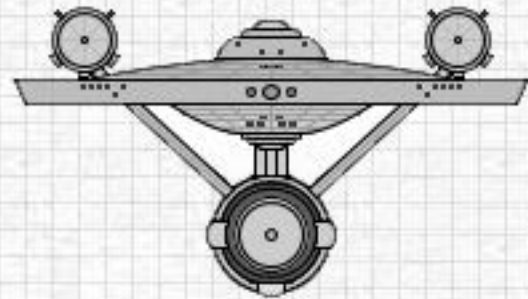
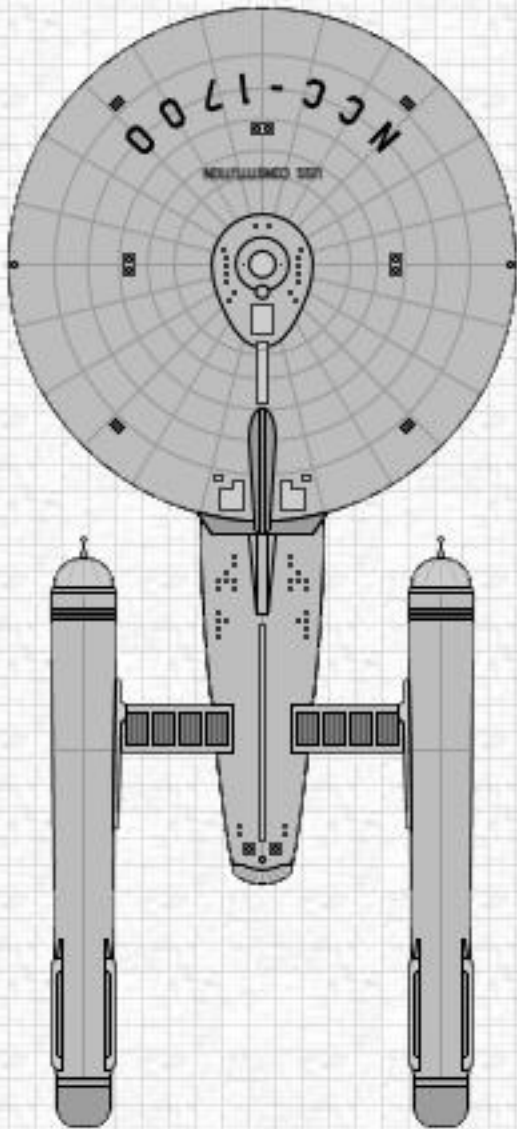


STARFLEET



SHIPS OF THE CONSTITUTION-CLASS ERA - VOLUME ONE

A CODA-SYSTEM NETBOOK

Class Name	Class Type	Registries
Saladin	Destroyer	NCC-500-519
Hermes	Scout	NCC-585-599
Capella	Surveyor	NCC-700-719, NAR-1324-1329
Sherman	Automation-Capable Transport	NCC-935-939, NAR-1200-1203, NGL-1460-1467
Independence	Armed Transport	NCC-940-945, NAR-1204-1209, NFT-1910-1917
Nelson	Intelligence Scout	NCC-880-890
Bonaventure	Dilithium Drive Test Vessel	NX-1028, 1029
Derf	Surveyor	NCC-1270-1289, NAR-1279-1285
Larson	Heavy Destroyer	NCC-1400-1424
Anton	Cruiser	NCC-1500-1511
Wayfarer	Research Frigate	NCC-1535-1539
Loknar	Frigate	NCC-1640-1659
Constitution	Heavy Cruiser	NCC-1017, 1305-A, 1700-1719, 1760-1764
Longbow	Battle Cruiser	NCC-1725-1731
Decatur	Cruiser	NCC-1780-1799
Surya	Frigate	NCC-1850-1872
Federation	Dreadnought	NCC-2100-2102, NCC-2117-2120

FOREWORD

This book probably really started somewhere in the late 1970's. Back then, I was a little tyke interested in the 'gee whiz' aspects of science fiction, particularly the ships and technology shown on *Star Trek* while it was in syndication. To whet my appetite even more, my uncle was a 'fictional technology' fan as well and had a large number of 'Starship' books, both official and not, from the early days of *Star Trek's* fandom. Needless to say, I got into them an awful lot, much to his chagrin.

Of course, still as a little tyke, I was tracing the drawings from Franz Joseph's *Technical Manual* and making new ship designs of my own. I didn't know a thing about warp dynamics and all the other details now called 'Treknology'. I simply wanted to make a lot of new ships and have fun drawing them.

Since that time, there's been a number of new *Star Trek* television shows, countless fan publications, role-playing games, and other odds and ends that helped flesh out the *Trek* universe I grew up with. And, naturally, there were more ships to fuel my imagination. (Several of those ships appear here.)

So this book goes out to my uncle Mike, who was kind enough not only to put up with my getting into his cool things all the time, but for also encouraging me to dream and imagine, especially during those times I needed to look forward the most.

It also goes out to both the creators of *Star Trek*, and the many fans who joined into the spirit of the series and the universe it presented with their own creative works. Thank you to all of you for filling a young boy's dreams.

Neale Davidson, Jan 2005

Welcome to the first in a series of guides for *Star Trek* starships! This volume of the guide is designed to give a wide cross-section of Federation ships from *Star Trek*, the original series, ranging from the famous *Constitution* class, to the *Sherman* Class freighters and the *Larson* class destroyer.

SOURCES

Star Trek is a tricky beast. As a franchise, it envelops six television series, a dozen movies, hundreds of novels and comic books, and many more official sources of material. Beyond that, of course, are a countless myriad of fan-works covering the in-depth minutiae of the fictional *Star Trek* universe. Where to begin?

Canon

One of the hardest things to nail down about *Star Trek* is what is 'essential to the fiction', and what should be excluded as 'wrong' or 'unessential'. This dilemma is the source of the infamous 'canon' debate, where arguments abound over 'what counts' in a *Star Trek* discussion, and what doesn't.

For purposes of this guide, 'canon' is, effectively, the important or highlighted information presented on screen on each television show. That means, if it's on screen and *important* to either the series, it's kept as part of the rule-guide. If it's not on screen, or not presented as 'important' to the franchise, no matter how official it is, it's not 'canon'. (Doesn't mean it won't be used, but it's just not a keystone for getting this guide together.)

The Original Series, The Animated Series

For this guide, the Original Series information consists of the basics. Official details (where they make sense) are filled in from Bjo Trimble's *The Making of Star Trek*, Franz Joseph's *Star Trek Technical Manual*, the Animated Series, and finally Micheal Okuda's *Star Trek: Encyclopedia*.

Keep in mind that an effort's been made to keep things overall consistent within this guide, meaning that one or more of these sources may be overridden if something else just makes more sense. Specific notes about sourcing and 'canon' can be found in the Editor's Annotations of each entry.

Fan Guides

Through most of *Star Trek's* history, fans have

been adding information to 'fill in the gaps'. These fan-works have included everything from parody-skits to incredibly detailed, very professional schematics of starships not shown 'on screen'. Starships like the *Decatur* and *Surya* were not official works from Paramount, certainly, but have earned a niche within *Star Trek's* fandom for their high quality work.

Quite a few fan works are within this guide, credited appropriate with each entry. Details from fan works (such as registries, etc.) are likely to change to keep things internally consistent, but deference is given to the original creators and their works whenever possible. Again, specific notes on each design used can be found with the Editor's Annotations.

World War II

It may seem odd to talk about World War II as a basis for this guide, but there's a reason for it. When Gene Roddenberry was drafting the original *Star Trek*, he used his naval experience during the war to shape both Star Fleet, and the ships that served under it. All of the militaristic language, as well as the overall 'feel' of *Star Trek* was deliberately designed to reflect the United States Navy of that period.

This guide takes that idea and sticks to it as much as possible. The ship types, numbers of each type, etc. are all based on the US Navy model of that period. This, of course, puts this guide at odds with games and publications that gives over one-hundred *Constitution* Class vessels (including the *Technical Manual*), but is more in keeping with not only what Roddenberry had in mind, but also with what was shown on screen.

REGISTRY CLASSIFICATIONS

One big exception to the above 'sourcing' is the use of the registries for each starship. (The 'NCC' prefixes found on many ships, for example). In these cases, deference is given to the somewhat more reliable *Star Trek: Next Generation* scheme of starship registries. Numerous ships, particularly those of largely non-capital purpose, have their registries adjusted to the more 'modern' scheme.

NCC: Naval Commissioned Contract. This designation applies to most active starships, particularly ones that can fulfill a military role, such as the NCC-1701 *Enterprise*. This designation refers to *all* active-duty ships, not just capital-level vessels.

NX: Naval Experiment. This designation applies to a prototype ship, or a ship that is largely a test-bed for new equipment (such as the NX-2000 *Excelsior*). Usually, these ships are re-commissioned to an NCC status.

NAR: Auxiliary Registry. Typically, these ships are 'attached' to the Federation fleet, but not on active duty unless called for an emergency dispatched or under specific mission orders. Many research vessels kept by the federation, as well as tenders and other craft, fall into this category.

NGL: Naval Freighter, General. This designation refers any bulk freighter built-by and commissioned for Starfleet, such as the *SS Gamesa*, NGL-1460. Generally these are under civilian control but may be pressed into active service in times of emergency.

NDT: General Transport. Similar to the NGL designation, but usually refers to civilian-only vessels. While under the same regulations as the NGL-type craft, these vessels would only be called into military service under dire circumstances.

NFT: Personnel Transport. This refers to any ship designed primarily for passenger use (though not a troop-transport). They fall under the same regulations as NGL-type craft.

NSP: Science Vessel. This is a federation starship specifically dedicated to scientific missions. It may *not* be called into active military duty, and is always under civilian control, unless otherwise specifically ordered by the Federation Council. This designation is not in common use until the 24th century.

STARSHIP GAMING

This manual was made, primarily, to match up with the *Starships* guide from Decipher's *Star Trek* role-playing game, while using more 'established' details and information from other sources.

FASA Notes

Though several of the ships appearing in this guide are originally from FASA's *Starship Tactical Combat Simulator*, the numbers and specifics are wildly different, reflecting both a stricter adherence to 'canon' references, as well as a more 'modern' focus on starship capabilities. None of the ships, as listed, will match the specifications given within FASA's guides.

That said, they're still playable when broken down

to their key components. Specific numbers will be different than FASA, of course, and a ships' performance may play quite as expected, but the combat rules will still *work*.

Phasers: The standard Class IX phaser in this guide replaces a swath of phasers found in the FASA guide. The 'exact' match of the Class IX is FASA's FH-3 type phaser bank.

Photon Torpedoes: The MK-IV launcher referenced heavily in this guide roughly corresponds to the FP-5 listed in FASA's.

Shields: The standard shield grid in this guide is the PFF 2a. This most closely translates to the FSO type shield from FASA's rules.

Warp Drive: The PB-32 'standard' warp drive used in this manual covers a large swath of systems from the FASA manuals. The closest match, performance-wise, to the PB-32 would be the FWF-1 engine.

The PB-32S, for its part, most closely matches the FWC-2 in performance.

Impulse Drive: The IPI86E commonly referring to in this guide most closely matches the FIE-2 found on the *Constitution* class from the *Federation Starship Recognition Manual*.

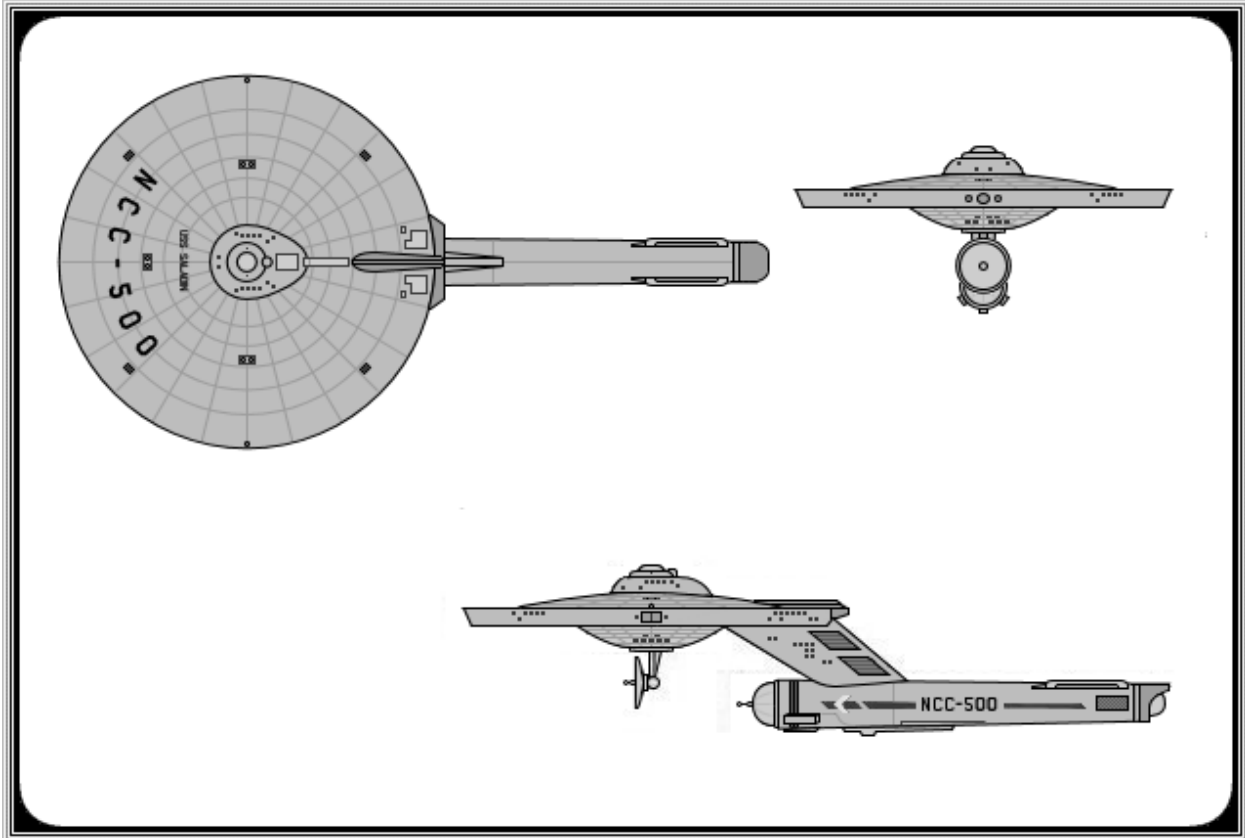
CODA Notes

For its part, CODA sticks somewhat closer to established 'canon'. There are a few differences between the more common specifications in the *Franz Joseph Technical Manual*, and the statistics given in *Starships*, mostly in naming schemes however.

Phasers: The 'Class IX' ship's phaser listed in this guide is the equivalent of the 'Type IV' ships' phaser listed in *Starships*. The 'Class VII' laser cannon is equivalent to the 'Type III' ships' phaser from the guide.

Photon Torpedoes: The 'MK-IV' launcher listed in this guide is the equivalent of the MK12IF from the *Starships* book.

Impulse Drive: The IPI86E impulse drive system listed in this manual is the equivalent of the SBE in performance, with the exception that the SBE is rated for a maximum sub-light speed of .75C.



Constitution

Saladin Class Destroyer
 Design Chief: Franz Joseph
 Class Commission: 2251
 Complement: 20 Officers, 180 Crew

Hull Data
 Structure: 25
 Size: Class 4, 13 Decks
 Length/Beam/Height: 242m/127m/60m
 Mass: 95,000MT

Drive system
 Impulse: IPI86E (.75c)
 Warp: PB-32-MK 3, Tandem, (WF 6/8)
 Maneuver Modifiers: +2C, +2H, +2T

Tactical Data
 Phasers:
 Class IX, 3 banks/2 ea (f, f/p, f/s)
 Torpedoes:
 MK-IV Twin-Launcher (f)
 Deflector Shield: PFF 2a

Class Traits:
 Hardened System (Life Support)
 Design Flaw: Warp-Engine

Operational Data:
 Atmosphere Capable: No
 Cargo Units: 50
 Life Support: Class 4 (Hardened)
 Operations System: Class 4
 Sensor System: Class 3
 Separation System: None
 Shuttlebay: 1a (Small)
 Shuttlecraft: 1 size worth
 Tractor Beams: 1fv, 1a
 Transporters: 2 STD, 2 emergency, 2 cargo

Supplemental Craft (STD):
 Class H Travel Pod: 2

General information
 The Saladin class was, in theory, a 'perfect' light combat ship. The idea was to take the successful components of the *Constitution* class ships and strip them down to a lighter but still potent destroyer. And, in many ways, the Saladin does indeed perform moderately well.

Early into the class's production, however, a potentially severe problem began to manifest. Unlike the previous-generation engines, the PB-32 used on the Saladin would generate instability which could lead to accidental wormhole effects

or structural damage if pressed near maximum outputs. Even though a skilled engineer can compensate for this flaw, this was still obviously not a situation that a starship should have! Despite this flaw, however, the power generated by the SB-32 was still greater than its predecessor and the 'safe' warp speeds also matched or slightly bettered the previous generation as well.

Though not as stellar as a performer as hoped, due to the instability of the single SB-32 engine, the destroyer was put into heavy production to serve as needed defense along the Neutral Zones and along trade routes.

Editor's Annotations

The *Saladin* first appeared in the Franz Joseph technical manual and was envisioned as a 'small craft using components of the *USS Enterprise*'. She was meant to be a spin-off design, serving in a purely military role as a destroyer. The ship class has appeared both in the form presented here, and in a 'movie-refit' form (shown in this guide as the *Jenghiz* class), in numerous works since.

