

FEDERATION UPDATE :

Fleet Database :

DECATUR/BELKNAP/IMPERVIOUS

Strike Cruisers

Researched and compiled by:

Lt.Cmdr. James E. Haines

Starship Design Division

Avatar Station, Avatar, Jarron System

24

strike/'stri:k/vb 1: to touch or hit sharply; also: to deliver a blow 2: to collide with; also: to injure or destroy by collision

cruis-er/'kru:z-er/n 1: a large fast moderately armored and gunned warship

Since the first day the Impervious-class Strike Cruisers took their rightful place alongside Excelsior and Wolfram-class vessels, they have shown themselves to be the premiere front-line deterrent to aggression of the UFP's Starfleet. With the agility of a Corvette and the firepower of a battleship, the transwarp dynamic Impervious-class was more than capable in her role as the successor to the widely known and distinguished Belknap-class Strike Cruisers.

The beginnings of these august vessels were not quite so militant in nature. First put on the drawing board as the Decatur-class, the origins of what was to become the contemporary Strike Cruiser began as independent studies that were aiming to improve the various performance aspects of the Saladin (DD 500) - class destroyers and evolved into a dual-role cruiser program much like the legendary Constitution-class. The start of the Four Years War with the

Klingon Empire delayed the building of the Decatur-class prototype for so long that it nearly died a quiet death in forgotten Starfleet. Division computer archives until the search began much later for "companion" vessels for the heavy cruiser classes. On 02 December 2265 the Decatur's keel was laid

down at the Boston Shipyards (Cosmodyne Corporation, Earth). In a nearly exorbitant attempt to keep production time and costs to a minimum, the NCC-2500 Decatur was constructed largely from "old-technology" components. In point of fact, her primary hull was actually from the never completed transport the U.S.S. Swift! The Decatur does, however, hold the honor of being the

first Federation starship to test the linear LN-64 warp drive units. These engines would later be first installed in final form (Mod 3) on the newly refit U.S.S. Enterprise. Launched on 17 February 2267, the Bureau of Spacecraft hailed the Decatur as providing all the resources of a heavy cruiser in a smaller hull. By 2269 the more practical minded heads of Starfleet changed the primary mission profile of this new class from Cruiser (CA) to Strike Cruiser (CS). With the launching of the NCC-2501 U.S.S. Belknap, the class name was changed as well in 2274.



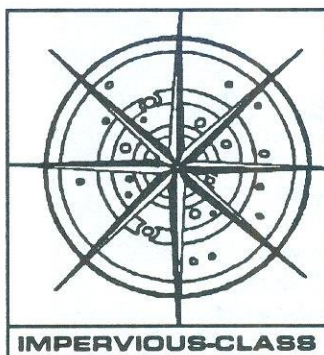
The commissioning of the NCC-2530 U.S.S. Impervious holds special meaning for the Research and Development Division here at Avatar since she is one of the distinctive vessels to be designed, built, launched, and have all trial runs completed while being under the guidance and supervision of the Galactic Engineers Concordance. During her last trial run, it should be noted, the Impervious set a transwarp speed record of 15.3 that stood for over 3 years. Since I've included the technical data for the Impervious-class in a FASA style readout for possible game playing use, I will only go over the highlights of this impressive starship rather than reiterate the same information over again.

The first breakthroughs for the Avatar R & D teams came in the tandem development of the M-8A control computer and the FTWA Mod 2 transwarp drive units. Together they eliminated the over-sophistication problems which nearly dismantled the Excelsior program in it's early days. All Excelsior-class starships would later be refit with these G.E.C. designed systems which would directly contribute to that class' astonishing longevity. The M-8A control computer would later be redesignated the M-8 after the original M-8 series was scrapped as a commercial failure. Also of possible note worthiness is the reference to the FTWA Mod 2 transwarp drive units as FTWA1 warp engines in certain Federation engineering circles.

