

Starfleet Federation-class

Dreadnought; Commissioned: 2260

Hull Data

Structure: 45 [99 space][9 space remains]
 Size/Decks: 7/28
 Length/Height/Beam: 320/87/140 m
 Complement: 500

Tactical Data

Phasers: Type V (x5/C) [-20]
 Penetration: 5/5/4/0/0
 Torpedo Launchers: Mk 12 IF (x4/C) [-8]
 Photon Penetration: 4/4/4/4/4
 Deflector Shield: PFF 2a (B) [-6]
 Protection/Threshold: 13/4

Propulsion Data

Impulse System: SBE (.5c) (D) [-5]
 Warp System: PB-32 Mod 3 (6/7/10 OCU) (D) [-7]

Operational Data

Atmosphere Capable: No [0]
 Cargo Units: 70 [0]
 Life Support: Class 3 (D) [-6]
 Operations System: Class 3 (D) [-6]
 Sensor System: Class 3 (+3/+2/+1/0/0/D) [-3]
 Separation System: No [0]
 Shuttlebay: 1 fv [-2]
 Shuttlecraft: 7 size worth
 Tractor Beams: 1 fv, 1 ad [-1]
 Transporters: 3 standard, 3 emergency, 3 cargo [0]

Miscellaneous Data

Maneuver Modifiers: +3C, -1H, +3T
 Traits: Hardened System (Life Support, Shields) [-10]
 Prototype (+2 Warp, +1 Threshold) [-6]

Mission

The Federation-class was designed as a direct result of hostile enemy powers fielding dreadnoughts significantly more powerful than those enemy powers' heavy cruiser designs. The Federation-class was intended as a counter to the tactical threat posed by enemy, particularly Klingon, dreadnought designs.

Features

The Federation is armed with type V phasers, a newer and more powerful phaser bank than the Constitution-class's type IV phasers. The dreadnought sports the same Mk 12 IF photon torpedo launcher as the Constitution-class, but possesses double the number of launchers. The deflector shield grid has been significantly enhanced and reinforced over that of the Constitution-class, allowing the ship to sustain fire significantly longer before shield collapse. The Federation's hull structure has been reinforced, in much the same way as the Constitution's, to absorb excess damage.

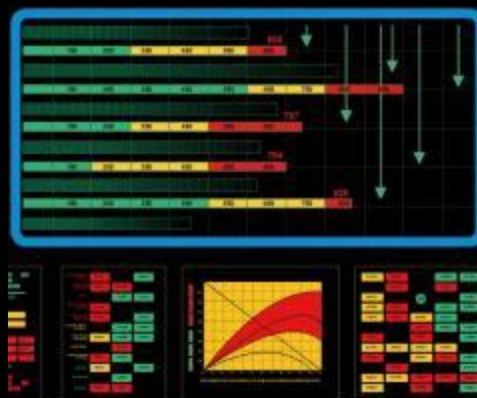
The final significant improvement over that of the Constitution-class heavy cruiser is the Federation's warp 10 engine, made possible by its three nacelle design, allowing the ship to achieve FTL speeds nearly double that of its predecessor.

