Starships

Traveling the stellar highways, exploring the uncharted reaches of space, and seeking out new life and new civilizations would not be possible without a starship. They are fantastic vessels, capable of supporting the lives of hundreds for months at a time, travelling at speeds hundreds of times the speed of light, and deploying weaponry could destroy worlds. They are interstellar castles, often representing their culture dozens (or hundreds) of lightyears from home.

Starships are nearly as important as characters and are, therefore, essentially treated as one. They have their own Abilities, Advantages, and Aspects that, taken as a whole, detail the vessel.

Abilities

Size: General size of the vessel. Not really an Ability, more of a parameter-defining trait. 
Crew: Crew size and competence. This Ability is added as a bonus to any action performed by NPC crew members. 
Maneuverability: Handling, turn rate, dodge, jink, and ability to perform high-speed maneuvers. 
Structure: Hull, armor plating, reinforced structure. 
Sensors: Eyes and ears of the starship. 
Weapons: Combat targeting computers and control over onboard weaponry.

Aspects

Just like characters, starships have both standard, vessel-defining Aspects and specialty Aspects that are linked to one of their Abilities. Starships, unless modified via Advantages, get three starship Aspects and three specialty Aspects. One of the starship Aspects must define the concept of the vessel and, if any, what faction it belongs to (Starfleet, Klingon Empire, Romulan Star Empire, and so on). These Aspects operate just like any other Aspect.

Advantages

Starship Advantages represent components, design characteristics, and other traits built (intentionally or by accident) into the vessel. They include advanced computers, sensors, engineering or medical bays, cargo space, shuttle launch capabilities, polarized plating, deflector shields, warp and impulse drives, and weaponry.

What follows is a catalogue list of Advantages, organizes by type: Crew, Defense, Mobility, Operations, and Weaponry.
Crew Advantages

Crew Advantages represent exceptional training, talent, and capability amongst the NPC crew. Perhaps they are time-tested veterans, or exceptionally well-trained soldiers.

**Electronic Warfare Specialists:** +2 bonus to system attacks via Systems Ability.

**Engineering Elite:** +2 bonus to perform Maneuvers relating to vessel performance and reliability.

**Hotshot Helmsman:** +2 bonus on rolls relating to navigation or performing a movement-related Maneuver.

**Medical Elite:** +2 bonus on rolls involving medical aid.

**Rapid Repair Teams:** +2 bonus to rolls involving repair of starship components.

**Security Specialists:** +2 bonus to rolls involving shipboard crew attack and defense.

**Weapon Specialists:** +2 bonus to weapon accuracy rolls.

Defense Advantages

Defense Advantages highlight a vessel’s defenses beyond just a sturdy hull.

**Armored:** +2 to Structure rolls when defending against physical attacks (like torpedoes).

**Deflector Shields:** Provides Damage Reduction (DR) which reduces resulting stress, adds a new set of Stress boxes and a Mild consequence (Shields Down). Operates like armor does for characters; absorbs damage before the vessel takes the damage, when the consequence is suffered, the shields drop and are unusable until restored. Restoring shields requires an engineering repair roll (Reasoning) against a difficulty of 2. Every point of success over the difficulty restores one shield box, although blown shields must be fully repaired before they can operate.

**Electronic Counter Measures:** +2 Systems rolls when defending against system attacks.

**Polarized Hull:** Adds +2 Structure when defending against energy attacks.

**Reinforced Structure:** Adds two additional structural Stress boxes.

Mobility Advantages

Mobility Advantages represent a vessel’s exceptional speed and maneuverability features.

**Atmospheric Flight:** The starship is capable of flying through a planet’s atmosphere, and landing on its surface.

**Warp Drive:** The starship is capable of transluminal speeds, the exact warp speed determined by the size of the engine.

Operational Advantages

Operational Advantages are those that enable the starship to operate better than other vessels, or in ways others cannot.
Cargo Hold: While all starships can carry some gear per crew member, along with standard stores, those with a cargo hold can carry a much greater quantity. The amount of space varies by Size.

