

# STAR TREK

# CYPHER

## Book 2 Supplement

## Starship Classes



Rules by Colin Wilson  
using the Cypher System Rules™ by  
Monte Cook Games

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MODE SELECT

VIEW

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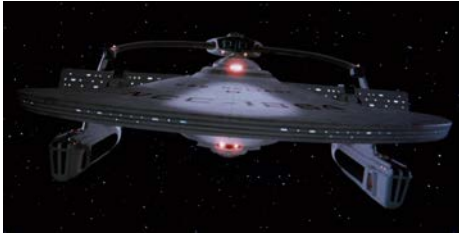
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## SHIP CLASSES

A ship class is a group of ships of a similar design, developed and mass-produced by fleet shipyards to fill the needs of the government producing them. This is distinct from a ship type, in both the game mechanics sense and the in-universe sense, which reflects a similarity of intended use. For example, the *U.S.S. Enterprise-D* is a cruiser (ship type) of the *Galaxy* class (ship class) and can be readily told apart from the *U.S.S. Cairo* which is also a cruiser but of the *Excelsior* class.

In the course of building a class of ships, design changes might be implemented between the production of different ships. In some cases, the ships of different design might not be considered of the same class; each variation would either be its own class, or a subclass of the original class. For example, the *Miranda* class of light cruisers is an old design featuring a raised “rollbar” above the saucer section. In the century since its first production, this feature has undergone significant shifts producing the *Reliant*, *Lantree*, and *Saratoga* subclass.



*Reliant*-subclass Light Cruiser



*Saratoga*-subclass Light Cruiser



*Lantree*-subclass Light Cruiser

In other cases, the changes are significant enough to necessitate a new class entirely. For example, looking at the newer *Shi'Kahr*-class light cruiser next to any of the *Miranda* subclasses shows a definite similarity and design. This is especially true when compared to other light cruiser classes such as the *Centaur* class which is a completely independent design. In this case, though, the changes to the *Shi'Kahr* design are too significant to mark down as a subclass: this is a new class altogether.

There are some changes in ship design that are not considered to be dramatic enough even for a subclass. These **variants** account for the differences in newer ships of a given class which incorporate improvements and optimizations found while the first examples were in service. Others might be **refits** of older ships, overhauling their systems to make them competitive with advances in ship design and systems. A much rarer variation is **experimental designs** where an established ship class is outfitted with a new system to test its behavior in active service, usually a temporary measure.

With all of these different options, it's clear to see that there is a wide variety of ships in *Star Trek: Cypher*. Recommendations for using ship types in the game are given in **Book 2: Starship Rules**, but the list here gives classes enough for any *Star Trek: Cypher* game to get started. The tables on the next page provides examples of starship classes from across the universe of *Star Trek*, and the pages that follow describe each of those classes for player groups to make them their own.

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## Federation Vessels

TIER	PERSONNEL CRAFT	CRUISERS	ESCORTS	SCIENCE VESSELS
1	Type 8 Shuttle Type 10 Shuttle	<i>Centaur</i> -class <i>Miranda</i> -class <i>Shi'Kahr</i> -class	--	<i>Oberth</i> -class
2	Class 2 Shuttle Runabout	<i>Constitution</i> -class <i>Excalibur</i> -class	<i>Rapier</i> -class <i>Saber</i> -class <i>Ushaan</i> -class	<i>Nova</i> -class <i>Quasar</i> -class
3	Captain's Yacht <i>Delta</i> -class Shuttle	<i>Ambassador</i> -class <i>Excelsior</i> -class <i>Stargazer</i> -class	<i>Akira</i> -class <i>Zephyr</i> -class	<i>Hope</i> -class <i>Horizon</i> -class <i>Nebula</i> -class <i>Olympic</i> -class
4	--	<i>Envoy</i> -class <i>Galaxy</i> -class <i>Venture</i> -class	<i>Defiant</i> -class <i>Gallant</i> -class <i>Vigilant</i> -class	<i>Discovery</i> -class <i>Intrepid</i> -class
5	--	<i>Emissary</i> -class <i>Imperial</i> -class <i>Odyssey</i> -class <i>Sentinel</i> -class <i>Sovereign</i> -class	<i>Cerberus</i> -class <i>Dervish</i> -class <i>Maelstrom</i> -class <i>Phoenix</i> -class <i>Prometheus</i> -class	<i>Destiny</i> -class <i>Luna</i> -class <i>Nimbus</i> -class <i>Polaris</i> -class
6	--	--	<i>Ajax</i> -class <i>Icarus</i> -class <i>Mercury</i> -class	<i>Scryer</i> -class

