

Decker-class Destroyer (NCC 60XX)

SERVICE PERIOD: 2275 - 2375

OVERVIEW: When quick and deadly warships became a necessity for escort missions and battle maneuverability, the Decker class was born. Armed with phaser arrays and an abundance of torpedoes, the Decker often ended conflicts without firing a shot due to the intimidation it brought to the battlefield.

CAPABILITIES: Capable of Warp 9 for short distances, these ships could quickly get to an escalating tension or full on battle and help sway the confrontation towards the Federation's side.

SYSTEMS

Comms 07 Engines 07 Structure 09
Computers 07 Sensors 07 Weapons 10

DEPARTMENTS

Command +1 Security +2 Science --
Conn -- Engineering -- Medicine --

SCALE: 4

ATTACKS

Phaser Banks

Photon Torpedoes

Tractor Beam (Strength: 3)

TALENTS

Decker-class starships have the following talents

Fast Targeting Systems The ship doesn't suffer the normal Difficulty increase for targeting a specific System on the enemy ship.

Rapid-Fire Torpedo Launcher Whenever the crew adds 3 threat to fire a torpedo salvo, they may re-roll a single d20 on the attack and any number of ▲ dice on the damage roll.

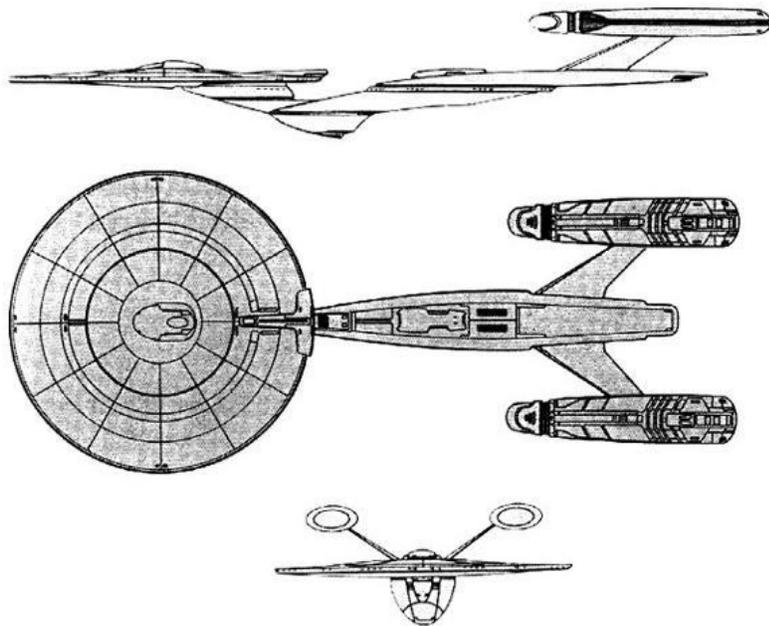
STANDARD COMPLIMENT

Officers 100
Crew 100
Passengers 10

DIMENSIONS

Deadweight Tonnage 140,603 Metric Tons
Length 288 m
Beam 120 m
Draft 52 m

Warp Speed (TOS) Cruise:10 / Max: 14
Warp Speed (TNG) Cruise 06 / Max: 09



M'benga-class (Type NCC 100XX)

SERVICE DATE: 2280-2375

OVERVIEW: As the Federation's borders grew throughout the 23rd century, it became apparent that long range rescue ships were necessary to provide emergency medical support to its distant colonies and vessels. The M'benga class starship was born out of this need.

With its numerous units such as quarantine, surgical, and intensive care, the M'benga class carried top of the line medical equipment that included low gravity surgical suites. The ships also had an expansive laboratory space to study new diseases and create revolutionary cures.

Though the M'benga class ships were completely unarmed, they boasted some of the most advanced shields in the fleet. These shields allowed the ships to take multiple hits while protecting their patients as they escaped or waited for backup.

During wartime, it was possible to equip the M'benga class ships with phaser banks but they were unable to fire torpedoes. In the later years of their lives, the M'benga ships were often equipped with an EMH as a redundancy measure.