Cloaked: The starship can vanish from sensors and visible sight. Detecting a cloaked vessel requires very specialized equipment not found on most starships. Federation ships do not have cloaks.

Computer Library: A vast library of information beyond standard operational computers is available aboardship adding +1 to all rolls pertaining to encyclopedic-style research and Assessments per computer library rank.

Engineering Workshop: +1 to all engineering rolls aboard ship per workshop rank.

Enhanced Sensor Suite: +2 on all Sensors rolls to gather information at range.

Escape Pods: The starship carried enough escape pods for its crew and passengers.

Launch Bay: The starship carries shuttles, fighters, or other smaller space vehicles. The number of vehicles depends on the Size of the carrying starship.

Luxurious Accomodations: Crew living quarters are spacious living areas akin to private apartments (rather than shared quarters or a tiny, one-room box).

Medical Bay (Sickbay): +1 to all medical rolls aboard ship per medical bay rank.

Passenger Accomodations: Additional living space allotted for passengers and VIP guests.

Science Lab: +1 to all science rolls aboard ship per science lab rank.

Tractor Beam: Starship vs. starship grapple system with 2 zone range. Attacker rolls Systems + Size against the defender’s Maneuverability, Speed, or Systems (their choice) + Size. Attacker success indicates tractor strength. The following exchange, the attacker (provided the tractor grapple has not been broken) may tug the target along one zone, drag the target one zone closer, push the target one zone further away, or hold them immobile. The target may attempt to break a tractor grapple each exchange, unless the attacker rolled a Spin result, in which case the tractor grapple cannot be broken until the tractor beam emitters are shut off.

Transporters: Instantly transports crew, materials, and passengers from one destination to another. Transporters have a range of 26,000 km and the target cannot be shielded or under an envelope of substantial interference. Starfleet transport pads can accommodate up to six people simultaneously. Starships typically house multiple transporter chambers to facilitate mass transports, when necessary. A number of factors, including range, movement, number of targets, and interference can all make transportation difficult.

Transporter Difficulties

Systems or Reasoning roll

Base 0

+1 per Size of subject (max Size 2)

+1 per three subjects

+1 if greater than 13,000 km

+1 if subject is moving

+2 if subject is moving rapidly

+1 - +4 for bypassable interference
Weaponry Advantages

Weaponry Advantages include actual weapons with which the starship is armed. Weaponry Advantages typically consist of one or two parts, the model of weapon and the type of projector.

Projector

All starship guns utilize the same general types of projectors: array, bank, and cannon, with battery as an option available to all projectors.

Array: A track band that runs along a large portion of a starship’s hull, enabling a wide arc of fire. This results in a more accurate, albeit less powerful, energy attack. The weapon’s attack roll gains a +2 bonus and damage suffers a -2 penalty.

Bank: The default weapon emplacement that mixes power and fire arc. This type of projector suffers neither penalty nor enjoys a bonus.

Cannon: Incredibly narrow arc of fire, cannons are, however, the strongest type of energy projector. Attack rolls suffer a -2 penalty, but damage gains a +2 bonus.

Battery: This is not a projector in itself, rather a number of projectors of the same model and make that result in a tremendous barrage of energy or torpedoes. This results in a +2 bonus to the attack roll and damage roll. Alternately, at the expense of a Fate Point, the weapon can make a single attack (sans the Battery bonuses) against all targets in a single zone.

Model

Disruptor: Found on non-Federation vessels, disruptors are the most common starship energy weapon in the galaxy. They come in three general sizes: light, medium, and heavy, with Weapon Ratings approximating +2, +4, and +6.

Phaser: Starfleet’s iconic energy weapon, phasers are a power, versatile weapon. Currently, there are seven phaser types in production: I - VII. Weapon Ratings range from +0 - +6. Starship size, available power, and production dates all help determine what phaser with which it might be equipped.