## Bajoran Vessels

TIER	PERSONNEL CRAFT	CRUISERS	SCIENCE VESSELS
1	--	<i>Janitza</i> -class	<i>Emissary</i> -class
2	<i>B'Hala</i> -class	--	--
3	<i>Perikian</i> -class	--	--

## Cardassian Vessels

TIER	PERSONNEL CRAFT	CRUISERS	ESCORTS	SCIENCE VESSELS
1	<i>Jo'gra</i> Shuttle	<i>Dorneg</i> -class <i>Kheras</i> -class	<i>Emred</i> -class <i>Thurak</i> -class	<i>Hogera</i> -class <i>Tronesh</i> -class
2	<i>Tharbalt</i> Shuttle	<i>Valkar</i> -class <i>Vidren</i> -class	<i>Nuras</i> -class	<i>Gerar</i> -class <i>Sho'vash</i> -class
3	<i>Hideki</i> -class <i>Veras</i> -class	<i>Aberax</i> -class <i>Bel'shan</i> -class	<i>Durgor</i> -class <i>Sugren</i> -class	<i>Nor'net</i> -class <i>Voreska</i> -class
4	<i>Berak</i> -class <i>Guran</i> -class <i>Rath'at</i> -class	<i>Dakar</i> -class <i>Galor</i> -class <i>Kalen</i> -class	<i>Kurgat</i> -class <i>Mithras</i> -class <i>Sular</i> -class	<i>Bren'thar</i> -class <i>Thakar</i> -class
5	--	<i>Dhaval</i> -class <i>Dur'nat</i> -class	<i>Keldon</i> -class	--
6	--	<i>Kagor</i> -class <i>Sholec</i> -class	<i>Thalon</i> -class	--

## Ferengi Vessels

TIER	PERSONNEL CRAFT	CRUISERS	ESCORTS	SCIENCE VESSELS
1	<i>Na'Far</i> Shuttle	<i>Nondisclosure</i> -class	<i>Raider</i> -class	<i>Bronta</i> -class
2	--	<i>Profit</i> -class	<i>Goront</i> -class	--
3	<i>Ngort</i> Raider	<i>Tokorn</i> -class	<i>Ooron</i> -class	<i>Tomax</i> -class
4	--	<i>D'Kora</i> -class	<i>Nandi</i> -class	--

## Klingon Vessels

TIER	PERSONNEL CRAFT	CRUISERS (RAPTORS)	ESCORTS (RAIDERS)	SCIENCE VESSELS (SUPPORT CRAFT)
1	<i>Kivra</i> Shuttle	--	<i>B'rel</i> -class <i>B'Rotlh</i> -class	--
2	<i>Toron</i> Shuttle	<i>K'Tanco</i> -class <i>Somraw</i> -class	<i>QulDun</i> -class <i>Qaw'Dun</i> -class	--
3	<i>DujHod</i> Chariot	<i>K't'inga</i> -class <i>Koro't'inga</i> -class <i>Kamarag</i> -class <i>SuQob</i> -class <i>Qorgh</i> -class	<i>Ning'tao</i> -class <i>Norgh</i> -class	--
4	--	<i>Pach</i> -class <i>Puyjaq</i> -class <i>Vor'cha</i> -class <i>Vor'Kang</i> -class <i>Tor'Kaht</i> -class	<i>Ch'Tang</i> -class <i>Ki'tang</i> -class	--
5	--	<i>Bortas</i> -class <i>Bortasqu'</i> -class <i>Mogh</i> -class <i>Negh'Var</i> -class <i>Peghqu'</i> -class <i>Qin</i> -class	<i>Hegh'ta</i> -class <i>HoH'SuS</i> -class <i>Kortar</i> -class <i>Martok</i> -class <i>Qui'Tu</i> -class	<i>Gorkon</i> -class <i>Vo'Quv</i> -class
6	--	<i>Duvqu'</i> -class <i>Kurak</i> -class <i>Negh'Tev</i> -class	<i>Kor</i> -class <i>Mat'Ha</i> -class <i>Qa'Tel</i> -class	<i>Kar'Fi</i> -class <i>Qib</i> -class