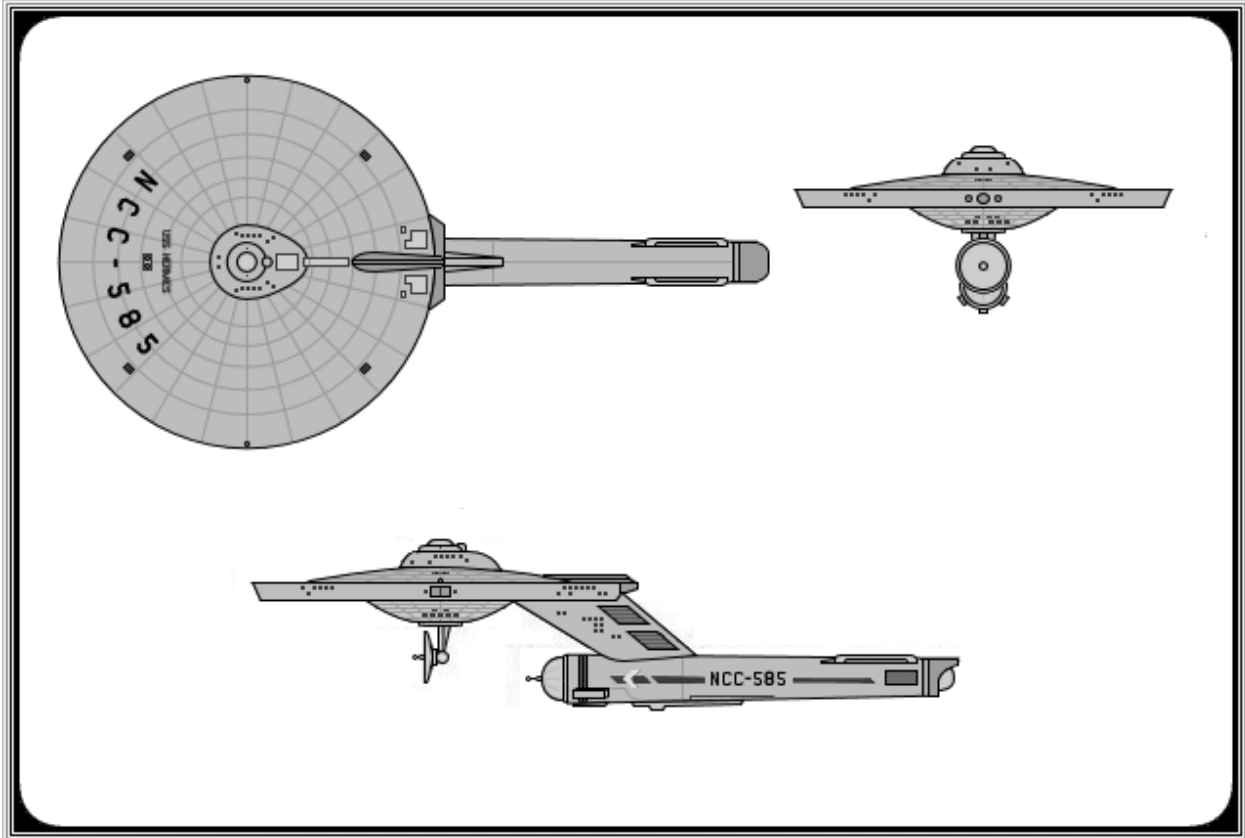
Despite its familiarity with the fans, this is one of those ships that Gene Roddenberry declared 'non-canon' back in the days of *The Motion Picture*. The use of a single warp engine' was cited as 'proof' that the ship could not actually exist, even though members of the class are mentioned in dialog in *The Motion Picture* and its schematics appear in

three of the feature films. Obviously, there's an apparent disconnect between Gene Roddenberry and pretty much everyone that worked for him.

(As an aside, the 'rules' that Gene Roddenberry was citing were of his own invention, made considerably after a good amount of official material was published about starships. To many, these new 'rules' seemed much more an attempt to take back the technology in *Trek*, often at the cost of popular works, rather than any real thought-out effort as to how ships would work.)

This guide uses only the first 'batch' from the Technical manual as members of the *Saladin* class, and assumes that, for whatever reason, the SB-1 has problems when used as a single engine configuration.

Vessel Name	Registry	Notes
USS <i>Saladin</i>	NCC-500	Class Ship; Retired to Memory Alpha
USS <i>Jenghiz</i>	NCC-501	Refit to <i>Jenghiz</i> Class in 2272
USS <i>Darius</i>	NCC-502	Refit to <i>Jenghiz</i> Class in 2272
USS <i>Alaric</i>	NCC-503	
USS <i>Sargon</i>	NCC-504	Refit to <i>Jenghiz</i> Class in 2272
USS <i>Xerxes</i>	NCC-505	
USS <i>Pompey</i>	NCC-506	Destroyed by 'cosmic string' phenomenon
USS <i>Kublai</i>	NCC-507	
USS <i>Suleiman</i>	NCC-508	Refit to <i>Jenghiz</i> Class in 2272
USS <i>Etzel</i>	NCC-509	
USS <i>Tamerlane</i>	NCC-510	
USS <i>Alexander</i>	NCC-511	Refit to <i>Jenghiz</i> Class in 2273
USS <i>Hannibal</i>	NCC-512	Retired after victorious battle with Orion pirates
USS <i>Ahriman</i>	NCC-513	Refit to <i>Jenghiz</i> Class in 2273
USS <i>Rahman</i>	NCC-514	Refit to <i>Jenghiz</i> Class in 2273
USS <i>Adad</i>	NCC-515	Lost to Klingon raid
USS <i>Hashishyun</i>	NCC-516	Refit to <i>Jenghiz</i> Class in 2273
USS <i>Azrael</i>	NCC-517	Refit to <i>Jenghiz</i> Class in 2274
USS <i>Hamilcar</i>	NCC-518	Refit to <i>Jenghiz</i> Class in 2274
USS <i>Shaitan</i>	NCC-519	Refit to <i>Jenghiz</i> Class in 2274



Hermes Class Scout
 Design Chief: Franz Joseph
 Class Commission: 2251
 Complement: 20 Officers, 175 Crew

Hull Data
 Structure: 25
 Size: Class 4, 13 Decks
 Length/Beam/Height: 242m/127m/60m
 Mass: 95,000MT

Drive system
 Impulse: IPI86E (.75c)
 Warp: PB-32-MK 3, Single, (WF 6/8)
 Maneuver Modifiers: 0C, +1H, 0T

Tactical Data
 Phasers:
 Class IX, 1 banks/2 ea (f)
 Deflector Shield: PFF 2a

Class Traits:
 Hardened System (Life Support)
 Design Flaw: Warp-Engine
 Enhanced Sensors

Operational Data:
 Atmosphere Capable: No

Cargo Units: 50
 Life Support: Class 4 (Hardened)
 Operations System: Class 4
 Sensor System: Class 3
 Separation System: None
 Shuttlebay: 1a (Small)
 Shuttlecraft: 1 size worth
 Tractor Beams: 1fv, 1a
 Transporters: 2 STD, 2 emergency, 2 cargo

Supplemental Craft (STD):
 Class H Travel Pod: 2

General information
 The Hermes class may be a model exercise in optimism, designed more to placate certain member worlds of the federation. With the 'Constitution project' seen as too militaristic, Star Fleet was ordered to create a dedicated explorer with the newest technologies to fulfill as purely 'scientific exploration role'. The result was the somewhat ill-conceived *Hermes* class.

Though the *Hermes* class boasts impressive sensor capabilities for her time, their light armament and problematic use of a single PB-32 engine left their extremely vulnerable in the field. While effective at stellar cartography and scientific work,

several *Hermes* class ships were lost early in their career, causing Star Fleet to rethink their use.

The remaining scouts serve largely within larger task forces or in 'safe zones', resigned largely to scientific work or acting as lead 'scouts' with other, more hardy ships providing escort.

The *Hermes* class was declared 'complete' in 2259, and replaced by a variety of other designs. Despite the hardships, the class was given a second lease on life once the upgraded *Hermes* (refit) class, which would remove the SB-32 flaw.

Editor's Annotations

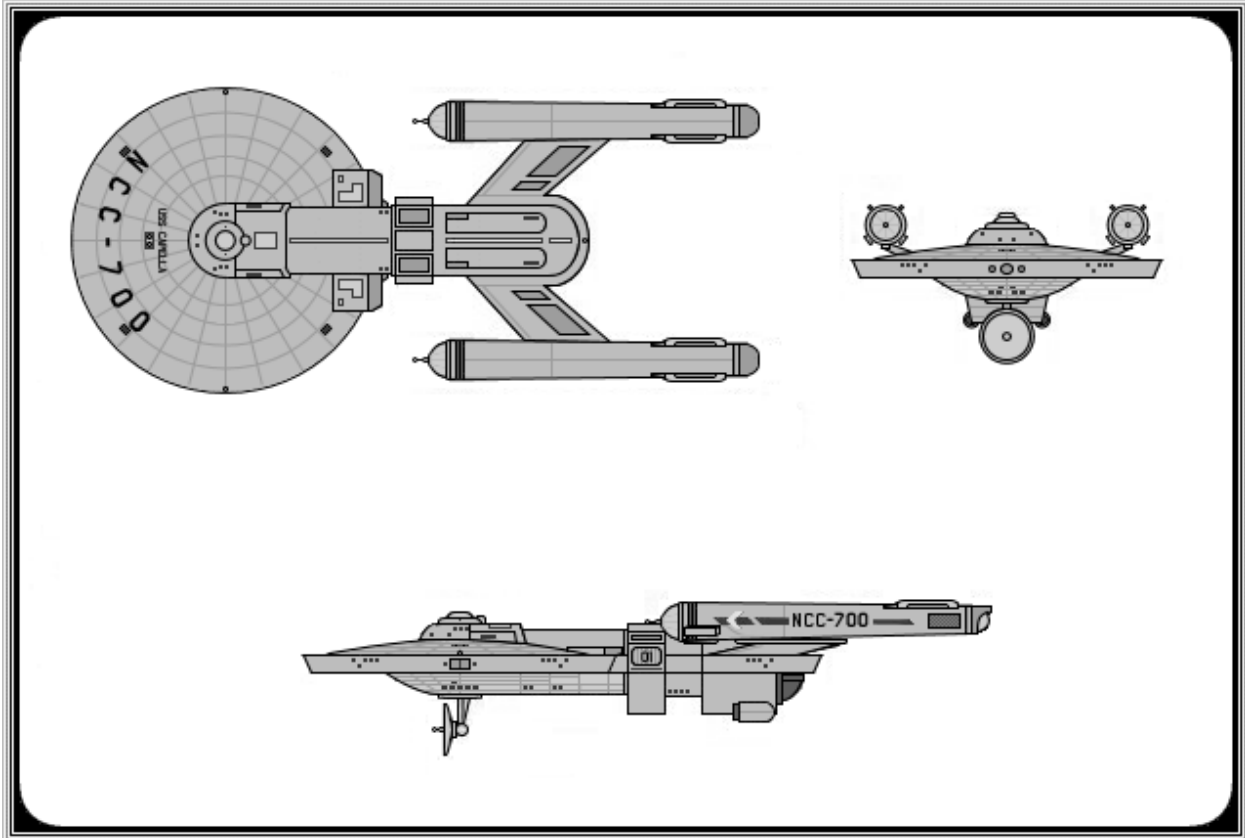
The *Hermes* first appeared in the Franz Joseph technical manual and was envisioned as a 'scout class' ship. She had the same primary hull and warp engines as the *Constitution* class, but was barely armed. The visual representation from the Technical Manual, used many times in other fan-based works, is the one used here.

Despite its familiarity with the fans, this is one of those ships that Gene Roddenberry declared 'non-canon' back in the days of The Motion Picture. The use of a single warp engine' was cited as 'proof' that the ship could not actually exist. This flies in the face that the *USS Revere* is mentioned by name, type, and registry in the motion picture, and her schematics shown on screen as well.

This guide uses only the first 'batch' from the Technical manual as members of the *Hermes* class, and assumes that, for whatever reason, the SB-32 has problems when used as a single engine configuration.

Admittedly, this guide is a little tough on the *Hermes*, but it's hard to reconcile this ship going out onto the frontier while barely armed, underpowered, and only having a really good sensor suite to its advantage. It doesn't seem like this is the type of ship we would expect to see much exploring the hazardous frontier where even the *Enterprise* is under near-constant threat.

Vessel Name	Registry	Notes
USS <i>Hermes</i>	NCC-585	Class Ship; Refit to <i>Hermes</i> (Refit) Class in 2272
USS <i>Anubis</i>	NCC-586	Refit to <i>Hermes</i> (Refit) Class in 2272
USS <i>Echo</i>	NCC-587	Refit to <i>Hermes</i> (Refit) Class in 2272
USS <i>Aeolus</i>	NCC-588	Lost Mysteriously exploring near Tholian space
USS <i>Diana</i>	NCC-589	Refit to <i>Hermes</i> (Refit) Class in 2272
USS <i>Quinillus</i>	NCC-590	
USS <i>Bridger</i>	NCC-591	Lost to Ion Storm within Mutara Nebula
USS <i>Carson</i>	NCC-592	Refit to <i>Hermes</i> (Refit) Class in 2273
USS <i>Batidor</i>	NCC-593	Refit to <i>Hermes</i> (Refit) Class in 2273
USS <i>Cody</i>	NCC-594	Lost to anti-matter containment breach
USS <i>Revere</i>	NCC-595	Refit to <i>Hermes</i> (Refit) Class in 2273
USS <i>Spaker</i>	NCC-596	Refit to <i>Hermes</i> (Refit) Class in 2273
USS <i>Bowie</i>	NCC-597	Abandoned and destroyed due to plague
USS <i>Sacajawea</i>	NCC-598	Refit to <i>Hermes</i> (Refit) Class in 2274
USS <i>Tonti</i>	NCC-599	Refit to <i>Hermes</i> (Refit) Class in 2274



Capella Class Surveyor
 Design Chief: Brian Pimenta
 Class Commission: 2249
 Complement: 20 Officers, 60 Crew

Hull Data
 Structure: 28
 Size: Class 5, 13 Decks
 Length/Beam/Height: 218m/98m/55m
 Mass: 98,000MT

Drive system
 Impulse: IPI86E (.75c)
 Warp: PB-32-S-MK 3, Tandem, (WF 5/7)
 Maneuver Modifiers: 0C, +1H, +1T

Tactical Data
 Phasers:
 Class IX, 1 banks/2 ea (f)
 Deflector Shield: PFF 2a

Class Traits:
 Hardened System (Life Support)

Operational Data:
 Atmosphere Capable: No
 Cargo Units: 50
 Life Support: Class 4 (Hardened)

Operations System: Class 4
 Sensor System: Class 3
 Separation System: None
 Shuttlebay: 1p (Small), 1s (Small)
 Shuttlecraft: 6 size worth
 Tractor Beams: 1fv, 1a
 Transporters: 2 STD, 2 emergency, 2 cargo

Supplemental Craft (STD):
 Class F shuttlecraft: 2
 Class H Travel Pod: 2

General information
 The *Capella's* design began life as a late *Baton Rouge* contemporary but saw a minor redesign shortly before the class was to be launched. Fortunately, the survey ship only required a slight rework of her design to accommodate the new engines and standardized 'saucer' components now familiar on starships.

The *Capella* was launched in 2249 to begin a major stellar cartography project for the young Federation. As envisioned, the ships would chart the systems within 'claimed' Federation and exploration space, largely out of the reach of hostile vessels. Since that time, the *Capella* class craft also enjoyed success as long-duration scientific ves-

Constitution

sels.

A *Capella's* small crews are well equipped and often may spend weeks or months away from a facility as they embark on their research missions.

In addition to the 'dedicated fleet' vessels listed, a number of reservist ships have been built and are often employed by the civilian scientific community. Though these vessels may be called back for a military-related mission if the situation warrants, no *Capella*-class surveyor has been recalled for line duty.

Editor's Annotations

The design comes from Bjo Trimble's 'Star Trek Concordance' which was created with great amount of insider knowledge on the original series. The design shown here is based on Brian Pimenta's view of the intended design for the ship's model. Sadly, due to budget constraints, the model was never built, and the *USS Antares* is never shown on screen.

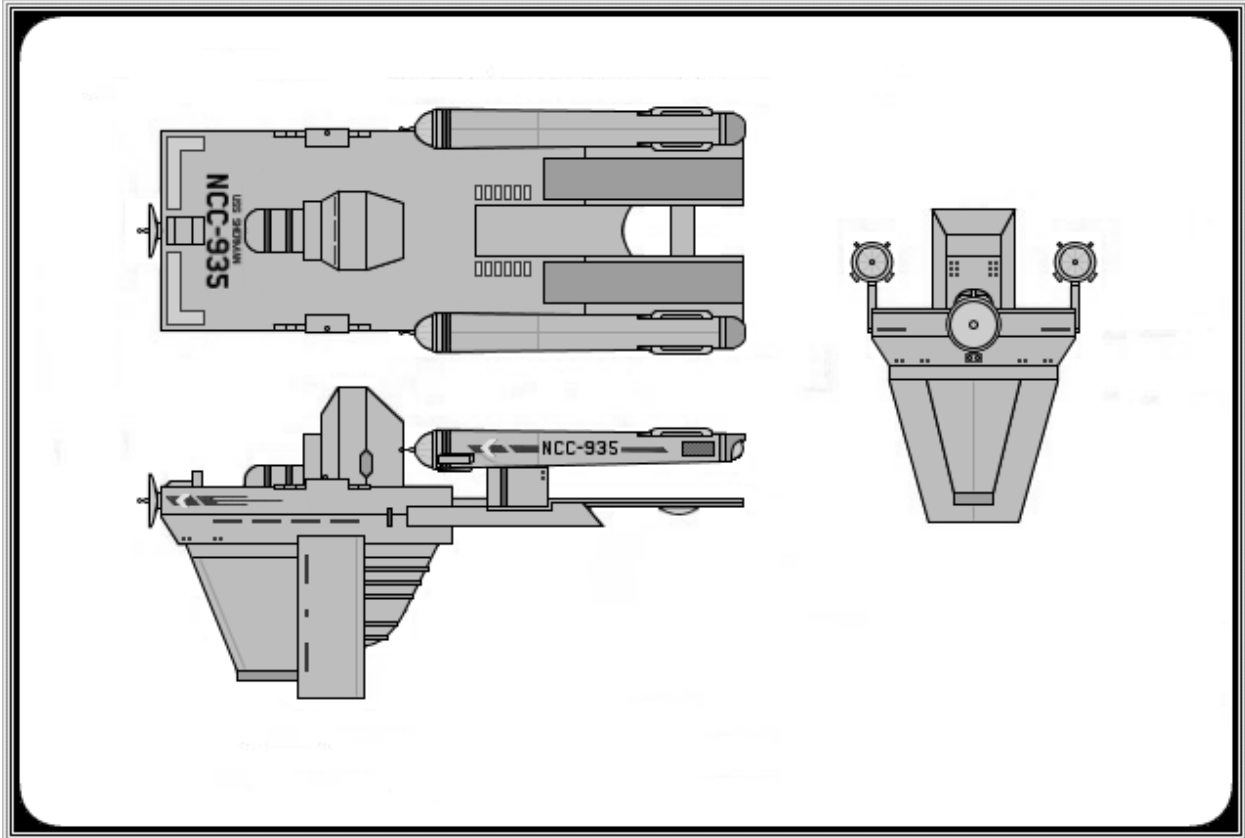
The visual design here takes the original and cleans it up a bit, adding some components found on other Original series' designs.

