

Utopia Planitia Shipyards

U.S.S Aquila NCC-93834



Motto

"If it be not now, yet it will come:

The readiness is all."

William Shakespeare

Utopia Planitia Shipyards

General Specifications

Motto: If it be not now, yet it will come: The readiness is all.

Classification: Heavy Multi-mission Destroyer

Length: 550 m

Beam: 349 m

Draft: 150 m

Decks: 16

Propulsion: Thusters, Impulse drive, Quantum field assisted tetryon plasma warp drive

Speed: Warp 9.89

Complement: 750

Armament: 18 Type-XII phaser emitters;4 torpedo launchers

Shuttlecraft: 1 Type-11 shuttlecraft, 1 Delta Flyer Class Runabout, 2 Type-9 shuttlecraft, 2 Workbees

Utopia Planitia Shipyards

Crew Roster

Senior Staff

Open Commanding Officer 28 Open Player

Harry Finn First Officer 46 Human NPC

Ender Seldon Chief of Medical 34 Human NPC

T'Shaini Ship's Counselor 104 Vulcan NPC

Javier Costala Chief of Engineering 25 Human NPC

Jada O'Keefe Chief of Science 30 Human NPC

Usher Tenanji Chief of Security 34 Human NPC

Simba Wekesa Chief of Tactical 24 Human NPC

Ibrahim West Chief of the Boat 41 Human NPC

Engineering

Li Yeoh Assistant Chief Engineer 36 Human NPC

Jonathan Foxe Computer Systems Officer 28 Trill NPC

Tehamia Warp Core Officer 24 Kriosian NPC

T'Bay Engineering Officer 46 Vulcan NPC

Bernard Jax Engineering Officer 46 Betazoid NPC

Nastina Pova Engineer 23 Human NPC

Lasander Byeva Engineer 19 Human NPC

Fenton Boyce Engineer 22 Human NPC

Utopia Planitia ShipyardsEngineering Enlisted

Kal-El Kowalski Systems Chief 34 Human NPC

Sumi Suko Quantum Field Specialist 32 Bajoran NPC

Bayal Paven Computer Technician 33 Bajoran NPC

Edded Towak Environmental Technician 35 Bajoran NPC

Tarro Jolan Systems Technician 22 Bajoran NPC

Jeremy Eight Systems Technician 21 Human NPC

Christine Wallfram Systems Technician 31 Human NPC

Delano Mills Engineer 21 Human NPC

Kr`oege Engineer 28 Vulcan NPC

Piper Villa Engineer 20 Human NPC

Jason Todd Engineer 19 Human NPC

Bertrand Francks Engineer 19 Human NPC

Security

Zane Peress Security Officer 29 Human NPC

Darby "Darbs" Saunders Security Officer 23 Human NPC

Mellon Astyr Security Officer 23 Bajoran NPC

Jereen Security Officer 63 Denobulan NPC

Aengus McMennan Security Officer 21 Human NPC

William Jameson Bridge Officer 37 Human NPC

Martia Baat Security/Shift Leader 48 Joined Trill NPC

Martha Benson Security Officer 23 Human NPC

Martin Blare Security Officer 34 Human NPC

Utopia Planitia Shipyards**Tactical**

Simba Wekesa Chief Tactical Officer 24 Human PC

Fehr Bridge Officer 39 Elasian NPC

David Quincy Bridge Officer 36 Human NPC

Esperanze Fuentes Small Arms Specialist 24 Human NPC

Susan Chang Torpedo Bay Chief 34 Human NPC

Jamal Hastings Torpedo Guidance 26 Human NPC

Shrell T'Thianco Phaser Systems 28 Andorian NPC

Hamish Drummond Phaser Systems 48 Human NPC

T'Rena Targeting Systems 57 Vulcan NPC

Blair Cunningham Tactical Officer 22 Human NPC

Lisa Jensen Tactical Officer 27 Human NPC

Nikki Lawson Tactical Officer 25 Human NPC

Transporter Room

Min Lottz Transporter Chief 48 Bolian NPC

Tommy Jenkins Transporter Technician 32 Human NPC

Prela Transporter Technician 86 Vulcan NPC

Millicent Zen Transporter Technician 33 Bolian NPC

Belle Marsters Transporter Assistant 23 Human NPC

Science

FaarinVen ch'Las Astrometrics 28 Andorian NPC

Alex Gorsky AI/Nanotechnology 24 Human NPC

Kenji Saito Communications 23 Human NPC

Utopia Planitia ShipyardsEnlisted Scientists

Kylie Grayson Quantum Chemistry/Mechanics 29 Human NPC

MeegoFera Gravimetrics 102 Saurian NPC

Teema Avurr Lab Technician 26 Edo NPC

Barzon Trex Ecology/Entomology 32 Joined Trill NPC

Madeline "Maddy" Hayes Oceanography ?? Human NPC

Equilitim Vehnarro Lab Analyst 86 Hailian NPC

Jet Elbrun Probe Technician 36 Betazoid NPC

T'Yim Xenology 74 Vulcan NPC

Kanda-Arjo Lab Analyst 52 Grazerite NPC

Geoff Parker Lab Analyst 21 Human NPC

Medical Staff

Matthew Ayre Neurosurgeon 41 Human NPC

Usha Stryfe Medical Officer 22 Human NPC

Stephanie Nordin Nurse 25 Human NPC

Jeremiah Miller Nurse 24 Human NPC

Enlisted Medical Staff

Joseph Bramley Chief Medic 35 Human NPC

Brandi Lewis Paediatrician 49 Human NPC

Luke Getty Medic 45 Human NPC

Farley Smit Medic 25 Human NPC

Stuart Smith Medic 34 Human NPC

Utopia Planitia Shipyards

Operations

Chase Moretti Asst. Chief of Operations 27 Human NPC

Jezera Operations Officer 72 Denobulan NPC

T'Preen Operations Officer 117 Vulcan NPC

Enlisted Crewman

Cameron Atwood Boatswain 54 Human NPC

Indi Corin Boatswain's Mate 20 Betazoid NPC

Kaisan Telk Quartermaster 35 Joined Trill NPC

Helm/Navigation

Scott Marshell Ship/Shuttle Pilot 27 Human NPC

Drelan Shuttle Pilot 46 Ferengi NPC

Terak Car Shuttle Pilot 24 Trill NPC

Katt Briggs Ship Pilot 23 Human NPC

Warof Ship Pilot 68 Klingon NPC

Devon Taylor Shuttle Pilot 19 Human NPC

Gordon Capers Ship/Shuttle Pilot 23 Human NPC

Enlisted Crewman

Seraph Tukar Pilot/Shuttle Maintenance 32 Cardassian NPC

Joran Thu Flight Coordinator 25 Bajoran NPC

Jesse Falker Flight Coordinator 25 Human NPC

Mikhail Thorne Flight Coordinator 19 Human NPC

Jacen Morrow Navigator 26 Human NPC

Utopia Planitia Shipyards**Exchange Officer**

Hssss'Korssr Navigation/NCO ?? Gorn NPC

Ta`ron Tactical Officer ?? Breen NPC

Khaluss Engineering Officer 43 Klingon NPC

Shuttle Bay

Hano Nevin Shuttle Bay Officer 30 Bajoran NPC

S'elk Shuttle Bay NCO 30 Centaurian NPC

Tracy Trasker Shuttle Mechanic 27 Human NPC

Zachary Jacobs Shuttle Mechanic 25 Human NPC

Khan Torry Shuttle Mechanic 39 Bajoran NPC

Cargo Bay

Ray Larkin Cargo Bay NCO 31 Human NPC

Jay Bowie Cargo Bay NCO 24 Human NPC

Support Staff**Supply:**

Sanya Cho Storekeeper 33 Human NPC

Teryl Higginson Asst. Storekeeper 41 Human NPC

Nora-Lottz Janice Asst. Storekeeper 38 Bajoran NPC

Executive Aid:

T'Landra Captain's Yeoman 144 Vulcan NPC

Maddie Rayne First Officer's Yeoman 51 Human NPC

David Tattershall Chief Yeoman 23 Human NPC

Dylan Greene Yeoman 21 Human NPC

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Civilian Manifest

Medical

Leo Montero Counselor 62 Human NPC

Scientists

Leonard Brams Botanist 41 Human NPC

Linvoy Primus Xenobiologist 56 Human NPC

M'al Historian 163 Vulcan NPC

Dr. Kerrin Schaeffer Anthropologist 34 Human PNPC

Lincoln Purcell Cosmology 97 Vulcan NPC

Dr. Jason Hallows Xeno-archeologist 36 Human PNPC

Other Occupations

Owen Freeman Freelance Journalist 44 Human NPC

Fedek Reporter 52 Vulcan NPC

Samantha Quincy Reporter 36 Human NPC

Horace Cook 83 Denobulan NPC

DeMarcus Green Cook 41 Human NPC

J.J. Mayweather Barber 29 Human NPC

Selena Raphael Hair Stylist 26 Human NPC

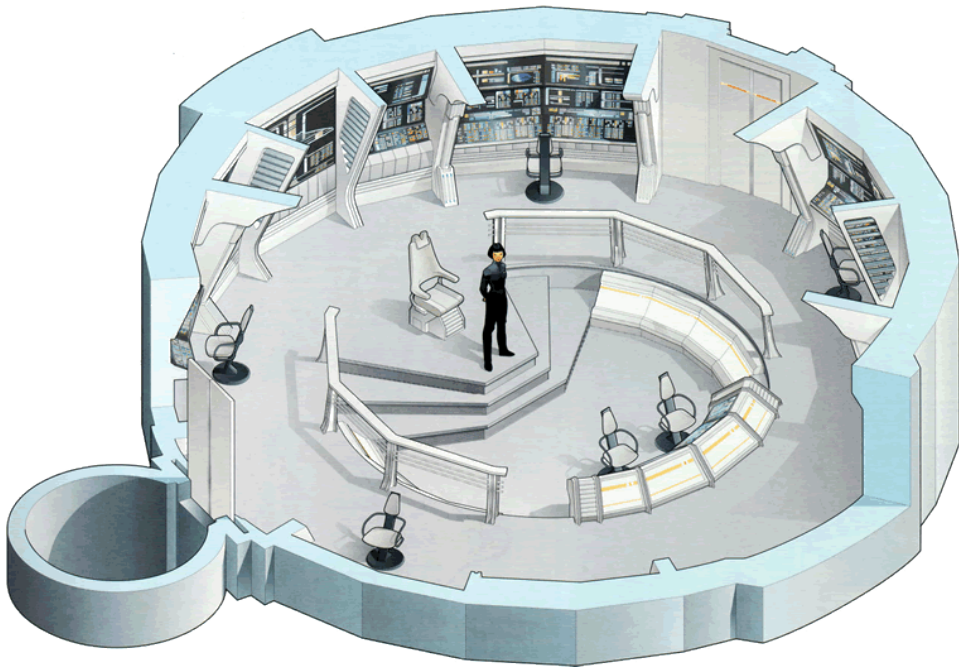
Darhk Proprietor 57 Ferengi NPC

Ajani Obatu Botanical Assistant 26 Human NPC

William Sevigny Attorney 63 Human NPC

Utopia Planitia Shipyards

Deck Listings



Saucer Section (Alpha)

Deck 1: Main Bridge, Captain's Ready Room, Observation Room, Escape Pod Access, Upper Sensor Platform, Docking Port.

Deck 2: Officer's Mess, VIP Quarters, Executive Officer's Office, Labs and Storage, Upper Sensor Platform Subsystems, Escape Pod Access, Conference Room, Environmental Controls and Matter Storage.

Utopia Planitia Shipyards**Deck Listings****Saucer Section Continued**

Deck 3: Captain's Quarters, First Officers' Quarters, and VIP Quarters, Equipment Storage, Testing Isolation Chamber, Turbolift Maintenance, Senior Crew Quarters and Holodeck 1, Chief of Security Office, Chief of Tactical Office, Security Offices, Secondary Armory, Crew Quarters, Life Support Control, Sensor Controls, Environmental Controls, Dorsal & Lateral Phaser Array Subsystems.

Deck 4: Crew quarters, , Transporters Rooms (2 – 1P/S), Phaser Maintenance, Forward Sensor Pallet Subsystems and Escape Pod Access, Main Lounge & Primary Mess Hall, Computer Core Access Bay, Antimatter Storage, Main Security, Brig, Main Armory, and SIF & IDF Generators, Chief Science Officer's Office, Main Science, Stellar Cartography, Astrometrics, Cargo Bay 1 (upper), Lateral Sensor Array Subsystems.

Deck 5: Crew Quarters, Library, Photonic Lab, Transporter Pattern Buffers (2 - 1 P/S), Sensor Gear, Escape Pod Access, Computer Core, Cargo Bays 1 & 2, Labs, Escape Pod Access, RCS Thruster Access, Dorsal Saucer Nacelle Subsystems Access

Deck 6: Alpha Engineering Control, Crew Quarters, Aux Deflector Control, Aux Computer Core, Escape Pod Access, Ventral Nacelle Subsystems, Transporters Rooms (2 – 1P/S), Gymnasium, Recreation Lounge, Racket Ball court, Slingball Court, Phaser Range, Holodeck 2, Matter Storage, Cargo Bay 3

Deck 7: Counselor's Office, Chief Medical Officer's Office, Primary Sickbay, Primary Sickbay Support Systems (ICU, Biohazard Support, Radiation Treatment Wards, Surgical Ward, Critical Care, Null-Gravity Treatment, Isolation Suites, Morgue etc.), Impulse Engine Subsystems, Forward Torpedo Launch Bays , Torpedo Loading Maintenance

Utopia Planitia Shipyards**Deck Listings****Secondary Hull Continued**

Deck 8: Deuterium Tankage, Upper Premix Chamber, And Aft Work Pod Storage, Deuterium Processing, Port/Starboard/Forward Docking Ports, ODN/EPS Main Trunks, Secondary Sickbay, Deuterium Tankage, Warp Engine Core Injector Access, Main Shuttlebay, Shuttlebay Storage (SB2), Flight Control Center, Secondary Bridge.

Deck 9: Cargo Loading Doors, Crew Quarters and Non-specific Labs, Aux Engineering Control, Non-Specific Science Laboratories (8 – 5P/3S), Matter Processing, Consumables Resupply Connectors

Deck 10: Aft EV Access Airlock, Main Computer Core, Forward Photon Torpedo Launchers, Reserve Warp Engine Core, And Main Navigational Deflector

Deck 11: Main Engineering (upper), Warp Core, Auxiliary Warp Engine, Main Computer Core, Main Navigational Deflector, Variable Environment Quarters

Deck 12: Main Engineering (lower), Engineer's Office, Warp Core, Environmental Control, Antimatter Tankage, Main Deflector Control Systems

Deck 13: Warp Core, Labs, Escape Pod Access, And Secondary ODN/EPS Trunks

Deck 14: Transporters Rooms (2 – 1P/S), Aft Lounge, Aux Mess hall, Crew Quarters, Cargo Bay 2 (upper), Aft Torpedo Launch Bays

Deck 15: Crew Quarters, Cargo Bay 2 (lower), Antimatter Processing, Aft Tractor Beam Emitter, Tractor Beam Subsystems, Escape Pod Access, and Ground Hover Footpad Systems

Deck 16: Antimatter Loading Port, Forward Tractor Beam Emitter, Tractor Beam Subsystems, Plasma Relay Control Rooms and Ground Hover Footpads

Utopia Planitia Shipyards

Crew Facilities Details

General Overview

All crew and officers' quarters are located on decks 3, 4, 6, 9, 14, and 15; with special variable environment quarters on Deck 11 for crew with special comforts.

Individuals assigned to a Chimera class for periods over six months are permitted to reconfigure their quarters within hardware, volume, and mass limits. Individuals assigned for shorter periods are generally restricted to standard quarters configuration.

Crew Quarters

Standard Living Quarters are provided for both Starfleet and non-commissioned Officers. This includes their families as well, those officers with children are assigned larger quarters with viewports.

Crewmen can request that their living quarters be combined to create a single larger dwelling. Due to the mission profile of the Chimera class Vessel, crew accommodations aboard are generally less comfortable than other ships of the line.

Officers' Quarters

Starfleet personnel from the rank of Ensign up to Commander are given one set of quarters to themselves (cohabitation is not required).

These accommodations typically include a small bathroom, a bedroom (with standard bed), a living/work area, a food replicator, an ultrasonic shower, personal holographic viewer, and provisions for pets.

Officers may request that their living quarters be combined to form one large dwelling.

Executive Quarters

The Captain and Executive Officer aboard a Chimera class both have special, much larger quarters on Deck 3.

Utopia Planitia Shipyards

Crew Facilities Details

Executive Quarters Continued

These quarters are much more luxurious than any others on the ship, with the exception of the VIP/Diplomatic Guest quarters. Both the Executive Officer's and the Captain's quarters are larger than standard Officers Quarters, and this space generally has the following accommodations: a bedroom, living/work area, bathroom, food replicator, ultrasonic shower, old-fashioned water shower, personal holographic viewer, provisions for pets, and even a null grev sleeping chamber.