## Romulan Vessels

TIER	PERSONNEL CRAFT	CRUISERS (BATTLE CRUISERS)	ESCORTS (WARBIRDS)	SCIENCE VESSELS
1	<i>Tiercel</i> Shuttle	<i>D'gerok</i> -class <i>Thalan</i> -class	<i>T'liss</i> -class <i>T'varo</i> -class	<i>Dreseus</i> -class
2	<i>Kestrel</i> Runabout	<i>D'valek</i> -class <i>Prelar</i> -class	<i>Dhael</i> -class <i>Dhelan</i> -class	--
3	Commander's Gig	<i>D'virin</i> -class <i>Melek'aan</i> -class	<i>Mogai</i> -class <i>Valdore</i> -class	<i>Neh'vor</i> -class <i>T'rasus</i> -class
4	--	<i>D'deridex</i> -class <i>D'ridthau</i> -class <i>Meret</i> -class	<i>Ar'Kif</i> -class <i>Ar'Kala</i> -class	<i>Ha'nom</i> -class <i>Tirethi</i> -class <i>Vidian</i> -class
5	--	<i>Daenos</i> -class <i>Ha'apax</i> -class <i>Nelvek</i> -class	<i>Ha'feh</i> -class <i>T'korex</i> -class <i>Thereus</i> -class	<i>Caprimul</i> -class <i>Harpia</i> -class <i>Tyton</i> -class
6	--	<i>Aelahl</i> -class <i>Dinaes</i> -class <i>D'Khellra</i> -class <i>Kara</i> -class	<i>Faeht</i> -class <i>Jhu'ael</i> -class <i>Malem</i> -class <i>Morrigu</i> -class	<i>Vereleus</i> -class

## FEDERATION VESSELS

### Personnel Craft

#### Type 8 Shuttle [Tier 1]

*A Federation Personnel Craft that Transports*

The type 8 shuttlecraft was introduced in 2371 alongside the *Intrepid*-class Long Range Science Vessel and are part of the vessel's standard shuttlecraft loadout, although generally the class 2 shuttle was preferred over the type 8. The type 8 was very similar to the older type 6 shuttles. There were only minor differences in the size of the port and starboard windows, and the warp nacelles resembled those of an *Intrepid*-class starship. Internally the type 8 was virtually indistinguishable from the type 6.



#### Type 10 Shuttle [Tier 1]

*A Federation Personnel Craft that Explores*

The Type 10 Shuttle, otherwise known as the *Chaffee*-type shuttlepod had a small cockpit with room for about four people. The primary power grid was powered by the impulse engines. The grid made no use of antimatter. For this reason it was capable of entering areas of subspace metreon radiation that would normally collapse the dilithium matrix of a warp core. The pod also had back-up power in case the impulse power failed. There were also primary and secondary navigational computers. The pod was protected with deflector shields.



#### Class 2 Shuttle [Tier 2]

*A Federation Personnel Craft that Explores*

The class 2 shuttle, also referred to as a type 9 shuttlecraft, is an auxiliary space vessel utilized by Starfleet for use as an embarked craft from starships. This class was widely used during the 2360s by Starfleet Academy, and was often the cause of "class 2 claustrophobia" for the cadets who served aboard them, as they were, according to Chief Engineer B'Elanna Torres, "fast, maneuverable, but not built for comfort." Lt. Tom Paris added that "they used to shoehorn half a dozen cadets into one of these things for weeks at a time," adding, "you did not want to be around when they opened up that airlock."



## ***Danube*-Class Runabout [Tier 2]**

*A Federation Personnel Craft that Voyages*

The *Danube*-class was first commissioned by Starfleet in 2368 for use as a light multipurpose craft in situations that demanded a vessel more capable than a standard shuttlecraft, but lower profile than a full-sized starship. With this flexibility, a runabout could be utilized as a long-range personnel and cargo transport, an agile mobile defense platform, or a high-speed reconnaissance vehicle.



## **Cruisers**

### ***Centaur*-Class Light Cruiser [Tier 1]**

*A Federation Cruiser that Patrols*

The *Centaur*-class is based on the *Excelsior*-class, built in the 2370s from salvaged components in response to the Dominion threat. It has a main saucer section with two aft nacelles at the end of its down-swept pylons. Out of the three sub-types for the Light Cruiser, it is arguably the one that mostly resembles a Cruiser style ship.



