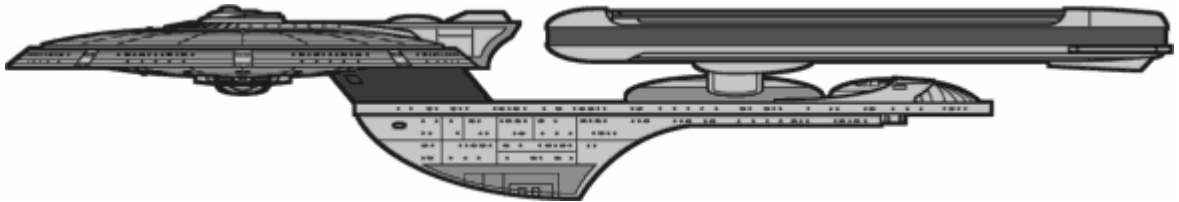


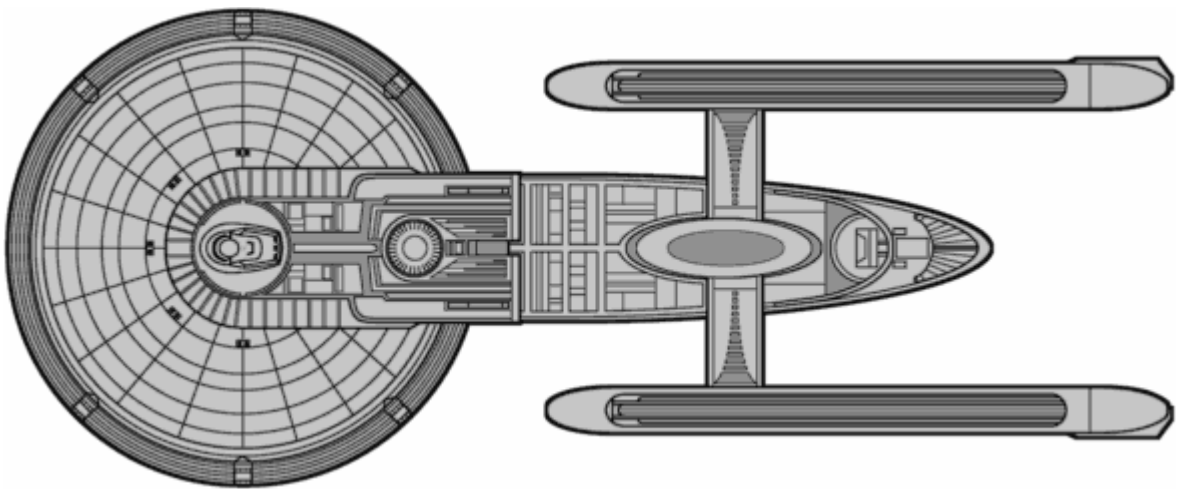


Excelsior class • Heavy Cruiser

PORT SIDE VIEW



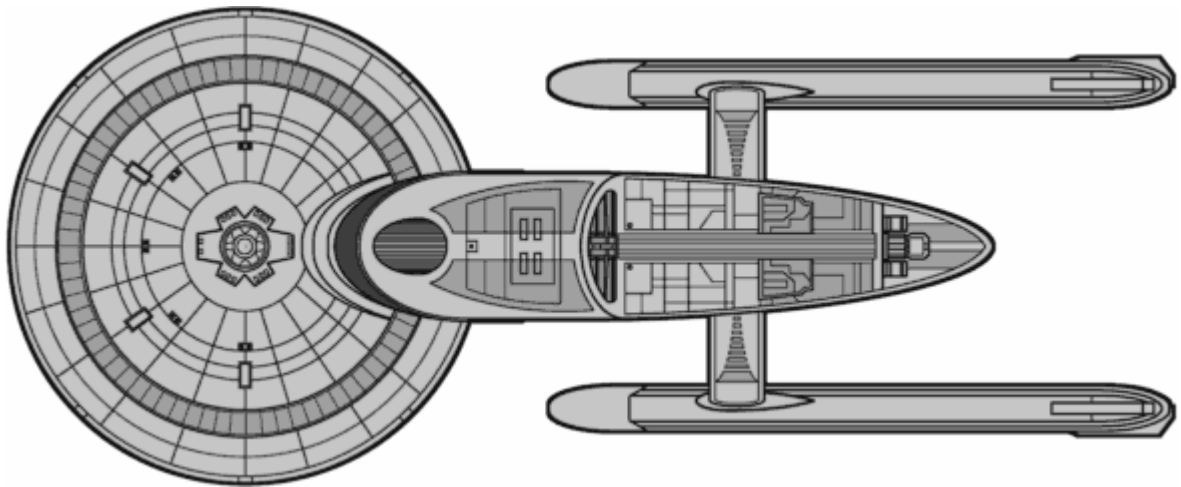
DORSAL VIEW



BOW VIEW



VENTRAL
VIEW



STERN
VIEW



One of the biggest goofs that the old FASA writers made was to include Transwarp Drive in their work. Any half-decent Trek fan knows that Transwarp was considered a failure in the canon of the show, and all of the Excelsior ships built—including the NCC-2000, to be famously captained by *USS Enterprise* alumnus Hikaru Sulu—used conventional warp engines. The FASA description of the Excelsior is almost comical when you realize how truly far from official Trek lore it is. Nevertheless, in FASA terms, the Excelsior design would become the backbone of the 'Transwarp fleet' and go on to become one of the most famous lines in all of Starfleet. In reality, the former is completely false, even if the latter is true in terms of the films and the television programs which have shown countless Excelsior ships in action.

There has also been a great deal of fan dispute over the FASA ship type designation system, particularly where ships like the Excelsior and the Galaxy class are concerned. Purists rail that Roddenberry is rolling in his grave over the "militarization" of Starfleet, and that there should be no such thing as a Starfleet "battleship" since even the largest Starfleet vessels are almost always primarily exploration ships, not gunboats. For the sake of maintaining some continuity, though, I have chosen—where it seems reasonable—to adhere to FASA's designation system, so the Excelsior is a "battleship". And Gene can keep on rolling.



Besides, the Excelsior is the undisputed queen of the battlefield in the old FASA Trek game system. Only the super-heavy ships from the TNG Officer's Manual have a chance against the Excelsior, but if we exclude

TNG-era vessels it is almost impossible for any single Klingon or Romulan ship to tackle the Excelsior one-on-one. Even the impressive Klingon L-24 battleship is not quite up to par, and only once or twice have I ever managed to beat an Excelsior with an L-24, and then it took a lot of lucky shots. Otherwise, the Excelsior is the thug of Starfleet: massive, awesomely powerful, capable of clobbering multiple smaller opponents at will.

Artistically, I must admit, it took years for the Excelsior design to grow on me. When I first saw **Star Trek III** I was horrified by the lines of the Excelsior when compared to the Enterprise. Yeah, there was the standard saucer-and-dorsal thing with the secondary hull and the warp nacelles, but everything was so *curvy*. Curves everywhere. Curved everything. I don't think it was until **Star Trek VI** came out and the true apparent size of the ship became apparent that I started to get turned on to the design. Now I love it, and consider it to be a very classy looking thing. So much so that I built my own paper-and-glue model of it in 1995, which was a pretty massive project in and of itself.