The Captain's quarters are on Deck 3, forward most position, with an expansive view of the bow of the ship and beyond.

VIP/Diplomatic Guest Quarters:

The Chimera class is a symbol of UFP authority, a tool in dealing with other races. Wide-ranging and exploratory as the class's mission profile is, the need for VIP quarters is critical, if not often.

These quarters are located on Deck 2. These quarters include a bedroom, spacious living/work area, personal viewscreen, ultrasonic shower, bathtub/water shower, and provisions for pets, food replicator, and a null-grev sleeping chamber. These quarters can be immediately converted to class H, K, L, N, and N2 environments. While smaller in size than those facilities aboard a Galaxy class or the newer Odyssey class vessel, they are still far superior in fit and finish when compared to Starfleet Officer quarters.

Recreation Systems

General Overview: Many of the Chimera class's missions take extended periods of time far from the usual niceties of Federation Starbases for R&R; as such, the ship is equipped to provide a home away from home for the Crew and their families.

Holodecks

There are two medium-sized holodecks aboard the ship. Located on Deck 3 and 5, these Holodecks are proprietary Federation Technology and can comfortably support up to 15 people at a time.

Utopia Planitia Shipyards

Crew Facilities Details

Target Range

Test of skill is an important form of recreation in many cultures, and the Intrepid class provides a facility especially for such pursuits. The facility sports self-healing polymer absorptive targets for a variety of projectile and bladed weapons firing and/or tossing. In the rear of the Target Range facility is a locked area protected by forcefield in which phased weapons firing is done. The phaser range is also used by security to train ship's personnel in marksmanship. During training, the holo-emitters in the phaser range are activated, creating a holographic setting, similar to what a holodeck does. Personnel are "turned loose;" either independently or in an Away Team formation to explore the setting presented to them, and the security officer in charge will take notes on the performance of each person as they take cover, return fire, protect each other, and perform a variety of different scenarios. All personnel on an Intrepid class are tested every six months in phaser marksmanship.

Gym Facilities

Some degree of physical fitness is a requirement for Starfleet Officers and all starships provide some sort of facilities to maintain that aboard. On Chimera class vessels, these facilities are not overly spacious, but well outfitted and located on Deck 5. The facilities include variable weight machines, isometric machines, and callisthenic machines and a sparring ring configured for Anbo-Jitsu but easily modified and/or expanded for other practices. All equipment is equipped with the ability to variate gravity for those species that are physically biased toward higher or lower than standard gravity. An emergency medical kit is located in an easily visible location near the door to the Gym.

Crew Messhall

The crew mess hall serves double duty aboard the Chimera class due to the ship's workhorse nature. Located in the forward section of Deck 4, the Mess is equipped with a two mass use food replicators with an extensive recipe listing from over two hundred worlds. Eating accommodations are provided by a slew of tables and chairs.

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Crew Facilities Details

Aft Lounge

At the rearmost part of the secondary hull on Deck 14 sits the aft lounge, a crew recreation area. The Aft Lounge has a battery of recreational games and assorted "stuff." 3-D chess, octagonal billiards tables, and a storage center with more eclectic games such as Plak-tow can be found in the mess hall.

Medical Systems

Sickbay

The sickbay, located on Deck 7, consisted of a circular surgical area with a single bio-bed on a slightly raised dais and a computer workstation a few feet from the bio-bed and an office area to the aft of the surgical area. Around the surgical area was a circular walkway which provided access to the office area and surgical area while still affording the surgical area with a degree of privacy. Between the surgical area and the chief medical officer's desk, which faced the bio-bed and was in a recessed alcove with LCARS computer access panels on the wall of the alcove, was a duty nurse's station and pharmacy station.

Should the need arise the Chimera's sickbay is supplemented by the Emergency Medical Protocol, which when initiated automatically activates the trauma ward program in all of the holodecks which recreates a fully equipped trauma ward. In addition during an emergency selected deck panels are beamed from sickbay to a cargo bay while bio-beds are simultaneously beamed into place in sickbay and connected by engineers standing by in sick-bay.

The Chimera's sickbay underwent a major refit/upgrade as a result of Starfleet Command becoming aware of the woefully under equipped nature of the original configuration in regards to cases of multiple patients need to be treated at the same time with little or no fore warning. As a result the Chimera's sickbay was upgraded so its simultaneous treatment capabilities equaled those of the Intrepid class' sickbay. The new sickbay is equipped with the chief medical officer's office, a load-out of three state of the art bio-beds along one wall and one dedicated state of the art surgical bio-bed in the surgical bay, and a small medlab.

Utopia Planitia Shipyards

Crew Facilities Details

Sickbay Continued

As a result of the upgrades to the sickbay the Chimera's medical capabilities were significantly expanded thereby allowing the ship to potentially be assigned to more medical oriented missions than previously possible given sickbay's original configuration.

Counselor's Office

The Counselor's office is located on Deck 5 to assure a more efficient medical treatment environment. The Counseling suite consists of three small offices for staff on duty a common area and the Chief Counselor's office. The usual plain duranium walls are softened with an atypical palette outside of the normal Starfleet gray and blue. There are no visual sensors in this office and audio recordings are done only with the voice code of the Counselor.

Emergency Medical Hologram

The Chimera had been outfitted with the Mark III EMH at the time of her completion. By the end of her first tour the Mark III had been succeeded by the Mark IV and Mark V EMHs. With the installation of each EMH the Chimera EMH back-up module for the previous version of the program was removed, placed in storage for eventual transfer to the Starfleet Corp of Engineers, and re-placed with the back-up module for the present version of the program. Providing the communications links between the holographic emitters on the ship are fully functional the EMH can be transferred between the areas if necessary, however this procedure is not recommended as the EMH can be permanently lost if the systems are disrupted during the transmission.

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Computer Systems

Universal Translator

All Starfleet vessels make use of a computer program called a Universal Translator that is employed for communication among persons who speak different languages. It performs a pattern analysis of an unknown language based on a variety of criteria to create a translation matrix. The translator is built in the Starfleet badge and small receivers are implanted in the ear canal.

The Universal Translator matrix aboard Chimera class starships consists of well over 100,000 languages and increases with every new encounter.

LCARS

Acronym for Library Computer Access and Retrieval System, the common user interface of 24th century computer systems, based on verbal and graphically enhanced keyboard/display input and output. The graphical interface adapts to the task, which is supposed to be performed, allowing for maximum ease-of-use. The Prometheus class operates on LCARS build version 5.0a (See Holo-graphic Interfacing) to account for increases in processor speed and power, limitations discovered in the field in earlier versions, and increased security.

Holographic Interfacing

In addition to upgrades in LCARS technology, the Chimera class design incorporated holographic emitters on all decks and all sections of the starship. EMH and ECH programming were integrated as well as customizable holographic interfaces for each ship board department. To take full advantage of the emitter arrays scattered throughout the ship interface avatars are accessible through upgrade and individual programming.

Computer Core

The Chimera was outfitted with a state of the art, custom, computer system programmed with the most up to date LCARS computer software and computer database. The computer system is formally known as the M16a tri-core bio-neural gel pack isolinear III processor.

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Computer Systems

Computer Core Continued

The computer system is formally known as the M16a tri-core bio-neural gel pack isolinear III processor. The M16a tri-core bio-neural gel pack isolinear III processor is a variant on the standard mark sixteen multi-tronic computer equipped with third generation Isolinear circuitry and bio-neural gel packs. The differences between a M16 bio-neural gel pack isolinear III processor and a M16a tri-core bio-neural gel pack isolinear III processor are the addition of a third computer core, as compared to the standard two, to assist in coordinating the second docking system and speed up communications while the ship is in multi-vector assault mode, and the use of second generation bio-neural gel packs which contain one point five times the synthetic neurons as standard gel packs resulting in a fifty percent increase in data transmission and processing.

In addition to the main computer system the Chimera is equipped with two secondary cores which are brought on-line during the Tactical mode and take over the main computer functions for the duration of the engagement.

Number of computer cores: Three. The primary computer core is accessed in the control room on Deck 5 in amidships for maximum protection. It covers five decks and extends from Deck 2 to Deck 5. The Auxiliary core is located on Deck 10 and extends down to Deck 12, covering three decks. It is fed by two sets of redundant EPS conduits as well as primary power.