Torpedoes

Photonic Torpedo Launcher: Each faction may manufacture slightly different looking torpedoes and launchers, they all operate under the same general principle: delivering tremendous trauma against unshielded targets.

Torpedoes may be fired once per conflict, with further launches requiring a Fate Point per use. Torpedoes may be dumb-fired (without a targeting lock) or fired at locked targets (requiring a set-up Sensor Maneuver). A target hit by a photon torpedo suffers the torpedo’s Weapon Rating. Any damage that penetrates shields is doubled. Thus, a ship with 2 shields that is hit by a torpedo for 6 points will have its shields dropped (reducing the torpedo damage to 2, -2 for the remaining shield Stress and -2 more for the Mild consequence) but the remaining 2 points that get through are doubled to 4.

Targeting Computers: While not exactly a weapon, their effects are directly tied to them. Targeting computers enable the attacker to pay a Fate Point and insist that the target take the Stress inflicted as a consequence of the appropriate value and affecting the location of the attacker’s choosing.
**Type F UFP Shuttlecraft & Workbee**

**Type F UFP Shuttlecraft**

**DATE COMMISSIONED:** 2245

Shuttlecraft are used as auxiliary and support craft. They are used to transport personnel when transporters are unavailable, as well as shuttle dignitaries who prefer a more traditional method. Type F shuttlecraft carry one pilot and six passengers.

Unarmed, the Type F shuttlecraft is shielded. In an emergency, however, its emergency fuel cells can be vented and ignited, acting as a flare of sorts to nearby starships.

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**Workbee**

**DATE COMMISSIONED:** 2172

Workbees are the shipyard workers; small one-man craft flitting about constructing, transporting, and repairing starships and space stations. They are little more than a pressurized compartment strapped to low-power engines, and even the pressurization is optional if the pilot is suited.

Workbees are modular in design, able to be fitted with a tug-sled or grasper arm attachment package, increasing their versatility.
**Type F UFP Shuttlecraft**

**Starship Data**
- **Decks:** 1
- **Length:** 5.95m  
  **Height:** 3m  
  **Beam:** 2.93m
- **Crew:** 1  
  **Passengers:** 6
- **Drives:** SBC Impulse Drive (.5c maximum)
- **Defenses:** Class 1 Deflector Grid
- **Weapon Systems:** None
- **Features:** Class 1 Operations System with Life Support and Starfleet Database Access

**Mechanical Data**
- **Size:** 2  
  **Fate Points:** 2
- **Aspects:** Personnel Transport Shuttle  
  VIP Transport  
  Box
- **Crew:** 1  
  **Maneuverability:** 2
- **Comfortable Conditions**
- **Speed:** 2  
  **Systems:** 2
- **EMERGENCY FUEL CELLS**

**Advantages:** Atmospheric Flight, Computer Library I (+1), Deflector Shields

**Stress Tracks & Consequences**

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<td>Struct.</td>
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<tr>
<td>Systems</td>
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<tr>
<td>Crew</td>
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</tr>
</tbody>
</table>
**Starship Data**

**Decks:** 1  
**Length:** 2.7m  
**Height:** 1.3m  
**Beam:** 1.2m  
**Crew:** 1  
**Passengers:** None  
**Drives:** SBA Impulse Drive (.25c maximum)  
**Defenses:** None  
**Weapon Systems:** None  
**Features:** Class 1 Operations System with Life Support

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**Mechanical Data**

**Size:** 1  
**Fate Points:** 2  
**Aspects:** Shipyard Construction Vehicle - Workman - Tiny  
**Crew:** 1  
**Maneuverability:** 3  
**Cramped:** Sensitive Controls  
**Structure:** 1  
**Sensors:** 1  
**Modular Attachments**  
**Speed:** 2  
**Systems:** 1  
**Weapons:** 0  
**Advantages:** Modular Design (adds Aspect based on current design: Cargo Train - Cargo Pods; Grabber Sled - Manipulator Arm; Tool Sled - Tool Arm)

