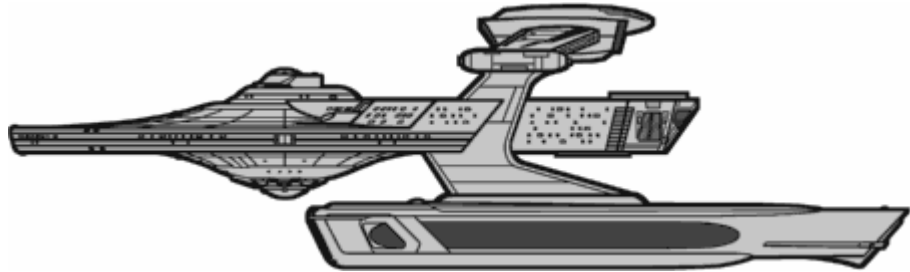


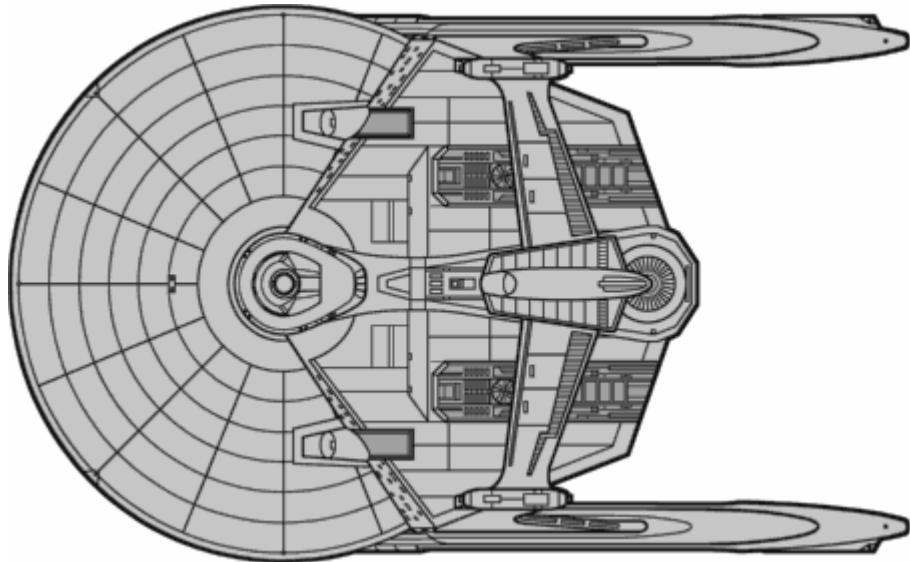


# Reliant class (Miranda/Soyuz) • Cruiser

PORT SIDE VIEW



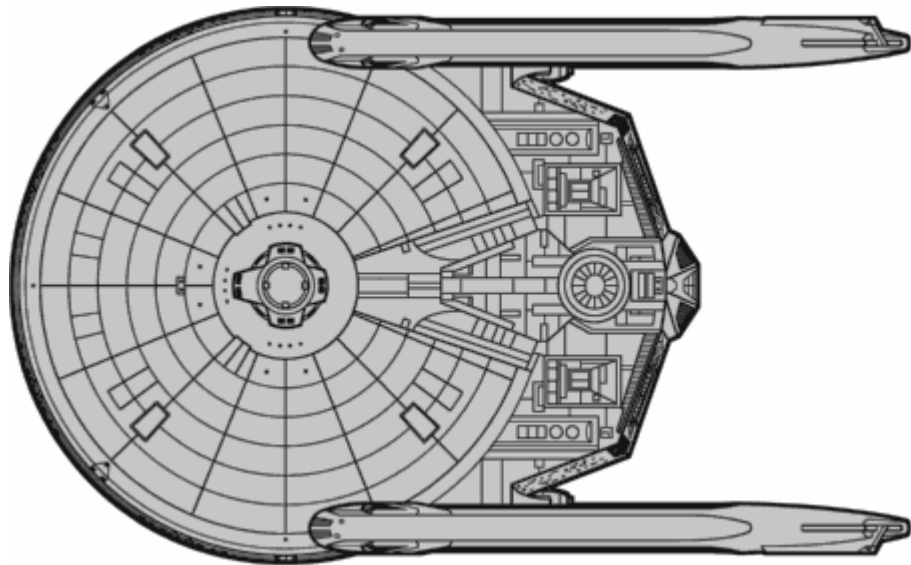
DORSAL VIEW



BOW VIEW



VENTRAL  
VIEW



STERN  
VIEW



his is maybe my second all-time most favorite ship design, but in official Trek canon there is no such thing as the "Reliant class". We find out in **ST:TNG** that these ships are known as the *Miranda class*, and we also see a mildly modified sub-class of the *Miranda*, w/o the 'roll bar', called the *Soyuz*. Personally, I never liked the removal of the roll bar, especially since it made perfect sense that this is where the all-important torpedo bay would be located-- along with the two phaser banks that fired forward/port and forward/starboard.

This class is, of course, most famous as the ship that Khan uses to attack Kirk and the *Enterprise* in **Star Trek II**. The *USS Reliant*, NCC-1864, is the only ship on which we ever see Pavel Chekov approach command rank; as first officer. And the *USS Reliant* kicks the crud out of the *USS Enterprise* throughout **Star Trek II** and its famous Mutara Nebula 'submarine combat' sequence, before ultimately being dealt several gosh-wow special effects blows by the *Enterprise's* phasers and torpedoes.