SYSTEMS

Comms	09	Engines	Structure	11	
Computers	09	Sensors	09	Weapons	00

DEPARTMENTS

Command	--	Security	--	Science	+1
Conn	--	Engineering	--	Medicine	+2

SCALE: 4

ATTACKS

Tractor Beam (Strength 03)

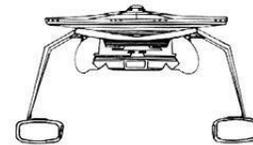
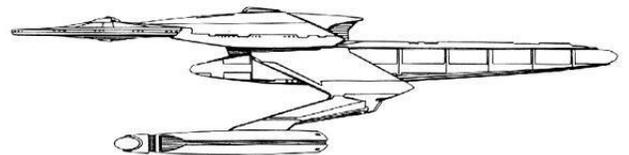
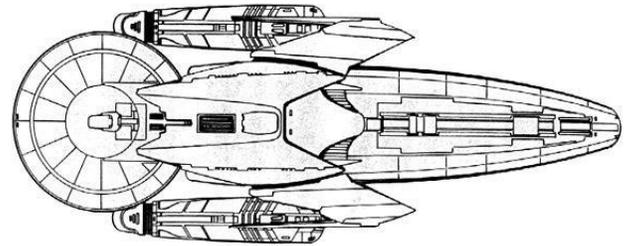
TALENTS

M'benga-class starships have the following talents

Ablative Armor: +2 Resistance

Advanced Sickbay: Gain the Advanced Sickbay advantage, which applies to all Tasks related to medicine and biology performed in sickbay itself. This advantage is lost if the ship's Computer System is Disabled.

Advanced Shields: +5 Maximum Shields



Moscow-class Scout Ship

(NCC-600XX)

ENTERED PERIOD: 2290-2380

OVERVIEW: Designed as a deep space research and scout vessel, the *Moscow* class ships combined top of the line long-range sensor arrays and versatile phaser weapons. Able to monitor spatial phenomena from great distances and act as an early warning vessel, the small *Moscow* ships were a versatile piece of the new Federation fleet.

CAPABILITIES: Capable of cruising at warp 6 and short bursts at warp 9, the *Moscow* ships could quickly respond to new sensors readings and gather more information as needed. When called to battle, these ships were dangerous from all ranges with their supply of photon torpedoes, as well as their multiple phaser delivery systems.

SYSTEMS

Comms	07	Engines	08	Structure	07
Computers	08	Sensors	10	Weapons	08

DEPARTMENTS

Command	--	Security	+1	Science	+1
Conn	+1	Engineering	--	Medicine	--

SCALE: 03

ATTACKS

Phaser Arrays

Phaser Cannons

Photon Torpedoes

Tractor Beam (Strength: 02)

TALENTS

Moscow-class starships have the following talents:

Advanced Sensor Suites: Whenever a character performs a task assisted by the ship's Sensors, they may reduce the difficulty of the task by 1, to a minimum of 0.

Expanded Munitions (Phaser Arrays)

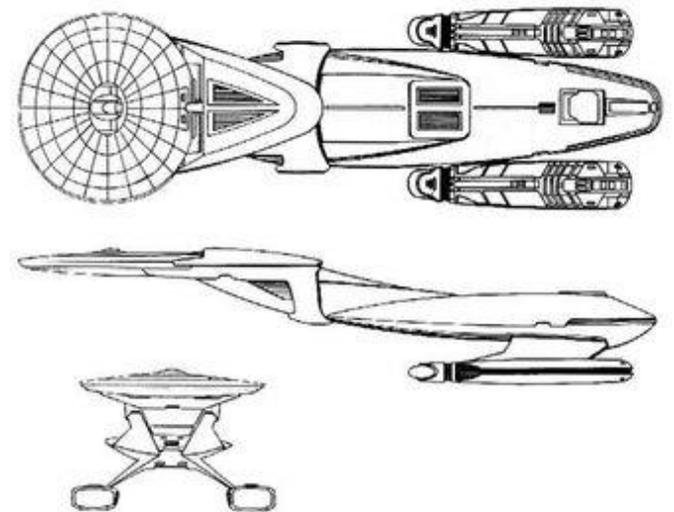
STANDARD COMPLIMENT

Crew	45
Passengers	5

DIMENSIONS

Deadweight Tonnage	123,193 Metric Tons
Length	155 m
Beam	45 m
Draft	35 m

Warp Speed (TOS)	Cruise: 12 / Max: 14
Warp Speed (TNG)	Cruise 06 / Max: 09



Paine-class Frigate (NCC-90XX)

