

Intrepid CLASS

Race Federation
Type Light Explorer
Commisioning Date 2370
SU's Used 2067

Max SU's 2500
Size 6
Length 344.42 meters
Beam 133.42 meters
Height 66.35 meters
Decks 15
Mass 700000 metric tons

Hull

Inner 24 24
Outer 24 24

Resistance

Outer Hull 8 9
Inner Hull 8 9
Ablative Armor 0 0

Structural Integrity Field

Main: Class 6 (Protection : 90/130) 33
[1 Power / 10 Protection / Round]

Main: Class 6 (Protection : 45) 17
[1 Power / 10 Protection / Round]

Main: Class 6 (Protection : 45) 17
[1 Power / 10 Protection / Round]

Specialized Hull

Atmospheric Capability ☒ 6
Energy Sheath ☐ 0
Planetfall Capability ☒ 6
Ramming Hull ☐ 0
Sensor Reflective Hull ☐ 0
Cloak Enhancing ☐ 0
Borg Ship Regeneration ☐ 0

Nacelle Configuration

Embedded Nacelles ☐ 0
Variable Geometry Nacelles ☒ 5
Crew/Passengers/Evac 150 / 65 / 3550

Crew Quarters

Barracks 0 0
Spartan 0 0
Basic 250 25
Extended 30 6
Luxury 5 5
Unusual 2 2

Environmental Systems

Basic Life Support: 10 Power per round 24
Backup Life Support 6 Power per round 12
Emergency Life Support 36 shelters 6
Gravity 3 power per round 0
Consumables 0 Y 0
Food Replicators 6 power per round 6
Industrial Replicators 1 large replicators 9
1 Networks of Small Replicators

Medical Facilities and Systems 8 40
EMH Mark 1 2 power per round 5
Recreation Facilities 5 40
Personnel Transport Turbolifts
2 power per round 18
Fire Suppression System [1 power per round] 6
Cargo Holds 66000 cubic meters (max) 2
Escape Pods 140 Additional Passengers 1 8

Power Systems

Warp Drive 110

Nacelles: Type 10/P (generates 500 Power / round)

Quantity per section: 1

Impulse Engine(s) 1 Class 7 35
(generates 56 Power / Engine / round)

Auxiliary Power 4 reactors 12
(generate 5 Power / reactor / round)

Emergency Power: Type D (generates 40 Power / round) 40

EPS: Standard Power flow, + 300 Power transfer / round 60

Isomagnetic EPS Conduits ☐

Standard Useable Power 556

Total Useable Power 616

Torpedoes

40 Photon 2 4
10 Photon 6 1

Beam Weapon Arrays

Saucer Forward Dorsal Phasers Array (Port) 48

Type: 10

Damage 200 [20 Power]

Number of Emitters 200 (Up to 5 shots per round)

Auto-phaser Interlock 3/4/6/9

Firing Arc 360 degrees

Firing Modes Continuous, Pulse, Wide-Beam

ACB Jacketing ☐

Saucer Forward Dorsal Phasers Array (Starboard) 48

Type: 10

Damage 200 [20 Power]

Number of Emitters 200 (Up to 5 shots per round)

Auto-phaser Interlock 3/4/6/9

Firing Arc 360 degrees

Firing Modes Continuous, Pulse, Wide-Beam

ACB Jacketing ☐

Saucer Aft Dorsal Phasers Array (Port) 16

Type: 10

Damage 200 [20 Power]

Number of Emitters 40 (Up to 1 shots per round)

Auto-phaser Interlock 3/4/6/9

Firing Arc 360 degrees

Firing Modes Continuous, Pulse, Wide-Beam

ACB Jacketing ☐

Saucer Aft Dorsal Phasers Array (Starboard) 16

Type: 10

Damage 200 [20 Power]

Number of Emitters 40 (Up to 1 shots per round)

Auto-phaser Interlock 3/4/6/9

Firing Arc 360 degrees

Firing Modes Continuous, Pulse, Wide-Beam

ACB Jacketing ☐

Saucer Forward Ventral Phasers Array (Port)

Type: 10

Damage 200 [20 Power]