Type: The M16a series computer core is built under contract for the Chimera class vessel by Krayne Systems, an independent contractor based on Bynar. The structure of the computer is similar to that of most other supercomputing systems in use by Federation vessels with stack segments extending through the ship forming trillions of trillions of connections through the processing and storage abilities of modern isolinear chips. Cooling of the iso-linear loop is accomplished by a regenerative liquid helium loop, which has been refit to allow a delayed-venting heat storage unit for "Silent Running." For missions, requirements on the computer core rarely exceed 45-50% of total core processing and storage capacity.

Utopia Planitia Shipyards

Computer Systems

Computer Core Continued

The rest of the core is utilized for various scientific, tactical, or intelligence gathering missions - or to backup data in the event of a damaged core.

Bio-Neural Gel Packs:* Referred to typically as BNGs, Bio-Neural Gel Packs are a new innovation in shipboard data processing and routing. Mounted at strategic locations along the ODN pathways, each BNG consists of an artificial bio-fluid that allows transmission of neural signals. The heart of the BNG is a packet of neural clusters, grown copies of strands similar to those found in the brains of sentient beings. These clusters give the ship's computer 'instinctive' data processing and routing ability as well as allowing the ship's computer to utilize 'fuzzy logic' to speed up probability calculations much as a living, breathing entity would.

Though a breakthrough in shipboard technology, the BNG has shown one liability in that the biological components can contract contagions and make the ship 'sick'.

Holographic Communications System

The Aquila is outfitted with a mark two Holographic Communications System (a.k.a. Mark II Holo-Communicator) which, like the Mark I, allows officers onboard holo-communicator equipped vessels to converse as if in the same room by sending holograms of each other courtesy of installed holo-projectors. Unlike the Mark I holo-communicator the Mark II holo-communicator is equipped with a Holofilter and was also capable of projecting multiple holograms thereby allowing a conference mode. Both incarnations of the holo-communicator are very robust and are able to easily resist the effects of a cascade virus. The holo-communications system of the Chimera, unlike other vessels holo-communicators, is integrated into holo-emitters on the bridge and rest of Deck One thereby allowing a hologram to be projected anywhere on deck one versus only in the projection circle of the Mark One Holo-Communicator.

Utopia Planitia Shipyards

Computer Systems

These various diagnostic protocols are generally classified into five different levels, each offering a different degree of crew verification of automated tests. Which type of diagnostic is used in a given situation will generally depend upon the criticality of a situation, and upon the amount of time available for the test procedures.

Level 1 Diagnostic - This refers to the most comprehensive type of system diagnostic, which is normally conducted on ship's systems. Extensive automated diagnostic routines are performed, but a Level 1 diagnostic requires a team of crew members to physically verify operation of system mechanisms and to system readings, rather than depending on the automated programs, thereby guarding against possible malfunctions in self-testing hardware and software. Level 1 diagnostics on major systems can take several hours, and in many cases, the subject system must be taken off-line for all tests to be performed.

Level 2 Diagnostic - This refers to a comprehensive system diagnostic protocol, which, like a Level 1, involves extensive automated routines, but requires crew verification of fewer operational elements. This yields a somewhat less reliable system analysis, but is a procedure that can be conducted in less than half the time of the more complex tests.

Level 3 Diagnostic - This protocol is similar to Level 1 and 2 diagnostics but involves crew verification of only key mechanics and systems readings. Level 3 diagnostics are intended to be performed in ten minutes or less.

Level 4 Diagnostic - This automated procedure is intended for use whenever trouble is suspected with a given system. This protocol is similar to Level 5, but involves more sophisticated batteries of automated diagnostics. For most systems, Level 4 diagnostics can be performed in less than 30 seconds.

Level 5 Diagnostic - This automated procedure is intended for routine use to verify system performance. Level 5 diagnostics, which usually require less than 2.5 seconds, are typically performed on most systems on at least a daily basis, and are also performed during crisis situations when time and system resources are carefully managed.

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Tactical Systems

Phaser's

Phaser Array Arrangement: The dorsal saucer section is covered by four phaser strips; two of which extend from the aft curvature, along the length of the saucer and stop short of the auxiliary deflector incision. The aft firing arc is covered by three smaller arrays angled on the rear of the saucer section. The relative bottom of the ship is protected by four similar arrays as on the dorsal saucer section, extending to the rear of the saucer and following the curve to the aux deflector incision. Along with those arrays, are four small aft-angled phaser strips similar to the dorsal aft-fire strips. Additional protection is provided by a single array that extends laterally across the ventral engineering hull just fore of the warpcore ejection port. Far-aft strips are provided on the underside of the mobile nacelle pylons and under the shuttlebay landing deck on the upperside of the ship for a total ship's complement of 18 arrays.

Phaser Array Type

The Chimera class utilizes the Type XII array system. The eighteen arrays are all Type-XII, the new standard emitter. Each array fires a steady beam of phaser energy, and the forced-focus emitters discharge the phasers at speeds approaching .986c (which works out to about 182,520 miles per second - nearly warp one). The phaser array automatically rotates phaser frequency and attempts to lock onto the frequency and phase of a threat vehicle's shields for shield penetration.

Phaser Array Output

Each phaser array takes its energy directly from the impulse drive and auxiliary fusion generators. Individually, each type XII-emitter can only discharge approximately 5.1 MW (megawatts). However, several emitters (usually two) fire at once in the array during standard firing procedures, resulting in a discharge approximately 10.2 MW.

Phaser Array Range: Maximum effective range is 300,000 kilometers.

Primary Purpose: Defense/Anti-Spacecraft

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Tactical Systems

Torpedo Launchers

Arrangement

Four standard torpedo launchers. Two fore, and two aft. Torpedo tubes one and two (fore), are located over the main deflector dish in the engineering section. Aft coverage is handled by a third and fourth torpedo launcher facing the rear of the ship in the warp pylon bridge near where it meets the engineering section.

Type

Type-6, Mark-XXV photon torpedo, capable of pattern firing (sierra, etc.) as well as independent launch. Independent targeting once launched from the ship, detonation on contact unless otherwise directed by the tactical officer.

Type

Type-7, Mark XI Quantum torpedo, capable of pattern firing (sierra, etc.) as well as independent launch. Independent targeting once launched from ship, detonation on contact unless otherwise directed by the tactical officer.

Payload

The Chimera class can carry a maximum of 175 torpedo casings. Of that complement, 10 are typically configured as probes with a manufacturing capacity to produce 10% more torpedoes with available warheads.

Range: Maximum effective range is 3,500,000 kilometers.

Primary purpose: Assault

Secondary purpose: Anti-Spacecraft

Tactical Department

This multi-room department is located in a restricted area on Deck 4. Within it are the entrances to the phaser range, the auxiliary weapon control room and to the Ship's Armory, as well as the office of the Chief of Security.

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Tactical Systems

Tactical Department Continued

Security Office

The Chief of Security's office is decorated to the officer's preference. It contains a work area, a personal viewscreen, a computer display, and a replicator.

Tactical Office: The Chief of Tactical's office is decorated to the officer's preference. It contains a work area, a personal viewscreen, a computer display, and a replicator.

Main Security Office

Located on Deck 4 the multi-task office is used by both Tactical and Security crew for general meetings, shift assignments/reports and contains the auxiliary weapons control, internal shield control and internal sensors.

Brig

Located on Deck 5, the brig is a restricted access area whose only entrance is from within the Security Department on Deck 4. The Chimera class vessel has four double occupancy cells, which contain beds, a retractable table and chairs, a water dispenser, and sanitary facilities. The cells are secured with a level 10 forcefield emitter built into each doorway.

Internal Forcefields

Controlled from the bridge or from the Security office on Deck 4, forcefields can be activated throughout the ship, effectively sealing off sections of the hallway from the remainder of the vessel.

Internal Sensors:

Used to monitor the internal security of the ship. They can identify the location of specific crewmembers that are wearing their commbadge. They can be used to determine the general location of any person on board the ship, based on the entry of specific variables by the Tactical officer.

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Tactical Systems

Tactical Department Continued

Ship's Armory

This room is located in a restricted area on Deck 4 and is under constant guard. The room is sealed with a level 10 forcefield and can only be accessed by personnel with Level-4 or above security clearance granted by the Command staff or Chief of Security. Inside the armory is a work area for maintenance and repair of phasers as well as multiple sealed weapons lockers. The Chimera class starship carries enough type-I and type-II phasers to arm the entire crew. Type-III phaser rifle and the new compression phaser rifles are available as well, but only in enough numbers to arm approximately 1/3 of the crew. Heavy ordnance is available in limited numbers.