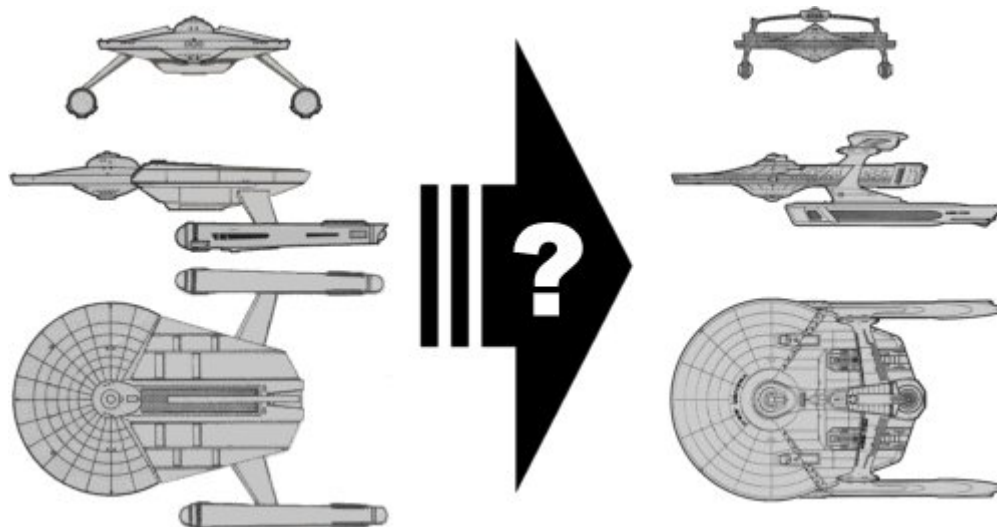
The *Enterprise* versus *Reliant* ship battle sequences have got to be among the most breathtaking and involved ship-to-ship battles we've ever seen in Star Trek's big-screen history. The only thing that comes close is probably in **Star Trek VI** when *Enterprise* and *Excelsior* take on a Klingon Bird of Prey, but even then, the **Star Trek II** battles set the standard against which all future Trek films would be measured. Which probably means that more STSTCS scenarios have been carried out re-enacting this big-screen melee than any other scenario possible in the game. I would defy any experienced STSTCS gamer to prove me wrong. The *Reliant* versus *Enterprise* fight is irresistible in gamers' terms, not only because of its on-screen analog, but because the *Reliant* class is almost a match for the *Enterprise* (Constitution Refit) class in terms of firepower, superstructure, shields, and engines. A skillful gamer can defeat an *Enterprise* class with a *Reliant* class, given a lucky roll or two during firing phases; especially if you match a later-model *Reliant* against an earlier model *Enterprise*. The matchup is *that* even.

