

***NX-01* Season 5 Refit**

Introduction

When Star Trek: Enterprise was abruptly canceled in February 2005, the show had completed 97 episodes and was gearing up for a fifth season. A number of changes were being discussed, one of which included a major refit/remodel of the titular spacecraft of the series, the NX-01 *Enterprise*.

Because of the cancellation, fans of the show never got to see the new design on the small screen, although graphics designer Doug Drexler has posted conjectural images to his blog site, and the word is that the refitted NX class sailed again in both the 2011 Ships of the Line calendar and in the Ships of the Line: Active Duty video.

<http://www.startrek.com/article/the-drex-files-ships-of-the-line-active-duty>

The following article discusses the NX class design modifications from an in-genre point of view, and provides gaming stats to allow the vessel to be incorporated into one of Decipher's Star Trek Role Playing Game adventures.

When Star Trek: Enterprise originally aired, the many similarities between the NX-01 design and that of the Next Generation's *Akira* class- led to the vessel being derided (perhaps more than was warranted) as the "Akiraprise". The Season Five refit would have directly addressed this complaint, and brought the design of the NX-01 closer to the seminal design created by Matt Jeffries in the 1960's.

Historical Background

The NX-01 design was designed around the prototype WE-5 engine, first conceived by Doctor Henry Archer and developed at the Warp Five Complex, with the intent of creating the Earth's first warp engine capable of sustained travel at (or near) warp 5.

Because of the vastness of space, warp five was seen as the benchmark for true, sustainable interstellar travel. Vessels traveling at warp 5 could reach distant planets and neighboring star systems in days or weeks instead of the months and years required by slower designs. The Warp 5 engine would change Earth from a local power to one with interstellar interests.

Among her other state of the art innovations, the *Enterprise* carried Starfleet's first transporter rated for living biological transport, creating a small revolution in how crew were transported to and from their starship. She also carried the then-experimental PC-10 phase cannons, which provided a radical increase in firepower over older laser, maser, and particle cannon designs. She was also fitted with the finest defensive systems then available, the HPG-2 hull polarization grid.

The NX-01 design served for ten years without major modifications, though she was partially rearmed and received some minor re-tooling to facilitate her search for the Xindi homeworld. In those ten years, the name *Enterprise* became legendary, exploring strange new worlds, providing a strong, principled defense for Earth and her allies, and forging diplomatic ties and friendships that led eventually (but directly) to the founding of the United Federation of Planets.

In 2161, with the founding of the Federation and the unified Starfleet, the *Enterprise* NX-01 was decommissioned and placed in mothballs, making way for newer designs such as the *Daedalus* class heavy explorers, which shared technologies and crews from all of the major worlds of the Federation.

In 2162, the Federation Council tasked Starfleet to expand its exploration missions despite the fact that most of the major building ways were already occupied with new construction. In response, Starfleet Command returned to the ten-year-old NX design and began planning a major

refit, using the lessons learned in the Earth-Romulan War and the design and development phase of the new *Daedalus* class.

One of the NX-01's major shortcomings was her comparatively small size, which limited her storage (and thus endurance) and which meant that her machinery and crew were housed in comparatively small and cramped spaces. This placed undue burdens on her crew and complicated maintenance and repair activities.

These weaknesses were corrected by the addition of a large secondary hull and the rearrangement of many of the internal components. The secondary hull provided expanded storage and accommodated a powerful new matter/antimatter reactor core and improved machinery, which allowed the installation of the newly developed Warp 6 engine, one of the fruits of the first generation of cooperation and collaboration between the various cultures of the Federation. Safety measures were improved as the new core was designed to be jettisoned in the event of an emergency.

A larger, more powerful navigational deflector was mounted at the forward end of the secondary hull, and a suite of long-range sensors installed on the secondary hull center-line, ensuring minimal interference between the deflectors and the sensor array.

Space in the primary hull freed up by the equipment relocation was converted to expanded crew quarters and laboratories.

Finally, new armaments and defensive systems, including the newly developed photon torpedoes, more than doubled the ship's firepower.

Enterprise herself was not modified and was retained as a museum ship and memorial, but her sister ships (*Challenger*, *Discovery*, *Atlantis*, and *Endeavour*) were rebuilt to the new design, and three new vessels were constructed to the new design using surplus components left over from the initial construction run.

