracting or reassigning points from Departments to create the *Dakota* and *Stargazer* variants is allowed by the Rules As Written. Simple: these variants are not refits *per se*, but entirely new starship designs built from scratch so the regular refit rules found in the Core rulebook on page 252 don't apply.

Acknowledgements: Both the *Dakota* and *Stargazer* variants were originally drawn up by Colin "Mephit James" Wilson and the write-up for them can be found [here](#). Out of deference to Mephit James, I have (mostly) retained the statistics of his versions, though with an additional refit point since I changed the *Cheyenne*'s commission date from 2362 to 2355. Likewise, I replaced the *Stargazer*'s Modular Laboratories talent with Fast Targeting Systems since it would be unlikely that a tactically designed starship variant would need the Modular Laboratories Talent. (I think this was an oversight/typo on MJ's part, so I decided to correct it here.) Additional thanks to Jim Stevenson for maintaining the [Starship Schematic Database](#).