Number of Emitters 200 (Up to 5 shots per round)

Auto-phaser Interlock 3/4/6/9

Firing Arc 270 degrees

Firing Modes Continuous, Pulse, Wide-Beam

ACB Jacketing ☐

Saucer Forward Ventral Phasers Array (Starboard)

Type: 10

Damage 200 [20 Power]

Number of Emitters 200 (Up to 5 shots per round)

Auto-phaser Interlock 3/4/6/9

Firing Arc 270 degrees

Firing Modes Continuous, Pulse, Wide-Beam

ACB Jacketing ☐

Saucer Aft Ventral Phasers Array (Port)

Type: 10

Damage 200 [20 Power]

Number of Emitters 40 (Up to 1 shots per round)

Auto-phaser Interlock 3/4/6/9

Firing Arc 360 degrees

Firing Modes Continuous, Pulse, Wide-Beam

ACB Jacketing ☐

Saucer Aft Ventral Phasers Array (Starboard)

Type: 10

Damage 200 [20 Power]

Number of Emitters 40 (Up to 1 shots per round)

Auto-phaser Interlock 3/4/6/9

Firing Arc 360 degrees

Firing Modes Continuous, Pulse, Wide-Beam

ACB Jacketing ☐

Engineering Aft Ventral Phasers Array (Port)

Type: 10

Damage 200 [20 Power]

Number of Emitters 40 (Up to 1 shots per round)

Auto-phaser Interlock 3/4/6/9

Firing Arc 360 degrees

Firing Modes Continuous, Pulse, Wide-Beam

ACB Jacketing ☐

Engineering Aft Ventral Phasers Array (Starboard)

Type: 10

Damage 200 [20 Power]

Number of Emitters 40 (Up to 1 shots per round)

Auto-phaser Interlock 3/4/6/9

Firing Arc 360 degrees

Firing Modes Continuous, Pulse, Wide-Beam

ACB Jacketing ☐

Engineering Ventral Phasers Array

Type: 10

Damage 200 [20 Power]

Number of Emitters 120 (Up to 3 shots per round)

Auto-phaser Interlock 3/4/6/9

Firing Arc 360 degrees

Firing Modes Continuous, Pulse, Wide-Beam

ACB Jacketing ☐

48

Torpedo Launchers

Saucer Forward Photon Torpedo Launcher (Starbo (1) 22

Standard Load: Photon 2 200 Damage

Spread 4

Torpedo Guidance System Accuracy 3/4/6/9

Power: [20 + 5 per torpedo fired]

Firing Arc Self-guided

48

Forward Photon Torpedo Launcher (Port) (High Yi (1) 22

Standard Load: Photon 2 200 Damage

Spread 4

Torpedo Guidance System Accuracy 3/4/6/9

Power: [20 + 5 per torpedo fired]

Firing Arc Self-guided

Aft Photon Torpedo Launcher (Starboard) (High Yi (1) 22

Standard Load: Photon 2 200 Damage

Spread 4

Torpedo Guidance System Accuracy 3/4/6/9

Power: [20 + 5 per torpedo fired]

Firing Arc Self-guided

16

Aft Photon Torpedo Launcher (Port) (High Yield) (1) 22

Standard Load: Photon 2 200 Damage

Spread 4

Torpedo Guidance System Accuracy 3/4/6/9

Power: [20 + 5 per torpedo fired]

Firing Arc Self-guided

16

TA/T/TS Beta

9

Power/Round 1

Strength 8

Bonus 1

Weapons Skill 4

Extended Range ☐

16

Shields (Forward, Aft, Port, Starboard)

Shield Generator: (per Shield) 64

Class 4 (Protection 800)

[80 Power / Shield / Round]

Shield Grid: Type C: 50% increase to 1200 Protection

Subspace Field Distortion Amplifiers:

Class Epsilon (Threshold 250)

Recharging System 2 (40 seconds)

Regenerative Shielding 0 (0 Protection Per Round)

Backup Shield Generators 4

Auto Destruct System

6

Auxiliary Spacecraft Systems

Shuttle Capacity 32 size worth of ships 64

Captains Yacht ☒ 6

32