### ***Miranda*-Class Light Cruiser [Tier 1]**

*A Federation Cruiser that Explores*

The *Miranda*-class starship has been in service since at least 2285. The most common version is the Reliant subtype (with a "rollbar" atop the saucer housing the photon torpedo launcher and main deflector). Owing to its long service, there are other Miranda variants in service, such as the *Lantree* configuration (lacking the rollbar) and the *Saratoga* configuration (also without the rollbar, but with additional sensor pods on the sides of the hull).



### ***Shi'Khar*-Class Light Cruiser [Tier 1]**

*A Federation Cruiser that Defends*

The *Shi'Kahr*-class is similar to the *Miranda*-class in appearance, though it sports a bulkier hull design. The class is named after the Vulcan city Shi'Kahr and is a product of the post-Dominion-War military production that the Federation was engaged in. It features most of the same systems and design principles as the original *U.S.S. Miranda* but with the subsequent improvements made over the past century included as original design.



## ***Constitution-Class Cruiser***[Tier 2]

*A Federation Cruiser that Voyages*

In the late 2260s to early 2270s, the *Constitution*-class underwent its final major refit program. The refitting process took eighteen months of work, and essentially a new vessel was built onto the structure, replacing virtually every major system and component. Thus, the *Constitution*-class continued in service for a further twenty years.

Essential upgrades were made to the *Constitution*-class' critical systems, some of which would be reflected on in Starfleet designs into the 25th century.

The original cylindrical warp nacelles were replaced with enhanced, angular ones, and the warp nacelle struts were of a slanted design. The engineering hull roughly retained its original shape, with the addition of two torpedo bays inset at the base of the "neck", above the main deflector, and forward tractor emitters located fore and ventral. The main deflector dish was upgraded, removing the "satellite dish" design and replacing it with an efficient design, reflected in most Starfleet vessels to this day. Also, the phaser bank system was refitted and the tactical systems upgraded.



As for interior systems, the most prominent upgrades and changes were done to power generation, main bridge, and crew facilities. The shuttle deck and landing bay were enlarged to accommodate more craft. The main M/ARA warp reactor was replaced with a vertical unit. Main Engineering was moved from behind the sublight engines to the secondary hull, alongside the warp core. The main bridge was designed to be "plugged in", and *Constitution*-class vessels' bridges often varied due to mission profiles and requirements. Finally, the main crew facilities were heavily modified; a "rec deck" was added, and the size of the corridors and crew quarters were shrunk and reallocated to other priorities. With all of these changes, the *Constitution*-class still remained a formidable presence in any sector until the advent and mass-production of the much larger and superior *Excelsior*-class.

## ***Excalibur-Class Cruiser*** [Tier 2]

*A Federation Cruiser that Patrols*

The *Excalibur*-class is well-suited for cargo or transport missions. Its expansive cargo holds make it indispensable to Starfleet as a vessel used to resupply planets, space stations, and other starships. The power systems make it possible to run industrial replicators indefinitely, making this class the ideal choice for evacuation and mercy missions.

The *Vesper*-type variant is partly reminiscent of the *Excelsior*-class ship design. However, the general layout reflects that of the more traditional Cruiser. The saucer, unlike the standard *Excalibur*'s, is completely round.





## ***Ambassador*-Class Support Cruiser [Tier 3]**

*A Federation Cruiser that Defends*

The *Ambassador*-class was developed at the San Francisco Fleet Yards. The *U.S.S. Enterprise-C* was the most famous *Ambassador*-class starship ever commissioned by Starfleet. It was destroyed in battle in 2344 while protecting the Klingon colony on Narendra III from a Romulan attack, and all hands were presumed to be killed in action. This valorous sacrifice bought the Federation several decades of peace with the Klingon Empire. *Ambassador*-class vessels were later used in the Battle of Wolf 359 and throughout the Dominion War.



*Excelsior*-Class Advanced Heavy Cruiser [Tier 3]

*A Federation Cruiser that Patrols*

The *Excelsior*-class was a popular and reliable Starfleet ship used for almost a century. The first ship, the namesake *U.S.S. Excelsior*, was constructed in the 2280s and designed originally for a prototype of a Transwarp Drive (as seen in *Star Trek III: The Search for Spock*). Despite the failure of the drive, Starfleet recommissioned the *Excelsior* with a standard warp drive, and began producing more *Excelsior*-class ships to replace the aging *Constitution*-class.



