Starfleet Sovereign-class [Enterprise Refit]

Heavy Explorer; Refit: 2373

Hull Data

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

Tactical Data

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

Propulsion Data

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

Operational Data

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

Miscellaneous Data

Maneuver Modifiers: +4C, -2H, +3T
Traits:  
Ablative Armor  
Prototype (+1 Protection, +1 Threshold)  
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.

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.

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.
Ships in Service

<table>
<thead>
<tr>
<th>Name</th>
<th>Registry</th>
<th>Notes</th>
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<tbody>
<tr>
<td>U.S.S. Yorktown</td>
<td>N.C.C. 90276</td>
<td>Engaged and destroyed three renegade Tal Shiar Romulan D'deridex-class Warbirds in the Azure Nebula, suffering heavy damage and casualties (2378).</td>
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Appearances

<table>
<thead>
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<th>Series</th>
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<tr>
<td>TNG</td>
<td>Film “Star Trek: First Contact”; Film “Star Trek: Insurrection”; Film “Star Trek: Nemesis”</td>
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