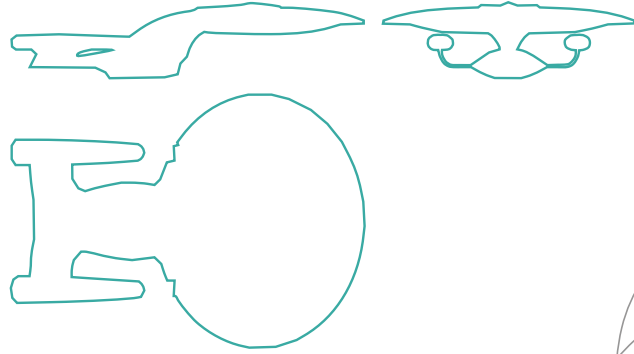
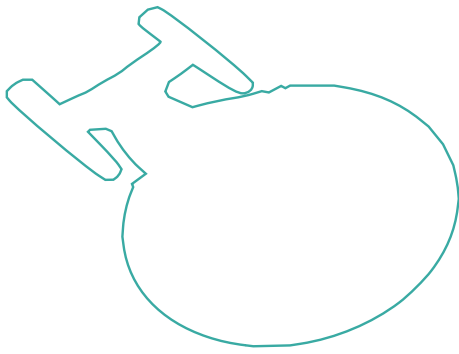


▶ TICONDEROGA (NX-90909)



**LAUNCH YEAR:** 2409

**TIMELINE:** 2409 (0 years of service, 0 refits)

**SPACE FRAME:** Ticonderoga

**MISSION PROFILE:** Warship

**TRAITS:** Federation Starship

**RESISTANCE:** 7

**SCALE:** 7

**CREW SUPPORT:** 7

— SYSTEMS —

COMMS 10

ENGINES 11

STRUCTURE 11

COMPUTER 10

SENSORS 10

WEAPONS 11

— DEPARTMENTS —

COMMAND 2

ENGINEERING 4

MEDICINE 1

CONN 3

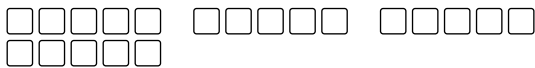
SECURITY 4

SCIENCE 1

— ATTACKS —

- **Transphasic Torpedoes:** Torpedo, 7▲, Calibration, Devastating
- **Phaser Spinal Lance:** Energy Weapon, 14▲, Versatile 2
- **Phaser Arrays:** Energy Weapon, 11▲, Versatile 2
- **Tractor Beam:** Tractor/Grapppler, 6▲

— SHIELDS —



— TALENTS —

- **ABLATIVE ARMOR:** The vessel's hull plating has an additional ablative layer that disintegrates slowly under extreme temperatures, such as those caused by energy weapons and torpedo blasts, dissipating the energy, and protecting the ship. This plating is replaced periodically. The ship's Resistance is increased by 2.
- **ADVANCED SENSOR SUITES:** The vessel's sensors are amongst the most sophisticated and advanced available in the fleet. Unless the ship's Sensors have suffered one or more Breaches, whenever a character performs a Task assisted by the ship's Sensors, they may reduce the

Difficulty of the Task by one, to a minimum of 0.

- **ADVANCED SHIELDS [Rank: 1]:** The vessel's shields are state of the art, using developments that other cultures have not yet learned to overcome, or which simply provide greater protection for the same power expenditure. The ship's maximum Shields are increased by 5.
- **FAST TARGETING SYSTEMS:** The ship's targeting systems can lock weapons on target much faster and more accurately than other ships of its class, giving it an edge in battle. The ship does not suffer the normal Difficulty increase for targeting a specific System on the enemy ship.
- **RAPID-FIRE TORPEDO LAUNCHER:** The vessel's torpedo launchers have been redesigned to allow the ship to fire multiple torpedoes much more quickly and accurately. Whenever the crew add 3 to Threat to fire a torpedo salvo, they may re-roll a single d20 on the attack, and any number of ▲ on the damage roll.
- **RUGGED DESIGN:** The ship is designed with the frontier in mind, with a durable construction and easy access to critical systems that allow repairs to be made easily. Reduce the Difficulty of all Tasks to repair the ship by 1, to a minimum of 1.
- **SECONDARY REACTORS [Rank: 1]:** The ship has additional impulse and fusion reactors, that allow the ship to generate far greater quantities of energy. Increase the ship's normal Power capacity by 5.