In aesthetic terms, compared to the *Anton*, I kind of don't understand what FASA was thinking, because the *Anton* looks *bigger* than the *Reliant* in many ways. And the *Reliant* is supposed to have 'evolved' from the

Anton?? The warp pylons on the Anton are longer, the secondary structure behind the saucer seems to be larger and longer, etc. The basic shape is sort of there for both ships, but looking at the two designs side by side the supposed 'evolution' from Anton to Reliant does not seem as obvious as the Constitution to Enterprise classes. But hey, even though it is not part of official Trek canon, I always loved the FASA backstory of the Reliant having come out of the Anton in the same fashion the apocryphal Enterprise class came out of the Constitution.

Because the Miranda/Soyuz classes appear to have such extraordinarily lengthy operational lives--evidenced by their frequent appearances in both **ST:TNG** and **ST:DS9**--I took the liberty of fleshing out an additional range of stats, taking the design well beyond the era of Kirk and the *Enterprise-A*. This does not mean the class is completely contemporary with truly advanced types such as the Intrepid or Akira, but I can't believe the design would remain unaltered for the decades-long period between the last time we see it on the big screen (**Star Trek IV**) and the first time we see it on the small screen (**ST:TNG**).

---- Brad, STSTCSOLD&A



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

**Reliant Class X-XII Cruiser**

NOTES: The Reliant Class cruiser evolved from the Anton Class research cruiser in much the same manner as the Enterprise Class cruiser evolved from the Constitution Class. On Stardate 2/1410, the *USS Reliant*, an Anton Class research cruiser, was brought into the shipyards of Morena for a refit to the Mk IV. As the ship was being dismantled for an engine refit, Star Fleet Command decided to mount the FWF-1 and FIE-2 engine systems instead of the FWC-2 and FIC-3 systems normally used on the Mk IV. This change in both the warp and impulse drive systems created several exterior design changes that prompted Star Fleet to christen this a new class.

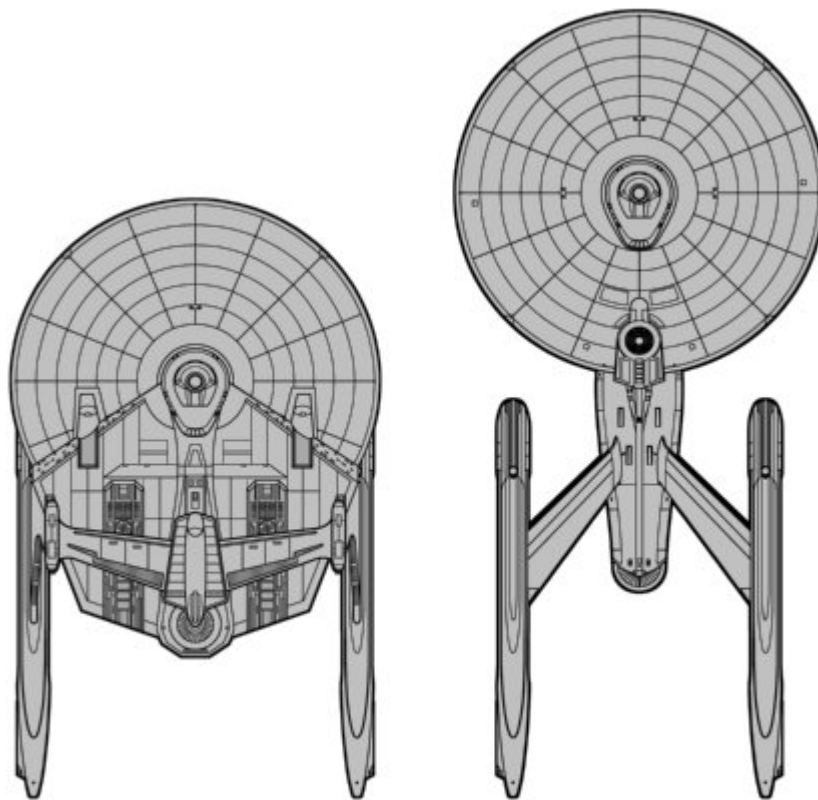
During this time, the *Reliant* was further fitted with the 'roll bar' weapons pod, which gave a better field of fire and allowed the addition of photon torpedoes. The Anton Class had suffered from lack of intense firepower during the Four Years War, in which 16 Antons were destroyed due to their inability to deliver massive blows to their targets. After the war, when public feeling was to disarm instead of rearming, no consideration was given to rearm research ships, but after the Klingon attempt to take Organia, public opinion changed and the problem