The *Excelsior*-class proved to be a reliable and versatile design, and is still in active service

alongside much newer ships. The *Excelsior*-class participated in the Dominion War and the Battle of Wolf 359. The *Excelsior*-class, similar to the *Constitution*-class, underwent a major refit program, adding additional impulse engines, modifications to the warp nacelles, and the expansion of the engineering hull.

## ***Stargazer*-Class Heavy Cruiser [Tier 3]**

*A Federation Cruiser that Explores*

The *Stargazer*-class was named in honor of the *U.S.S. Stargazer* (NCC-2893), even though that was a *Constellation*-class ship. This class design, which certainly owes a lot of inspiration to the older *Constellation* model, was put into production after the Dominion War to replace lost ships during that time. The design is similar to other heavy cruiser designs with four nacelles but has a much more modern hull and nacelle design, both aesthetically and functionally.



## ***Envoy*-Class Exploration Cruiser [Tier 4]**

*A Federation Cruiser that Patrols*

The *Envoy*-variant is the longest of the Exploration Cruisers, with the largest saucer and neck. The pylons are slightly banked and are forked toward the nacelle area. The ship is significantly bulkier than the other variants, which feature smooth hulls. Its nacelles are less armored than the others with a field grille covering the bottom end of the nacelle.



## ***Galaxy*-Class Exploration Cruiser [Tier 4]**

*A Federation Cruiser that Explores*

The *Galaxy*-class was a Starfleet vessel first introduced in the late 2350s. It was one of the largest and most powerful Federation starship classes of its time, with many serving in the Dominion War. The most famous example of this class by far is the *U.S.S. Enterprise-D*, the flagship of Starfleet for many years and a highly-decorated ship to this day.



## ***Venture*-Class Exploration Cruiser [Tier 4]**

*A Federation Cruiser that Voyages*

Based on the *Galaxy*-class design, but much larger (in fact, it is the largest of Federation Exploration Cruiser), the *Venture*-Class represents the pinnacle of starship design. It has a longer more swept neck, and a more faceted main deflector. It also bears details reminiscent of the *Sovereign*-class Assault Cruiser, such as the raised V-shaped platform on the primary hull detail, and a whiter-colored hull with darker markings.



## ***Emissary*-Class Star Cruiser [Tier 5]**

*A Federation Cruiser that Voyages*

The *Emissary*-class is as short as the Sentinel class but has a considerably more pointed saucer section. The pylons are pushed below the ship instead of above. The nacelles are completely barrel-shaped with recessed Bussard



collectors and a field grille that protrudes in an oval like pattern across the housing, making the back end of the nacelle look slightly disjointed.

## ***Imperial-Class Assault Cruiser [Tier 5]***

*A Federation Cruiser that Attacks*

The *Imperial-class* is a faster and more maneuverable variant of the *Sovereign-class* Assault Cruiser. It's most notable for the prominent build up along the upper surface of the neck and rear of the saucer section. Its saucer is notably thinner than other Assault Cruiser models. The pylons are also very rigid and nacelles are placed very forward on the design.



## ***Odyssey-Class Star Cruiser [Tier 5]***

*A Federation Cruiser that Explores*

The *Odyssey-class* of the 25th century is the largest ever created by Starfleet. It has been touted as the pinnacle of Federation starship design and will carry the Federation into a new generation of exploration. The newly commissioned *U.S.S. Enterprise-F* (NCC-1701-F) is an example of this class and stands as the flagship of Starfleet. Its large size makes it very resilient, but its turn rate is reduced by the bulk of the vessel. The *Odyssey's* unique split saucer pylon reduces subspace wake at higher warp speeds. The *Odyssey* is designed as an extreme long-range vessel, and can operate for long periods of time away from support. Because of this, it is the most versatile cruiser ever developed by the Starfleet Corps of Engineers.



## ***Sentinel-Class Star Cruiser [Tier 5]***

*A Federation Cruiser that Defends*

Compared to other Star Cruisers the *Sentinel* has a shorter saucer with stylings reminiscent of the *Sovereign-class* Assault Cruiser. The nacelles have a pointed edge on both ends, with the Bussard collectors recessed to the side and pushed forward by the pylons. It has elevated fins that trace the hull and saucer section.