This doesn't end the class's woes, however. The script for 'Charlie X' lists the *Antares* as a surveyor, scout, and freighter at various points. Obviously, we weren't supposed to pay too much attention to the details of this ill-fated ship.

The name '*Antares*' refers to a navy supply vessel that served at Pearl Harbor at the onset of World War II. Ships of its type were supposed to be named after WWII-era auxiliary ships, which is the reasoning used here.

For its part, *The Star Trek Encyclopedia* gives the vessel the registry of NCC-501, but there's no basis for such a number, and it conflicts with the on screen display of the Saladin-class destroyers. The registries given here are instead based on Brian Pimenta's artwork which had the *Antares* as NCC 717.

Vessel Name	Registry	Notes
USS Capella	NCC-700	Class Ship
USS Argonne	NCC-701	
USS Beagle	NCC-702	Lost near 892 to magnetic storm
USS Lloyds	NCC-703	First ship to completely map Romulan Neutral Zone
USS Oregon	NCC-704	
USS Roebuck	NCC-705	
USS Gleaner	NCC-706	
USS Darshak	NCC-707	Abandoned while mapping inter-space region
USS Dowditch	NCC-708	
USS Dals	NCC-709	Mysteriously lost near Gorn space.
USS Parizeau	NCC-710	Duotronic (Forth Generation) Computer Test Vessel
USS Friberga	NCC-711	
USS Ability	NCC-712	
USS Mercury	NCC-713	
USS Gratia	NCC-714	
USS Castor	NCC-715	
USS Bellatrix	NCC-716	
USS Antares	NCC-717	Destroyed by Charlie Evan's psychokinetic powers
USS Saturn	NCC-718	
USS Beaufort	NCC-719	
USS Haskins	NAR-1324	
USS Lormer	NAR-1325	
USS Marianas	NAR-1326	
USS Typhon	NAR-1327	Destroyed by Klingon Raid
USS Leilei	NAR-1328	
USS Purdue	NAR-1329	



Sherman Class Transport
 Design Chief: Don Christianson
 Class Commission: 2247
 Complement: 5 Officers, 25 Crew
 Automation Possible

Hull Data
 Structure: 28
 Size: Class 6, 13 Decks
 Length/Beam/Height: 227m/95m/120m
 Mass: 160,000MT

Drive system
 Impulse: IPI86E (.75c)
 Warp: PB-32-S-MK 3, Tandem, (WF 5/7)
 Maneuver Modifiers: +1C, +2H, 0T

Tactical Data
 Phasers:
 Class IX, 1 banks/2 ea (f)
 (Not present on automated vessels)
 Deflector Shield: PFF 2a

Class Traits:
 Hardened System (Life Support)
 Automated (in some ships)

Operational Data:

Atmosphere Capable: No
 Cargo Units: 120
 Life Support: Class 4 (Hardened)
 Operations System: Class 3
 Sensor System: Class 3
 Separation System: None
 Shuttlebay: 2a (Medium)
 Shuttlecraft: 6 size worth
 Tractor Beams: 1fv, 1a
 Transporters: 2 STD, 2 emergency, 4 cargo

Supplemental Craft (STD):
 Class F shuttlecraft: 2
 Class H Travel Pod: 2

General Information
 As expected from a largely automated ship class, the Sherman is an aging design. This design, however, was constructed with her eventual obsolescence in mind. As a automated freighter, the Sherman can perform routine, mundane missions under her own programming, or be directed by an 'escort ship' via subspace link for hazardous duties.

Starfleet maintains a small number of these freighters in active duty, largely to service and supply outposts and starbases. The bulk of the

ships of this type are under civilian arrangements or slated as reserves. The single phaser bank found on the Starfleet version of the ship is not available on the civilian version, and is disabled for any automated use.

Though the age of the *Sherman's* actual design is now well over, the class will likely continue to see service for decades to come, though increasingly in 'automated only' roles. Surprisingly, however, a new version of the ship is being considered for a purely civilian design, based on declassified Federation technology.

Editor's Annotations

The *Sherman* class was shown in *The Star Trek: Animated Series* episode 'More Tribbles, more Troubles'. Two of these vessels were shown, with slightly different registries than shown here, and were severely damaged by a Klingon Cruiser. The *Sherman* class name comes both as a reference to 'Sherman's Planet', referenced in the episode, and also to the 'Peabody's Improbable History' shorts running on television at the time.

The *Sherman* was one of only three Starfleet ship classes shown in the 'Original series' era. The scale of the ship is in some question, since various shots had the ship either larger or smaller than the *Enterprise*. The assumption here is that it's a little bit smaller, though still large enough to serve as a bulk freighter as compared to the *Enterprise's* role as a heavy cruiser.

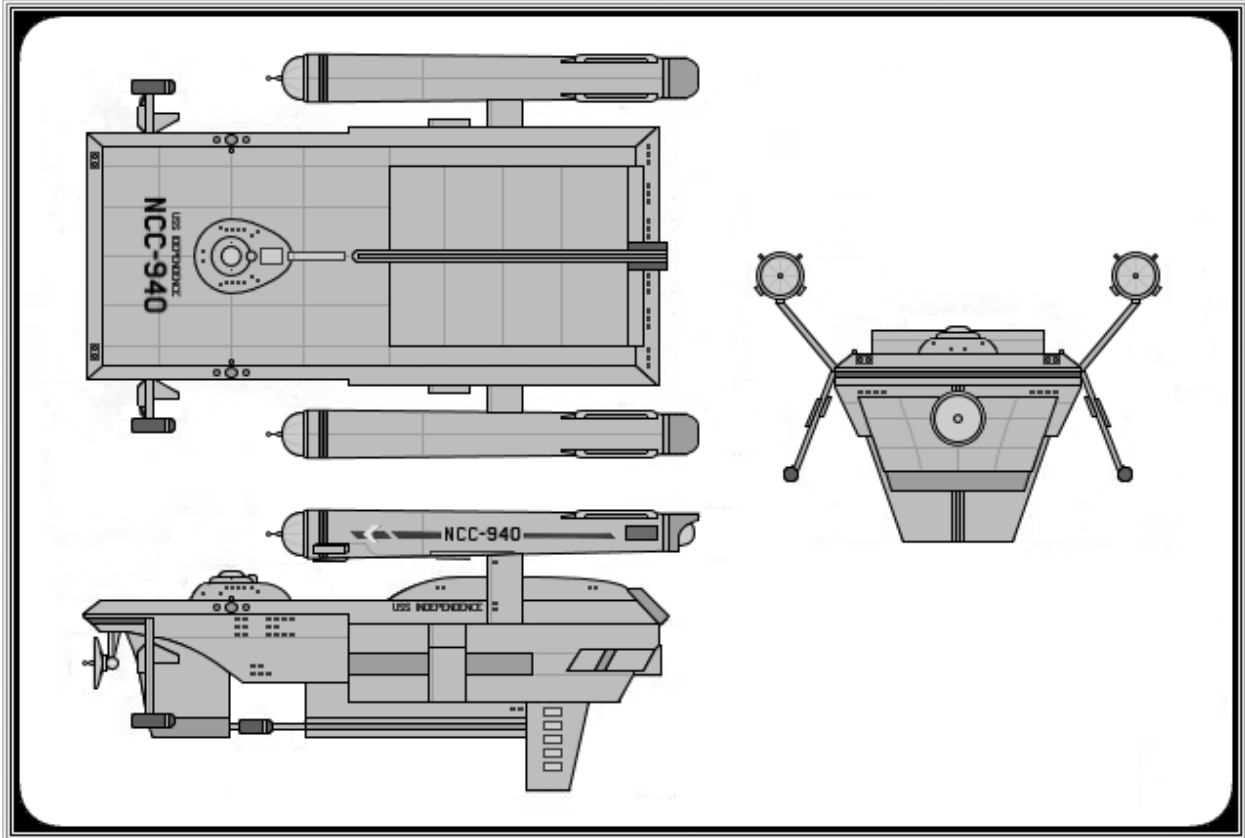
The ship also bears some distinction in that, despite

being completely authorized by Gene Roddenberry at the time of *Star Trek: The Animated Series*, it has since been classified as 'non-canon' because the automated bridge module does not match the bridge modules of 'official' starships. This guide just assumes that the Automated-possible ships had a different design criteria in mind than the bulk of the fleet.

The lines here, from the top view, are a bit different than the appearance as shown on the series. This is largely because the lines don't match up all that well in the various shots, and the more prevalent side view was given precedence. The 'corrections' made were done to bring the design more in line with the rest of the fleet.

The 'NAR' ships, or auxiliary reserves, are named after various American freighters in modern history. The 'general freight' ships, those with the 'NGL' registries, are named after Spanish freighters.

Vessel Name	Registry	Notes	
USS Sherman	NCC-935	Class Ship	
USS Von Drake	NCC-936		
USS Peabody	NCC-937		
USS Nell	NCC-938	Mysteriously lost, causes unknown	
USS Dudley	NCC-939		
USS Yamhill	NAR-1200		
USS Sandra	NAR-1201	Self-Destructed to avoid capture by Orion Pirates	
USS Mayagues	NAR-1202		
USS Sulphur Queen	NCC-1203		
SS Gamesa	NGL-1460		
SS Khron	NGL-1461		
SS Puente Canario	NGL-1462		
SS Compalon	NGL-1463		Destroyed by Klingon Raid near Sherman's Planet
SS Alecia	NGL-1464		
SS Victoria Elena	NGL-1465		
SS Villa De Orio	NGL-1466		
SS Urlea	NGL-1467		



Independence Class Armed Transport
 Design Chief: Don Christianson
 Class Commission: 2252
 Complement: 7 Officers, 35 Crew

Hull Data
 Structure: 28
 Size: Class 6, 20 Decks
 Length/Beam/Height: 209m/138m/96m
 Mass: 185,000MT

Drive system
 Impulse: IPI86E (.75c)
 Warp: PB-32-MK 3, Tandem, (WF 6/8)
 Maneuver Modifiers: +1C, +2H, 0T

Tactical Data
 Phasers:
 Class IX, 2 banks/2 ea (f)
 Class IX, 1 bank/1 ea (a)
 Deflector Shield: PFF 2a

Class Traits:
 Hardened System (Life Support)

Operational Data:
 Atmosphere Capable: No
 Cargo Units: 160

Life Support: Class 4 (Hardened)
 Operations System: Class 3
 Sensor System: Class 3
 Separation System: None
 Shuttlebay: 2a (Medium)
 Shuttlecraft: 6 size worth
 Tractor Beams: 1fv, 1a
 Transporters: 2 STD, 2 emergency, 4 cargo

Supplemental Craft (STD):
 Class F shuttlecraft: 2
 Class H Travel Pod: 2

General information
 Though the Federation and Klingon Empire are under treaty to avoid open warfare, Federation colonies and outposts within the neutral zone are in constant danger of raids as well as in constant need of re-supply. The *Independence* class Armed freighter is largely used to fulfill supply needs within areas known for hostilities, where it's not advisable for civilian ships to go without escort.

Though the *Independence* is, by no means, a vessel meant for combat, her two phaser banks has caused more than one would-be raider to reconsider targeting these armed freighters as prey. Not truly designed to win a conflict, the freighter was

designed to withstand an attack until help can arrive. For 'mere' freighters, the *Independence* class can withstand a tremendous pounding.

Though the class is nearing the end of its technological hey-day, she remains a favorite within the Neutral Zone and likely won't be completely phased out for a number of years. A new class, based on the 'Great Refit' project, is scheduled to replace the design in 2273.

Editor's Annotations

The *Independence* class was shown in The Star Trek: Animated Series episode 'Pirates of Orion'. The vessel shown was the '*SS Huron*', or '*USS Hurori*', depending on the dialogue or what the animated cell was showing. It had been up in the air if the *Huron* was a Starfleet or independent ship.

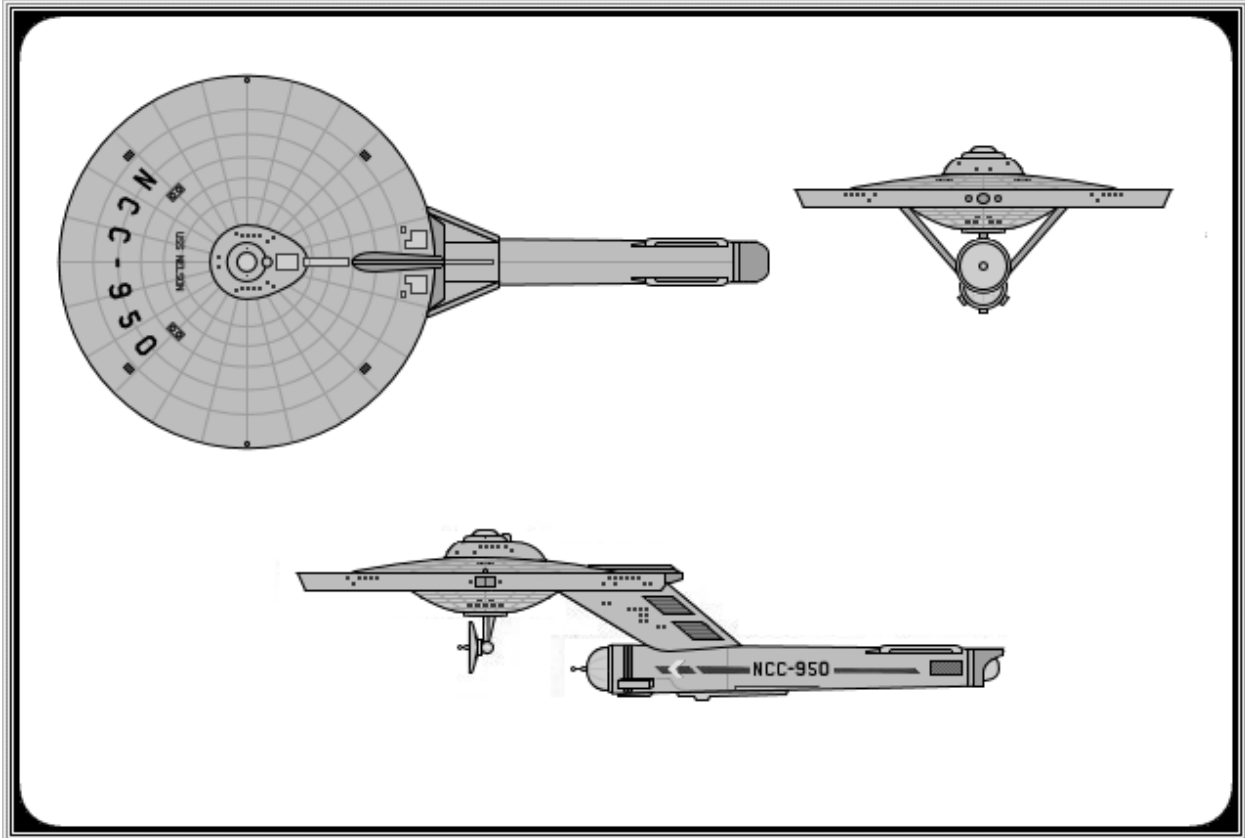
The *Huron* here is given the registry 'NGL 1913', making it fit more the accepted 'later-day' method of assigning registries. Originally, she was assigned 'NCC-F1913', with 'F' standing in for freighter.

The *Huron* was one of only three Starfleet ship classes shown in the 'Original series' era. The scale of the ship is in some question, since various shots had the ship either larger or smaller than the *Enterprise*. The assumption here is that it's a little bit smaller, though still large enough to serve as a bulk freighter as compared to the *Enterprise's* role as a heavy cruiser.

The lines here, from the top view, are a bit different than the appearance as shown on the series. Most of the lines are taken from The Animated Series, but the unusual twin-window bridge design has been replaced with the more standard Federation bridge dome. This is just in keeping with the 'Federation rules' given out for Starship design.

The 'NAR' ships, or auxiliary reserves, are named after various re-supply ships in modern history. The 'general freight' ships, those with the 'NFT' registries, are named after ships mentioned in one of the various Star Trek series.

Vessel Name	Registry	Notes
USS Independence	NCC-940	Class Ship
USS Blue City	NCC-941	
USS Branson	NCC-942	
USS Kansas City	NCC-943	
USS Saint Peters	NCC-944	
USS Belton	NCC-945	
USS Westralia	NAR-1204	
USS Durance	NAR-1205	
USS Success	NAR-1206	Discovered Dilithium-rich asteroid belt in 811 System
USS Heron Bay	NAR-1207	
USS Somme	NAR-1208	
USS Marne	NAR-1209	
SS Astral queen	NFT-1910	
SS Bonne Girl	NFT-1911	
SS Norkova	NFT-1912	
SS Huron	NFT-1913	Raided by Orion Pirates, triggering Orion Conflict
SS Oregon Trail	NFT-1914	
SS Deidre	NFT-1915	
SS Kitty Hawk	NFT-1916	
SS Northern Star	NFT-1917	



Nelson Class Reconnaissance Scout
 Design Chief: Dana Knutson
 Class Commission: 2262
 Complement: 20 Officers, 145 Crew

Hull Data
 Structure: 28
 Size: Class 4, 13 Decks
 Length/Beam/Height: 248m/127m/60m
 Mass: 100,000MT

Drive system
 Impulse: IPI86E (.75c)
 Warp: PB-32-MK 3, Single, (WF 6/8)
 Maneuver Modifiers: 0C, +1H, 0T

Tactical Data
 Phasers:
 Class IX, 2 banks/2 ea (f/p, f/s)
 Deflector Shield: PFF 2a

Class Traits:
 Hardened System (Life Support)
 Design Flaw: Warp-Engine
 Enhanced Sensors (x2 at short range)

Operational Data:
 Atmosphere Capable: No

Cargo Units: 50
 Life Support: Class 4 (Hardened)
 Operations System: Class 4
 Sensor System: Class 3
 Separation System: None
 Shuttlebay: 1a (Small)
 Shuttlecraft: 1 size worth
 Tractor Beams: 1fv, 1a
 Transporters: 2 STD, 2 emergency, 2 cargo

Supplemental Craft (STD):
 Class H Travel Pod: 2

General information
 The *Nelson* class was an obvious variant and reworking of the *Hermes* class scout, somewhat overcoming some of its weaknesses to serve as a border observation ship. These ships engaged in some scientific work, but their enhanced sensors and computer systems are designed primarily to scan the skies for hostile threats, including penetrating the early cloaking devices used at the time.

With its mission profile, the *Nelson* class was also more heavily armed than the *Hermes*, equipped with an extra phaser bank to provide more punch should the ships find their way into trouble. Though not nearly the equal to the *Saladin* class

destroyer, her added guns have surprised more than one would-be opponent.