**Stress Tracks & Consequences**

**Struct.:**  
**Systems:**  
**Crew:**
Space contains many hazards for which Starfleet’s first real exploration vessel, the Ranger-class Explorer, was never designed to withstand. These hazards led to numerous incidents that necessitated multiple specialized vessels each lending separate aid. The Detroit-class Support Frigate was Starfleet’s answer, a rugged, multi-purpose, emergency response vessel; the first stage of Starfleet’s evolving “jack-of-all trades” starship design theory. Despite the superficial comparisons between the Ranger and Constitution’s frame, it was the principles and theories behind the Detroit schematic that inspired the Constitution’s engineers.

Due to the diverse nature of hazardous incidents facing a Detroit-class starship, it was designed to be easily adapted and modified by on-hand engineers. Starfleet wanted a vessel that could perform planetary evacuations, rescue stranded transport passengers, and repair crippled starships. In essence, they wanted a roving, emergency relief spaceport.

While well-shielded and provided with ample power from its dual-nacelle design, the Detroit’s limited weaponry makes for a poor direct combat vessel. Its diverse and redundant systems, however, coupled with its unique use of engineer-piloted, Work Bee swarm make for a welcome presence in any emergency.

**Sample Ships in Service**

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<tr>
<th>Name</th>
<th>Registry</th>
<th>Notes</th>
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<tbody>
<tr>
<td>USS Polaris</td>
<td>NCC-1279</td>
<td>Assigned to Starbase 343, near the Hromi Cluster.</td>
</tr>
<tr>
<td>USS Cleveland</td>
<td>NCC-1310</td>
<td>Assigned to Sol system.</td>
</tr>
<tr>
<td>USS Solace</td>
<td>NCC-1382</td>
<td>Assigned to Starbase 621, near Cardassian Union.</td>
</tr>
</tbody>
</table>
**Starship Data**

- **Decks:** 14
- **Length:** 184m  
  **Height:** 43.6m  
  **Beam:** 138m
- **Crew:** 220  
  **Passengers:** 100
- **Drives:** PB-16 Warp Drive (Warp Factor 5 cruising/6 maximum/7 emergency)  
  SBD Impulse Drive (.6c maximum)
- **Defenses:** Class 2 Deflector Grid
- **Weapon Systems:**
  - 1x Type IV Phaser Bank (fore)
  - 1x Tractor Beam Projector (aft)
- **Features:**
  - Emergency Response Bay (aft; 12x Work Bees and 2x Type F UFP Shuttlecraft)
  - Class 2 Operations System with Emergency Medical Relief Bay, Engineering Workstation, Extended Life Support, Starfleet Database Access, and Personnel Transporter Pads
  - Precision Targeting Combat Computer

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**Mechanical Data**

- **Size:** 4
- **Fate Points:** 3
- **Aspects:**
  - **Grizzled Starfleet Frigate**
  - **Emergency Response!**
  - **Provider Often Goes Without**
- **Crew:** 2  
  **Ready for Action**
- **Speed:** 3
- **Maneuverability:** 1
- **Systems:** 2
  - **Workhorse of Starfleet**
- **Structure:** 3  
  **Adaptable Design**
- **Sensors:** 2
- **Weapons:** 2

**Advantages:**
- Computer Library I (+1), Deflector Shields (-3 DR), Engineering Elite, Engineering Workshop II (+2), Escape Pods, Launch Bay, Medical Bay (Sickbay) II (+2), Medical Elite, Passenger Accomodations, Rapid Repair Teams, Targeting Computer, Tractor Beam (Strength 6), Transports, Type IV Phaser Bank (WR +3), Warp Drive

**Stress Tracks & Consequences**

- **Shields:**
- **Structure:**
- **Systems:**
- **Crew:**
**Hermes-Class Scout**

**Date Commissioned:** 2154  
**Date Refitted:** 2190-2192

Built to be Starfleet’s electronic eyes and ears across the galaxy, the Hermes-class scout is a venerable, but worthy design that has proven durable enough to withstand the rigors of interstellar travel and exploration.