## ***Sovereign-Class Assault Cruiser [Tier 5]***

*A Federation Cruiser that Patrols*

The *Enterprise-E* is a *Sovereign*-class vessel. The *Sovereign* has an elongated saucer section connected to the main hull with a streamlined and interconnected neck area. The main hull has two up-swept pylons attached to it which lead to the ship's nacelles.



## Escorts

### ***Rapier*-Class [Tier 2]**

*A Federation Escort that Patrols*

The *Rapier*-class Escort represents a balance between the more traditional design philosophy of the *Saber*-class, and the more radical-looking Andorian-inspired *Ushaan*-class. The *Rapier*-class was designed by staff from the Starfleet Corps of Engineers who served on the older *U.S.S. DaVinci*. It has several structural and functional improvements that the *DaVinci*'s crew tested on *Saber*-class vessels during the Dominion War.



### ***Saber*-Class [Tier 2]**

*A Federation Escort that Defends*

The *Saber*-class Escort is a late 24th century model, brought into service to combat the Borg. The design saw extensive action in the Dominion War, where Starfleet officers enjoyed its heavy armament and compact target profile.



### ***Ushaan*-Class Escort [Tier 2]**

*A Federation Escort that Attacks*

The *Ushaan*-class Escort takes its name from the traditional *ushaan*, an historical Andorian duel to the death. The name is fitting, given the design's similarity to the *ushaan-tor* mining pick the duel is named for.



### ***Akira*-Class Heavy Escort [Tier 3]**

*A Federation Escort that Patrols*

The *Akira*-class is the most popular of the Heavy Escort classes. The design of the original *Enterprise*, the *NX-01* in the 22nd century, partly inspired by this class. The *Akira*-class was predominantly seen in the battle of Sector 001 and during the Dominion War. The *Akira*'s proven effectiveness have led to its current production and has led to one being always within one light-year of Earth.



### ***Zephyr*-Class Heavy Escort [Tier 3]**

*A Federation Escort that Explores*

The *Zephyr*-class Heavy Escort is an upgraded and modified version of the earlier *Steamrunner*-class ship. While the *Steamrunner* design was only in production for a few decades as a longer-mission

alternative to the *Akira*-Class, the Dominion War showed some of the flaws in the design. After the war, the schematics were redesigned from scratch and the result was the reliable *Zephyr*.



## ***Defiant*-Class Tactical Escort [Tier 4]**

*A Federation Escort that Patrols*

The mighty *Defiant*-class was the first of new Tactical Escort designs specifically created to fight the Borg. The project, which was stationed at Utopia Planitia was prototyped by a team that included the young Benjamin Sisko but was deemed a failure, due to latent design flaws. At the request of the DS9 Commander, the ship and its plans were removed from storage and its flaws corrected. The class design later entered production due to the Dominion threat.



## ***Gallant*-Class Tactical Escort [Tier 4]**

*A Federation Escort that Attacks*

Launched in response to the fallout from the Khitomer Accords in 2399, the *Gallant*-class was born. These ships were made to fight on the front lines of Borg conflict. *Gallant* is a very similar in design to the *Defiant*, just as capable and bares just as many teeth.



## ***Vigilant*-Class Tactical Escort [Tier 4]**

*A Federation Escort that Explores*

The *Vigilant* was a design inspired by the *Defiant*-class. It is just as powerful and nimble but is larger and features an updated nacelle design. The *Vigilant* is also equipped with a multipurpose space that is adaptable to any situation including relaxation or training.



## ***Cerberus*-Class Advanced Escort [Tier 5]**

*A Federation Escort that Attacks*

Unlike other Starfleet ships designed for exploration with defense as a secondary concern, the *Cerberus* is primarily a warship. While it resembles the experimental (and slightly larger) *U.S.S. Prometheus*, that doesn't mean it's not an impressive warship.



## ***Dervish*-Class Patrol Escort [Tier 5]**

*A Federation Escort that Patrols*

The *Dervish*-class is more traditionally designed than the *Maelstrom*-class Patrol Escort, with a saucer section underneath its winged nacelles and a large deflector in front. It has four Reaction Control Thrusters and protruding Impulse Thrusters at the back of the saucer. The large nacelles feature wide angle Bussard collectors at the front. Its center pylon is the largest with side pylons that sweep backward.