The *Enterprise/NX* class served as Starfleet's mainstay mid-sized explorer for the better part of a generation. The last *Enterprise/NX* class explorers were finally decommissioned in the 2180's, as the vessels reached the limits of their design and newer, more capable vessels entered service.

Notable Vessels:

The original NX-01 class explorers were named for the six vessels of the United States' Space Transportation System in use from 1981 to 2009. The remaining three vessels were named for famous explorers from other eras and other Federation signatories.

U.S.S. *Columbia* NX-02 Commissioned under Captain Erica Hernandez. Aided *Enterprise* after that vessel was sabotaged by operatives from Section 31. *Columbia* disappeared in 2156 (prior to this refit) while escorting a mining convoy to the Onias sector. The U.S.S. *Defiant* discovered *Columbia's* wreck on a planet in the Gamma Quadrant in 2373.

U.S.S. *Challenger* NX-03

U.S.S. *Discovery* NX-04

U.S.S. *Atlantis* NX-05

U.S.S. *Endeavour* NX-06

U.S.S. *Kumari* NCC-07

U.S.S. *T'Plana-Hath* NCC-08

U.S.S. *Ni'Var* NCC-09

USS Challenger NX-03 (Refit Configuration)

Production Data

Origin: United Federation of Planets
 Class and Type: NX Class
 Exploration Cruiser
 Year Launched: 2162

Hull Data

Structure: 25
 Size: 5, 11 decks
 Length: 225m
 Crew: 132
 Cargo Capacity: 50
 Atmospheric Capable: No

Operational Data

Transporters: 2 ea personnel, cargo, emergency
 Sensor Systems Class 2 (+2/C)
 Operations Systems Class 2 (C)
 Life Support Class 3 (D)
 Separation System: None
 Shuttlebays: 2 a
 Shuttles: 16 size worth
 Tractor Beams: 1av

Propulsion Data

Impulse Engines: SBD (.6c) (C) Warp Drive: WE-6 (Warp 3 / 4.5 / 6) (C)

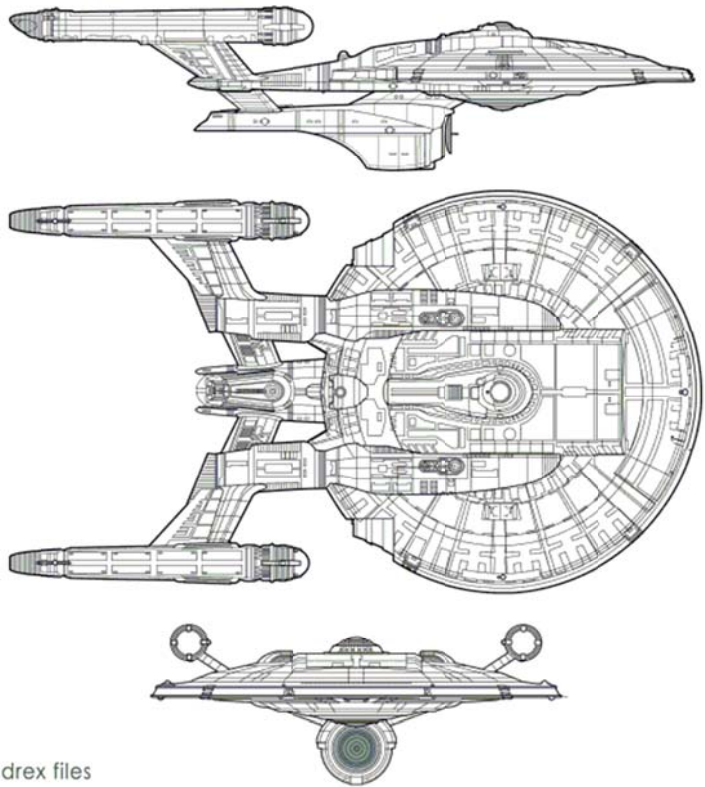
Tactical

<u>Phaser Banks</u>	<u>PC-25 (x3)(B)</u>	<u>Photon Torpedoes</u>	<u>MK 95 DF (x3/E)</u>
Penetration	3 / 3 / 3 / 0 / 0	Penetration	4 / 4 / 4 / 4 / 0
<u>Deflector Shields</u>	<u>HPG-3 (F)</u>		
Protection/Threshold	11 / 1		

Miscellaneous

Maneuver Modifiers +2 C, +0 H, +2 T

Traits:



drex files

Illustration by Doug Drexler (and modified by Roger Taylor)