I have listed three different versions of the Excelsior below, the first two being from the UFP Ship Recognition Manual and the third being from the TNG Officer's Manual.

What never made sense to me about the Mark III model is how it's not too much better than the Mark II. Indeed, in some ways it is *worse* off than the Mark II. The only thing better about the Mark III is it has more power, while the downside is that it actually has less



superstructure than the Mark II.

Also, if the two manuals are right, only 40 of the Excelsior ships were ever built! This clearly makes no sense at all when we consider how ubiquitous these ships have become by the time of **Star Trek The Next Generation**. By my reckoning there ought to be several *hundred* of these ships in service by the time of Picard and the Enterprise-D, if not many more.

Getting back to game play, different scenarios may be appropriate depending on which era the melee is going to take place in. A scenario in the time of Kirk and Spock would certainly only involve one Excelsior vessel at the most, since these ships are exceedingly rare and exceedingly powerful. For limited play I suggest pitting one Excelsior against three later-model Klingon D-7 ships, or against a Klingon L-24 and an older-model D-7. The Romulan Z-1 Nova ship is even worse off, so you could try one Excelsior versus a Z-1 and two or three smaller Romulan ships. Any way you slice it, for a player to beat the Excelsior it's going to take numbers. If you expand the melee to fleet-level proportions, I have always found it fun to build a 'carrier group' of ships comprised of an Excelsior accompanied by two cruisers, two frigates, and four destroyers. Face this bunch off against a numerically-superior fleet of Klingon or Romulan ships, numbering 3 cruisers, 3 frigates, 3 destroyers, and 3 escorts. The Romulans and Klingons have numbers, but the Federation has firepower, and it all comes down to which player can use his or her advantage to the best effect. Such a massive fleet-level engagement takes days to complete, but can be a hell of a lot of fun.

For TNG-era scenarios the Excelsior has ceased to become such an advanced brute and is now more of an aged workhorse. The advanced Klingon, Ferengi, and Romulan designs of the TNG-era kick butt on the old outdated Excelsior, so now it is time to reverse things: pit two or three Excelsiors against a single Ferengi Marauder or Klingon KDF-2 or Romulan D'Daridex. It is now the Excelsior that needs numbers to match the advanced firepower and heavy armor of the TNG-era enemy, making for interesting game play.

