



PHOENIX

LAUNCH YEAR: 2352

OVERVIEW: Small and easily produced in quantity, the *Phoenix*-class is a versatile spacecraft designed as a fast, medium-range rapid response vessel to deliver emergency medical supplies or engineering components, and perform small-scale personnel transfer and delivery duties. Initially produced for Starfleet, the class proved versatile and many of them were sold into civilian service for a variety of purposes.

Utilizing an inter-nacelle warp governor inspired by the *NX*-class from two centuries before, the *Phoenix* was able to achieve exceptional warp speeds for such a small craft. While it would not prove to be as tactically capable as the *Danube*-class runabout introduced a decade later, the *Phoenix*-class was capable of longer range missions at higher warp speeds, and also had more cargo and passenger space.

CAPABILITIES: Normally operated by a crew of thirteen, the *Phoenix*-class featured integrated automation that allowed for smaller personnel complements, and had optional automation systems that could be installed

SPACEFRAME

TRAIT: Federation Starship, *Phoenix*-class, Compact Vessel

SCALE: 2

SYSTEMS

COMMS 10

ENGINES 10

STRUCTURE 08

COMPUTERS 10

SENSORS 09

WEAPONS 06

DEPARTMENTS

COMMAND —

SECURITY —

SCIENCE —

CONN +1

ENGINEERING +1

MEDICINE +1

WEAPONS:

- Phaser Array
- Tractor Beam (Strength 1)

TALENTS:

- None

SPECIAL RULES:

- Compact Vessel (see page 196 of the second edition core rulebook)

with minimal effort which would allow the ship to be operated by a single person if necessary.

The class could cruise indefinitely at warp 7.2, and had a maximum speed of warp 8.7, which it could maintain for up to six hours. Its impulse engines were also robust, giving the class better-than-expected sublight performance.

Its speed and maneuverability came at the expense of weapons systems and overall structural integrity. This was deemed acceptable given the mission parameters for which it was designed.

REFITS AND VARIANTS: Early Starfleet refit programs focused on the ship's weaponry and structural integrity systems. Ships sold into the civilian market were upgraded in a variety of ways, some of them not necessarily in keeping with the original design philosophy.

SUGGESTED MISSION PROFILES: Civilian Merchant Marine, Crisis & Emergency Response, Logistical/Quartermaster, Reserve Fleet

NAMING CONVENTIONS: The class was named after Zefram Cochrane's *Phoenix*, and was intended as a way to bring Federation worlds closer together. Many of the vessels in Starfleet service have names that represent friendship and good luck in many of the languages of the Federation's member worlds. Names such as *Fortuna*, *Brotherhood*, and *T'hy'la* are examples. Registry numbers are typically in the 60000-65000 range, but are scattered throughout as open numbers were assigned as needed.

Vessels sold into civilian service have no specific naming conventions.

NOTABLE EXAMPLES: *U.S.S. Fortuna* (NCC-63189), *S.S. Eleos XII* (NAR-59019)

S.S. ELEOS XII

NAR-59019

NOTABLE STARSHIP (2401)

MISSION PROFILE: Crisis & Emergency Response

COMMISSIONED: 2352

REFITS: 4 (+1 Computers, +2 Structure, +1 Weapons)

TRAITS: Federation Starship, *Phoenix*-class, Compact Vessel, Civilian Ship (Mariposa Medical Group)

CREW COMPLEMENT: 2

CREW SUPPORT: 1

SYSTEMS

COMMS 10

ENGINES 10

STRUCTURE 10

COMPUTERS 11

SENSORS 10

WEAPONS 07

DEPARTMENTS

COMMAND 02

SECURITY 02

SCIENCE 03

CONN 03

ENGINEERING 02

MEDICINE 03

SCALE: 2

RESISTANCE: 3

SHIELDS: 14

WEAPONS:

- Phaser Array (Energy, Medium, Damage 3, Versatile 2, Area or Spread)
- Tractor Beam (Strength 1)

TALENTS:

- Advanced Sickbay
- Extensive Automation

SPECIAL RULES:

- Compact Vessel



After leaving Starfleet, Dr. Beverly Crusher became affiliated with the Mariposa Medical Group, a civilian organization dedicated to providing medical aid to those in need. She spent most of her time with the Mariposas aboard the *S.S. Eleos XII*. The ship, named for the Greek goddess of mercy and compassion, served Dr. Crusher and her youngest son, Jack, as home and workplace for a number of years.

In 2401, they began to be pursued by a variety of bounty hunters; unknown to them at the time, Jack Crusher had become the linchpin of a plan by the Borg to crush the Federation once and for all.

As the Crushers fled their pursuers, Dr. Crusher sent a coded distress call to Admiral Jean-Luc Picard in a final effort to keep Jack safe. Not long after Picard and Captain William Riker were able to rescue the Crushers, the *Eleos XII* was destroyed in the Ryton Nebula by Captain Vadic and the *Shrike*.