The U.S.S. Impervious would also be the first vessel to successfully employ the second generation Close-In Deflector Shield System (CIDSS-2). This heinously effective deflector shield system phenomenally increases the amount of punishment a ship can take and still

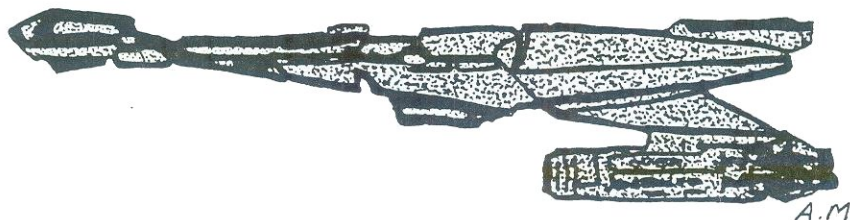
continue to fight. CIDSS-2 (like it's predecessor used on the Belknap-class) acts as a back-up to the Impervious's quad-transducer shielding system during encounters with large enemy spacecraft and maintains added protection against attacks from very small fighter-craft such as that used by the Kzinti (and increasingly by the Klingon Empire).

The Impervious-class Strike Cruisers immediately "stole the show" at the Cold Steel and Solar Wind Fleet Exercises where they first earned their names at the UFP's "Queen of Battle." Not long after, the Excelsior-class was redesignated from Battleship to Heavy Cruiser and would finally find its niche as the replacement for Starfleet's aging multipurpose exploration cruisers.



Used extensively in TacFleet, Impervious-class Strike Cruisers would often be the core of small task forces made up of the battle-proven Wolfram-class Destroyers. Currently, the Impervious-class is being phased out in favor of the new generation of ultra-warp Strike Cruisers and Destroyer-Cruisers with only 12 still in active service and 32 in ready reserve. The following seven were lost at

Wolf 359; NCC-2536 Invincible, NCC-2542 Aegis, NCC-2558 Indomitable, NCC-2567 Steadfast, NCC-2570 Bulwark, NCC-2573 Stronghold, and NCC-2595 Iron Helm. Out of the remaining 17 Impervious-class vessels built; 4 were lost/scrapped due to accidents, 8 have been sold to private concerns, and 5 are still missing and presumed lost with all hands. One of these, the NCC-2530 Impervious herself, was announced lost after not returning from an extended duration mission outside Federation Territory.



IMPERVIOUS (CLASS XII) STRIKE CRUISER

HULL DATA

Superstructure Points	32
Damage Chart	C
Size	
Length	315.5m
Beam	162.8m
Draft	62.9m
Tonnage	204,520mt
Cargo	
Cargo Units	300 SCU
Cargo Capacity	15,000 mt
Landing Capability	None

EQUIPMENT DATA

Control Computer Type	M-8A
Transporters	
Standard 6-person	6
Emergency 22-person	4
Cargo	2

OTHER DATA

Crew	426
Passengers	30
Shuttlecraft	20

ENGINES AND POWER DATA

Total Power Available	112
Movement Point Ratio	6/1
Warp Engine Type	FTWA-2
Number	2
Power Available Each	38
Stress Charts	D/F
Cruising Speed	Warp 12
Maximum Speed	Warp 15
Impulse Engine Type	FIG-2
Power Available	32

WEAPONS AND FIRING DATA

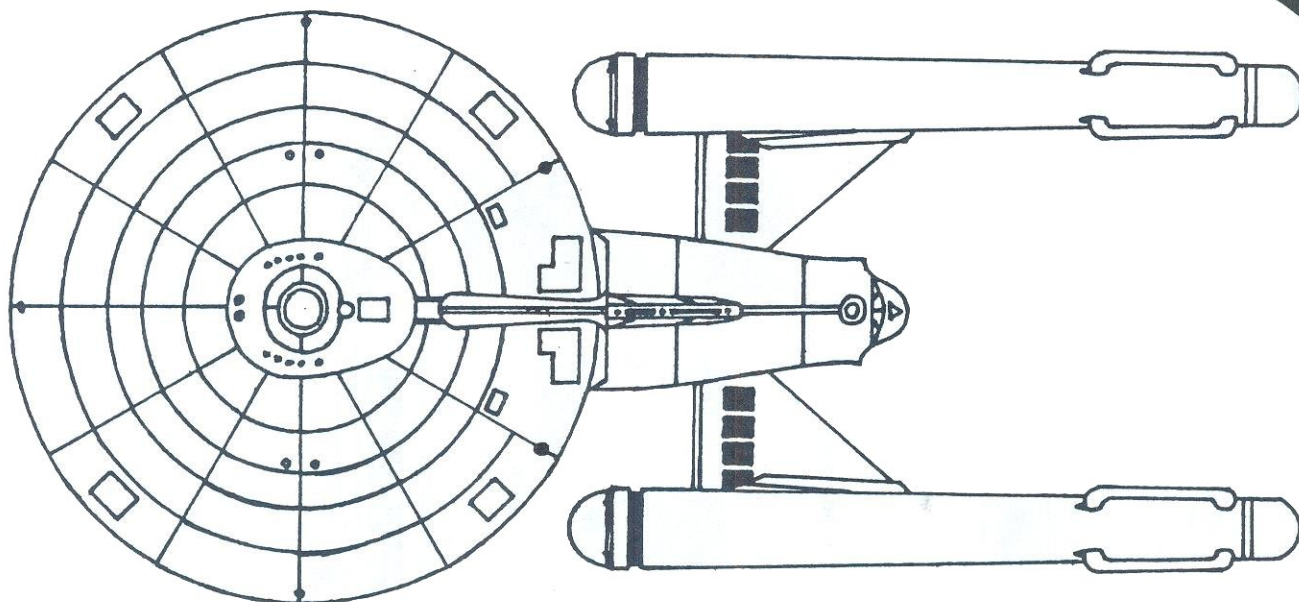
Phasers	FH-11
Number	10 in 5 banks
Firing Arcs	2f,2f/p,p,2f/s,2p/a,2s/a
Firing Chart	Y
Maximum Power	10
Photon Torpedoes	FP-4
Number	6
Firing Arcs	2f,1f/p,1f/s,2a
Firing Chart	S
Power to Arm	1
Damage	20