Unfortunately, despite its rugged design, the out-of-date layout of the Hermes also limits the efficiency with which it can be updated; even the most minor adjustments have proven prohibitively expensive in effort, resources, and time. As such, the ambience and atmosphere of every Hermes is one of nostalgia, harkening to the Federation’s hayday of frontier existence. Modern luxuries are entirely absent, resulting in cramped conditions that many recent cadets find to be a hinderance.

As technology has progressed, however, the Hermes is rapidly seeing its time come to an end. The single-nacelle frame is outdated with modern power requirements demanding two nacelles, and its exposed sensor array, while sensitive and effective, has been replaced with a more refined and integrated assembly. Still, the Hermes has earned it’s place amongst the Federation’s space navy, and many of the vessels are still in service.

### Sample Ships in Service

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<th>Name</th>
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<tr>
<td>USS Hermes</td>
<td>NCC-585</td>
<td>Assigned to Andorian “Blue Fleet”.</td>
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<td>USS Crockett</td>
<td>NCC-600</td>
<td>Assigned to Beta Quadrant.</td>
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<tr>
<td>USS Diana</td>
<td>NCC-604</td>
<td>Assigned to Alpha Quadrant.</td>
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**Hermes-Class Scout Starship Data**

**Decks:** 9

**Length:** 142.5m  **Height:** 32m  **Beam:** 97.1m

**Crew:** 195  **Passengers:** None

**Drives:**
- PBE-8 Warp Drive (Warp Factor 4 cruising/5 maximum/6 emergency)
- SBC Impulse Drive (.5c maximum)

**Defenses:** Class 1 Deflector Grid

**Weapon Systems:**
- 1x Type III Phaser Bank (fore)
- 1x Tractor Beam Projector (aft)

**Features:**
- Class 4 Long-Range Advanced Sensor Array
- Class 1 Operations System with Extended Life Support, Starfleet Database Access, and Personnel Transporter Pads
- 4 ton Cargo Capacity with Hazardous Containment Facilities
- Launch Bay (4x Type F UFP Shuttlecraft)
- Precision Targeting Combat Computer

**Mechanical Data**

**Size:** 3  **Fate Points:** 3

**Aspects:**
- **Venerable Federation Scout**
- **Crammed but Efficient**
- **Single Nacelle**

**Crew:** 1  **Maneuverability:** 2

**Speed:** 2  **Systems:** 1

**Structure:** 2  **Sensors:** 4

**Durability**

**Weapons:** 1  **Exposed Advanced Array**

**Advantages:**
- Computer Library I (+1), Cargo Hold, Deflector Shields (-3 DR), Enhanced Sensor Suite, Escape Pods, Launch Bay, Medical Bay (Sickbay) I (+1), Targeting Computer, Tractor Beam (Strength 5), Transporters, Type III Phaser Bank (WR +2), Warp Drive

**Stress Tracks & Consequences**

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<th>Shields</th>
<th>Structural</th>
<th>Systems</th>
<th>Crew</th>
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Although design began during the final stages of the Larson-class Destroyer deployment, it took nearly thirty years to see the first of five Federation Dreadnoughts enter service. A veritable ogre on the battlefield, the Jupiter-class Dreadnought was also plagued with its triple nacelle design. However, the four remaining Dreadnoughts still stand as stalwart Starfleet battle cruisers.

With five phaser banks and two torpedo tubes, the Jupiter-class Dreadnought was the most heavily armed starship in Starfleet for several decades. Progress in warp and phaser technology has made the vessel obsolete far faster than those that funded the horrendously expensive design have liked.