## ***Maelstrom*-Class Patrol Escort [Tier 5]**

*A Federation Escort that Defends*

The *Maelstrom*-class primarily features sharper angles, flatter surfaces, and a more "armored" look. Its saucer is the widest of all the Patrol Escorts, and gives the impression of a Bird-of-Prey with forward-swept "wings". Its nacelles are flat and straight, with the Bussard Collectors located on the underside. Its nose-mounted deflector is also smaller and square-shaped.



## ***Phoenix*-Class Advanced Escort [Tier 5]**

*A Federation Escort that Defends*

*Phoenix*-class ships resemble earlier Starfleet designs that opt for a more dome-like saucer section and a shorter base. The nacelles are also the short but significantly wider. Its very nimble and efficient design may allay initial fears as a warship but it's essentially a wolf in sheep's clothing that's just as capable as other any other Advanced Escort.



## ***Prometheus*-Class Advanced Escort [Tier 5]**

*A Federation Escort that Voyages*

The *Prometheus*-class is one of the most versatile ships ever designed by Starfleet. Intended for combat, the original prototype *U.S.S. Prometheus* employed a multi-vector assault mode; the ship divides into three semi-autonomous sections capable of fighting independently from each other. Each section is also capable of achieving warp speed. While the large-scale aspects of the experimental *U.S.S. Prometheus* were maintained, the multi-vector aspect was removed from the widespread design due to moving parts that were easy to damage.



## ***Ajax*-Class Pilot Escort [Tier 6]**

*A Federation Escort that Voyages*

The *Ajax*-class features a cropped forward hull, and is thus the shortest of the Pilot Escorts. Four coolant conduits extend out from the bow and loop back into the hull. The ship's wings curve slightly downward.



## ***Icarus*-Class Pilot Escort [Tier 6]**

*A Federation Escort that Explores*

The *Icarus*-class is the longest of the Pilot Escort variants, thanks to its extended central deflector housing, which protrudes slightly past the leading edge of the main hull to form a "nose". Rounded wings extend from the sides of the hull, giving the *Icarus* a more aerodynamic appearance.



## ***Mercury*-Class Pilot Escort [Tier 6]**

*A Federation Escort that Attacks*

The *Mercury*-class features a split hull, with the deflector sandwiched between two forked points in the bow. Its wings are shorter and lack curves, preventing them from being sheared off while executing complex flight patterns.





## Science Vessels

### Oberth-Class Light Science Vessel [Tier 1]

*A Federation Science Vessel that Surveys*

First used by Starfleet as a science ship and scout vessel in the late 23rd century, the *Oberth*-class was phased out of service before the Dominion War. Recent improvements in modular ship construction and shield design have made the ship design viable for low-risk missions.



### Nova-Class Science Vessel [Tier 2]

*A Federation Science Vessel that Explores*

The *Nova*-class was designed for short-term planetary research missions. It was placed in service starting in the mid-to-late 24th century. It is not typically suitable for combat operations. The *Nova* design has a maximum speed of warp 8 and approximately eighty crew members.



### Quasar-Class Science Vessel [Tier 2]

*A Federation Science Vessel that Voyages*

Named for the distant black holes that are the most luminous objects in the universe, the *Quasar*-class boasts some of the most advanced technology available for small scouting and science vessels.



### Hope-Class Research Science Vessel [Tier 3]

*A Federation Science Vessel that Surveys*

The *Hope*-class is the only one of the three that doesn't have a fully spherical main hull. The main hull has been compressed on the sides giving more of a yo-yo appearance. Its secondary hull follows the same compressed design.



## **Horizon-Class Research Science Vessel [Tier 3]**

*A Federation Science Vessel that Explores*

The *Horizon*-class Research Vessel has a unique shielded area of its primary hull. The section of the ship will glow in a pulse fashion from blue to white. It has a fairly curved secondary hull and is much larger at the aft section than the fore, giving a head-neck-body appearance.



## **Nebula-Class Advanced Research Vessel [Tier 3]**

*A Federation Science Vessel that Voyages*

The *Nebula*-class is an iconic 24th century design and sibling to the *Galaxy*-class. It is no smaller than the *Galaxy*-class design, consisting largely of the same structural components in largely the same configuration, though it is more specialized than the *Galaxy*.