SERVICE PERIOD: 2290-2382

OVERVIEW: As the Federation began to expand its borders, the outskirts of its territory was challenging to protect at first. In many cases, when borders were extended as new civilizations became members, Starfleet's fleet was spread too thin and proper support often took time to relocate. Sadly, this opened the doors to seedy groups looking to capitalize on the lack of protection.

The *Paine* class ships were built as an answer to the growing problem of piracy. A quick build of four per year allowed for these ships to rapidly support new borders and trade routes.

CAPABILITIES: With powerful shields and top of the line communications, the *Paine* class ships were able to maintain contact with an enemy craft while rapidly relaying data to the rest of the fleet. Combine that with a warp 6 cruising speed and a full arsenal of phasers and torpedoes, and the *Paine* class ships were a vital tool in the days of expansion.

SYSTEMS

Comms	09	Engines	07	Structure	08
Computers	08	Sensors	08	Weapons	09

DEPARTMENTS

Command	+1	Security	+1	Science	--
Conn	+1	Engineering	--	Medicine	--

SCALE: 04

ATTACKS

Phaser Cannons

Photon Torpedoes

Tractor Beam (Strength: 03)

TALENTS

Paine-class starships have the following talents

Advanced Shields: The ship's maximum Shields are increased by 5.

Electronic Warfare Systems: Whenever a character succeeds on the ship succeeds at the Intercept or Signal Jamming Tasks, they may spend 2 Momentum to select one additional ship to be affected as well.

STANDARD COMPLIMENT

Crew	85
Passengers	15

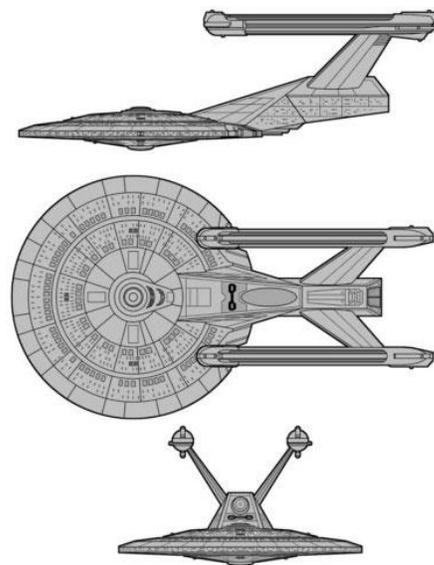
DIMENSIONS

Deadweight Tonnage	139,805 Metric Tons
Length	250 m
Beam	120 m
Draft	80 m

Warp Speed (TOS)

Cruise: 12 /
Max: 14
Cruise 06 /
Max: 09

Warp Speed (TNG)



Royal Sovereign-class (NX-30XX)

SERVICE DATE: 2278 - 2375

OVERVIEW: Designed as a durable warship, the *Royal Sovereign* took all the good things about the *Excelsior* class frame and made it bigger. Able to hold more military forces and shuttles than the *Excelsior* class, the *Royal Sovereign* was nearly the size of, and equally, if not more deadly than the new *Galaxy* class ships.

Later in their lives, the *Royal Sovereign* ships made for great research vessels due to the amount of modular space inside which easily allowed crew quarters to be swapped out for science labs if needed.

CAPABILITIES: Capable of reach warp 9 for short jumps, the *Royal Sovereign* ships also boasted the new Quadro-transducer shielding system, which made up for their lack of maneuverability by allowing them to take repeated attacks with minimal hull damage. Combine that with top-of-the-line power management systems, and the *Royal Sovereign* ships were true forces to be reckoned with.