Built on the concept of energy excess, the Jupiter never lived up to the ideal. The third nacelle, despite laboratory tests, proved to be more of a headache than boon and has been responsible for the vessel’s characteristic massive power fluctuations; “on a good day it could power a star, on a bad it can barely run internal lights.” Inspite of numerous overhauls and inspections, a cause has never been found. The cost, and continual technological advancements, make additional, or upgraded, Jupiters highly unlikley.

**Sample Ships in Service**

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<th>Name</th>
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<tr>
<td>USS Federation</td>
<td>NCC-2100</td>
<td>Assigned to Sol Defense Force.</td>
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<tr>
<td>USS Alliance</td>
<td>NCC-2101</td>
<td>Assigned to Romulan-Federation Neutral Zone.</td>
</tr>
<tr>
<td>USS Brotherhood</td>
<td>NCC-2102</td>
<td>Assigned to Klingon-Federation Neutral Zone.</td>
</tr>
</tbody>
</table>
**Starship Data**

**Decks:** 27  
**Length:** 320m  
**Height:** 87.5m  
**Beam:** 140.2m  
**Crew:** 500  
**Passengers:** 70 (typically 7 squads of Starfleet Security)  

**Drives:**  
- PB-32 Mod 3 Warp Drive (Warp Factor 6 cruising/7 maximum/8 emergency)  
- SBC Impulse Drive (.5c maximum)  

**Defenses:**  
Class 2 Deflector Grid, Heavy Ablative Armor, Polarized Hull  

**Weapon Systems:**  
- 3x Type IV Phaser Bank (fore)  
- 2x Type IV Phaser Bank (aft)  
- 2x Mark 12 IF Photon Torpedo Launchers (fore)  
- 1x Tractor Beam Projector (aft)  

**Features:**  
Class 1 Operations System with Extended Life Support, Starfleet Database Access, and Personnel Transporter Pads  
Launch Bay (8x Type F UFP Shuttlecraft)  
Precision Targeting Combat Computer

**Mechanical Data**

**Size:** 5  
**Fate Points:** 4  
**Aspects:** Venerable Federation Dreadnought  
**Three Nacelles**  
**Power Glutton**  
**Crew:** 2  
**Maneuverability:** 2  
**Structure:** 4  
**Sensors:** 2  
**Systems:** 1  
**Weapons:** 4  

**Ponderous**  
**Redundant Systems**  

**Advantages:**  
- Armored (+2 vs. Physical)  
- Computer Library I (+1)  
- Deflector Shields (-3 DR)  
- Escape Pods, Launch Bay, Medical Bay (Sickbay) I (+1)  
- Photon Torpedo Launcher Battery (WR +5; +2 accuracy & WR or FP for attack against all in zone; FP after 1st use)  
- Polarized Hull (+2 vs. Energy)  
- Targeting Computer, Tractor Beam (Strength 5)  
- Transporters, Type IV Phaser Bank Batteries (WR +5; +2 accuracy & WR or FP for attack against all in zone)  
- Warp Drive

**Stress Tracks & Consequences**

**Shields:**  

**Struct.:**  

**Systems:**  

**Crew:**
Date Commissioned: 2148

Continuing with specialty starship design, the Lincoln-class Laboratory is clearly built with scientific enlightenment as its central goal. Although they have proven to be capable, dedicated research vessels, they are woefully prepared for any form of conflict.

Designed with advanced sensor arrays and numerous, modular laboratories, Lincoln-class vessels have been at the forefront of discoveries for the past century. Their profile is synonymous with advanced medical and scientific accomplishments.

Their dedicated build and power-hungry sensors left very little room (and, arguably, need) for weaponry to the point that the singular phaser has very limited traverse. As such, any time a Lincoln-class Laboratory is maneuvered near hostile territory, they go with more heavily armed escorts.