Armory Inventory includes:

50 Type-I Phasers

150 Type-II Phaser pistols

40 Type-III Phaser rifles

30 Type-IIIC Compression Phaser rifles

20 M23 Phaser Pistols

Personnel Phasers range in power settings from 1 (Light-Stun) to 16 (Atomize).

Ablative Shield Generator

The Ablative Shield Generator is composed of 4 basic components:

1. Subspace divergence field generators.
2. Modified transporter pattern buffer.
3. Molecular pattern storage unit.
4. Emitter array.

The subspace divergence field has the ability to duplicate matter atom to atom of equal energy mass ($E=mc^2$).

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Tactical Systems

Ablative Shield Generator Continued

This field is generated in modified dual shield generators. The field is then shunt into the transporter pattern buffer where the subspace field is processed to give it an energy pattern of certain matter with the same properties such as colour, texture, and strength. The pattern is from the molecular pattern storage unit which contains the energy and molecular pattern of the metal known as adamantium. Adamantium is one of the strongest metals known to exist second only to neutronium. Why adamantium and not neutronium? Neutronium would burn out the pattern buffer instantly. Though adamantium can be replicated, the maximum possible output is only 2kg a day, so therefore, simulated adamantium is the next best solution. Also a starship does not have the energy storage to create a true shell around the ship. The newly formed adamantium pattern is sent to the emitter array where it forms a shell less than 1mm thick around the ship a few metres away, following the contours of the hull like the standard shield grid. This process differs from particle synthesis.

Since the shield generator requires a lot of power to maintain its “molecular structure,” the ship has to sacrifice power from areas that also require a lot of power, such as warp drive or weapons. If for example weapons are needed, then warp engines are deactivated. If warp drive is needed, then weapons are powered down. It is a similar problem for warp capable stealth ships that uses cloaking devices such as the Klingons and the Romulans. Since the adamantium shell does not have a true molecular structure, then the shell can be opened and closed very easily in order to fire weapons for example. Openings in the shell for impulse and thrusters exhaust, warp grille and others are protected by independent force fields.

Secondary Purpose: Assault

Deflector Shields

Type: Symmetrical oscillating subspace graviton field. This type of shield is similar to those of most other starships.

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Tactical Systems

Deflector Shields Continued

Other than incorporating the now mandatory nutational shift in frequency, the shields alter their graviton polarity to better deal with more powerful weapons and sophisticated weaponry (including Dominion, Breen, and Borg systems).

During combat, the shield sends data on what type of weapon is being used on it, and what frequency and phase the weapon uses. Once the tactical officer analyses this, the shield can be configured to have the same frequency as the incoming weapon - but different nutation. This tactic dramatically increases shield efficiency.

Output:

There are 14 shield grids on the Chimera class and each one generates 157.35 MW, resulting in total shield strength of 2,202.09 MW, however typical shield configuration is 8 emitters with an output of 1,258.8 MW. The power for the shields is taken directly from the warp engines and impulse fusion generators. If desired, the shields can be augmented by power from the impulse power plants.

The shields can protect against approximately 52% of the total EM spectrum (whereas a Galaxy class Starship's shields can only protect against about 23% and the Intrepid protects against about 42%), made possible by the multi-phase graviton polarity flux technology incorporated into the shields.

Range

The shields, when raised, maintain an average range is 30 meters away from the hull.

Primary purpose: Defense from hazardous radiation and space-borne particulates.

Secondary purpose: Defense from enemy threat forces

Emergency Command Hologram

The Chimera was outfitted with the prototype of Starfleet's Mark I Emergency Command Hologram which was based on the ECH extension that was added to the starship Voyager 's Mark I EMH.

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Tactical Systems

Emergency Command Hologram Continued

When installed protocols were established for the chain of command regarding the ECH which stated the ECH was merely an command advisor and could only assume command of the ship if all members of the senior staff were incapacitated. However the ECH command protocol did state that the ECH could be given temporary command (i.e. as in while the Captain was off the bridge or command of bridge for a night shift) of the bridge like any other officer.

Security Levels

Access to all Starfleet data is highly regulated. A standard set of access levels have been programmed into the computer cores of all ships in order to stop any undesired access to confidential data.

Security levels are also variable, and task-specific. Certain areas of the ship are restricted to unauthorized personnel, regardless of security level. Security levels can also be raised, lowered, or revoked by Command personnel.

Security levels in use aboard the Chimera class are:

Level 10 – Captain and Above

Level 9 – First Officer

Level 8 - Commander

Level 7 – Lt. Commander

Level 6 – Lieutenant

Level 5 – Lt. Junior Grade

Level 4 - Ensign

Level 3 – Non-Commissioned Crew

Level 2 – Civilian Personnel

Level 1 – Open Access (Read Only)

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Tactical Systems

Security Levels Continued

Note: Security Levels beyond current rank can and are bestowed where, when and to whom they are necessary.

The main computer grants access based on a battery of checks to the individual user, including face and voice recognition in conjunction with a vocal code as an added level of security.

Propulsion Systems

Reaction Control System

The Chimera is equipped with Starfleet's standard issue Reaction Control System, the heart of which are the RCS thrusters (short for Reaction Control System thrusters). The RCS thrusters are the standard maneuvering thrusters found on Federation starships and shuttlecraft. The thrusters utilize interstellar deuterium collected by the Bussard collectors to generate thrust. Like impulse, acceleration provided by the thrusters does result in time dilation effects so as a result high speeds, if the thrusters were capable of producing them, would not be advised. In order to conduct a full, emergency thruster shutdown, deuterium must be vented from the system.

Type: Standard Version 3 magneto-hydrodynamic gas-fusion thrusters.

Output: Each thruster quad can produce 3.9 million Newtons of exhaust.

Impulse Drive

The Impulse Drive on the Aquila is, like all Impulse Drives, essentially a magnetoplasma dynamic thruster, consisting of a fusion reactor, an accelerator-generator, a space-time driver coil assembly and a vectored thrust nozzle to direct the plasma exhaust. The fusion reaction generates a highly energized plasma. This plasma, ("electro-plasma") can be employed for propulsion, or can be diverted to the power transfer grid, via EPS conduits, so as to supply other systems.

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Propulsion Systems

Impulse Drive Continued

The accelerated plasma is passed through the driver coils, thereby generating a subspace field which improves the propulsive effect.

Type

Outfitted with twin fusion-powered Krayne-21 impulse drives mounted on the aft section of the nacelle pylons. Built by Krayne Industries, the K-21 drives were specially designed for the Chimera class with tolerances built-in for the ship specific geometry, as well as variable ethereal vanes for direction of hydrogen flow.

Output

The impulse engine can propel an Chimera class starship at speeds just under .25c, at "Full Impulse" and an upper ceiling of .80c at three quarters the speed of light. Generally, Starfleet Vessels are restricted to .25c speeds to avoid the more dramatic time dilation effects of higher relativistic speeds. However, such restrictions can be overridden at the behest of the ship's cap-tain.

Warp Drive

The warp drive on the Chimera Class is a tetryon warp plasma warp drive system which operates in the same manner as non-Tetryon warp plasma warp drive systems except for the fact that Tetryon warp plasma is used instead of normal electro-plasma to generate a superior propulsive effect. When the Tetryon warp plasma is released into space it temporarily disrupts any warp field it comes into contact with, essentially "stalling" said vessel's warp drive which forces it to go to Impulse. The warp drive on the Chimera is also augmented by the usage of Starfleet's most advanced design of Cerenkov emitters and the application of Quantum field assisted tetryon plasma technology which consists focusing a low power quantum field through the ship's main navigational deflector to generate minor changes in local space curvature which resulted in the Chimera's cruising speed of warp nine and maximum speed of warp nine point eight seven requiring only sixty-one point five per-cent of the amount of energy that was required to maintain the same speed prior to the quantum field projection refit.

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Utilities And Auxiliary Systems

Navigational Deflector

The Chimera was equipped, during its construction, with the navigational deflector design from the Akira-class enhanced with elements from the Sovereign-class starship's navigational deflector design. The enhancements allow the navigational deflector to operate with a marked increase in efficiency at higher warp speeds.

In spite of the fact of that the deflector design was used for a vessel with a lower maximum warp speed the Starfleet designers in charge of the Chimera Project felt that the design was still suitable (with minor modifications) since it was designed for a vessel with a wider beam measurement and a greater bow to stern length and a mass greater then that of the Chimera.