The *Nelson* class still suffers from the lone SB-32 engine drawbacks, though an attempt to 'balance' the intermix system was experimented with, resulting in the split-pylon approach used here, reinforcing the ship's overall structure. This didn't alleviate the problem of the imbalance, but did make the ship overall more survivable in case trouble did arise.

As with other ships of the era, the *Nelson* class would be refit extensively, starting in 2273.

Editor's Notes

Though the *Nelson* class is an original FASA design, its origins are more than a little obvious. From the side and top, she's nigh identical to Franz Joseph's *Hermes* class. The only differences were the lack of deflector and the 'sliding back' of the lone warp engine a bit. From the front, the connecting pylon was split into a 'v' formation. Otherwise, the two scouts were virtually identical, even within most of the specifications.

This guide keeps in mind the origins of the class and reworks the back-story a bit. The *Nelson*, here, is a bit more heavily armed and serves a more specific scouting role, that of a 'border intelligence' ship. Her job is to scout just within enemy territory and keep her eye on things. In layman's terms, she's for 'espionage'.

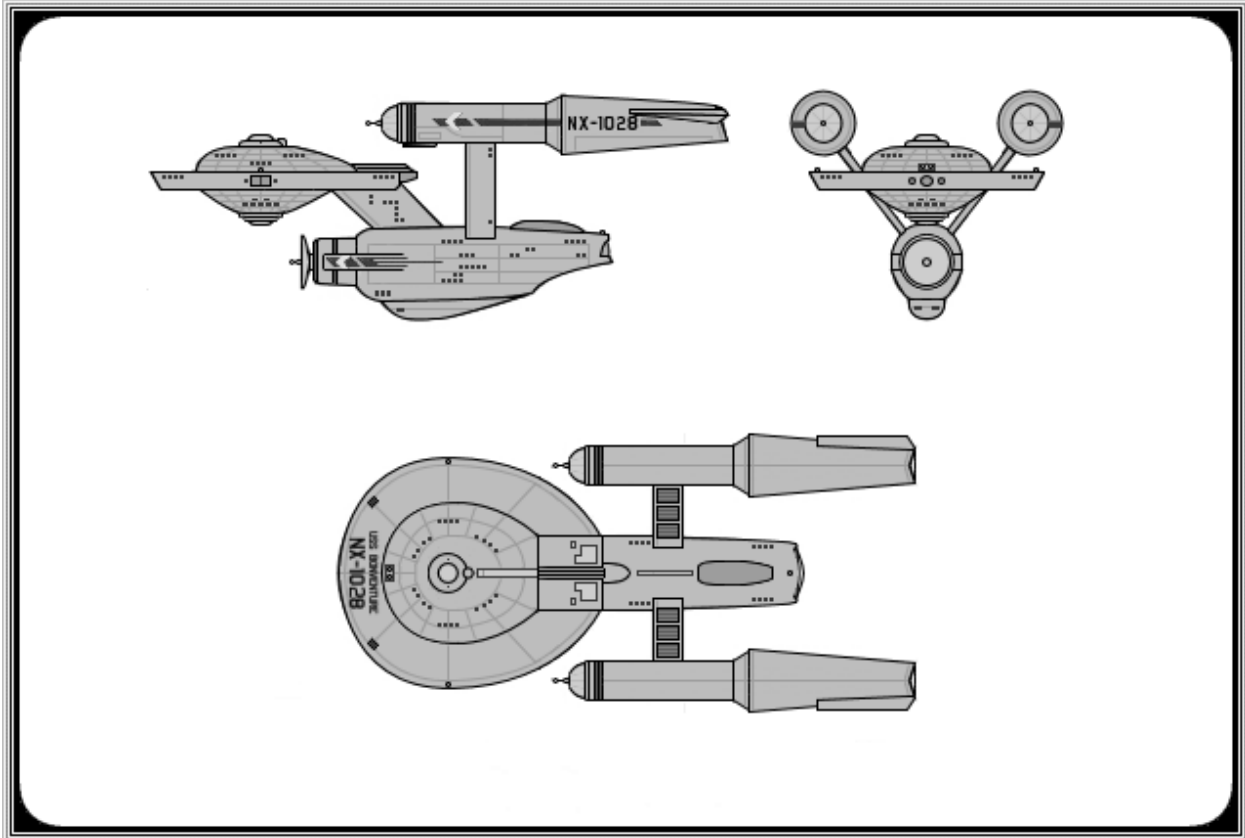
Visually, the ship as she appears here is much the same as the FASA version, with the primary difference of returning the missing deflector dish.

The *Eagle* is a ship referenced by number and name on screen in *The Undiscovered Country*, but is given a Constitution class marker. The registry

here was kept, but it made more sense for the *Eagle* to be used as a support vessel in the intended fleet action, and the number seemed to indicate a scout, if the *Eagle* was indeed a modern ship (For the time frame of the movie).

The other registries are simply arranged around the *Eagle*, and the remaining ship names are taking from various FASA products.

Vessel Name	Registry	Notes
USS Nelson	NCC-880	Class Ship; Refit to Nelson (Refit) Class in 2273
USS Sager	NCC-881	Refit to Nelson (Refit) Class in 2273
USS Moisanen	NCC-882	Broke through Klingon cloaking system in 2268
USS Manzer	NCC-883	
USS Weblo	NCC-884	Refit to Nelson (Refit) Class in 2273
USS Nostromo	NCC-885	
USS Eagle	NCC-886	Refit to Nelson (Refit) Class in 2274
USS Hawk	NCC-887	Refit to Nelson (Refit) Class in 2274
USS Scavenger	NCC-888	Refit to Nelson (Refit) Class in 2275
USS Falcon	NCC-889	Refit to Nelson (Refit) Class in 2275
USS Raven	NCC-890	Destroyed by Orion Pirates



Bonaventure Class Test Vessel
 Design Chief: Don Christianson
 Class Commission: 2235
 Complement: 35 Officers, 155 Crew

Hull Data
 Structure: 28
 Size: Class 5, 19 Decks
 Length/Beam/Height: 198m/95m/77m
 Mass: 115,000MT

Drive system
 Impulse: IPI86E (.75c)
 Warp: PB-32-Prototype, Tandem, (WF 6/8)
 Maneuver Modifiers: +2C, +2H, +2T

Tactical Data
 Lasers:
 Class VII, 1 banks/2 ea (f)
 Deflector Shield: PFF 2a

Class Traits:
 Hardened System (Life Support)
 Prototype: Warp-Engine

Operational Data:

Atmosphere Capable: No
 Cargo Units: 50
 Life Support: Class 4 (Hardened)
 Operations System: Class 3
 Sensor System: Class 3
 Separation System: None
 Shuttlebay: 1a (Medium)
 Shuttlecraft: 8 size worth
 Tractor Beams: 1fv, 1a
 Transporters: 2 STD, 2 emergency, 2 cargo

Supplemental Craft (STD):
 Class F Shuttlecraft: 2
 Class H Travel Pod: 2

General information
 In the 2230's, scientists that were continuing experiments with crystal-focused energy often considered the implications for a crystal-focused warp system. The idea was to channel the massive energies of anti-matter annihilation into a stable focus, provided that there was a crystal matrix that could actually do the job.

In 2233, Dr. Wendell Herzog began using dilithium crystals on Rigel as a focus for his anti-matter experiments. The results were more than promising. The crystal proved a durable focus even under

the intense pressures of anti-matter annihilations. This discovery was a breakthrough in both the amount of energy which could be harnessed, as well as the efficiency and safety levels of anti-matter usage.

In 2234, this theory was given the ultimate test. A new warp engine design would begin trial runs based on Doctor Herzog's theories. The PB-32 Prototype design was completed in six months (using concepts already planned for the Baton Rouge's successor) and, in the Spring of 2235, the *USS Bonaventure* was launched.

The demands on the *Bonaventure* would be measured in safe, careful, baby-steps. The first six-month tour would be little more than a basic testing of stresses and endurance on the new warp system. It wouldn't be until 2237 that the ship would be pressed to the limit, reaching the record of warp seven set by the *Baton Rouge* class, but doing so with much less strain on the drive and ship.

The sister ship, the *Bonne Chance*, would top this record the same year, reaching a sustainable warp eight. This performance would so impress the UESPA that orders were immediately drawn up for a new, 'hardened' form of the PB-32 engine would be used for the next generation of starships. These engines would be a defining feature of the *Constitution* era of starship design.

Though a breakthrough in warp dynamics, the *Bonaventure* design would be decidedly lackluster in other areas. The two ships of the class would be given to minor survey duties once the *USS Constitution* was launched as the fleet's mainstay vessel. The *Bonaventure* herself was lost in a temporal anomaly, and no other ships of her type would be built afterwards.

Editor's Notes

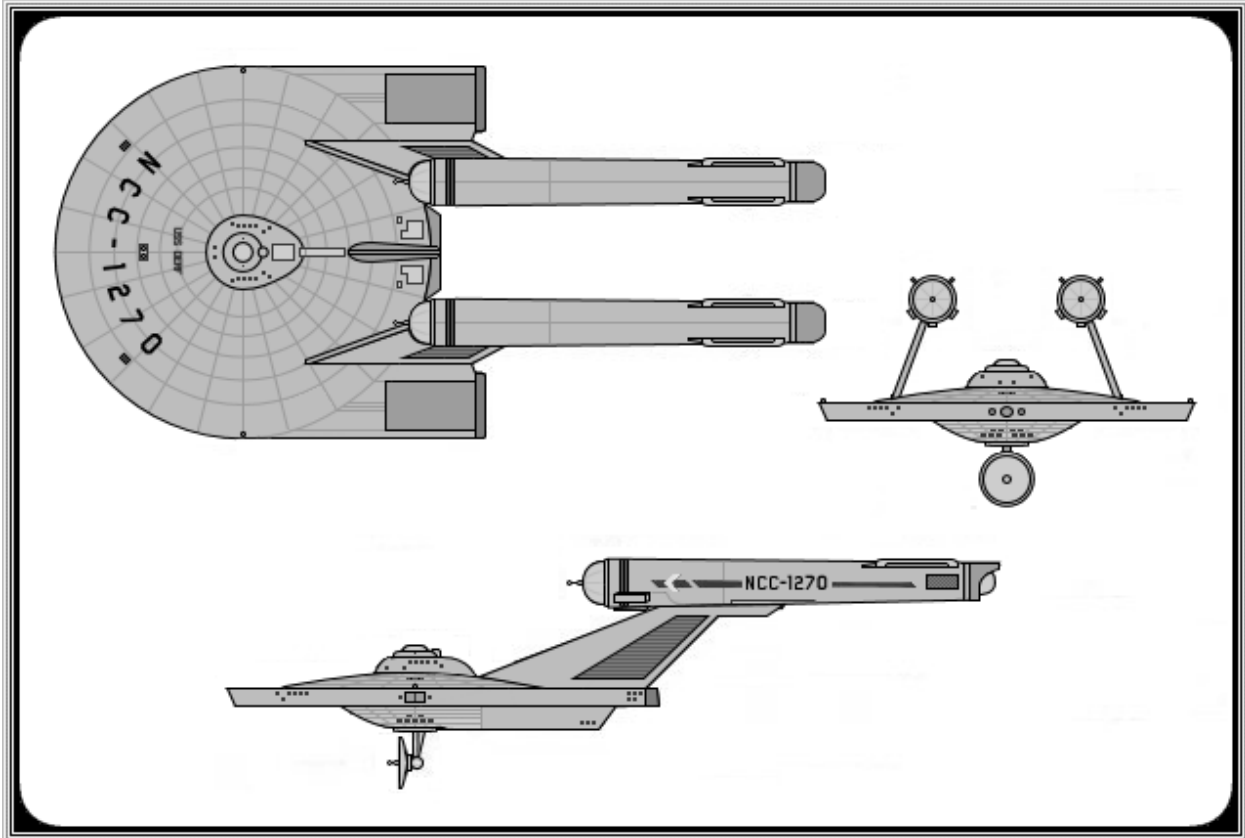
If there's any ship that discredits the place of the Animated Series in official *Star Trek* 'canon', this would be it. According to Scotty, the *Bonaventure* is the 'first ship with Warp Drive'. Of course, this is problematic in several ways, even ignoring the retconning found in *First Contact*.

For the purposes of this guide, the ship is the first one with a dilithium drive, making it the 'scientific leap' over the Baton Rouge period, and breaking in the formation of the Star Trek universe as we know it.

The actual design of the ship is more-or-less what's seen on screen. The origin of the design quickly becomes obvious, though. The *Bonaventure* is little more than the *Enterprise*, traced over, with new bits add, and with the windows enlarged. It worked well enough, though the *Bonaventure* looks a bit awkward as a result. (The fins do nothing to help the look, either.)

The starship's registry was decidedly strange in the Animated Series, and has been changed here to reflect the current 'canon' view of registries, as well as have a number more in keeping with the fleet's numbers at the time.

Vessel Name	Registry	Notes
USS Bonaventure	NX-1028	Class Ship; First ship with dilithium drive; Lost in Temporal Anomaly
USS Bonne Chance	NX-1029	First ship to reach warp eight; Retired to Memory Alpha



Derf Class Surveyor
 Design Chief: Dana Knutson
 Class Commission: 2258
 Complement: 32 Officers, 145 Crew

Hull Data
 Structure: 28
 Size: Class 5, 11 Decks
 Length/Beam/Height: 273m/127m/80m
 Mass: 85,000MT

Drive system
 Impulse: IPI86E (.75c)
 Warp: PB-32-MK 3, Tandem, (WF 6/8)
 Maneuver Modifiers: +0C, +1H, +0T

Tactical Data
 Phasers:
 Class IX, 1 banks/2 ea (f)
 Deflector Shield: PFF 2a

Class Traits:
 Hardened System (Life Support)

Operational Data:
 Atmosphere Capable: No
 Cargo Units: 50
 Life Support: Class 4 (Hardened)

Operations System: Class 4
 Sensor System: Class 3
 Separation System: None
 Shuttlebay: 2a (Small)
 Shuttlecraft: 6 size worth
 Tractor Beams: 1fv, 1a
 Transporters: 2 STD, 2 emergency, 4 cargo

Supplemental Craft (STD):
 Class O Workbee: 4
 Class H Travel Pod: 2

General information
 Calling the Derf class a tender might be a little misleading. While the ship's primary role was indeed to supply, repair, and maintain ships and bases in the field, the Derf became an all around solid-performer in a variety of fields. It was not that unusual to see a Derf class ship performing survey missions, scientific research, or a number of 'mundane' fleet activities that did not require heavy combat capabilities.

The expanded section of the 'saucer' was reserved for cargo and storage use, able to carry duetronium fuel, regular stores, etc, depending on the specific mission needs. The Derf was also equipped with a larger-than-normal assortment

of transporter bays to facilitate loading and unloading of supplies.

With her versatility, Many in Starfleet felt that if her armament was heavier, she may qualify as a light frigate rather than a tender. When the class was reconstructed to the *Beowulf* specification, the role of these ships was expanded accordingly.

Editor's Annotations

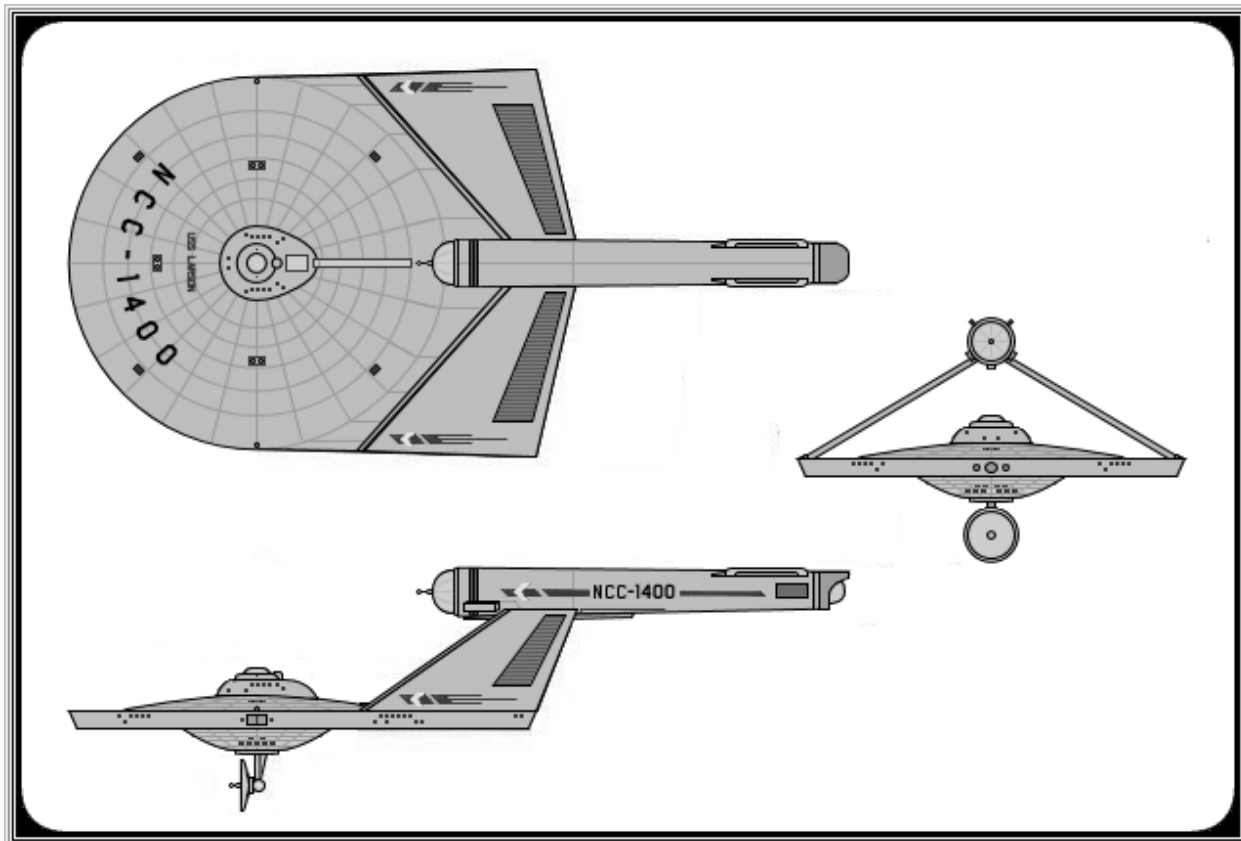
Even by FASA standards, the *Derf* is a bit of a bizarre ship. It's not bad in design, but it's history is very strange. In the original release of FASA's Star Trek: The Role-playing game, the *Derf* was listed as a 'surveyor', and it was assumed that the *Antares*, *Beagle*, etc, were ships of this class. In other words, the *Derf* was a heavy field scout.