### Sample Ships in Service

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<tr>
<td>USS Lincoln</td>
<td>NCC-310</td>
<td>Assigned to Starfleet Academy.</td>
</tr>
<tr>
<td>USS Kiev</td>
<td>NCC-316</td>
<td>Assigned to Helaspont Nebula.</td>
</tr>
<tr>
<td>USS Sirius</td>
<td>NCC-530</td>
<td>Assigned to Arachnid Nebula.</td>
</tr>
<tr>
<td>USS Las Vegas</td>
<td>NCC-876</td>
<td>Assigned to Deep Space K-7 and the Briar Patch.</td>
</tr>
<tr>
<td>USS Scotland</td>
<td>NCC-910</td>
<td>Assigned to Trill and the Argolis Cluster.</td>
</tr>
</tbody>
</table>
**Lincoln-Class Laboratory**

**Starship Data**
- **Decks:** 22
- **Length:** 164m
- **Height:** 45.3m
- **Beam:** 65.8m
- **Crew:** 210
- **Passengers:** 20

**Drives:**
- PB-8 Warp Drive (Warp Factor 4 cruising/5 maximum/6 emergency)
- SBC Impulse Drive (.5c maximum)

**Defenses:**
- Class 1 Deflector Grid

**Weapon Systems:**
- 1x Type III Phaser Bank (fore)
- 1x Tractor Beam Projector (fore)

**Features:**
- Class 2 Operations System with Dedicated Research Labs, Extended Life Support, Starfleet Database Access, and Personnel Transporter Pads
- Class 2 Advanced Sensor Array
- 4 ton Cargo Bay with Hazardous Containment Facilities
- Launch Bay (4x Type F UFP Shuttlecraft)
- Precision Targeting Combat Computer

**Mechanical Data**
- **Size:** 4
- **Fate Points:** 3

**Aspects:**
- Aging Starfleet Science Ship
- Dedicated Researcher
- Modular Labs
- Science is the New Frontier
- Weapons: 1

**Crew:** 3

**Maneuverability:** 2

**Structure:** 2

**Sensors:** 3

**Systems:** 2

**Weapons:**
- Limited Firing Arc

**Advantages:**
- Computer Library II (+2), Deflector Shields (-3 DR), Escape Pods, Launch Bay, Medical Bay (Sickbay) II (+2), Medical Elite, Passenger Accomodations, Science Lab II (+2), Targeting Computer, Tractor Beam (Strength 7), Transporters, Type III Phaser Bank (WR +2), Warp Drive

**Stress Tracks & Consequences**
- **Shields:**
- **Struct:**
- **Systems:**
- **Crew:**
Larson-Class Destroyer

DATE COMMISSIONED: 2162

In response to a disturbingly high number of hostile contacts, the Federation built the versatile Larson-class Destroyer. Over its one hundred years of service, the Larson has undergone numerous refits and upgrades. It has served Starfleet in numerous conflicts, and is known through the galaxy as a robust, albeit older, warship.

DATE REFITTED: 2245-2266

Despite the numerous refits the Larson-class Destroyer has undergone (there have been six, to date), the limits of its design have been reached. After the final launch in 2268, production of the aged design halted and turned over to construction of the new Miranda-class Escorts.

Starfleet Scouts and Explorers extended the Federation’s hand in friendship to hundreds of worlds, and in many cases friendships (and even alliances) were formed. However, with so many species living in such relatively close proximity, conflict was inevitable. The original Ranger-class Explorers and Hermes-class Scouts were simply outmatched against more aggressive cultures, such as the Klingons. The Federation’s response was the Larson-class Destroyer, and it performed its mission well. No single Starfleet design has seen more combat than the Larson, and it has proven its durability.