U.S.S. Star Empire



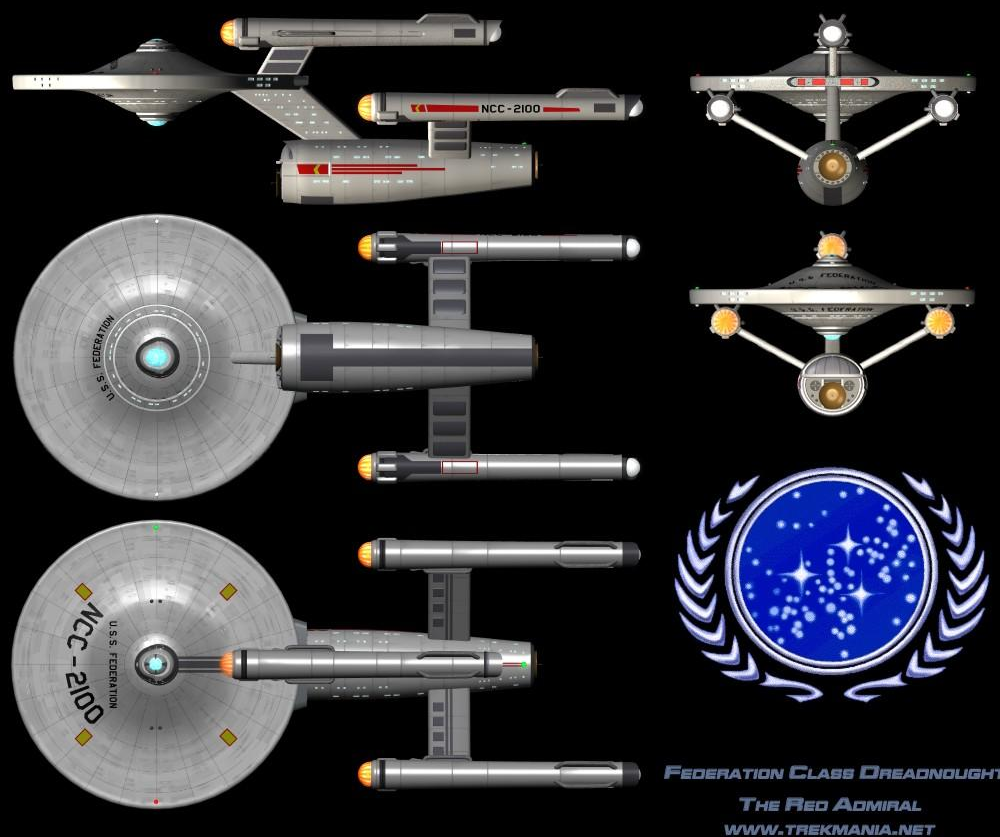
Background

Starfleet, in retrospect, perhaps overcompensated for its tactical gap vis-à-vis Klingon dreadnought designs. The Federation was, by far, the most militaristic design created by Starfleet to that point. Once the ship began deployment, many in the Federation argued that the very nature of the class, coupled with its unfortunate choice in name, was sending the wrong message to the rest of the Alpha Quadrant. Thus, the Federation-class, though tactically sound, was never deployed in the numbers originally intended. Later developments in Federation technology, culminating in the Excelsior-class, largely made the creation of Federation dreadnoughts redundant.



Ships in Service

| <u>Name</u> | <u>Registry</u> | <u>Notes</u> |
|--------------------|-----------------|--|
| U.S.S. Federation | N.C.C. 2100 | Prototype and lead ship of the line (2260). |
| U.S.S. Alliance | N.C.C. 2113 | Repulsed Klingon attack in the Archanis sector, destroying one D7, and damaging another (2266). |
| U.S.S. Star Empire | N.C.C. 2116 | Equipped with a holographic image projector (see below), stolen on her maiden voyage by a group of suspected terrorists led by one of her designers, Paul Burch (2270). |
| U.S.S. Entente | N.C.C. 2120 | Information relayed to ship via communications station Epsilon IX (2273). |



Appearances

| <u>Series</u> | <u>Media</u> |
|---------------|---------------------------------------|
| TOS | Movie "Star Trek: The Motion Picture" |
| TOS | Novel "Dreadnought!" |

New Systems

Starship Traits

| Edge | Prerequisite | Effect |
|-----------------------------|--------------|--|
| Holographic Image Projector | - | Can project holographic images of other starships (including another Federation-class) to other ships' sensors within one sector of the projecting starship. See below for the TN required in a system operation (sensors) test to both project and discern the true nature of this image. |

Note: When including these edges, use the rules found on page 142 of the Star Trek RPG Narrator's Guide.

Sensors TN

| Size of ship image projected | 1 ship projected | 2 ships projected | 3 ships projected |
|------------------------------|------------------|-------------------|-------------------|
| Size 1 - 4 | 5 | 10 | 15 |
| Size 5 | 10 | 15 | 20 |
| Size 6 | 15 | 20 | 25 |