Come the next edition of the game, the designation of the *Derf* was completely rewritten, making her a tender. Of course, for a tender, she's was heavily armed. The version here reduces the number of weapons that the *Derf* carries with her somewhat, but recognizes that the ship is pretty hefty for a mere tender!

Visually, the ship here is little different from the one presented in FASA. The only addition is some added line detail to the rear sections of the hull, and a primary deflector dish, as per 'Franz Joseph's' designs.

Most of the Ship names for the registry list come from various supply and maintenance ships within the contemporary US Navy. The '*Derf*' and the '*Acropolis*' are the two ships named as within the class by FASA.

Vessel Name	Registry	Notes
USS Derf	NCC-1270	Class Ship
USS Polynesian	NCC-1271	Lost during scouting mission in frontier space
USS Beowulf	NCC-1272	Refit to Beowulf Class in 2274
USS Spear	NCC-1273	Refit to Beowulf Class in 2274
USS Acropolis	NCC-1274	Plague ship, destroyed by Federation forces
USS Emory Land	NCC-1275	
USS Cable	NCC-1276	Refit to Beowulf Class in 2274
USS Supply	NCC-1277	Refit to Beowulf Class in 2275
USS Rainer	NCC-1278	
USS Arctic	NCC-1279	
USS Bridge	NCC-1280	Refit to Beowulf Class in 2275
USS Kilauea	NCC-1281	Refit to Beowulf Class in 2275
USS Santa Barbara	NCC-1282	
USS Flint	NCC-1283	Destroyed defending colony from unknown attacker
USS Shasta	NCC-1284	Destroyed defending colony from unknown attacker
USS Mount Baker	NCC-1285	Refit to Beowulf Class in 2275
USS Kiska	NCC-1286	Refit to Beowulf Class in 2276
USS Niagara	NCC-1287	Refit to Beowulf Class in 2276
USS Concorde	NCC-1288	Refit to Beowulf Class in 2276
USS San Jose	NCC-1289	Refit to Beowulf Class in 2277
USS Kanawha	NAR-1279	
USS Pecos	NAR-1280	
USS Big Horn	NAR-1281	
USS Patuxent	NAR-1282	
USS Laramie	NAR-1283	
USS Gadualupe	NAR-1284	
USS Rappahannock	NAR-1285	



Constitution

Larson Class Heavy Destroyer
 Design Chief: Dana Knutson
 Class Commission: 2248
 Complement: 25 Officers, 180 Crew

Hull Data
 Structure: 30
 Size: Class 5, 13 Decks
 Length/Beam/Height: 276m/132m/84m
 Mass: 115,000MT

Drive system
 Impulse: IPI86E (.75c)
 Warp: PB-32-MK 3, Single, (WF 6/8)
 Maneuver Modifiers: +1C, +2H, +2T

Tactical Data
 Phasers:
 Class IX, 3 banks/2 ea (f. f/s, f/p)
 Torpedoes:
 MK-IV Twin-Launcher (f)
 Deflector Shield: PFF 2a

Class Traits:
 Hardened System (Life Support)
 Design Flaw: Warp-Engine

Operational Data:

Atmosphere Capable: No
 Cargo Units: 50
 Life Support: Class 4 (Hardened)
 Operations System: Class 4
 Sensor System: Class 3
 Separation System: None
 Shuttlebay: 2a (Small)
 Shuttlecraft: 2 size worth
 Tractor Beams: 1fv, 1a
 Transporters: 2 STD, 2 emergency, 2 cargo

Supplemental Craft (STD):
 Class H Travel Pod: 4

General information
 The *Larson* was an earlier Constitution-class style of design meant to supplement the military needs of Starfleet. As with the *Hermes*, it was decided to give the ship only one engine to save on cost as well as keep the ship 'light'. A second engine wasn't felt needed for a ship without a secondary hull, despite being very heavily armed for her size.

Like the *Hermes* and *Saladin*, the *Larson* suffers from instability problems at high-end warp speeds. Secondly, the lone warp nacelle was power-aplenty for the older laser batteries and

shields, but is a bit weak to power more modern phasers. Despite these weaknesses, however, the *Larson* is a powerful fighter in the hands of a skilled commander and engineer.

.Ships of the class have been present at most major military encounters since their launch in 2248. In particular, they gained notoriety in all but eradicating an Tzenkethi raiding fleet in short order. The Tzenkethi have since re-evaluated their strategies in the wake of their defeats.

Editor's Annotations

The Larson is one of FASA's most recognizable ship designs, dating back to the first edition of their role-playing game. Like the *Loknar* frigate, she was meant to be a 'good Federation ship' that characters could serve aboard if they don't manage to wrangle themselves a Constitution-class placement. It was basically the 'second runner up' as far as their character generation rules went.

Like with other licensed products, the *Larson* is 'official' but not 'canon'. It never appeared on screen, and isn't officially mentioned by Paramount productions. Despite this, it remains a very recognizable ship for many fans who fondly remember

FASA's early role-playing and starship combat games.

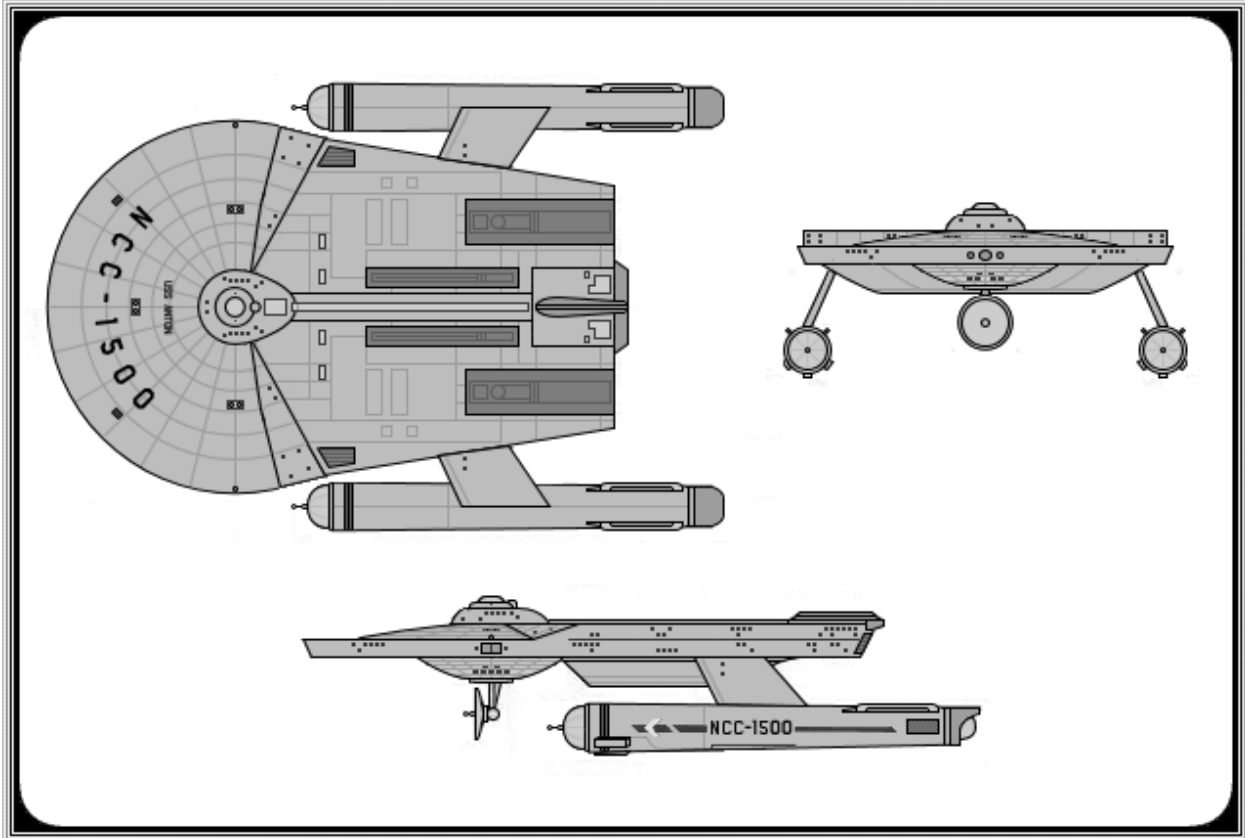
The ships given here are taken from Fasa's lists, but the registries of the vessels are toned down to reflect a more contemporary view of the fleet. There were many ships of this class listed in the game, and many more in further supplements, but the view taken here is of a more modest fit of twenty-four vessels.

Visually, the only real differences presented here are a few more added details and texturing, and the presence of a deflector dish, notably missing from the FASA version. *Star Trek* makes it pretty clear that deflector dishes were required components of Federation ships. It doesn't explain why some movie-era ships don't have them, though.

Vessel Name	Registry	Notes
USS Larson	NCC-1400	Class Ship; Refit to Larson (Refit) Class in 2273
USS Midway	NCC-1401	Refit to Larson (Refit) Class in 2273
USS Tannenburg	NCC-1402	
USS Trafalgar	NCC-1403	Lost in Orion Conflict
USS Thelenth	NCC-1404	
USS Waterloo	NCC-1405	Refit to Larson (Refit) Class in 2273
USS Borodino	NCC-1406	Refit to Larson (Refit) Class in 2274
USS Austerlitz	NCC-1407	Lost in Orion Conflict
USS Normandy	NCC-1408	Refit to Larson (Refit) Class in 2274
USS Marathon	NCC-1409	Refit to Larson (Refit) Class in 2274
USS Pharsalus	NCC-1410	
USS Crecy	NCC-1411	Mysteriously lost near Romulan space
USS Poitiers	NCC-1412	Refit to Larson (Refit) Class in 2274
USS Agincourt	NCC-1413	Refit to Larson (Refit) Class in 2274
USS Blenheim	NCC-1414	Refit to Larson (Refit) Class in 2275
USS Torgau	NCC-1415	Refit to Larson (Refit) Class in 2275
USS Eylau	NCC-1416	Refit to Larson (Refit) Class in 2275
USS Leyte	NCC-1417	Refit to Larson (Refit) Class in 2275
USS Leipzig	NCC-1418	Refit to Larson (Refit) Class in 2275
USS Beuna Vista	NCC-1419	
USS Garbo	NCC-1420	Lost during classified mission
USS Catinian	NCC-1421	Refit to Larson (Refit) Class in 2276
USS Gallipoli	NCC-1422	
USS Jutland	NCC-1423	Refit to Larson (Refit) Class in 2276
USS Anzio	NCC-1424	Refit to Larson (Refit) Class in 2276

ANTON CLASS

UESPA/Federation Cruiser



Anton Class Heavy Cruiser
Design Chief: Dana Knutson
Class Commission: 2246
Complement: 43 Officers, 215 Crew

Hull Data
Structure: 30
Size: Class 6, 13 Decks
Length/Beam/Height: 242m/155m/56m
Mass: 160,000MT

Drive system
Impulse: IPI86E (.75c)
Warp: PB-32-MK 3, Tandem, (WF 6/8)
Maneuver Modifiers: +1C, +2H, +2T

Tactical Data
Phasers:
Class IX, 3 banks/2 ea (f. f/s, f/p)
Torpedoes:
MK-IV Twin-Launcher (f)
Deflector Shield: PFF 2a

Class Traits:
Hardened System (Life Support)

Operational Data:
Atmosphere Capable: No

Cargo Units: 40
Life Support: Class 4 (Hardened)
Operations System: Class 4
Sensor System: Class 3
Separation System: None
Shuttlebay: 2a (Medium)
Shuttlecraft: 10 size worth
Tractor Beams: 1fv, 1a
Transporters: 2 STD, 2 emergency, 2 cargo

Supplemental Craft (STD):
Class F shuttlecraft: 2
Class HF Shuttlecraft: 2
Class AF Shuttlecraft: 2
Class H Travel Pod: 2

General Information
The Anton class, originally, was designed as a heavy cruiser backup for the venerable Baton Rouge design. The approval process for the ship kept getting delayed, with each delay causing the determined designers to revisit the design and update it to the newest specifications.

In 2235, the class was actually formally approved, but was delayed before construction could begin pending the results of the new FB-32 engines. It would be eleven years before the ship class was

finally launched.

Though effective as a cruiser, the *Anton* never seemed to be popular with her crews, and rumors of a 'curse' about the ships' design kept circulating for years. Despite this, however, the *Anton's* overall design would remain even after the class construction was declared 'complete'. The later *Surya* and *Miranda* classes owe much to the *Anton*.

Editor's Annotations

When *The Wrath of Khan* came out, there was an immediate curiosity on the part of many fans to imagine what the *Reliant* looked like during the original series. FASA, who had the rights to the role-playing game at the time, took the concept and eventually came up with the *Anton*.

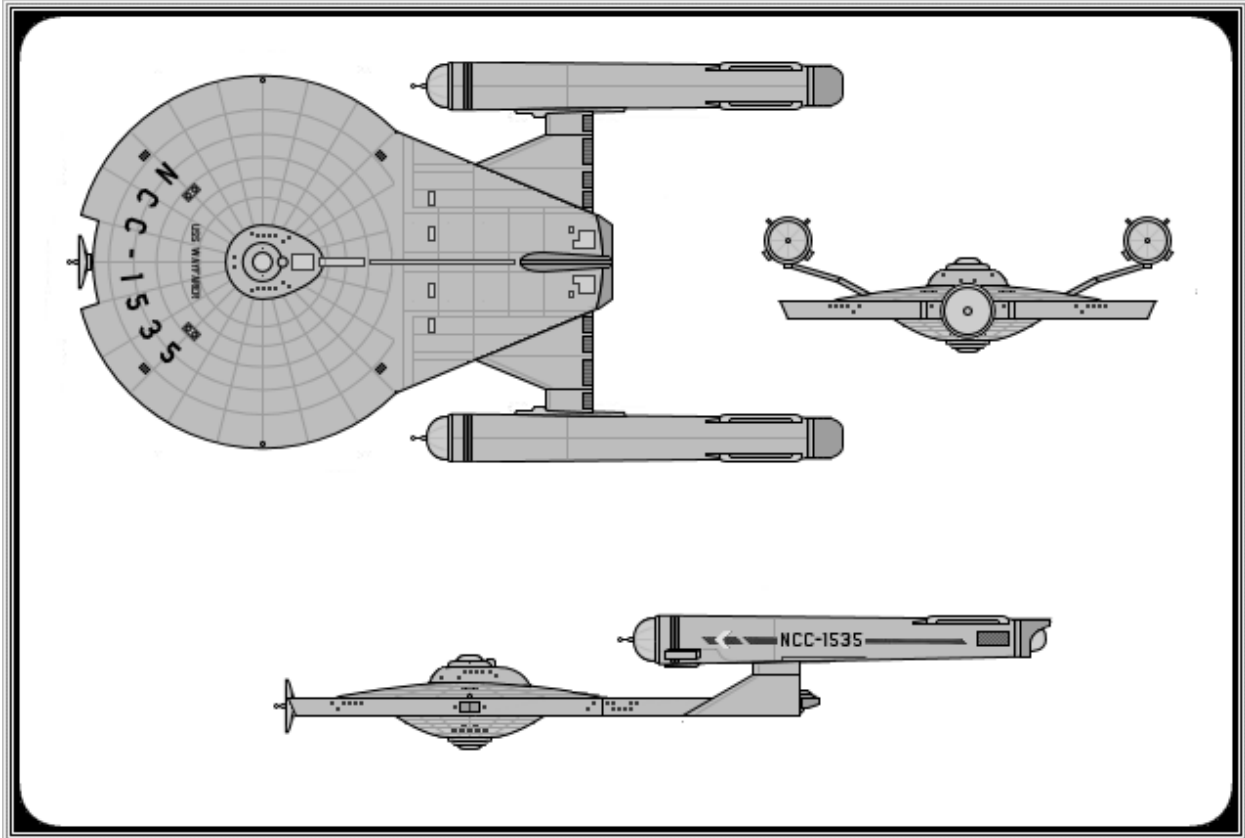
As she appeared in FASA's Federation Recognition manual, the *Anton* was an odd cross between a 'movie-era' refit hull, a 'series-era' warp drive, and a brick. The idea wasn't too bad, but the artwork just didn't mesh with what was being presented. The version here is a 'cleaned up' version, focusing on the 'series' aspects, as well as redoing some lines to bring her more into the same design aesthetic.

The FASA back-story had the *Anton* be directly refit to the *Reliant* specifications (Or, what would really be the *Miranda* class, according to official *Star Trek* lore). Rather than go that route, this assumes that the *Anton's* design lessons were taken to heart and put into the *Surya* and *Miranda* when they were commissioned. The *Anton* herself, however, is a retired class.

Vessel Name	Registry	Notes
USS Anton	NCC-1500	Class Ship; Retired to Memory-Alpha
USS Anderson	NCC-1501	
USS Hammann	NCC-1502	Lost in Orion Conflict; Largest ship thus lost
USS Hughes	NCC-1503	
USS Simes	NCC-1504	
USS Mustin	NCC-1505	
USS Russell	NCC-1506	
USS O'Brien	NCC-1507	
USS Walke	NCC-1508	Refit to Sherabo Class in 2274
USS Hull	NCC-1509	Refit to Sherabo Class in 2274
USS Hilbert	NCC-1510	Retired as Training Vessel
USS Gunn	NCC-1511	Retired as Training Vessel

WAYFARER CLASS

UESPA/Federation Research Frigate



Wayfarer Class Research Frigate
Design Chief: PT Riley
Class Commission: 2265
Complement: 25 Officers, 145 Crew

Hull Data
Structure: 30
Size: Class 5, 11 Decks
Length/Beam/Height: 265m/136m/46m
Mass: 132,000MT

Drive system
Impulse: IPI86E (.75c)
Warp: PB-32-MK 3, Tandem, (WF 6/8)
Maneuver Modifiers: +2C, +0H, +2T

Tactical Data
Phasers:
Class IX, 2 banks/2 ea (f/s, f/p)
Deflector Shield: PFF 2a

Class Traits:
Hardened System (Life Support)
Enhanced Sensors

Operational Data:
Atmosphere Capable: No
Cargo Units: 20

Life Support: Class 4 (Hardened)
Operations System: Class 4
Sensor System: Class 3
Separation System: None
Shuttlebay: None
Tractor Beams: 1fv, 1a
Transporters: 2 STD, 2 emergency, 2 cargo

Supplemental Craft (STD):
Class H Travel Pod: 2

General Information
The *Wayfarer* is, perhaps, the counter-design to the *Loknar*. In many ways, the class is what whatever the *Loknar* was not designed to be. The *Wayfarer* is heavily equipped with science laboratories, has an advanced sensor suite, but is lightly armed and carries no torpedoes.