SHIELDS DATA

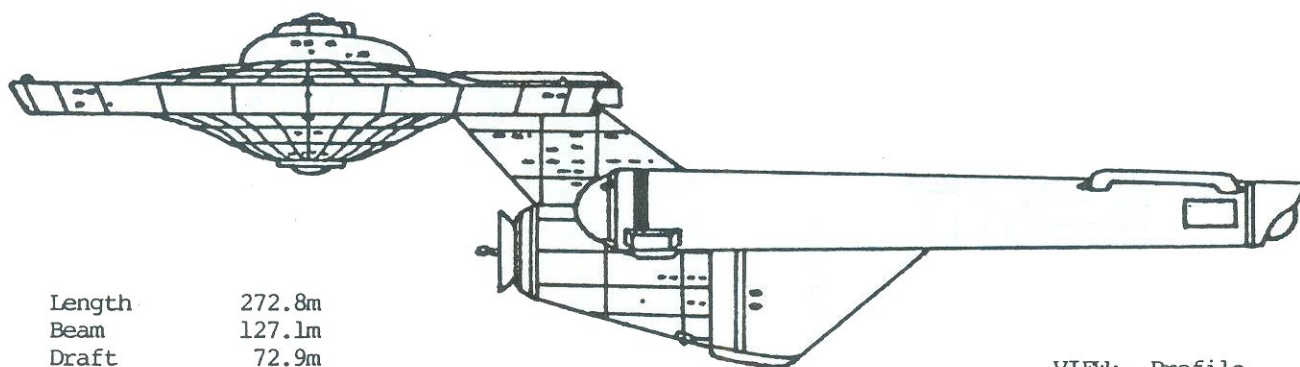
Deflector Shield Type	FSS
Shield Point Ratio	1/4
Maximum Shield Power	20

COMBAT EFFICIENCY

D	173.8
WDF	182
CE	316.3



VIEW: Top



VIEW: Profile

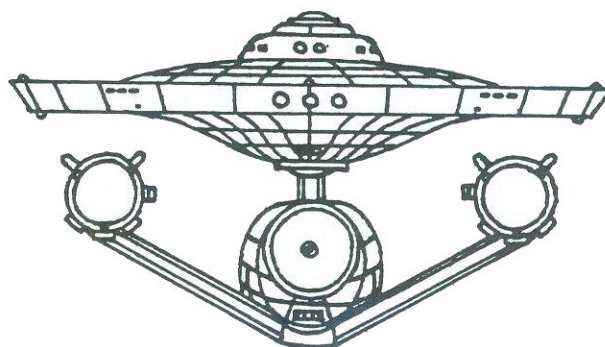
Length 272.8m
 Beam 127.1m
 Draft 72.9m
 Tonnage 175,000mt