## **Olympic-Class Research Science Vessel [Tier 3]**

*A Federation Science Vessel that Patrols*

The *Olympic*-class was initially designed as a hospital ship capable of warp 10, but was refitted for service in general scientific missions. The *Olympic*-class is the smallest of the Federation's current roster of Research Science Vessels by default. One of the most well-known vessels of this class is the *U.S.S. Pasteur* under the command of Captain Beverly Crusher.



## **Discovery-Class Long Range Science Vessel [Tier 4]**

*A Federation Science Vessel that Explores*

After observing how successful the *Intrepid* and other Long Range Science Vessel classes proved to be, the personnel at Utopia Planitia decided to update the design. Thus in the year 2400, the first *Discovery*-class vessel was introduced into service. It was designed to be just as capable as the *Intrepid*-class ship while incorporating more modern technology. The updated nacelle design and the experimental pylon fins were aimed at creating a more efficient and stable flight during warp and transwarp travel when nacelles were in the angled position.



*Intrepid*-Class Long Range Science Vessel [Tier 4]

*A Federation Science Vessel that Voyages*

The *Intrepid*-class was the most technologically advanced ship of its kind in 2371. The design was considered a success and paved the



way for many other Federation ship designs after *U.S.S. Voyager* experienced a seven year isolation in the Delta Quadrant without the support of Starfleet or the maintenance of a Federation Starbase.

## ***Destiny*-Class Deep Space Science Vessel [Tier 5]**

*A Federation Science Vessel that Voyages*

Designed with a rekindled interest of space exploration after the Dominion Wars, the *Destiny*-class design is equipped with many tools necessary to chart the stars and guide Starfleet into a new age of discovery. The *Destiny* has extra Engineering facilities made necessary to make its own repairs or act as a support ship for fleets.



## ***Luna*-Class Reconnaissance Science Vessel [Tier 5]**

*A Federation Science Vessel that Explores*

The *Luna*-class Recon Science Vessel has a very slender and curved design. It has a typical saucer section at the fore end of the ship which intersects with the hull. The hull is quite small and is predominantly located on the under-side of the ship. The aft section of the hull also slopes on roughly a 20 degree angle. The hull connects to two pylons which split off at a 45 degree angle to connect to the nacelles.



## ***Nimbus*-Class Deep Space Science Vessel [Tier 5]**

*A Federation Science Vessel that Patrols*

The *Nimbus* is an alternate design for the *Destiny*-class ship that was considered so successful it was put into simultaneous production. It is very distinctive from other Deep Space Science Vessels in that its hull is more armoured and overall length is a bit shorter. Nacelles sport a Klingon-like design instead of the normal Federation soft curves. In all, it is a science vessel that can handle itself should it encounter hostile forces.



## ***Polaris*-Class Reconnaissance Science Vessel [Tier 5]**

*A Federation Science Vessel that Surveys*

The *Polaris*-class is almost abrasive compared to the *Luna*-class Recon Science Vessel. The aft section of the mission pod, main hull and nacelles lead off into a spiked design. The saucer section is quite typical in design, although is longer than most and has notable cut-outs on the rear left and right sides.



## ***Scryer*-Class Intelligence Science Vessel [Tier 6]**

*A Federation Science Vessel that Explores*

Tasked with high-risk surveillance, data collection, and combat support missions in the middle of hostile space, the *Scryer*-class Science Vessel sports a highly unusual profile. In its default configuration, the *Scryer*'s primary hull is not a saucer but a ring, with hollow space separating an outer concentric hull from a smaller inner saucer. This layout is vaguely reminiscent of the inner ring and promenade structure of the *Deep Space Nine* space station, though obviously on a much smaller, more mobile scale.



The outer ring holds specialized equipment, recessed weapon mounts, and the *Scryer*'s formidable active sensor array, while the inner saucer contains the bridge and living quarters. Both hulls blend into a tapered secondary hull that features long, low-profile baffled warp nacelles. The main deflector dish is located in a pod-like structure atop the secondary hull, which also houses the *Scryer*'s active sensor probes and probe swarms.

The ship's basic hull material is black, with no visible windows, rendering the *Scryer* difficult to see against the background of space, if not for thin, blue running light strips and the bright deflector.