In a more practical sense, the *Wayfarer* was designed to replace the aging *Capella* design, and handles much of the same functions (though without the benefit of shuttlecraft). The *Wayfarer* is meant to chart and study within the boundaries of known Federation space with strong scientific equipment. The ships are not, however, designed to enter into a fight.

Accordingly, the *Wayfarer's* time in deployment field would be quite limited. The class was brought in late into the *Constitution* era, was considered under-gunned to deal with the hostilities of the period, and, by the time she could come into her own, her capabilities had been outpaced with the new 'Great Refit' classes.

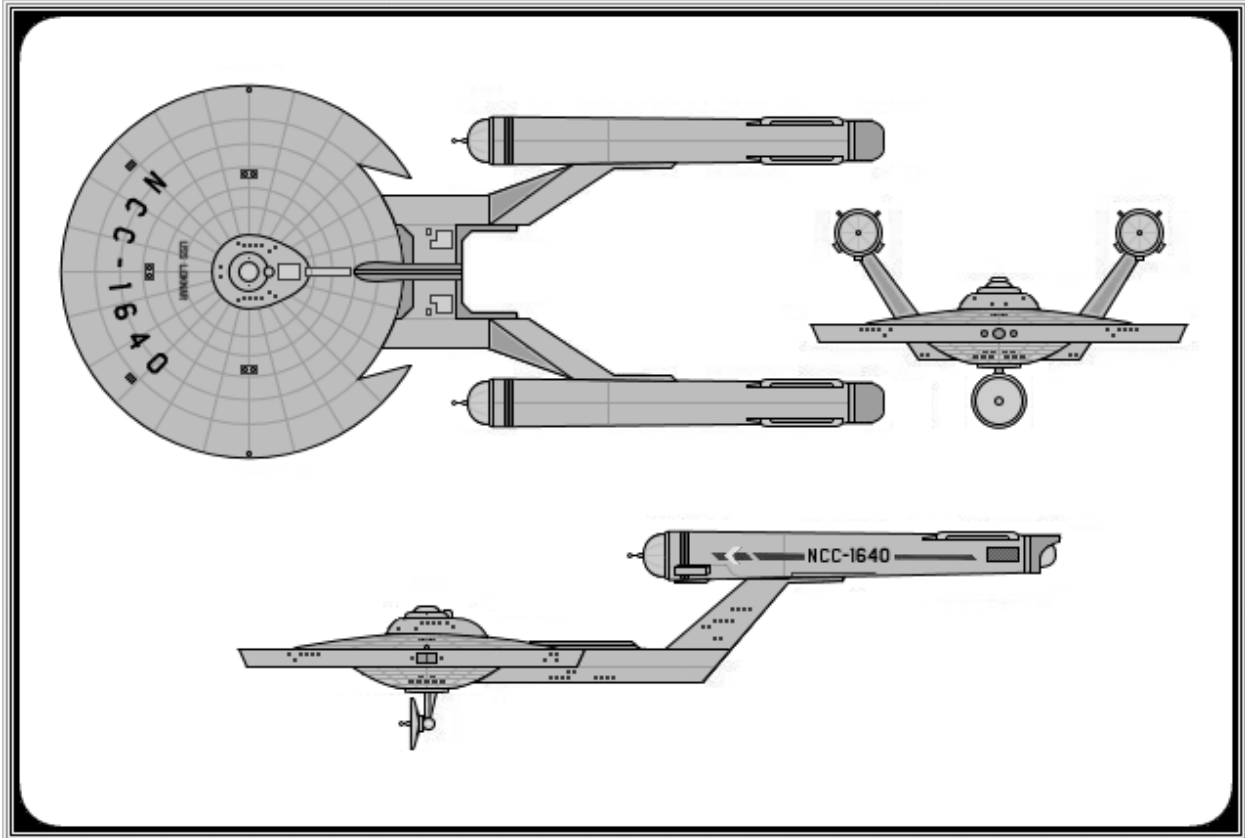
Most of the ships originally build to this specification would enjoy more success and longer life thanks to their reconstruction into the more modern *Sherabo* class.

Editor's Annotations

To be fair, the *Wayfarer* is one of the better fan designs out there. It's not over-gunned, has a believable mission, and has a pretty decent look to it that adheres to Trek's 'rules'. It's only real problem is that both its role, and its overall look, would be supplanted by the *Miranda* class variant of the *Lantree* (referred to as the *Sherabo* class, here).

The class thusly gets shoehorned into the 'good idea, bad timing' category, with only a few of them made for duty, and most of those winding up being rebuilt into a very similar class anyway later on.

Vessel Name	Registry	Notes
USS <i>Wayfarer</i>	NCC-1535	Class Ship; Refit to <i>Sherabo</i> Class 2275
USS <i>Vavilov</i>	NCC-1536	Refit to <i>Sherabo</i> Class 2275
USS <i>Shackleton</i>	NCC-1537	Refit to <i>Sherabo</i> Class 2275
USS <i>James Ross</i>	NCC-1538	Retired as training vessel
USS <i>Onnuri</i>	NCC-1539	Refit to <i>Sherabo</i> Class 2276



Loknar Class Frigate
 Design Chief: Dana Knutson
 Class Commission: 2259
 Complement: 32 Officers, 145 Crew

Hull Data
 Structure: 30
 Size: Class 5, 11 Decks
 Length/Beam/Height: 288m/127m/76m
 Mass: 160,000MT

Drive system
 Impulse: IPI86E (.75c)
 Warp: PB-32-MK 3, Tandem, (WF 6/8)
 Maneuver Modifiers: +1C, +2H, +1T

Tactical Data
 Phasers:
 Class IX, 3 banks/2 ea (f. f/s, f/p)
 Torpedoes:
 MK-IV Twin-Launcher (f)
 Deflector Shield: PFF 2a

Class Traits:
 Hardened System (Life Support)

Operational Data:
 Atmosphere Capable: No

Cargo Units: 20
 Life Support: Class 4 (Hardened)
 Operations System: Class 4
 Sensor System: Class 3
 Separation System: None
 Shuttlebay: None
 Tractor Beams: 1fv, 1a
 Transporters: 2 STD, 2 emergency, 2 cargo

Supplemental Craft (STD):
 Class H Travel Pod: 2

General Information
 Though technically 'earth-borne' in design, the *Loknar* represented the first major integrated fleet design with large input from Andorians. The Andorians, not wanting to be unprepared against new aggressors, or blatant Klingon hostility, wanted a warhorse ship within the Federation fleet. It was also no secret that the Andorian defense fleet ships were falling behind the times as well (though roughly equivalent to *Baton Rouge*-style ships), and Andor therefore was even more eager to get an updated class of frigate for their own defense.

The Andorian argument won out, and their input both in design and purpose created one of the

most widely-accepted designs in Starfleet. The *Loknar* is a proven ship, not only in her role as a defense-action frigate, but also in a variable mission capacity.

Like her cousin, the *Constitution*-class, the *Loknar*'s performance proved so great through her career that she underwent heavy refits in the 2270's, dramatically prolonging the class's lifespan.

Editor's Annotations

Easily one of FASA's most popular ship designs, the *Loknar* was presented as a capable, battle-ready frigate. As opposed to the 'you have to be special to be on a Connie', the *Loknar* was supposed to be the good ship that most Federation officers could get if they tried. The character generation rules of the game reinforced this to a degree as well. Most Federation officers would never see service aboard a Connie, but the *Loknar* was a very good 'close second'.

While the FASA design is 'official', it's not 'canon' in that it never appears on screen anywhere (unlike a few other oddball FASA designs). It is, however, probably one of those most recognizable 'original Trek' ships out there, aside from those in *Franz Joseph's Technical Manual*.

The ships are taken from FASA's lists, but the registries of the vessels are toned down to reflect a more contemporary view of the fleet. Originally, over 120

ships of this class were listed, but the view taken here is of a more modest fit of twenty vessels.

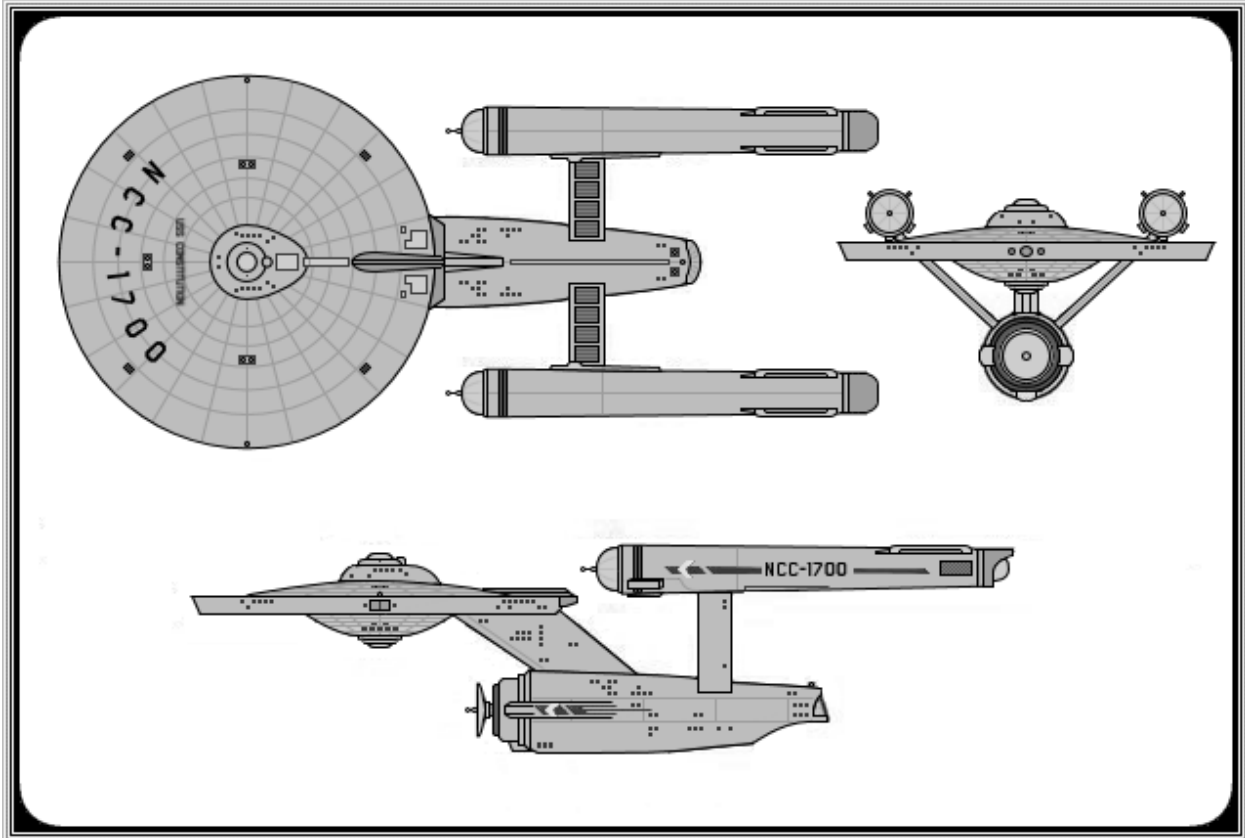
Visually, the only real differences presented here are a few more added details and texturing, and the presence of a deflector dish, notably missing from the FASA version. *Star Trek* makes it pretty clear that deflector dishes were required components of Federation ships. It doesn't explain why some movie-era ships don't have them, though.

One oddity not lost on starship fans is that the *Loknar* looks pretty familiar these days as the inspiration for the *USS Akira*, from *First Contact*, and then from that the *Enterprise* from *Star Trek: Enterprise*. While this has never been explicitly stated anywhere by the designers, this wouldn't be the first time a FASA-inspired design wormed its way into 'canon' somehow.

Vessel Name	Registry	Notes
USS Loknar	NCC-1640	Class Ship; Refit to Loknar (Refit) Class in 2272
USS Ahkeil	NCC-1641	Refit to Loknar (Refit) Class in 2272
USS Vernol	NCC-1642	Refit to Loknar (Refit) Class in 2272
USS Tarntis	NCC-1643	Lost in Orion Conflict
USS Alexandretta	NCC-1644	Refit to Loknar (Refit) Class in 2272
USS Morgan City	NCC-1645	Refit to Loknar (Refit) Class in 2273
USS Troy	NCC-1646	Lost in Klingon Raid
USS Farside	NCC-1647	Refit to Loknar (Refit) Class in 2273
USS New America	NCC-1648	
USS Kosk	NCC-1649	Refit to Loknar (Refit) Class in 2273
USS Borga	NCC-1650	Refit to Loknar (Refit) Class in 2274
USS Peking	NCC-1651	
USS Epcot	NCC-1652	Refit to Loknar (Refit) Class in 2274
USS Aldebaran	NCC-1653	Refit to Loknar (Refit) Class in 2274
USS Argus City	NCC-1654	Lost mysteriously patrolling Klingon neutral zone
USS Yorkshire	NCC-1655	Refit to Loknar (Refit) Class in 2274
USS Boirdi	NCC-1656	Refit to Loknar (Refit) Class in 2274
USS New Corinth	NCC-1657	Refit to Loknar (Refit) Class in 2275
USS Kyoto	NCC-1658	Refit to Loknar (Refit) Class in 2275
USS Petrograd	NCC-1659	Refit to Loknar (Refit) Class in 2275

CONSTITUTION CLASS

UESPA/Federation Cruiser



Constitution

Constitution Class Heavy Cruiser
Design Chief: Matthew Jefferies
Class Commission: 2245
Complement: 43 Officers, 387 Crew

Hull Data
Structure: 40
Size: Class 6, 23 Decks
Length/Beam/Height: 290m/127m/72m
Mass: 190,000MT

Drive system
Impulse: IPI86E (.75c)
Warp: PB-32-MK 3, Tandem, (WF 6/8)
Maneuver Modifiers: 2C, +0H, +2T

Tactical Data
Phasers:
Class IX, 3 banks/2 ea (f, f/p, f/s)
Class IX, 2 Banks/1 ea (a)

Torpedoes:
MK-IV Twin-Launcher (f)
Deflector Shield: PFF 2a

Class Traits:
Hardened System (Life Support)

Operational Data:
Atmosphere Capable: No
Cargo Units: 70
Life Support: Class 4 (Hardened)
Operations System: Class 4
Sensor System: Class 3
Separation System: Emergency
Shuttlebay: 1a (large)
Shuttlecraft: 14 size worth
Tractor Beams: 1fv, 1a
Transporters: 6 STD, 4 emergency, 2 cargo

Supplemental Craft (STD):
Class F shuttlecraft: 4
Class HF Shuttlecraft: 2
Class AF Shuttlecraft: 2
Class H Travel Pod: 2

General information
The *Constitution* class was launched in 2245 as a 'new generation' Starfleet workhorse to replace the aging *Baton Rouge* class of ships. Where the *Baton Rouge* would represent the pinnacle of Earth design, the *Constitution* would represent the pride of the entire Federation itself. Technical innovations from several Federation worlds would take the steps laid down by the *Baton Rouge*, refine them, and then create the greatest

starship devised by any world in the Federation—a legend which would strike awe in those who see the vessels even a hundred years late.

The Constitution class would continue as the UESPA's and then the Federation's premiere starship class during one of the most tumultuous periods of Federation history. The *USS Enterprise* alone, under her legendary captains April, Pike, and Kirk, would, would go on to legendary status for innumerable acts of bravery in the field, multiple first-contact assignments, as well as saving the very core of the Federation itself.

Even with four major refit programs over her twenty-five year run, the original configuration of the *Constitutiou*n and her sisters proved dated by the late 2260's. Rather than wholly scrap the class, however, the surviving vessels would enjoy a radical, complete refit and rebuild starting in 2271.

Editor's Annotations

To say that the Matthew Jefferies' original design for the *Enterprise* is 'legendary' doesn't seem to do

it enough justice. Certainly, even 40 years after the original Star Trek series was wrapped up, the ship remains etched in the minds of millions of fans around the world. It is simply the most famous vessel, real or imagined, in all history.

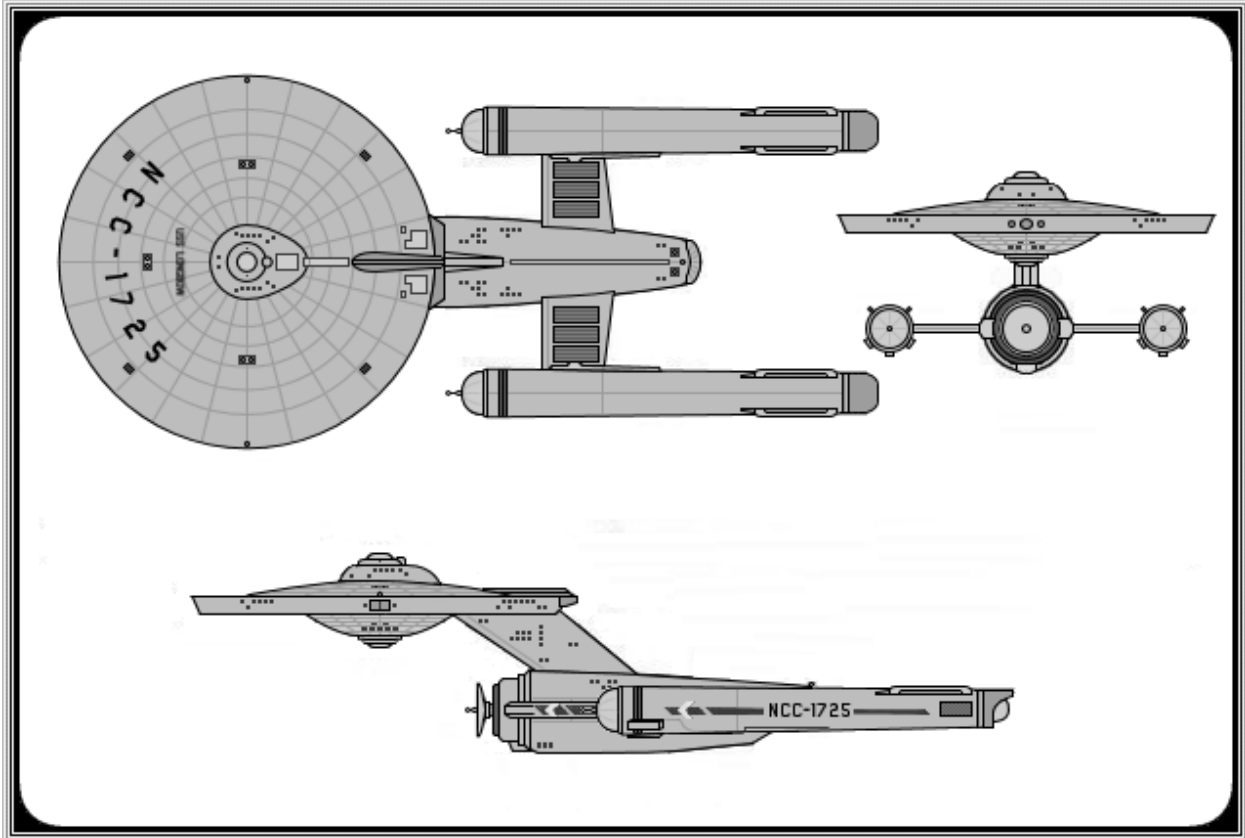
The list of ships and registries here are mostly based on what's been shown on screen or can be directly inferred without making too many assumptions. A few of the gaps have been filled in from various official sources, such as licensed role-playing games and technical manuals, with the Franz Joseph Technical Manual and Bjo Trimble's *Star Trek: Concordance* getting the first nods.

