



## Starfleet Sovereign-class [Enterprise Refit]

Heavy Explorer; Refit: 2373

### Propulsion Data

Impulse System: FIG-5 (.92c) (D) [-6]  
Warp System: LF-44 (6/9.5/9.7 MCU) (C) [-6]

### Hull Data

Structure: 45 (5 ablative)  
[119 space][0 space remains]  
Size/Decks: 8/24  
Length/Height/Beam: 680/87/240 m  
Complement: 700

### Operational Data

Atmosphere Capable: No [0]  
Cargo Units: 80 [0]  
Life Support: Class 4 (E) [-8]  
Operations System: Class 4 (E) [-8]  
Sensor System: Class 5 (+5/+4/+3/+2/+1/F) [-5]  
Separation System: No [0]  
Shuttlebay: 2 a [-4]  
Shuttlecraft: 16 size worth  
Tractor Beams: 1 av, 1 fv [-1]  
Transporters: 4 standard, 4 emergency, 4 cargo [-12]

### Tactical Data

Phasers: Type XII (x7/F) [-42]  
Penetration: 8/7/7/0/0  
Torpedo Launchers: Mk 95 DF (x4/F) [-28]  
Quantum Penetration: 8/8/8/8/8  
Deflector Shield: FSS-3 (F) [-17]  
Protection/Threshold: 19/7

### Miscellaneous Data

Maneuver Modifiers: +4C, -2H, +3T  
Traits: Ablative Armor [-5]  
Prototype (+1 Protection, +1 Threshold) [-4]  
Intricate System (Propulsion x3) [+15]

## Mission

The Enterprise still has exploration as its primary mission. In times of war, its secondary mission profile takes the fore, that of battleship and fleet command and control.

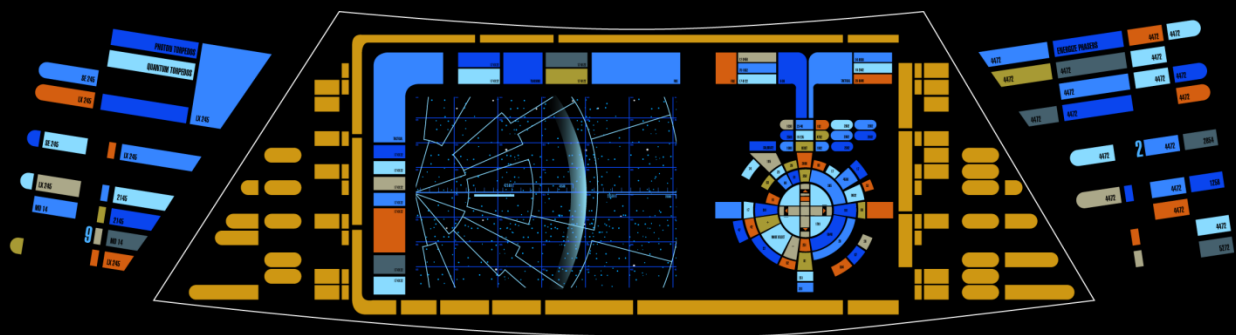


## Background

The Sovereign-class was refit and upgraded with the advent of the Dominion War, turning an already impressive ship into a formidable one. The upgrades were limited primarily to offensive capability, with additional phaser arrays and torpedo launchers added, and some initial upgrades planned for the ship's warp engines. These warp upgrades were eventually discarded, as the weapons upgrades alone proved to make the operation of the ship's engines significantly more complicated than the basic model of the class.

## Features

The Enterprise features an additional Type XII phaser array, an additional Mk 95 DF torpedo launcher, and an advanced upgrade to the already formidable FSS-3 regenerative shield grid. This increased tactical power comes at a price, for the additional systems were tied directly to the warp core, making the Enterprise's propulsion systems that much more difficult to repair should they suffer damage.



## Ships in Service

LCARS 03-4900	Name	Registry	Notes
00-23892	U.S.S. Enterprise	N.C.C. 1701-E	Destroyed the Reman Warbird Scimitar in the Battle in the Bassen Rift (2379).
	U.S.S. Yorktown	N.C.C. 90276	Engaged and destroyed three renegade Tal Shiar Romulan D'deridex-class Warbirds in the Azure Nebula, suffering heavy damage and casualties (2378).

05-30902

03-29093

09-38989

07-38948

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LCARS	524241425	4	24235	453	5647574356	4532	35624	<b>BCM AUXILLARY 1409</b>	
	46352	5	435746534	342	43523475	3243	324		
	345236542	3		426	8049574	3793	3243		
LCARS	4324526354	2	43536475347534	804	452837		45	CMD MODE	
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165-771	45325235	435324	6	432465263	4322	4326453264	2	436245234562346	
	463542635462	435843	5	324563	4637	54354365	6	4356347564375678377	
	4353465	435	4	3245324	7049	43545634657345	5	435345345	
	4543623	43535	3	324532646235	4356	56435	7	435347653455435	
798-811	234	43564365734	2	32464532324324	4356	43534657345	6	43564757345	
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	8048	4356	4	89485364	4536	4356475	9	4357345	
PHMG-53	32472634	435662378	5	43536456435	3456	4357435345345	8	435634757348534	
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	45243	9836434	7	43564365437	4563	435634753	4	43594587345	
	4325743	32463245	8	43563475	4356	345634	8	345345	
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	435647454	4325623452	9	435634645233	8946	4356437534	5	43574853543	

## Appearances

Series	Media
TNG	Film "Star Trek: First Contact"; Film "Star Trek: Insurrection"; Film "Star Trek: Nemesis"