Sample Ships in Service

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<tr>
<td>USS Dayan</td>
<td>NCC-4451</td>
<td>Mark V refit; Assigned to Deep Space K-7.</td>
</tr>
<tr>
<td>USS Kholar</td>
<td>NCC-4456</td>
<td>Mark VI refit; Assigned to Starbase 621.</td>
</tr>
<tr>
<td>USS Callisto</td>
<td>NCC-4474</td>
<td>Mark VII refit; Assigned to Sol system.</td>
</tr>
</tbody>
</table>
**Larson-Class Destroyer Mark I-IV**

**Starship Data**

- **Decks:** 11
- **Length:** 269m  **Height:** 87.1m  **Beam:** 134.5m
- **Crew:** 205  **Passengers:** None
- **Drives:** PBE-16 Warp Drive (Warp Factor 5 cruising/6 maximum/7 emergency)
  SBC Impulse Drive (.5c maximum)
- **Defenses:** Class 1 Deflector Grid
- **Weapon Systems:**
  - 2 x Type IV Phaser Banks (fore)
  - 1x Type IV Phaser Bank (aft)
  - 1x Mark 12 IF Photon Torpedo Launcher (fore)
- **Features:**
  - Class 1 Operations System with Extended Life Support, Starfleet Database
  - Access, and Personnel Transporter Pads
  - Launch Bay (4x Type F UFP Shuttlecraft)
  - Precision Targeting Combat Computer

**Mechanical Data**

- **Size:** 4
- **Fate Points:** 3
- **Aspects:**
  - Outdated Starfleet Destroyer
  - Confined and Confusing Interior
  - Galactic War Veteran
- **Crew:** 2  **Maneuverability:** 3
- **Speed:** 2  **Systems:** 1

**Advantages:**
- Computer Library I (+1), Deflector Shields (-3 DR), Escape Pods, Launch Bay, Medical Bay (Sickbay) I (+1), Photon Torpedo Launcher (WR +5; FP after 1st use), Targeting Computer, Transporters, Type IV Phaser Bank Batteries (WR +4; +2 accuracy & WR or FP for attack against all in zone), Warp Drive

**Stress Tracks & Consequences**

- **Shields:**
- **Structure:**
- **Systems:**
- **Crew:**
**Starship Data**

**Decks:** 11  
**Length:** 269m  
**Height:** 87.1m  
**Beam:** 134.5m  
**Crew:** 205  
**Passengers:** None

**Drives:**  
- PBE-32 Mod 3 Warp Drive (Warp Factor 6 cruising/7 maximum/8 emergency)  
- SBD Impulse Drive (.6c maximum)

**Defenses:**  
- Class 2 Deflector Grid, Armored Hull

**Weapon Systems:**  
- 2 x Type V Phaser Banks (fore)  
- 1 x Type V Phaser Bank (aft)  
- 2 x Mark 12 IF Photon Torpedo Launcher (fore)

**Features:**  
- Class 1 Operations System with Extended Life Support, Starfleet Database Access, and Personnel Transporter Pads  
- Launch Bay (4x Type F UFP Shuttlecraft)  
- Precision Targeting Combat Computer

**Mechanical Data**

**Size:** 4  
**Fate Points:** 3

**Aspects:** Updated but Still Outdated Starfleet Destroyer  
Confined and Confusing Interior  
Galactic War Veteran

**Crew:** 2  
**Maneuverability:** 3  
**Structure:** 3  
**Sensors:** 2

**Speed:** 2  
**Systems:** 2  
**Single Nacelle**  
**Weapons:** 3  
**Exposed Array**  
**Power Hungry**

**Advantages:** Boosted Ability Points, Computer Library I (+1), Deflector Shields (-3 DR), Escape Pods, Launch Bay, Medical Bay (Sickbay) I (+1), Photon Torpedo Launcher Battery (WR +5; +2 accuracy & WR or FP for attack against all in zone; FP after 1st use), Targeting Computer, Transports, Type V Phaser Bank Batteries (WR +5; +2 accuracy & WR or FP for attack against all in zone), Warp Drive

**Stress Tracks & Consequences**

- **Shields:**  
- **Struct.:**  
- **Systems:**  
- **Crew:**