Of all the ships in this guide, this one was probably the hardest to actually pin down. There are many sources of information to pull from, all of which conflicting. For this guide, the specifics given here are based on 'happy mediums' and the most common assumptions made about the *USS Enterprise*.

Vessel Name	Registry	Notes
USS Constitution	NCC-1700	Class Ship; Refit to Constitution (Refit) Class in 2271
USS Constellation	NCC-1017	Sacrificed to destroy 'Doomsday Weapon'
USS Yamato	NCC-1305-A	Refit to Constitution (Refit) Class in 2271
USS Enterprise	NCC-1701	Countless Exploits; Legendary Starship; Refit to Constitution (Refit) Class in 2271
USS Nimitz	NCC-1702	Refit to Constitution (Refit) Class in 2272
USS Hood	NCC-1703	Refit to Constitution (Refit) Class in 2272
USS Bismark	NCC-1704	Refit to Constitution (Refit) Class in 2272
USS Excalibur	NCC-1705	Destroyed by M-5 computer attack
USS Exeter	NCC-1706	Decontaminated plague ship
USS Valiant	NCC-1707	Refit to Constitution (Refit) Class in 2273
USS Intrepid	NCC-1708	All Vulcan crew; Lost to alien life form
USS Lexington	NCC-1709	
USS Kongo	NCC-1710	Refit to Constitution (Refit) Class in 2273
USS Potemkin	NCC-1711	
USS Bonhomme Richard	NCC-1712	Refit to Constitution (Refit) Class in 2273
USS Monitor	NCC-1713	Refit to Constitution (Refit) Class in 2274
USS Hornet	NCC-1714	Refit to Constitution (Refit) Class in 2274
USS Merrimac	NCC-1715	Refit to Constitution (Refit) Class in 2274
USS Endeavor	NCC-1716	
USS Yorktown	NCC-1717	
USS Essex	NCC-1718	Refit to Constitution (Refit) Class in 2275
USS Akagi	NCC-1719	Refit to Constitution (Refit) Class in 2275
USS Ti-Ho	NCC-1760	Refit to Constitution (Refit) Class in 2275
USS Soryu	NCC-1761	Refit to Constitution (Refit) Class in 2276
USS Hiryu	NCC-1762	Refit to Constitution (Refit) Class in 2276
USS Excelsior	NCC-1763	
USS Defiant	NCC-1764	Lost to interphase anomaly near Tholian Space

Longbow Class

UESPA/Federation Battle Cruiser



Longbow Class Battle Cruiser
Design Chief: Steve Cole
Class Commission: 2262
Complement: 25 Officers, 320 Crew

Hull Data
Structure: 40
Size: Class 6, 23 Decks
Length/Beam/Height: 290m/127m/60m
Mass: 175,000MT

Drive system
Impulse: IPI86E (.75c)
Warp: PB-32-MK 3, Tandem, (WF 6/8)
Maneuver Modifiers: +2C, +0H, +3T

Tactical Data
Phasers:
 Class IX, 3 banks/2 ea (f, f/p, f/s)
 Class IX, 2 Banks/1 ea (a)
Torpedoes:
 MK-IV Single-Launcher (f, f/p, f/s)
Deflector Shield: PFF 2a

Class Traits:
Hardened System (Life Support)
Battle Tested

Operational Data:
Atmosphere Capable: No
Cargo Units: 50
Life Support: Class 4 (Hardened)
Operations System: Class 4
Sensor System: Class 3
Separation System: Emergency
Shuttlebay: 1a (large)
Shuttlecraft: 8 size worth
Tractor Beams: 1fv, 1a
Transporters: 6 STD, 4 emergency, 2 cargo

Supplemental Craft (STD):
 Class F shuttlecraft: 2
 Class HF Shuttlecraft: 1
 Class H Travel Pod: 2

General information
Though the Federation considers most cruisers to be primarily geared for 'multi-mission' roles, the Longbow was envisioned as a dedicated combat cruiser, taking the most successful aspects of other cruiser designs and stripping away non-combatant gear to make for a better fighting machine.

The *Constitution* class is the obvious base from which the *Longbow* was taken. The 'battle

cruiser' simply trimmed down her cousin's profile, and added more firepower to the ship's design. The result is a powerful combat ship with a dramatic punch.

As perhaps expected, the Longbow design isn't without a degree of controversy, given its primarily military role. However, the Longbow's terrific success record and relatively low cost (when compared to true battleships) makes her an 'easier sell' to Starfleet appropriations than most combat-dedicated ships.

The *Longbow* class is scheduled for upgrade in 2274, which will add to her non-combat capabilities, putting her nearly on par with the expected *Enterprise* upgrades of 2271.

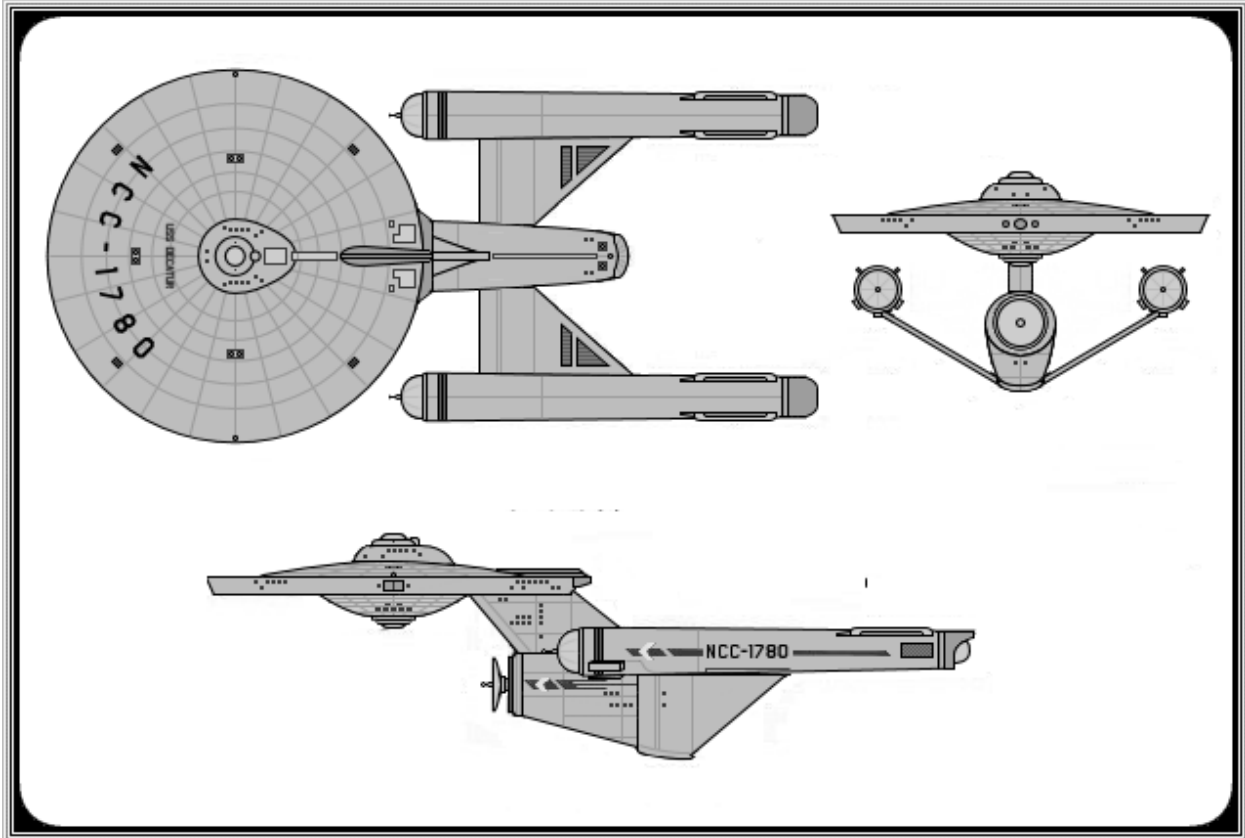
Editor's Annotations

The *Longbow* is based on the battle-cruiser design used in *Star Fleet Battles*. There, this class is the effective replacement for the *Constitution* class, as far as the focus of the game is concerned. Of course, the *Constitution* class doesn't get 'trumped' in the official *Star Trek* universe until the arrival of the *USS Excelsior*.

The design here is much as she appears within some drawings of the game, with her slightly 'scrunched' appearance.

Ships of this class are named after British Destroyers that served during World War Two. The ship registries are nestled between the *Constitution* class main run, and the *Archeron* upgrade class.

Vessel Name	Registry	Notes
USS Longbow	NCC-1725	Class Ship ; Refit to Longbow (Refit) Class in 2273
USS Crossbow	NCC-1726	Refit to Longbow (Refit) Class in 2273
USS Fencer	NCC-1727	Lost to Romulan skirmish
USS Broadsword	NCC-1728	Refit to Longbow (Refit) Class in 2274
USS Cutlass	NCC-1729	Refit to Longbow (Refit) Class in 2274
USS Dagger	NCC-1730	Refit to Longbow (Refit) Class in 2274
USS Carronade	NCC-1731	Refit to Longbow (Refit) Class in 2275



Decatur Class Cruiser
 Design Chief: Todd Guenther
 Class Commission: 2253
 Complement: 36 Officers, 320 Crew

Hull Data
 Structure: 36
 Size: Class 6, 20 Decks
 Length/Beam/Height: 271m/127m/82m
 Mass: 175,000MT

Drive system
 Impulse: IPI86E (.75c)
 Warp: PB-32-MK 3, Tandem, (WF 6/8)
 Maneuver Modifiers: +1C, +1H, +2T

Tactical Data
 Phasers:
 Class IX, 3 banks/2 ea (f, f/p, f/s)
 Class IX, 2 banks/1 ea (a)
 Torpedoes:
 MK-IV Twin-Launcher (f)
 Deflector Shield: PFF 2a

Class Traits:
 Hardened System (Life Support)

Operational Data:

Atmosphere Capable: No
 Cargo Units: 50
 Life Support: Class 4 (Hardened)
 Operations System: Class 4
 Sensor System: Class 3
 Separation System: Emergency
 Shuttlebay: 1a (large)
 Shuttlecraft: 10 size worth
 Tractor Beams: 1fv, 1a
 Transporters: 6 STD, 4 emergency, 2 cargo

Supplemental Craft (STD):
 Class F shuttlecraft: 2
 Class HF Shuttlecraft: 1
 Class H Travel Pod: 2

General information
 The *Decatur* project started primarily for 'economic' reasons and was envisioned as an 'affordable' cruiser, but could also still serve in the same strategic and tactical roles of the heftier *Constitution* class. The design called for fewer scientific systems, fewer shuttlecraft, and a proportionally reduced crew.

Indeed, The class of ship serves many of the functions of her larger cousin, though her non-military capabilities notably suffer. the reduction

of research labs caused some limited problems when a *Decatur* class ship is involved in exploration missions, or if one happens to find an 'unexplained phenomena' that requires a good deal of hard science work.

Most vessels of this class served as 'limited exploration' roles, scouting out and protecting those areas of Federation space which are under direct threat by Klingons or other hostile powers. Though not quite a dedicated combat class, the *Decatur* was usually one of the first classes of ships called into major engagements.

Though younger than the *Constitution* class, Technological advances brought an earlier-than-normal end to the *Decatur* design. The 'Great Refit' took the basic lines and capabilities of the *Decatur*, and upgraded them into the *Belknap* class.

Editor's Annotations

The *Decatur* first appeared as a lone starship of the class in Todd Guenther's *Ships of the Starfleet* guide. It quickly became a favorite among Star Trek fans and has made several appearances in other works, though with often slightly different details.

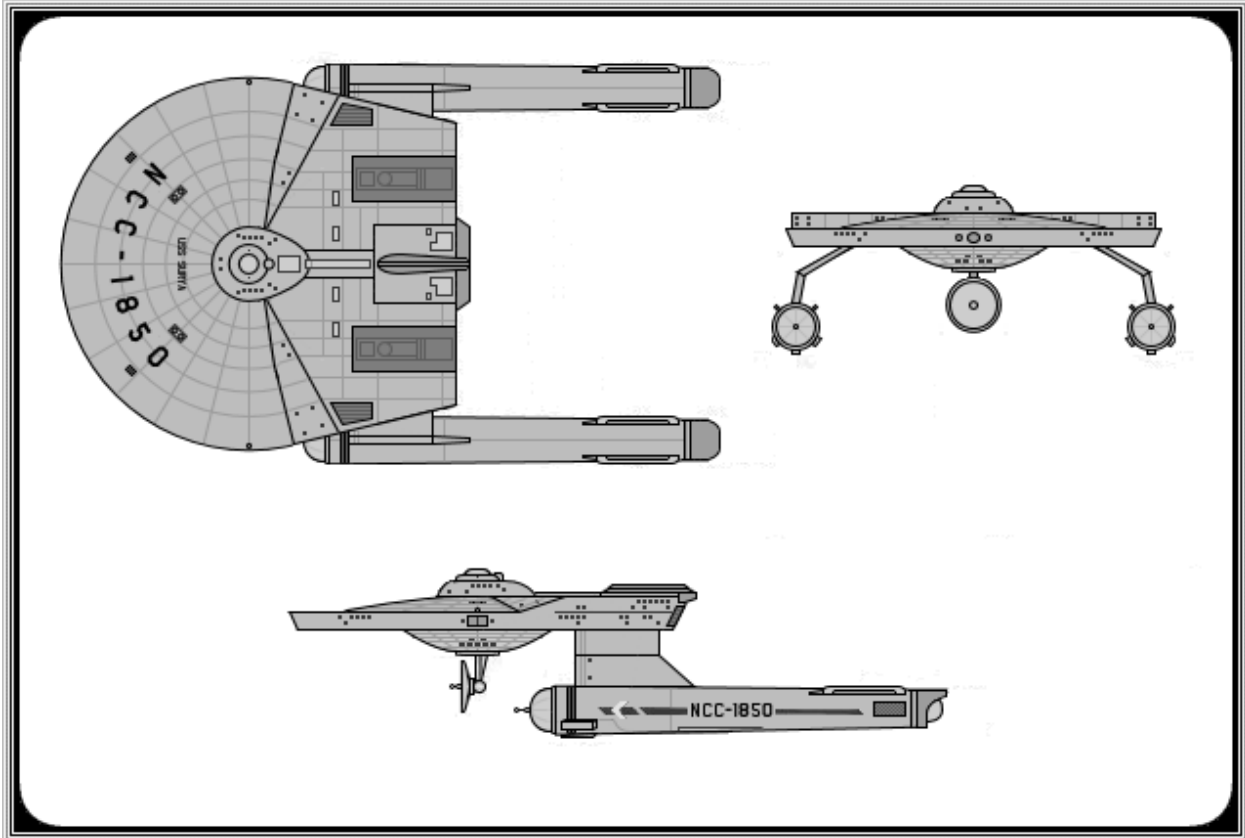
The original design only called for the *Decatur* herself to have a 'series-era' design, with the rest of the class having 'movie-era' lines. Here, the assumption is that the ship is a bit of an older design which

gets refit and then expanded upon after 2271.

The registry scheme given by Starship Design is listed as much higher than what's given here. That guide has the *Decatur* as NCC-2501. This is a bit hard to rationalize with the 'Constellation' as the last TMP-era design launching with NCC-1974, and the *Excelsior* classes largely taking over from NCC-2000 onward.

The numbers given here are lowered to the NCC-1780 range, keeping them a bit tighter with what's presented in *Star Trek*, as well as helping out the role of the *Decatur* as a cruiser within in Kirk's fleet.

Vessel Name	Registry	Notes
USS Decatur	NCC-1780	Class Ship; Retired to Memory Alpha
USS Belknap	NCC-1781	Refit to Belknap Class in 2272
USS Springfield	NCC-1782	Refit to Belknap Class in 2272
USS America	NCC-1783	Refit to Belknap Class in 2273
USS Yarnell	NCC-1784	
USS Worden	NCC-1785	Lost defending colony from unknown hostiles
USS Dale	NCC-1786	Lost to sabotage, believed to be by Romulans
USS Halsey	NCC-1787	Refit to Belknap Class in 2273
USS Daniels	NCC-1788	Refit to Belknap Class in 2273
USS Jouette	NCC-1789	Refit to Belknap Class in 2274
USS Gates	NCC-1790	
USS Mobile Bay	NCC-1791	Refit to Belknap Class in 2274
USS Antietam	NCC-1792	Refit to Belknap Class in 2274
USS Princeton	NCC-1793	Refit to Belknap Class in 2275
USS Cowpens	NCC-1794	Refit to Belknap Class in 2275
USS Port Royal	NCC-1795	Refit to Belknap Class in 2276
USS Leyete Gulf	NCC-1796	
USS Monterey	NCC-1797	Refit to Belknap Class in 2278
USS Chosin	NCC-1798	Refit to Belknap Class in 2278
USS Hugh City	NCC-1799	Last 'Constitution Era' ship constructed; Retired to Memory Alpha



Constitution

Surya Class Frigate
 Design Chief: Aridas Sofia
 Class Commission: 2251
 Complement: 32 Officers, 195 Crew

Hull Data
 Structure: 30
 Size: Class 5, 11 Decks
 Length/Beam/Height: 236m/136m/60m
 Mass: 155,000MT

Drive system
 Impulse: IPI86E (.75c)
 Warp: PB-32-MK 3, Tandem, (WF 6/8)
 Maneuver Modifiers: +1C, +2H, +1T

Tactical Data
 Phasers:
 Class IX, 2 banks/2 ea (f/s, f/p)
 Torpedoes:
 MK-IV Twin-Launcher (f)
 Deflector Shield: PFF 2a

Class Traits:
 Hardened System (Life Support)

Operational Data:
 Atmosphere Capable: No

Cargo Units: 20
 Life Support: Class 4 (Hardened)
 Operations System: Class 4
 Sensor System: Class 3
 Separation System: None
 Shuttlebay: 2a (Medium)
 Shuttlecraft: 10 size worth
 Tractor Beams: 1fv, 1a
 Transporters: 2 STD, 2 emergency, 2 cargo

Supplemental Craft (STD):
 Class F shuttlecraft: 2
 Class HF Shuttlecraft: 1
 Class H Travel Pod: 2

General information
 The *Surya* began life as an intended variant of the *Anton* class heavy frigate, but wound up being a completely reworked version of the older class, taking many valuable lessons in engineering and designed learned through the *Anton*'s weaknesses.