The deflector is located just forward of the primary engineering hull. Com-posed of molybdenum/duranium mesh panels over a tritanium framework (beneath the Duranium-Tritanium hull), the dish can be manually moved ten degrees in any direction off the ship's Z-axis. The main deflector dish's shield and sensor power comes from two graviton polarity generators located on Deck 10, each capable of generating 128 MW, which can be fed into two 480 millicochrane subspace field distortion generators.

Configuration of the dish differs from standard, with a setup geared toward high-speed and balanced against efficiency. The dual G-P generators are mounted with their own emitters that flank the main emitter assembly in the center of the dish.

Tractor Beam

Type: Multiphase subspace graviton beam, used for direct manipulation of objects from a submicron to a macroscopic level at any relative bearing to the Intrepid class. Each emitter is directly mounted to the primary members of the ship's framework, to lessen the effects of isopiestic subspace shearing, inertial potential imbalance, and mechanical stress.

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Utilities And Auxiliary Systems

Output

Each tractor beam emitter is built around three multiphase 15 MW graviton polarity sources, each feeding two 475-millicochrane subspace field amplifiers. Phase accuracy is within 1.3 arc-seconds per microsecond, which gives superior interference pattern control. Each emitter can gain extra power from the SIF by means of molybdenum-jacketed wave-guides. The subspace fields generated around the beam (when the beam is used) can envelop objects up to 920 meters, lowering the local gravitational constant of the universe for the region inside the field and making the object much easier to manipulate.

Range

Effective tractor beam range varies with payload mass and desired delta-v (change in relative velocity). Assuming a nominal 15 m/sec-squared delta-v, the multiphase tractor emitters can be used with a payload approaching 2,330,000 metric tonnes at less than 2,000 meters. Conversely, the same delta-v can be imparted to an object massing about one metric ton at ranges approaching 30,000 kilometers.

Primary purpose: Towing or manipulation of objects

Secondary purpose: Tactical/Defensive

Communications

Standard Communications Range: 30,000 - 90,000 kilometers

Standard Data Transmission Speed: 18.5 kiloquads per second

Subspace Communications Speed: Warp 9.9997

Holographic Communication System (see 4.3)

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Utilities And Auxiliary Systems

Transporter Systems

Number of Systems: 7

Personnel Transporters: 3 (Transporter Rooms 1-3)

Max Payload Mass: 900kg (1,763 lbs)

Max Range: 40,000 km

Max Beam Up/Out Rate: Approx. 100 persons per hour per Transporter

Cargo Transporters: 2

Max Payload Mass: 800 metric tons. Standard operation is molecular resolution (Non-Lifeform).

Set for quantum (Lifeform) resolution: 1 metric ton

Max Beam Up/Out Rate (Quantum Setting): Approx. 100 persons per hour per Transporter

Emergency Transporters: 2

Max Range: 15,000 km (send only) {range depends on available power}

Max Beam Out Rate: 100 persons per hour per Transporter (300 persons per hour with 4 Emergency Transports)

Science And Remote Sensing Systems

Sensor Systems

Long range and navigation sensors are located behind the main deflector dish, to avoid sensor "ghosts" and other detrimental effects consistent with main deflector dish millicochrane static field output. Additional sensors are placed behind the auxiliary deflector, allowing the Chimera class one of the most re-fined forward scanning capabilities of any ship in the fleet. Lateral sensor pallets are located around the rim of the entire Starship, providing full coverage in all standard scientific fields, but with emphasis in the following areas;

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Science And Remote Sensing Systems

Sensor Systems

Astronomical phenomena

Planetary Analysis

Remote Life-Form Analysis

EM Scanning

Passive Neutrino Scanning

Parametric subspace field stress (a scan to search for cloaked ships)

Thermal variances

Quasi-stellar material

Sub-Quantum Mass Particulates

Each sensor pallet (15 in all) can be interchanged and re-calibrated with any other pallet on the ship. Warp Current sensor: This is an independent sub-space graviton field-current scanner, allowing the Intrepid class to track ships at high warp by locking onto the eddy currents from the threat ship's warp field, then follow the currents by using multi-model image mapping.

The Chimera class starship is equipped with one high-power science sensor pallets in the saucer section, dorsal, aft of the bridge module and just aft of the upper, auxiliary deflector. The pallets are unplated for ease of upgrade and repair, as well as enhancing sensor acuity.

Tactical Systems

There are 12 independent tactical sensors on the Chimera class. Each sensor automatically tracks and locks onto incoming hostile vessels and reports bearing, aspect, distance, and vulnerability percentage to the tactical station on the main bridge. Each tactical sensor is approximately 90% efficient against ECM, and can operate fairly well in particle flux nebulae (which has been hitherto impossible).

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Science And Remote Sensing Systems

Astrometrics Laboratory

An advancement in integrated data processing, the Astrometrics Laboratory brings with it technological refinements used first aboard the USS Voyager (Intrepid Class). Served directly by the auxiliary computer core, the Astrometrics Lab conceivably has the largest single processing potential of any single laboratory aboard ship. Facilities include multiple multi-use consoles, control facilities, a large wrap-around viewscreen and a centrally placed dais with holo emitter.

All information is directed to the bridge and can be displayed on any console or the main viewscreen. When under warp or staffed by demand, the Astrometrics Laboratory is manned by one supervising officer and as many as eight subordinates.

Note: Astrometrics serves the functions of Stellar Cartography also.

Science Labs

There are 12 science labs on the Chimera class; three non-specific labs are located on Deck 5 and are easily modified for various scientific endeavors including Bio/Chem, and Physics tests and/or experiments – crews rotate often among these laboratories. Main Science and a bank of three well equipped labs make up the sciences suite on Deck 4. The Chief Science Officer's office is attached to this bank of labs. Astrometrics is located on Deck 4 amidships. Deck 2 serves as home to the Planetary Development, Geologic Studies, Languages/Archaeology, and Biologics Laboratories. On Deck 13, there are housed two of the more expansive and specialized labs that conduct Atmospheric Physics experiments, as well as the more dangerous High-Energy Physics (note: additional SIF Field Generators are installed in the bulkheads around this lab).

Probes

A probe is a device that contains a number of general purpose or mission specific sensors and can be launched from a starship for closer examination of objects in space.

Utopia Planitia Shipyards**Science And Remote Sensing Systems****Probes Continued**

There are nine different classes of probes, which vary in sensor types, power, and performance ratings. The spacecraft frame of a probe consists of molded duranium-tritanium and pressure-bonded lufium boronate, with sensor win-dows of triple layered transparent aluminum. With a warhead attached, a probe becomes a photon torpedo. The standard equipment of all nine types of probes are instruments to detect and analyze all normal EM and subspace bands, organic and inorganic chemical compounds, atmospheric constituents, and mechanical force properties. All nine types are capable of surviving a powered atmospheric entry, but only three are special designed for aerial maneuvering and soft landing. These ones can also be used for spatial bury-ing. Many probes can be real-time controlled and piloted from a starship to investigate an environment dangerous hostile or otherwise inaccessible for an away-team.

The nine standard classes are**CLASS I SENSOR PROBE**

Range: 2×10^5 kilometers

Delta-v limit: 0.5c

Powerplant: Vectored deuterium microfusion propulsion

Sensors: Full EM/Subspace and interstellar chemistry pallet for in-space applications.

Telemetry: 12,500 channels at 12 megawatts.

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Science And Remote Sensing Systems

Probes Continued

CLASS II SENSOR PROBE

Range: 4×10^5 kilometers

Delta-v limit: 0.65c

Powerplant: Vectored deuterium microfusion propulsion, extended deuterium fuel supply

Sensors: Same instrumentation as Class I with addition of enhanced long-range particle and field detectors and imaging system

Telemetry: 15,650 channels at 20 megawatts.

CLASS III PLANETARY PROBE

Range: 1.2×10^6 kilometers

Delta-v limit: 0.65c

Powerplant: Vectored deuterium microfusion propulsion

Sensors: Terrestrial and gas giant sensor pallet with material sample and re-turn capability; onboard chemical analysis submodule

Telemetry: 13,250 channels at ~15 megawatts.

Additional data: Limited SIF hull reinforcement. Full range of terrestrial soft landing to subsurface penetration missions; gas giant atmosphere missions survivable to 450 bar pressure. Limited terrestrial loiter time.

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Science And Remote Sensing Systems

Probes Continued

CLASS IV STELLAR ENCOUNTER PROBE

Range: 3.5×10^6 kilometers

Delta-v limit: 0.6c

Powerplant: Vectored deuterium microfusion propulsion supplemented with continuum driver coil and extended deuterium supply

Sensors: Triply redundant stellar fields and particle detectors, stellar atmosphere analysis suite.

