



STAR TREK

ROLEPLAYING GAME

FEDERATION CONSTELLATION-CLASS EXPLORATORY CRUISER

WRITTEN & DESIGNED BY: Don Mappin

EDITED BY: Patrick Goodman

SHIP ILLUSTRATION BY: Robert Saint John (based on a neutralzone.de schematic)

FEDERATION AND STARFLEET LOGOS BY: Tobias Weimann

LAYOUT & DESIGN: Patrick Goodman, based on basic designs by Decipher Inc.

SPECIAL THANKS: Jesse Heinig, for posting this on the Decipher boards in the first place.

<http://www.startrek.com>
<http://forum.trek-rpg.net>
<http://neutralzone.de>
<http://strpg.patrickgoodman.org>
<http://www.lcars-interface.de>

Version 1.0 — 17 August 2009

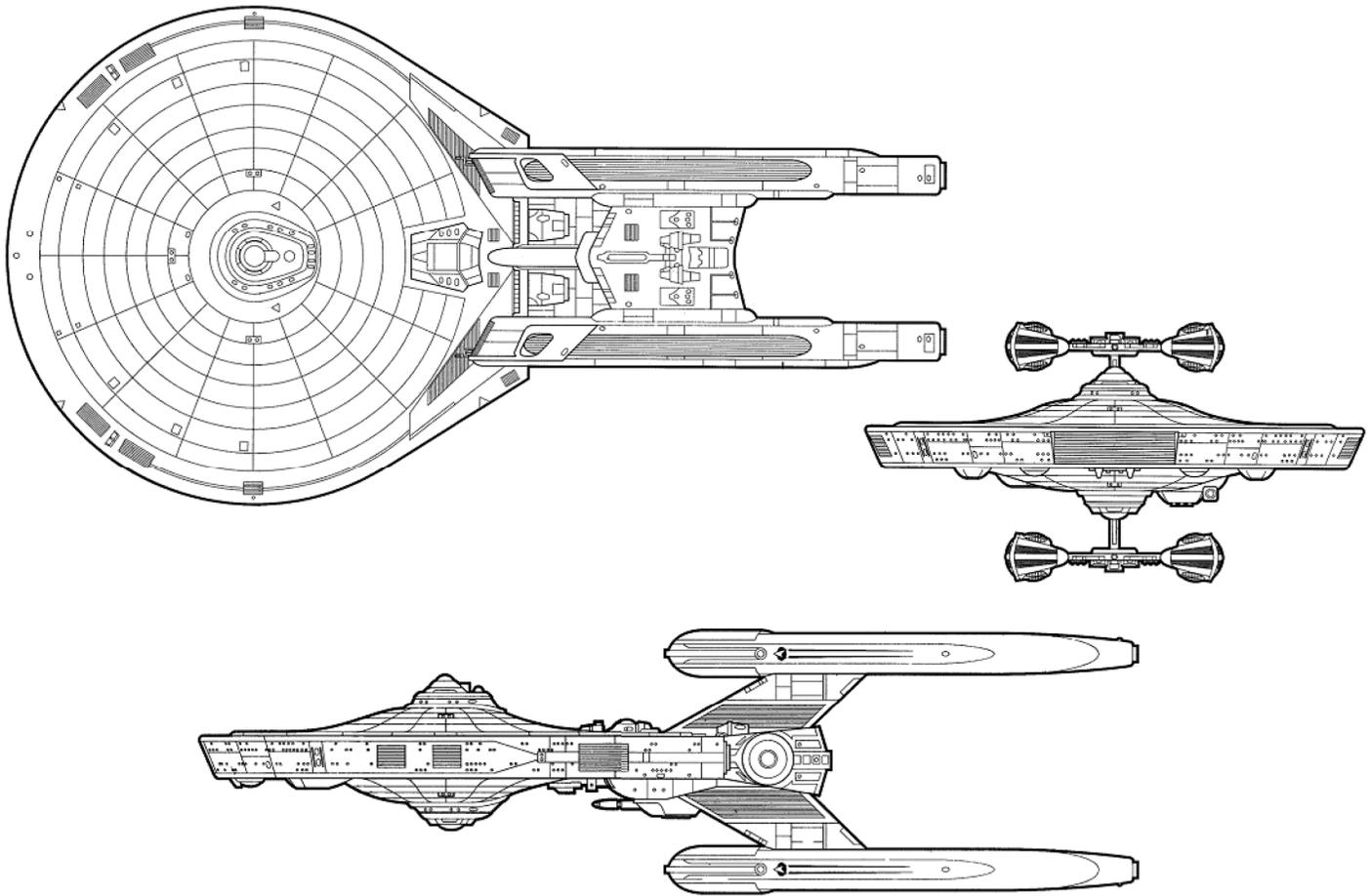
All things *STAR TREK* and all related marks, images, and indicia are property and trademarks of Paramount Pictures. The *STAR TREK Roleplaying Game* and all related game mechanics are property and trademarks of Decipher Inc. Their use in this not-for-profit fan publication is without permission; no challenge of any kind to those trademarks is intended. This document is free.