UNITED FEDERATION OF PLANETS
 STAR FLEET DIVISION
 SOL SYSTEM / EARTH

CONTRACTOR'S PROPOSED DESIGN

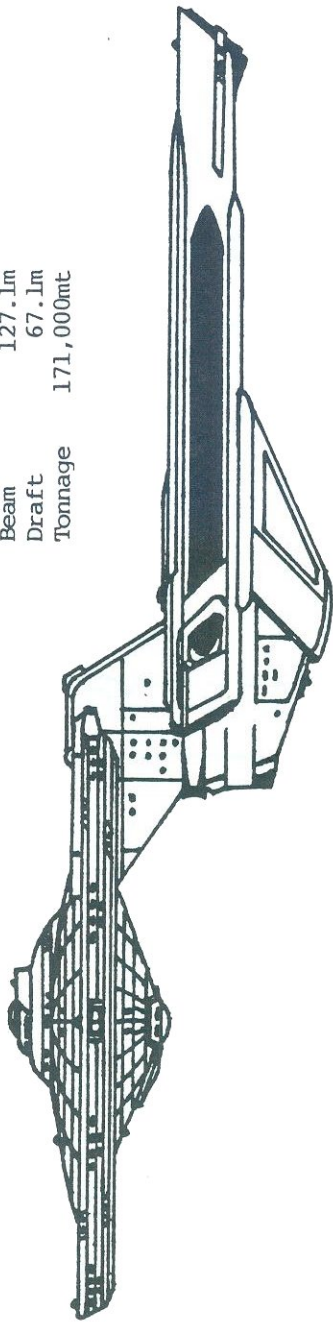
VESSEL:	U.S.S. Decatur	CLASS:	Decatur
PROJECT SPONSOR:	UFP/STARFLEET	PROJECT:	NX 2500
PROJECT ENGINEER:	Dana Kris Palley	PRIMARY DESIGNER:	Todd Guenther
CONTRACTOR:			

Devon - Aurora Research and Development Labs



VIEW: Bow

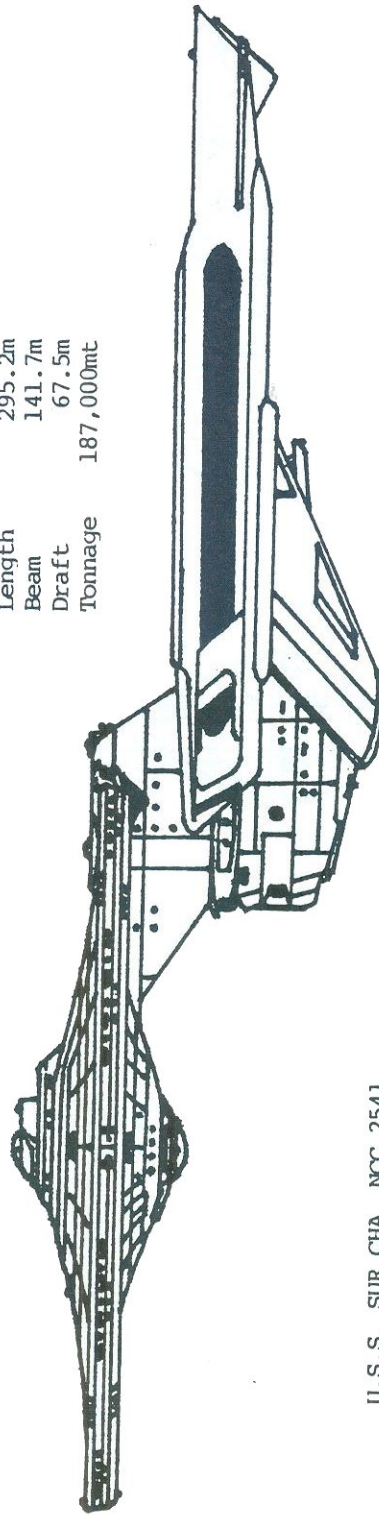
Length 278.0m
Beam 127.1m
Draft 67.1m
Tonnage 171,000mt