Telemetry: 9,780 channels at 65 megawatts.

Additional data: Six ejectable/survivable radiation flux subprobes. Deployable for nonstellar energy phenomena

CLASS V MEDIUM-RANGE RECONNAISSANCE PROBE

Range: 4.3×10^{10} kilometers

Delta-v limit: Warp 2

Powerplant: Dual-mode matter/antimatter engine; extended duration sublight plus limited duration at warp

Sensors: Extended passive data-gathering and recording systems; full autonomous mission execution and return system

Telemetry: 6,320 channels at 2.5 megawatts.

Additional data: Planetary atmosphere entry and soft landing capability. Low observatory coatings and hull materials. Can be modified for tactical applications with addition of custom sensor countermeasure package.

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Science And Remote Sensing Systems

Probes Continued

CLASS VI COMM RELAY/EMERGENCY BEACON

Range: 4.3×10^{10} kilometers

Delta-v limit: 0.8c

Powerplant: Microfusion engine with high-output MHD power tap

Sensors: Standard pallet

Telemetry/Comm: 9,270 channel RF and subspace transceiver operating at 350 megawatts peak radiated power. 360 degree omni antenna coverage, 0.0001 arc-second high-gain antenna pointing resolution.

Additional data: Extended deuterium supply for transceiver power generation and planetary orbit plane changes

Flight Operations

Operations aboard a Chimera class starship fall under one of three categories: Flight Operations, Primary Mission Operations or Secondary Mission Operations.

Flight Operations are all operations that relate directly to the function of the starship itself, which include power generation, starship upkeep, environmental systems, and any other system that is maintained and used to keep the vessel space worthy.

Primary Mission Operations entail all tasks assigned and directed from the Main Bridge, and typically require full control and discretion over ship navigation and ship's resources.

Secondary Mission operations are those operations that are not under the direct control of the Main Bridge, but do not impact Primary Mission Operations. Some examples of secondary mission operations include long-range cultural, diplomatic, or scientific programs run by independent or semi-autonomous groups aboard the starship.

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Science And Remote Sensing Systems

Mission Types

Seeking out new worlds and new civilizations is central to all that Starfleet stands for. As something of a younger sister of the Galaxy class, Chimera turn their impressive technology and speed to the business of pushing back the veil of the unknown.

Mission for a Chimera class starship may fall into one of the following categories, in order of her strongest capable mission parameter to her weakest mission parameter.

Tactical/Defensive Operations: From inception the Chimera Class vessel was designed to be a front line tactical asset to potentially hostile space combat situations.

Deep-space Exploration: The Chimera class is equipped for long-range interstellar survey and mapping missions, as well as the ability to explore a wide variety of planetary classifications.

Ongoing Scientific Investigation: A Chimera class starship is equipped with scientific laboratories and a wide variety of sensor probes and sensor arrays, as well as the state-of-the-art dorsal subspace sensor assembly; giving her the ability to perform a wide variety of ongoing scientific investigations.

Federation Policy and Diplomacy: A Chimera class starship's secondary role is the performance of diplomatic operations on behalf of Starfleet and the United Federation of Planets. These missions may include transport of Delegates, hosting of negotiations or conferences aboard in the vessel's Conference Hall, courier for important people and/or items, and first contact scenarios.

Emergency/Search and Rescue: Typical Missions include answering standard Federation emergency beacons, extraction of Federation or Non-Federation citizens in distress, retrieval of Federation or Non-Federation spacecraft in distress. Planetary evacuation is not feasible.

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Science And Remote Sensing Systems

Operating Modes

The normal flight and mission operations of the Intrepid class starship are conducted in accordance with a variety of Starfleet standard operating rules, determined by the current operational state of the starship. These operational states are determined by the Commanding Officer, although in certain specific cases, the Computer can automatically adjust to a higher alert status.

Typical Modes Used

Red alert

Yellow alert

Blue alert

Silent running

Collision alert

Intruder alert

Decompression alert

Security alert

Cruise mode

Grey mode

Shift command

Alpha Shift – Captain (CO)

Beta Shift – Executive Officer (XO)

Gamma Shift – Rotated amongst Senior Officers

Maintenance

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Science And Remote Sensing Systems

Operating Modes Continued

Though much of a modern starship's systems are automated, they do require regular maintenance and upgrade. Maintenance is typically the purview of the Engineering, but personnel from certain divisions that are more familiar with them can also maintain specific systems.

Maintenance of onboard systems is almost constant, and varies in severity. Everything from fixing a stubborn replicator, to realigning the Dilithium matrix is handled by technicians and engineers on a regular basis. Not all systems are checked centrally by Main Engineering; to do so would occupy too much computer time by routing every single process to one location. To alleviate that, systems are compartmentalized by deck and location for checking. Department heads are expected to run regular diagnostics of their own equipment and report anomalies to Engineering to be fixed.

Emergency Operations

Emergency Medical Operations

Pursuant to Starfleet General Policy and Starfleet Medical Emergency Operations, at least 25% of the officers and crew of the Chimera class are cross-trained to serve as Emergency Medical Technicians, to serve as triage specialists, medics, and other emergency medical functions along with non-medical emergency operations in engineering or tactical departments. This set of policies was established due to the wide variety of emergencies, both medical and otherwise, that a Federation Starship could respond to on any given mission.

The Mess Hall on Deck 2 can serve as emergency intensive care wards, with an estimated online timeframe of 30 minutes with maximum engineering support. Cargo Bays 1 and 2 also provide additional space for emergency triage centers and recovery overflow. Portable field emitters can be erected for contagion management.

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Emergency Operations

Rescue and Evac Operations

Rescue and Evacuation Operations for an Chimera class starship will fall into one of two categories - abandoning the starship, or rescue and evacuation from a planetary body or another starship.

Lifeboats

Pods are located on almost all decks. Each pod can support a total of eighty-six person-days (meaning, one person can last eighty-six days, two can last for forty-three, etc.). Two pods are reserved for the top four officers in the chain of command on the Intrepid class, because they are the last four to leave the ship. These are located on Deck 1, just aft of the bridge. As the number of experienced Captains dwindles in Starfleet, the notion of a Captain going down with his ship has been abolished. If the ship is abandoned, the top four officers in the chain of command will wait until everyone else is off the ship, opt to arm the auto-Destruct (not always necessary, but there if needed), and then leave in the two escape pods. The current lifepods are called ASRVs, or autonomous survival and recovery vehicles. The first group of these was delivered in 2337 to the last Renaissance class starship, the USS Hokkaido.

In situations when the base vessel is not near a habitable system, up to four ASRVs may be linked together in a chain at junction ports to share and extend resources.

In extreme circumstances or where additional capability is required, the entire bridge module of the Intrepid class starship can be ejected and maneuver away on it's own thrusters. Since this is more time consuming than ejecting pods, this procedure is reserved only for situations where time is not critical.

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Emergency Operations

Rescue Scenarios

Resources are available for rescue and evacuation to Chimera class star-ship include:

The ability to transport 300 persons per hour to the ship via personnel transporters. The availability of the 2 Type-9 shuttlecraft to be on hot standby for immediate launch, with all additional shuttlecraft available for launch in an hours no-tice.

Total transport capabilities of these craft vary due to differing classifications but an average load of 50 persons can be offloaded per hour from a standard orbit to an M Class planetary surface.

Capacity to support up to 500 evacuees with conversion of the shuttlebays and cargo bays to emergency living quarters.

Ability to convert the Mess Hall to an emergency triage and medical center.

Ability to temporarily convert Cargo Bay 1 and 2 to type H, K, or L environments, intended for non-humanoid casualties.

Abandon-Ship Scenarios

Resources available for abandon-ship scenarios from an Chimera class starship include: T

he ability to transport 500 persons per hour from the ship via personnel and emergency transporters.

The availability of the 2 Type-9 shuttlecraft to be on hot standby for immediate launch, with all additional craft available for launch in an hours notice. Total transport capabilities of these craft vary due to differing classifications but an average load of 75 persons can be offloaded per hour from a standard orbit to an M Class planetary surface.

Protocols also include the use of Lifeboats. Each Chimera class vessel carries 48 of the 16-person variants, which measures 6 meters tall and 12 meters along the edge of the rectangle.

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Emergency Operations

Abandon-Ship Scenarios Continued

Environmental Suits are available for evacuation directly into a vacuum. In such a scenario, personnel can evacuate via airlocks, the flight bay, or through exterior turbolift couplings. Environmental suits are available at all exterior egress points, along with survival lockers spaced throughout the habitable portions of the starship. Standard air supply in an EV suit is 4 hours.