--- Brad, STSTCSOLD&A

From the FASA Star Trek FEDERATION SHIP RECOGNITION MANUAL, circa 1985

Excelsior Class XIII - XIV Battleship

Notes: On Stardate 2/2210, the first of the new battleships, the USS Excelsior, was commissioned. This vessel is the newest in Starfleet, and it incorporates many experimental operating systems. Since that time, Starfleet has announced that another Mk I has been built, the USS Proxima, which is expected to finish its trials sometime in early 2/2400, and will be commissioned immediately thereafter.

Starfleet Command has contracted for two Mk II versions to be built. The first of those, the USS Columbia, will be completed and ready for trials in early 2/2400 while the second, the USS Galacta, is expected to begin its trials sometime in the latter part of the year.

All the battleships are being constructed at the Sol III and Sol IV shipyards.

Technical data regarding the TransWarp engines used on these ships

is classified and is not available for publication at this time. These engines operate by capturing the warp envelope in a transporter field and beaming it ahead of the ship to attain the reported warp speeds.

The weapons arrangement of the Mk I consists of 16 phasers and 4 photon torpedoes. Mounting 8 FH-11s and 8 FH-5s, the Mk I's originally were designed to cover all fields of fire with both long and short-range phasers.

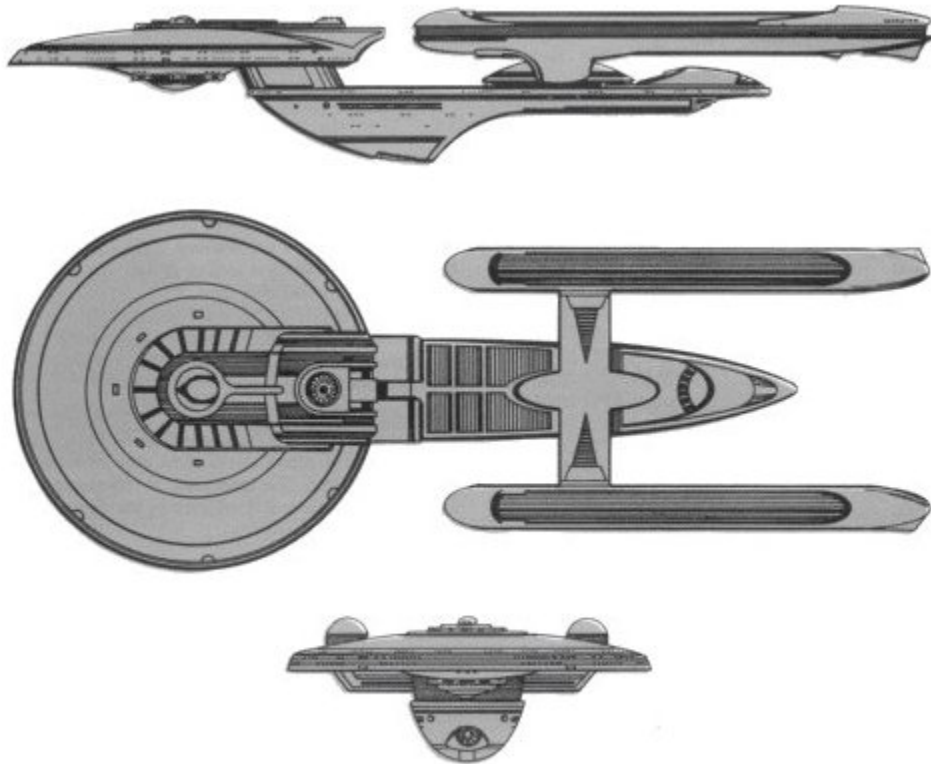
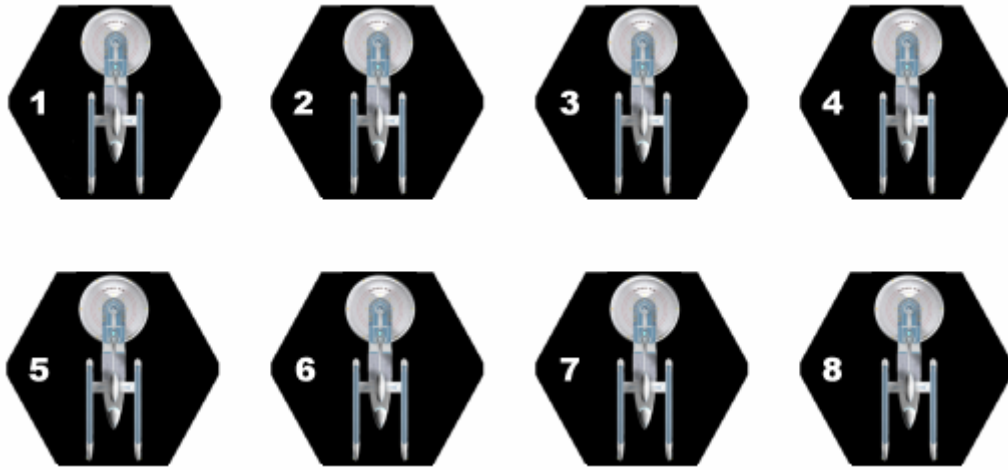
The evaluation teams felt this arrangement could be improved by removing the FH-5s and replacing them with two additional FH-11s. This meant that the ship would carry only 10 of the long-range phasers, but the fields of fire overlap more effectively. An improvement in torpedo launcher technology allowed two more torpedo bays to be added. The torpedo tubes of the Mk I bear only to the fore and aft, but those of the Mk II are arranged to cover all firing arcs.

