

AKYAZI-CLASS PERIMETER ACTION SHIP

Entered Service: 2284



Image from the Pegasus Fleet Wiki

Dimensions

Length: 216 meters

Beam: 120 meters

Draft: 27 meters

Overview: During the conflict with the Klingons in 2269, the Federation began developing plans to replace aging designs for its Perimeter Action Ships (PAS). Starfleet hoped to deescalate hostilities with the Klingon Empire and shelved the plans for more than a decade until the devastating Taal Tan Offensive began in 2283. The project was fast-tracked and a year later the first *Akyazi*-class starships were launched and quickly became an integral part of the Federation's border fleets. They were an untested deterrent for several years until the *U.S.S. Eleusis* and *U.S.S. Acavus* clashed with Orion raiders in 2287 and soon after engaged with five Klingon ships. Both engagements were decisive victories for Starfleet and many more *Akyazi*-class spaceframes went into production the same month.

Capabilities: Perimeter Action Ships are the first line of defense for Starfleet. They are fast and deadly designs, organized around their weapon systems and propulsion. The Federation border is a wide expanse of space and it's impossible to station ships everywhere. Instead, PAS groups patrol sections of the border and quickly warp to where they're needed. Having such a combat-oriented design in Starfleet made many peaceful members of the Federation Council uncomfortable, including the Vulcans and Deltans. There's no denying that the *Akyazi* class is effective, though, and so it is likely to remain a large part of the border fleets.

Systems

Comms	8	Engines	8	Structure	8
Computers	7	Sensors	8	Weapons	8

Departments

cmd	--	sec	+1	sci	--
conn	+2	eng	--	med	--

Scale: 3

Attacks

- Phaser Banks
- Photon Torpedoes
- Tractor Beam (Strength 2)

Talents

Akyazi-class starships have the following Talents:

- Improved Warp Drive
- Secondary Reactors

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Arbiter-class Variant

Entered Service: 2285

After six months of service, Starfleet engineers already had lists of improvements to the *Akyazi* design. Many of these were implemented in scheduled retrofits but some suggestions required a complete overhaul and a variant spaceframe design. Reinforcements were added to the frame's design at the cost of some of the sensor refinements, making the *Arbiter*-class variant a long-range vessel that could be more practically deployed to the Federation's frontier. The ship is also fitted with damage control systems to allow it to engage easily with the enemy even when not supported by other vessels.



Image from the U.S.S. Albion site

Changes: Decrease Sensors by -1, increase Structure by +1, and replace Secondary Reactors with Improved Damage Control.

Akula-class Variant

Entered Service: 2286

Dimensions

Length: 216 meters

Beam: 120 meters

Draft: 69 meters

While all three subclasses of the *Akyazi*-class perimeter action vessel had all been ordered at the same time in 2283, construction of the *Arbiter* and *Akula* variants were necessarily delayed as design

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flaws that cropped up in the earlier *Akyazi* subclass could be addressed. Furthermore, the *Akula*'s design included a "Bia" series deflector pod that extended an additional 40 meters from the ventral side of the ship. Since such a large protrusion would inevitably interfere with the generation of a stable warp field, construction of the *Akula* subclass had to be delayed until Starfleet engineers could solve the problem. Simply removing the deflector pod was not an option since it was integral to the *Akula*'s defenses for its combat patrol assignment. The deflector pod is designed to act as a "lightning rod" of sorts against incoming attacks from hostile vessels. The pod then absorbs and dissipates the energy of the attacks, thereby lessening the strain on the vessel's deflector shields. Once Starfleet engineers solved the warp field problem by realigning the *Akula*'s warp coils, production of the *Akula* variant began in earnest. The *Akula* vessels were deployed to frontier areas of the Federation where combat was deemed especially likely.



Image from Memory Beta,
posted by Emperorkalan

Changes: Decrease Sensors by -1, increase Weapons by +1, replace Improved Warp Drive with Advanced Shields, and replace Secondary Reactors with Improved Shield Recharge.

Author's Note: Colin "Mephit James" Wilson created the original *Akyazi* and *Arbiter* variants. Christian "Su-tehp" Fernandez-Duque created the *Akula* variant and recreated the *Akyazi* and *Arbiter* variants with the recently published Utopia Planitia rules (see below).

Utopia Planitia Calculations: 2200 = 40 system points, 2284-2200=84, so 8 additional System Points → total of 48 System Points. Scale 3 subtracts 1 point, so 47 total System Points. Thus, Comms 7, Comp 7, Engines 8, Sensors 8, Structure 8, Weapons 9. As for Department Points: +2 Conn as the *Akyazi* needs to be able to maneuver well and +1 to Security because this is a combat vessel.