

Tenacious Class Patrol Cruiser

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<u>Classification:</u>	Tenacious Class Patrol Cruiser
<u>Class:</u>	XI
<u>Model:</u>	Mk I
<u>Class Commission Date:</u>	2349
<u>Number Proposed:</u>	20
<u>Constructed:</u>	5
<u>Refit:</u>	
<u>Lost:</u>	
<u>Destroyed:</u>	
<u>Scrapped:</u>	
<u>Training:</u>	
<u>Captured:</u>	
<u>Sold:</u>	
<u>Superstructure:</u>	59
<u>Damage Chart:</u>	
<u>Dimensions:</u>	
Length:	
Width:	
Height:	
<u>Displacement:</u>	178523 mt
<u>Cargo Specs</u>	
Total SCU:	390 SCU
Cargo Capacity:	19500 mt
<u>Computer Type:</u>	M-7
<u>Landing Capacity:</u>	None
<u>Cloaking Device/ECM:</u>	NONE
<u>Power to Engage:</u>	
<u>Transporters-</u>	
6-person:	3
20-person Combat:	6
22-person Emergency:	6
cargo:	8
<u>Laboratories:</u>	
<u>Brigs:</u>	15
<u>Replicators:</u>	9
<u>Shuttlecraft-</u>	
Standard Shuttle:	11
Heavy Shuttle:	
Cargo Shuttle:	
Combat Shuttle:	16
<u>Ships Complement:</u>	334
Officers:	67
Enlisted:	267
Troops:	120
Passengers:	
<u>ENGINEERING-</u>	
<u>Total Power Available:</u>	88
<u>Movement Point Ratio:</u>	2/1
<u>Warp Engine Type:</u>	FWB-2
Number:	4
Power Units:	14
Stress Chart:	L/N
Optimum Speed:	Warp 7
Max Safe Cruising:	Warp 8.1
<u>Impulse Engine Type:</u>	FIF-2 (x2)
Power Units:	32
<u>WEAPONS/DEFENSE</u>	
<u>Beam Weapon:</u>	FH-20
Firing Arcs:	f, p, s, a
Firing Chart:	Y
Maximum Power:	14
Damage Modifiers	
+3	(1-14)
+2	(15-19)
+1	(20-24)
<u>Beam Weapon:</u>	FMH-5
Firing Arcs:	f
Firing Chart:	W
Maximum Power:	15
Damage Modifiers	
+3	(1-10)
+2	(11-17)
+1	(18-20)
<u>Torpedo Type:</u>	FP-10
Firing Arcs:	f, f, a
Firing Chart:	R
Power To Arm:	1
Damage:	34
<u>Shields-</u>	
Shield Type:	FSN
Shield Point Ratio:	2/1
Maximum Shield:	16
<u>Combat Efficiency</u>	342.6
D-	233.4
WDF-	146.8

USS Tenacious (NX-72941)
Tenacious Class Light Cruiser (CL)
"What part of 'STOP' don't you understand?"

The Tenacious class patrol cruiser grew out of the arguments raised from the Borg encounter at Wolf-359 and the Dominion War; a need was perceived for a purely military vessel, capable of carrying a company of 120 ground forces or Starfleet marines personnel, while being an effective weapons platform, to allow for all forms of border patrol encounters, from boarding actions, to light surgical strikes against planetary targets.

Intended at first to allow the Starfleet Border Service to perform first-defence actions while the rest of Starfleet managed to get to the incident location, the design was noticed by the SFMC, and a requirement was added to the procurement order to allow a small number of the hulls to be added, and conversion effected to install 10 drop capsule tubes, while increasing the number of shuttles the vessel carried (6 x class 1 armoured assault shuttles); this proved to be so effective a requirement, that the original design was modified to suit, and the first hull was laid down two weeks before the cessation of hostilities with the Dominion.

The shuttle bays are capable of launching and recovering ten shuttles per minute, and the drop launcher tubes are capable of dispatching a 120-person company of troops into a combat environment in five minutes flat.

There are twenty vessels of this class currently planned, with the first going to Starfleet Operations, ten going to the Federation Border service, five to the SFMC Logistics Command (under Starfleet), and the final four going to Starfleet.

The USS Tenacious (NX-72941) was the first of the class launching from Utopia Planatia in the first quarter of 2375, she aced her space trials with consummate ease. There are currently three ships planned to be launched per year.

Non-Standard Construction notes

The additional shuttle bays and shuttles were accounted for using Redcap's House Construction Rules # 1 -Shuttle Bays

"Every ship possesses it's class number in shuttles, i.e. a class VII ship possesses, as standard, one shuttle bay containing 7 shuttles.

*Cost Per additional Shuttle bay: 1 SS, 0.5 MCr.
Cost Per additional Shuttle: 2.5 SS"*

<http://forum.trek-rpg.net/showthread.php?s=&threadid=11012>

Calculations:

120 troops will require shuttles for 8-man sections, plus 2 flight crew.

120/8 = 15 shuttles, plus 3 (three) spare, for maintenance, battle replacements, and so on, making 18 shuttles.

There will be three combat shuttle bays, containing 6 shuttles apiece.

*Shuttle bay calculations: 3 SS at 1.5 MCr
Shuttle calculations: 45 SS*

Total additional SuperStructure: 48 SS, at 1.5 MCr.

Given that this went well over the original class limit for class IX ships, the additional size factor meant that this ship had to be raised by two class sizes, in order to accomodate the landing decks, while retaining the cargo hold capacity (on-voyage supplies, etc).

This has been added manually into the spreadsheet calculations, by adding 47 points of superstructure (making the allowable mass close to the class XI limit).

The good news was that even by raising the class by two levels, all the warp, impulse, and shield statistics could still remain the same as for a class IX ship - an added bonus!