The shield system of the Excelsior Class vessels is reportedly an improved version of the quadri-transducer that delivers more deflector power. Like the engines, the technical data regarding the shield system is classified.

The Excelsior has been called "The Great Experiment" by many in influential circles. These ships are the newest of any in Star Fleet and incorporate experimental technology in most of the components required to operate a warship. With so many new systems aboard these vessels, the process of testing them has been slow. Prior to being installed, each component was tested and re-tested until it met standards. Nevertheless, when the USS Excelsior was taken out for trials, the evaluation teams were constantly faced with primary system malfunctions that would not allow any of the secondary or back-up systems to be tested. This caused the evaluators to deal with these new components on a one-at-a- time basis, and thus creating time delays in the commissioning of the class.



Construction Data:			
Model Numbers-	MK I	MK II	MK III (TNG)
Ship Class-	XIII	XIV	XIII
Date Entering Service-	2/2210	2/2210	2/2303
Hull Data:			
Superstructure Points-	38	42	37
Damage Chart-	C	C	C
Size			
Length-	465.4 meters	465.4 meters	465.4 meters
Width-	189.6 meters	189.6 meters	189.6 meters
Height-	76.3 meters	76.3 meters	76.3 meters
Weight-	239,930 tons	243,610 tons	239,645 tons
Cargo			
Cargo Units-	550 units	550 units	100 units
Cargo Capacity-	27,500 tons	27,500 tons	5,000 tons
Equipment Data:			
Control Computer Type-	M-8	M-8	M-8
Transporters-			
Standard 6-person-	6	6	6
Emergency 22-person-	6	6	6
cargo-	3	3	3
Other Data:			
Crew-	810	802	802
Troops-	40	40	40
Shuttlecraft-	20	20	20
Engines and Power Data:			
Total Power Units Available-	108	116	128
Movement Point Ratio-	6/1	6/1	6/1
Warp Core Type-	FTWA	FTWA	FTWAI
Warp Core Output-	76	76	96
Stress Charts-	D/F	D/F	D/F
Maximum Safe Cruising Speed-	Warp 8	Warp 8	Warp 8
Emergency Speed-	Warp 9	Warp 9	Warp 9
Impulse Reactor(s) Type-	FIG-2	FIG-3	FIG-2
Impulse Reactor(s) Output-	32	40	32
Weapons and Firing Data:			
Beam Weapon Type-	FH-11	FH-11	FH-11
Number-	8	10	8
Firing Arcs-	2p, 2f, 2s, 2a	2f/p, 2f, 2f/s, 2p/a, 2s/a	1f/p, 2f, 1f/s, 2p/a, 2s/a
Firing Chart-	Y	Y	Y
Maximum Power-	10	10	10
Damage Modifiers			
+3	(1 - 10)	(1 - 10)	(1 - 10)
+2	(11 - 17)	(11 - 17)	(11 - 17)
+1	(18 - 24)	(18 - 24)	(18 - 24)
Beam Weapon Type-	FH-5		
Number-	8		
Firing Arcs-	4p, 4s		
Firing Chart-	R		
Maximum Power-	4		
Damage Modifiers			
+2	(1 - 8)		
+1	(9 - 16)		
Missile Weapon Type-	FP-4	FP-4	FP-4
Number-	4	6	6
Firing Arcs-	2f, 2a	1f, 2f/p, 2f/s, 1a	1f, 2f/p, 2f/s, 1a
Firing Chart-	S	S	S
Power To Arm-	1	1	1
Damage-	20	20	20
Shields Data:			
Deflector Shield Type-	FSS	FSS	FSS
Shield Point Ratio-	1/4	1/4	1/4
Maximum Shield Power-	20	20	20
Defense Factor-	184.3	198	174.91
Weapon Damage Factor-	160.4	182	160.60



The Excelsior class, as original envisioned by FASA designers, 1985