CONSTELLATION CLASS

UFP STARFLEET EXPLORATORY CRUISER

LAUNCH DATE: 2285



CONSTELLATION-CLASS

GAME STATISTICS

HULL DATA

Structure: 30
Size/Decks: 6/16
Length/Height/Beam: 302/78/157 meters
Complement: 350 officers and crew

OPERATIONAL DATA

Atmosphere Capable: No
Cargo Units: 60
Life Support: Class 2 (C)
Operations System: Class 3 (D)
Sensor System: Class 3a (+3/CC)
Separation System: No
Shuttlebays: 2a
Shuttles: 12 Size worth
Tractor Beams: 1 fv, 1 ad, 1 av
Transporters: 6 standard, 6 emergency

PROPULSION DATA

Impulse System: RSV-2 (.5c) (CC)
Warp System: LN-64 Mod 3 [x2] (Warp 8/9/12 OCU) (CC)

TACTICAL DATA

Phasers: Type VIII (x4/D)
Phaser Penetration: 5/5/4/0/0
Torpedo Launchers: Mk 22 DF (x4/D)
Photon Torpedo Penetration: 5/5/5/5/5
Deflector Shields: CIDSS-1 (AA)
Protection/Threshold: 13/4

MISCELLANEOUS DATA

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

2



MISSION

The *Constellation*-class was initially designed as an exploratory cruiser intended for exploration and scientific missions coreward of the Milky Way Galaxy and along the frontier of the Federation. Despite its commissioning profile, limitations forced its use closer to Federation starbases and outposts. Nevertheless, the class serves as an excellent all-around survey and scientific vessel, capable of delivering a number of dedicated scientific personnel to a specific location.

FEATURES

The *Constellation*-class is the first Starfleet design to use a multi-layered warp field through the use of a quad-nacelle design. The LN-64 Mod 3 warp engines generate an overlapping warp field perpendicular to the centerline, as opposed to parallel to the centerline. The intent was to mimic some of the theoretical speeds promised by the transwarp engine, but ultimately the gains were minimal.

A number of other enhancements are built into the *Constellation*-class for her role as an explorer, including the uprated class 3a sensor suite and dual shuttlebays similar to those found on the *Miranda*-class. The bulk of the *Constellation*'s internal space is made up of scientific laboratories and lateral sensor pallets. This space comes at something of a cost, as living accommodations on board the cruiser are cramped.