Warp Core Ejection

Though rare, starships occasionally face the horrible concept of a warp core breach. As the primary power source for a starship, the explosive power of a warpcore far surpasses the superstructure and structural integrity field strengths and most often ends in the complete destruction of the starship and anything within a 20km blast radius.

Modern starships have been equipped for this possibility and have the capability to eject their warpcore. The Intrepid class has an ejection port on the for-ward side of the ventral engineering hull. Magnetic rails inside the channel accelerate the core once disengaged from the ship and 'fires' it as far as 2000 meters away from the ship. The ship then moves away from the core as fast as possible under impulse power.

Should the core not go critical, the Chimera class can recover its warpcore by use of tractor beams and careful manipulation.

Secondary Core: Emergency ejection of the backup warp core is all but un-heard of since the core is never brought online in its storage slot. When in use in the primary core tube, ejection is identical.

Utopia Planitia Shipyards

Auxiliary Craft

General Overview

The Chimera class Main Shuttlebay is equipped with:

1 Type-11 shuttlecraft,

4 Type-9 shuttlecraft,

4 Workbees

1 Delta Flyer Class Runabout

Ordinance and Fuel

Flight Operations

TYPE-9 PERSONNEL SHUTTLECRAFT

Type: Medium long-range warp shuttle.

Accommodation: Two flight crew, two passengers.

Power Plant: One 400 cochrane warp engine, two 800 millicochrane impulse engines, four RCS thrusters.

Dimensions: Length, 8.5 m; beam, 4.61 m; height 2.67 m.

Mass: 2.61 metric tones.

Performance: Warp 6.

Armament: Two Type-VI phaser emitters.

The Type-9 Personnel Shuttle is a long-range craft capable of traveling at high warp for extended periods of time due to new advances in variable geometry warp physics. Making its debut just before the launch of the Intrepid-class, this shuttle type is ideal for scouting and recon missions, but is well suited to perform many multi-mission tasks. Equipped with powerful Type-VI phaser emitters, the shuttle is designed to hold its own ground for a longer period of time. Comfortable seating for four and moderate cargo space is still achieved without sacrificing speed and maneuverability.

Utopia Planitia Shipyards

Auxiliary Craft

TYPE-9 PERSONNEL SHUTTLECRAFT

Continued

As is standard by the 2360's, the shuttle is equipped with a medium-range transporter and is capable of traveling through a planet's atmosphere. With its ability to travel at high-warp speeds, the Type-9 has been equipped with a more pronounced deflector dish that houses a compact long-range sensor that further helps it in its role as a scout. The Type-9 is now being deployed throughout the fleet and is especially aiding deep-space exploratory ships with its impressive abilities.

Chimera's four Type 9 shuttles are: Athens, Corinth, Sikyon, Sparta

TYPE-11 PERSONNEL SHUTTLECRAFT

Type: Heavy long-range warp shuttle.

Accommodation: Four flight crew, six passengers.

Power Plant: One 400 cochrane warp engine, two 800 millicochrane impulse engines, four RCS thrusters.

Dimensions: Length, 16 m; beam, 9.78 m; height 4.25 m.

Mass: 28.11 metric tones.

Performance: Warp 6.

Armament: Four Type-V phaser emitters, two micro-torpedo launchers (fore and aft), aft-mounted veritable purpose emitter.

With an ultimate goal towards creating a useful all-purpose shuttlecraft, the designers of the Type-11 Personnel Shuttle set out to create a craft that was equipped with all the systems of a starship within the shell of a relatively small shuttle. Allocation of the larger Danube-class runabout to starships in the field proved too costly, and with the expressed need by the Sovereign class development team for a capable shuttle, the Type-11 was born. Its overall frame and components are a meshing of lessons learned in both the Type-9 and Danube class vessels.

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Auxiliary Craft

TYPE-11 PERSONNEL SHUTTLECRAFT

Continued

Impressive shielding, several phaser emitters, micro-torpedo launchers and a capable warp propulsion system makes this shuttle capable of performing a multitude of tasks. Both the ventral and dorsal areas of the shuttle feature a new magnaclamp docking port that is capable of linking up to other ships similarly equipped. A two-person transporter and a large aft compartment with a replicator adds to the shuttle's versatility. The end hope is that these all-purpose shuttles will replace the more specific-purpose crafts already stationed on starships, reducing the amount of space needed for shuttle storage in already-cramped bays. The Type-11 is now seeing selective deployment outside the Sovereign-class to further assess its capabilities in the field.

Chimera's Type 11 Shuttle is: Delphi

DELTA FLYER CLASS RUNABOUT

Type: Runabout

Accommodation: 1 person (pilot) at the Conn. Additional complement as mission requirements dictate - other console stations are Tactical, Engineering, Ops and a usually unmanned station

Power Plant: Warp: (2) Tuned Circumferential Warp Drive Units

Impulse: (2) Compact Subatomic Unified Energy Impulse Units

Dimensions: Overall length: 17.14 meters; Overall Beam: 12.2 meters, Overall Draft: 5.3 meters, Height: 16.2 metres

Mass: 180.6 metric tons

Performance: Rest-Onset Critical Momentum: 13.8 sec

Onset Critical Momentum-Warp Engage: 1.3 sec

Warp 1-Warp 3: 4.79 sec

Utopia Planitia Shipyards

Auxiliary Craft

DELTA FLYER CLASS RUNABOUT

Continued

Warp 3-Warp 6: 3.56 sec

Armament: 8 Type V Collimated Phaser Arrays

1 Mk 25 Direct-Fire Photon Microtorpedo Tube

Designed and built by the USS Voyagers crew, the Delta Flyer is intended to be a multi-purpose vessel along the lines of a Runabout. The craft incorporates many systems unique to a Starfleet design, a result of the Borg and other technology Voyager has experienced on its journey home. The hull of the Delta Flyer is highly aerodynamic, and is composed of tetraburnium alloys with parametallic plating. The layout is fairly conventional, a large cabin occupies the front portion, with the engineering section aft feeding nacelles to port and starboard. The EPS conduits in the plasma manifold are isomagnetic, minimizing power losses and increasing engine efficiency. There is a small cargo bay and transporter system installed in the flyer, along with the various systems usually associated with a vessel of this type. The area where the Delta Flyer differs most from other Starfleet designs is in the defence systems. The unimatrix shielding was developed by Lieutenant Commander Tuvok, while the weapons array developed by Seven of Nine is based on Borg technology and includes photonic missiles. While most of the Delta Flyers control systems are conventional, the helm controls are based on those of early to mid 20th century aircraft, a choice made by Lieutenant Paris for aesthetic reasons. On the Flyer's first mission it successfully rescued an advanced probe from deep within a gas giants atmosphere, and was subsequently a valuable asset for Voyager. However, the Flyer underwent its share of mishaps, in 2375 the vessel crash-landed on a hostile planet after encountering a severe ion storm, and in 2376 the Flyer was briefly inside a subspace ellipse. The ship was badly damaged again when a dark matter life form attacked it, but was able to escape without any fatalities. Unfortunately, 2376 proved to be the original Flyer's final year in service. Towards the end of the year Captain Janeway led a mission to infiltrate a Borg cube using the flyer, and it was detected and destroyed by the Queen.

Utopia Planitia Shipyards**Auxiliary Craft****WORK BEE**

Type: Utility craft.

Accommodation: One operator.

Power Plant: One microfusion reactor, four RCS thrusters.

Dimensions: Length, 4.11 m; beam, 1.92 m; height 1.90 m.

Mass: 1.68 metric tones.

Performance: Maximum delta-v, 4,000 m/sec.

Armament: None

The Work Bee is a capable stand-alone craft used for inspection of spaceborne hardware, repairs, assembly, and other activities requiring remote manipulators. The fully pressurized craft has changed little in design during the past 150 years, although periodic updates to the internal systems are done routinely. Onboard fuel cells and microfusion generators can keep the craft operational for 76.4 hours, and the life-support systems can provide breathable air, drink-ing water and cooling for the pilot for as long as fifteen hours. If the pilot is wearing a pressure suit or SEWG, the craft allows for the operator to exit while conducting operations. Entrance and exit is provided by the forward window, which lifts vertically to allow the pilot to come and go.

A pair of robotic manipulator arms is folded beneath the main housing, and allows for work to be done through pilot-operated controls. In addition, the Work Bee is capable of handling a cargo attachment that makes it ideal for transferring cargo around large Starbase and spaceborne construction facilities. The cargo attachment features additional microfusion engines for supporting the increased mass.