U.S.S. DECATUR NCC 2500

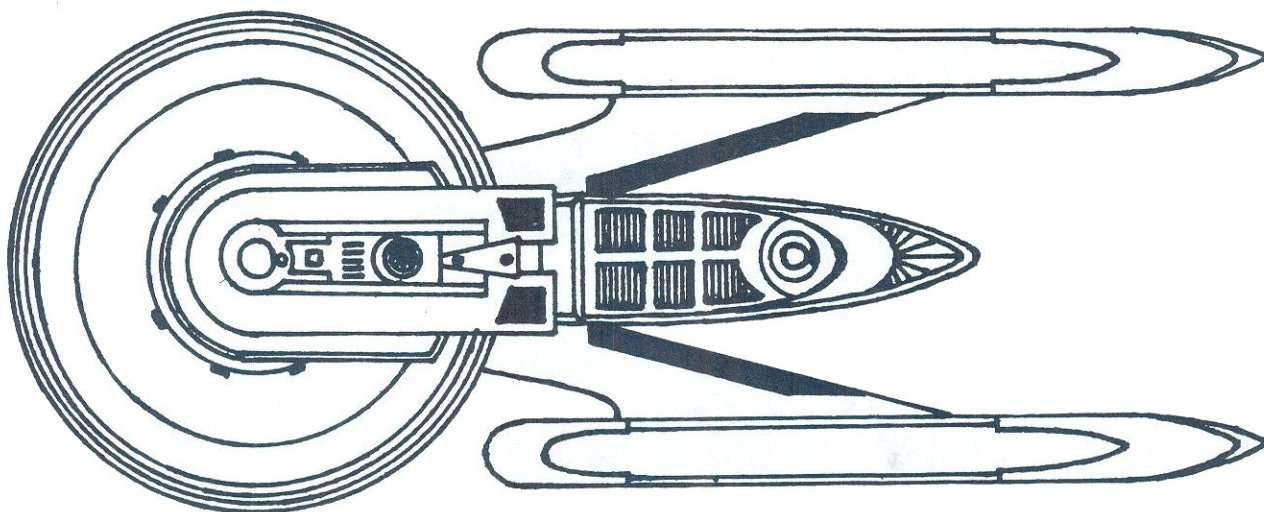
Profile view of the first Decatur/Belknap Strike Cruiser at operational readiness

Length 295.2m
Beam 141.7m
Draft 67.5m
Tonnage 187,000mt

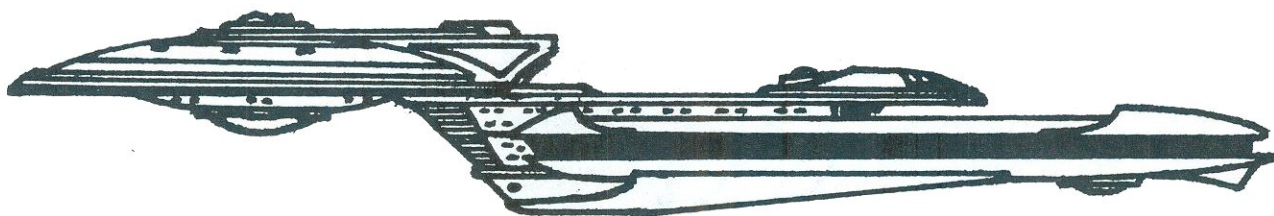


U.S.S. SUR CHA NCC 2541

Profile view of a Belknap Strike Cruiser assigned to TacFleet



VIEW: Top



VIEW: Profile

Length 315.5m
 Beam 162.8m
 Draft 62.9m
 Tonnage 204,520mt

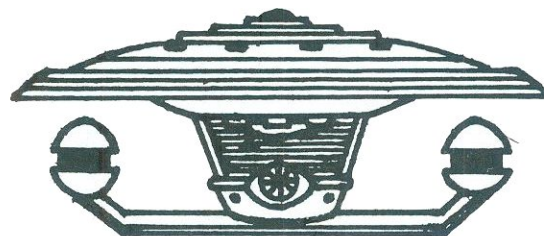
GALACTIC ENGINEER'S CONCORDANCE
 RESEARCH AND DEVELOPMENT DIVISION
 JARRON SYSTEM / AVATAR

CONTRACTOR'S PROPOSED DESIGN

VESSEL:	U.S.S. Impervious	CLASS:	Impervious
PROJECT SPONSOR:	UFP/STARFLEET	PROJECT:	NX 2530
PROJECT ENGINEER:	Toby L. Vado	PRIMARY DESIGNER:	James E. Haines

CONTRACTOR:

Avatar Shipyards in conjunction with the
 Avatar Station Starship Design and Prototype
 Construction Division.



VIEW: Bow