The new class proved formidable in most respects, and was immediately dispatched to 'starship' duties along-side the *Constitution* class., fulfilling a variety of mission profiles. The ships have already earned a strong reputation with her

crews, and have become a 'de facto' workhorse for the Federation.

Most of the *Surya* vessels have been assigned to three year exploration missions, as well as serving as defense patrol ships along the frontier. While not as prestigious as serving aboard the *Constitution* class, getting an assignment aboard a *Surya* was considered an honor.

Though the *Surya* has proven to be more than a worthy vessel a reworked version of this design was commissioned to make use of the new FP-3 weapons pod as well as a modular 'roll-bar' design. This new class, the *Miranda* class, effectively replaced the *Surya* for new starships, and lasted well beyond her expected 20 years.

Editor's Annotations

The *Surya* first appeared in Aridas Sofia's *Ships of the Star Fleet*, then would make many appearances in other fan works, and would also be one of the most popular of model kits for the Star Trek original series era. The reason may be obvious, it's an obvious 'retro-fitting' of the *USS Reliant* from *The Wrath of Khan*.

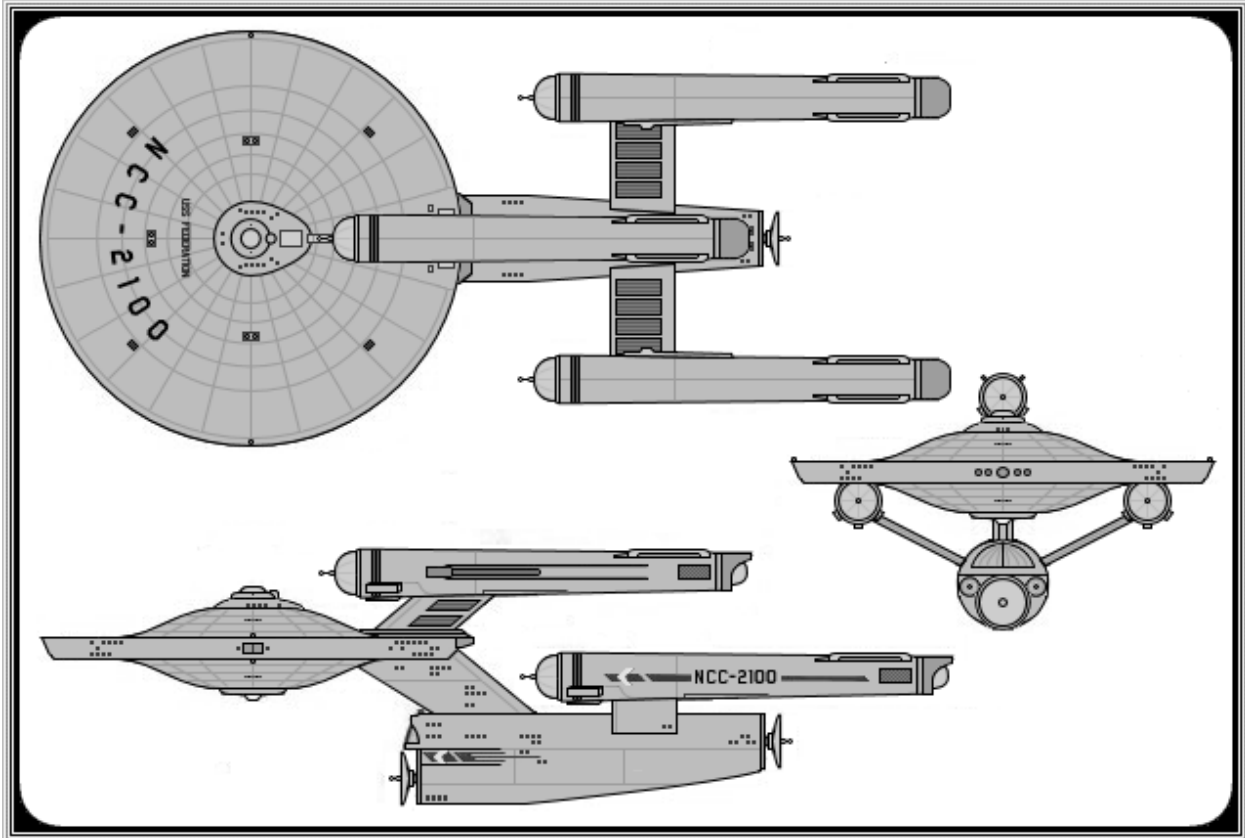
The *Surya* was designed specifically to be a precursor to the *Reliant*, and so that back-story was

largely used here. The only addition is that the *Surya* is even now a bit older, serving more as a bridge between the *Anton* class and what would become the *Miranda* class.

The *Surya*, as she appears here, is pretty much right out of the *Ships of the Star Fleet* diagrams, with only a few differences in texturing in the 'engineering' section to bring her slightly more in line with the *Anton* and the eventual *Miranda*.

The ship names are taken from Aridas Sofia's guide, though the registries have been 'nudged' a bit closer to the *Miranda* class. Only the first ten ships are used, with the assumption that the *Miranda* supplanted the class just a bit early.

Vessel Name	Registry	Notes
USS Surya	NCC-1850	Class Ship;
USS Illusive	NCC-1851	
USS Antrim	NCC-1852	Lost due to transporter accident
USS Durmitov	NCC-1853	
USS Kanaris	NCC-1854	Mysteriously lost en route to Starbase 4
USS Pralaya	NCC-1855	
USS Hashira	NCC-1856	
USS Adalucia	NCC-1857	
USS Brilliant	NCC-1858	
USS Thetis	NCC-1859	
USS Miranda	NCC-1860	Refit to Miranda class in 2272
USS Tian An Men	NCC-1861	Refit to Miranda class in 2272
USS Tempest	NCC-1862	Refit to Miranda class in 2272
USS Demeter	NCC-1863	Refit to Miranda class in 2273
USS Reliant	NCC-1864	Refit to Miranda class in 2273
USS Vigilant	NCC-1865	Refit to Miranda class in 2273
USS Oberon	NCC-1866	Lost in Orion Conflict
USS Saratoga	NCC-1867	Refit to Miranda class in 2273
USS Enforcer	NCC-1868	
USS Valhalla	NCC-1869	
USS Sutherland	NCC-1870	Refit to Miranda class in 2274
USS Redan	NCC-1871	Refit to Miranda class in 2274
USS Perseus	NCC-1872	Refit to Miranda class in 2274



Federation Class Dreadnought
 Design Chief: Franz Joseph
 Class Commission: 2260
 Complement: 55 Officers, 445 Crew

Hull Data
 Structure: 55
 Size: Class 6, 23 Decks
 Length/Beam/Height: 316m/142m/87m
 Mass: 285,000MT

Drive system
 Impulse: IPI86E (.75c)
 Warp: PB-32-MK 3, Triple, (WF 6/8)
 Maneuver Modifiers: +2C, -1H, +4T

Tactical Data
 Phasers:
 Class IX, 3 banks/2 ea (f, f/p, f/s)
 Class IX, 4 Banks/1 ea (p, s, a, a)
 Torpedoes:
 MK-IV Single-Launcher (f, f/p, f/s)
 MK-IV Single-Launcher (a)
 Deflector Shield: PFF 2a

Class Traits:
 Hardened System (Life Support)
 Hardened System (Shield Grid)

Battle Tested
 Design Flaw: Warp Drive

Operational Data:
 Atmosphere Capable: No
 Cargo Units: 70
 Life Support: Class 4 (Hardened)
 Operations System: Class 4
 Sensor System: Class 3
 Separation System: Emergency
 Shuttlebay: 1f (large)
 Shuttlecraft: 12 size worth
 Tractor Beams: 1fv, 1a
 Transporters: 6 STD, 4 emergency, 2 cargo

Supplemental Craft (STD):
 Class F shuttlecraft: 4
 Class HF Shuttlecraft: 2
 Class H Travel Pod: 2

General information
 For her time, the Federation class was the most powerful, most well armed, and well shielded starship fielded by the Starfleet. She's also one of the biggest, only outclassed by the Federations' few carriers. Starfleet considered her a main deterrent to enemy ambitions, an 'ultimate weapon' in the face of rising Klingon aggression.

But she barely got made. The Dreadnought was an expensive ship, dedicated solely to warfare. She never sat well with some politicians, particularly Vulcans. The lone Dreadnought project was cancelled and restarted more than any other starship design in history before finally being started, albeit with cut funding, in 2260.

Those ships which were successfully built, however, had a staggering combat performance, superior to any vessel fielded by the Klingon or Romulan empires during that period. This performance was despite the use of the triple arrangement of the SB-32 engines which actually hampers the ship's maximum speed. It more than makes up for this deficiency in raw power, however.

The Dreadnought concept had a fatal blow to it, however, when the *USS Star Empire* was stolen in a desperate militant coup attempt to start a full-scale war with the Klingon Empire. The ship was destroyed, but the damage to the project was complete. The *USS Entente* would be the last Dreadnought that Starfleet would ever build, with even the refits of these expensive vessels being 'reclassified' as battleships.

Editor's Annotations

There's considerable debate about this ship, largely due to Gene Roddenberry's later statements about her, and his feelings that Starfleet shouldn't be so militaristic that it would employ battleships, much less a Dreadnought!

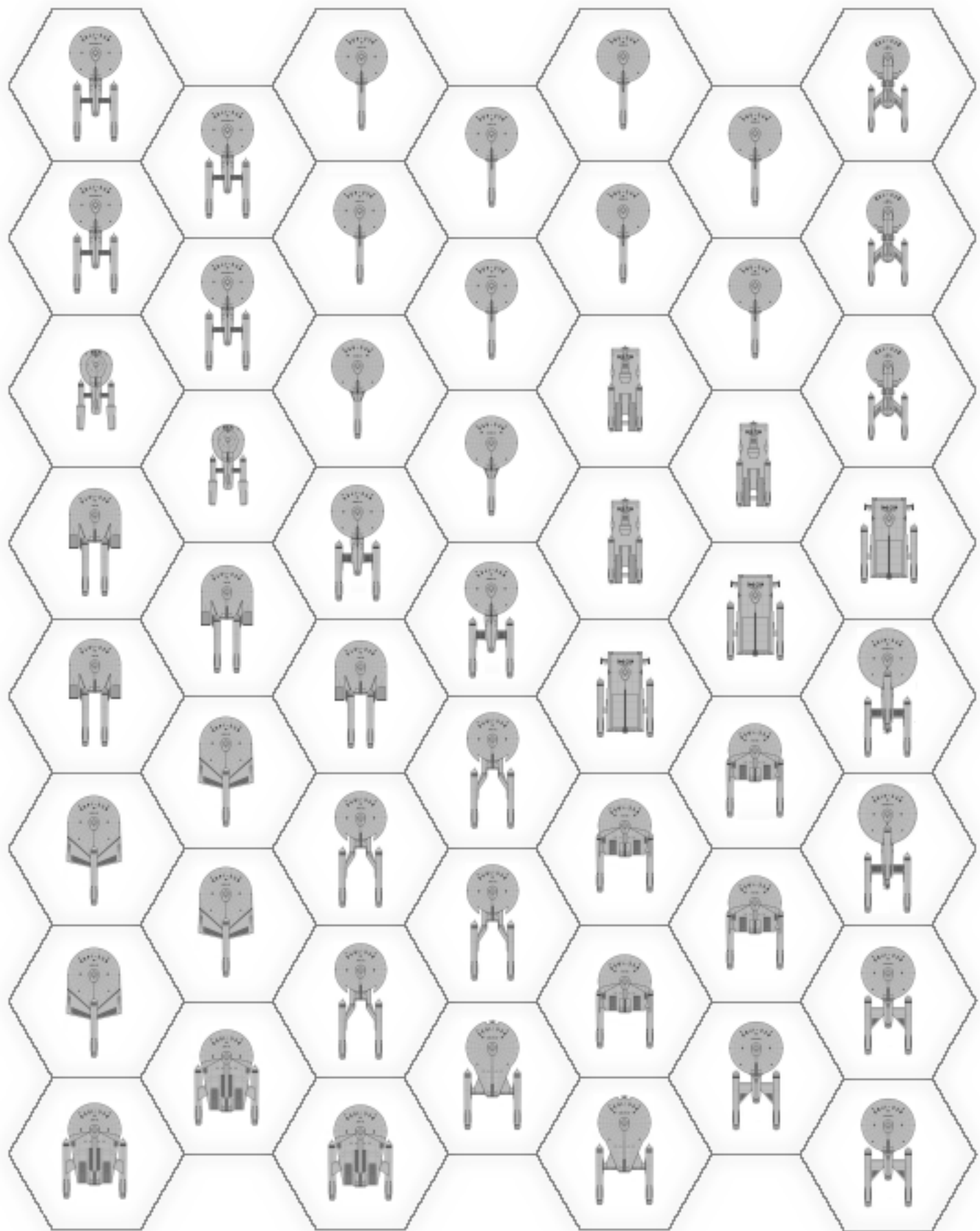
Despite his later voiced objections, he did personally approve this ship when it appeared in Franz Joseph's Star Trek Technical Manual. More than that is that the ship class is referenced on screen in diagrams within the movie series, and the *USS Entente* is mentioned by name, registration, and designation in chatter in the Roddenberry-controlled Star Trek: The Motion Picture.

The only real problem with the *USS Entente* (NCC 2120) is that it's really hard to believe that Star Fleet

would build 21 ultimate battleships when they are only building a handful of Heavy Cruisers like the Enterprise over a generation.

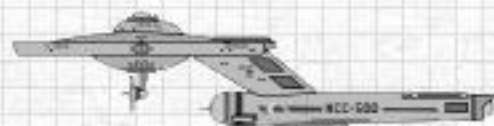
This guide, then, takes a 'real world' political example and has the Dreadnought class getting a couple of 'restarts' throughout its history, eventually getting to 2120 in registries, but skipping a few in sequence as the class loses out in appropriations. NCC-2103 to NCC-2116 would then wind up going to other designs, with the whole project eventually dropped as politics worked against it.

Vessel Name	Registry	Notes
USS Federation	NCC-2100	Class Ship ; Refit to Federation (Refit) Class in 2276
USS Star League	NCC-2101	Refit to Federation (Refit) Class in 2276
USS Unificatum	NCC-2102	Refit to Federation (Refit) Class in 2277
USS Confederation	NCC-2117	Refit to Federation (Refit) Class in 2277
USS Star Empire	NCC-2118	Destroyed by terrorists
USS Trusteeship	NCC-2119	Refit to Federation (Refit) Class in 2278
USS Entente	NCC-2120	Lead ship in Orion Conflict; Absorbed by V'Ger





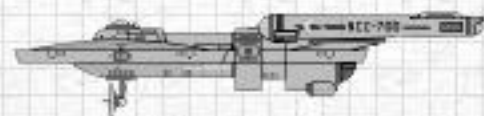
Constitution Class
Heavy Cruiser



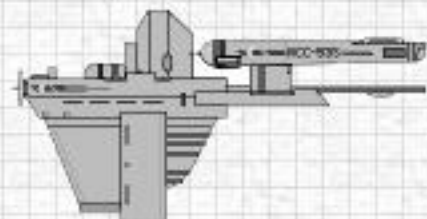
Saladin Class
Destroyer



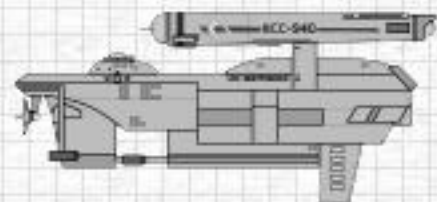
Hermes Class
Scout



Capella Class
Surveyor



Sherman Class
Transport



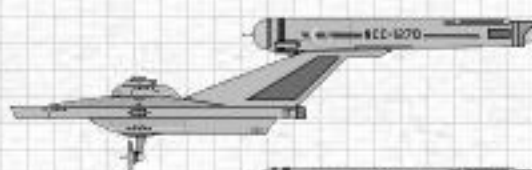
Independence Class
Armed Transport



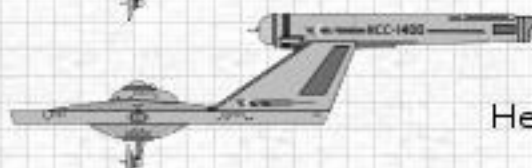
Nelson Class
Reconnaissance Scout



Bonaventure Class
Dilithium Drive Test Vessel



Derf Class
Tender



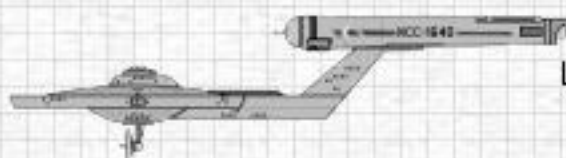
Larson Class
Heavy Destroyer



Anton Class
Cruiser



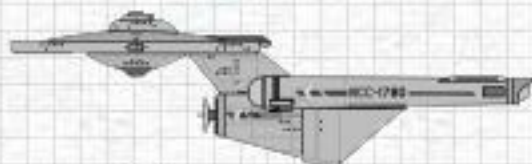
Wayfarer Class
Research Frigate



Loknar Class
Frigate



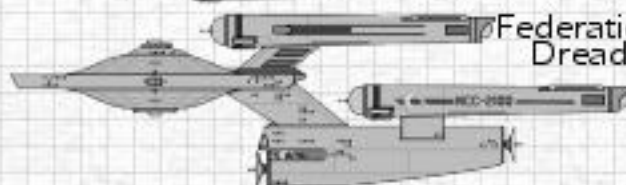
Longbow Class
Battle Cruiser



Decatur Class
Cruiser



Surya Class
Frigate



Federation Class
Dreadnought