SYSTEMS

Comms	07	Engines	07	Structure	09
Computers	08	Sensors	08	Weapons	10

DEPARTMENTS

Command	--	Security	+2	Science	--
Conn	--	Engineering	+1	Medicine	--

SCALE: 06

ATTACKS

Phaser Banks

Photon Torpedoes

Tractor Beam (Strength: 5)

TALENTS

Royal Sovereign-class starships have the following talents

Improved Shield Recharge: Whenever the *Regenerate Shields* task is successful, the ship regains 3 points of shields, plus 3 more for each Momentum spent (repeatable) instead of the normal amount.

Improved Hull Integrity: +1 Resistance

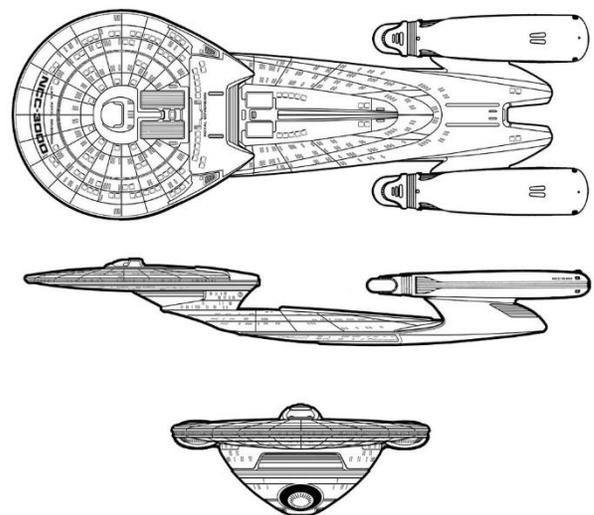
STANDARD COMPLIMENT

Officers	125
Crew	725

DIMENSIONS

Deadweight Tonnage	334,825 Metric Tons
Length	625 m
Beam	224 m
Draft	100 m

Warp Speed (TOS)	Cruise: 12 / Max: 14
Warp Speed (TNG)	Cruise 06 / Max: 09



Wellington-class Light Cruiser (NCC-500XX)

SERVICE PERIOD: 2288-2380

OVERVIEW: As the Federation needed new diplomatic and research locations throughout the quadrants, it became apparent that they also needed additional defenses in place to deter those who would seek to undermine negotiations or steal Starfleet secrets. With several threats looming, Starfleet assigned three *Wellington* light cruiser to each important space station to act as “trip-wires” able to patrol for and, if needed, deter and weaken an enemy ship before notifying the rest of the fleet.

CAPABILITIES: Capable of traveling at a cruising speed of warp 6 and able to fly at warp 9 for short bursts, the *Wellington* class ships were able to get to each other’s locations rapidly for back up should a situation arise.

On top of their rapid response times, the *Wellington* frame had modified torpedo tubes capable of firing “Long Lance” plasma torpedoes. These weapons were designed to disrupt an enemy’s sensors and computers as they waited for back up to arrive. With these terrifying torpedoes on board, an enemy was unlikely to get to the station the *Wellington* was assigned to without putting themselves and their ships at great risk.

SYSTEMS

Comms	08	Engines	07	Structure	08
Computers	09	Sensors	09	Weapons	10

DEPARTMENTS

Command	+1	Security	+1	Science	--
Conn	+1	Engineering	--	Medicine	--

SCALE: 04

ATTACKS

Phaser Cannons

Photon Torpedoes

Long Lance Plasma Torpedoes

Tractor Beam (Strength: 03)

TALENTS

Wellington-class starships have the following talents

Expanded Munitions (Long Lance Plasma Torpedoes):

The ship can fire torpedoes with the following profile:

Type	Range	Damage	Qualities
Plasma	L	6A	Calibration, Jamming, Persistent: 6

STANDARD COMPLIMENT

Officers	50
Crew	125

DIMENSIONS

Deadweight Tonnage	165,475 Metric Tons
Length	175 m
Beam	62 m
Draft	37 m

Warp Speed (TOS)	Cruise: 12 / Max: 14
Warp Speed (TNG)	Cruise 06 / Max: 09