As with most Starfleet cruiser designs, the *Constellation*-class is well-armed and able to defend herself as necessary. Equipped with the latest Type VIII phaser arrays, this cruiser can project a respectable amount of firepower. Unfortunately, the profile of her warp nacelles provides several blind spots aft of the vessel. The Mk 22 direct fire photon torpedo launchers extend her range capabilities. The CIDSS-1 shield grid, the first of its kind, provides adequate protection and enhanced particle dispersal—ships of the class can withstand a number of strikes with minimal penetration. Unfortunately the CIDSS-1 grid is also underpowered and relatively easy to overload and knock out in a sustained conflict. Thus, the *Constellation*-class is not advised to take part in sustained engagements.

The two shuttlebays allow the vessel to fill a limited support role, but because of space limitations her cargo and personnel carrying capacity are restricted. As such, the *Constellation*-class is ill-suited for diplomatic or courier missions beyond first contact situations. Starfleet's Corps of Engineers lists the

Constellation's standard mission duration at three years, although in the last twenty years that has been lowered to a more reasonable two years to account for both the class' deficiencies and wear and tear on older systems. The class was designed to last for at least 15 years between system overhauls, and there have been no significant refits during that time. The replacement of her linear warp drive engines was at one time attempted, but proved to be too time-consuming to rollout fleet-wide.

BACKGROUND

The late 23rd century was one of exploration for Starfleet—not only within the Federation but also on the drawing boards of starship designers. After the failure of the transwarp experiments of the *Excelsior*-class, Starfleet engineers turned their attention to different methods of increasing the warp travel speeds. While multi-nacelle designs had always been considered, maintaining the stability of the subspace warp fields necessary for faster-than-light travel had proven too difficult a hurdle to overcome. New duotronic computer models in the late 2280s allowed for real-time warp field monitoring and adjustment, allowing the first fully realized quad-nacelle starship: the *Constellation*-class. Originally it was theorized that by overlapping multiple symmetrical warp fields the then-current warp envelope (still expressed in Original Cochrane Units) could be pushed even further. Prototypes of the *Constellation*-class achieved warp field stability with little difficulty; the gains that had been hoped for were simply not realized. Instead the class gained only a modest cruising speed upgrade.

Too far along in the design process to begin anew, and with Starfleet eager to have a deep-space exploration cruiser to replace the aging *Constitution*-class, the *Constellation* cruiser was officially commissioned in 2292. Her speed aside, the *Constellation*-class performed as expected, and better, at the task of exploration and research. *Constellation*-class cruisers surveyed a number of stellar anomalies over the years, including the first extensive review of a particle fountain. Never intended as front-line combatants, ships of this class nevertheless saw action in the Cardassian and Tholian wars, and even limited duty during the Dominion War. Long since out of production, any vessels currently in service continue to remain active throughout the duration of their operational lifetime and are then retired.

SHIPS IN SERVICE

<u>NAME</u>	<u>REGISTRY</u>	<u>NOTES</u>
Antietam	NCC-2874	Lost in unknown circumstances along the Tholian border (2335)
Constellation	NX-1974	Lead ship of the class, scrapped after extensive fire while in Spacedock (2309); (R2)
Fading Sun	NCC-2902	Commanded by Captain Andrew Greenberg; heralded as one of Starfleet's finest tacticians during the Pale Wolf Conflict (2322)
Gettysburg	NCC-3890	Commanded by Captain Mark Jameson; resolved hostage situation on Mordan IV by arming both sides of the conflict
Hathaway	NCC-2593	Abandoned and later recovered for use during wargame simulations against the <i>Enterprise-D</i> (2365)
Magellan	NCC-3069	Commanded by Captain Conklin; participated in the G'oun Cluster Mapping and Exploration Initiative
Stargazer	NCC-2893	Commanded by Captain Jean-Luc Picard (2355); presumed lost at the Battle of Maxia; later recovered by Ferengi and returned to Starfleet (2364)
Vespucci	NCC-3864	Commanded by Captain Tara Oltitaviano; attached to the Tenth Fleet; performed with distinction during the Dominion War (2375); (R6)
Victory	NCC-9754	Commanded by Captain Zimbata; responsible for halting Orion smuggling operations in Riley System (2362)