of the undergunned Anton Class resurfaced. In considering the refit and upgrade to more firepower with the emerging Reliant Class, the problem of preserving the massive onboard research facilities prompted the 'roll bar' weapons pod. This pod contains the phaser banks mounted on the outer edges, and the fore and aft torpedoes mounted centrally. The major components of the fire control system are also located in the pod, thus giving additional room for personnel and work stations.

The USS Reliant, being the first of this type, was made the class vessel. It retained its original hull number, as have all converted models, but newly constructed ships have been given a different series of numbers. Once the decision was made, production of new ships and modifications of existing models was then ordered.

Since they entered service, Reliant Class vessels have undergone two changes. The first, upgrading to the Mk II, saw an improved impulse drive system and the changing of the phasers to the FH-11. The second and most recent change, refitting to the Mk III, includes a more powerful set of warp drive engines, which are actually lighter than several of the older styles still in use. All production of Mk I and II models will be halted with the completion of the ships that are already in production, and new Reliants will be of the Mk III type.

The Reliant Class cruisers are produced at the Morena, Sol IV, and Salazaar shipyards. The rate of production is currently 10 per year.



**Miranda class cruiser (left), here seen with a Constitution Refit class cruiser, for size comparison**

<b>Construction Data:</b>						
Model Numbers-	MK I	MK II	MK III	MK IV *	MK V *	MK VI *
Ship Class-	XI	XI	XI	X	XI	XII
Date Entering Service-	2/1507	2/1802	2/2204	2307 A.D.	2314 A.D.	2329 A.D.
Number Constructed	52	46	175	183	204	212
<b>Hull Data:</b>						
Superstructure Points-	22	24	24	30	32	35
Damage Chart-	C	C	C	C	C	C
Size						
Length-	233 meters	233 meters	233 meters	233 meters	233 meters	233 meters
Width-	140 meters	140 meters	140 meters	140 meters	140 meters	140 meters
Height-	64 meters	64 meters	64 meters	64 meters	64 meters	64 meters
Weight-	165,800 tons	169,600 tons	161,600 tons	153,300 tons	174,200 tons	182,600 tons
Cargo						
Cargo Units-	400 units	400 units	400 units	400 units	400 units	400 units
Cargo Capacity-	20,000 tons	20,000 tons	20,000 tons	20,000 tons	20,000 tons	20,000 tons
Landing Capability-	None	None	None	None	None	None
<b>Equipment Data:</b>						
Control Computer Type-	M-4	M-4	M-6	M-6A	M-6A	M-6A
Transporters-						
Standard 6-person-	4	4	4	4	4	4
Combat 20-person-	None	None	None	None	None	None
Emergency 22-person-	3	3	3	3	3	3
cargo large-	2	2	2	2	2	2
cargo small-	None	None	None	None	None	None
<b>Other Data:</b>						
Crew-	336	346	352	338	325	290
Passengers-	75	75	75	60	60	60
Shuttlecraft-	4	4	4	4	4	4
<b>Engines and Power Data:</b>						
Total Power Units Available-	48	52	56	68	68	74
Movement Point Ratio-	4/1	4/1	4/1	4/1	4/1	2/1
Warp Core Type-	FWF-1	FWF-1	FWG-2	FWG-3	FWG-3	FNWD-2C
Power Units Available-	40	40	44	52	52	54
Stress Charts-	G/L	G/L	H/K	D/F	D/F	D/F
Maximum Safe Cruising Speed-	Warp 6	Warp 6	Warp 8	Warp 8	Warp 8	Warp 8
Emergency Speed-	Warp 8	Warp 8	Warp 9	Warp 9.9	Warp 9.9	Warp 9.9
Impulse Reactor(s) Type-	FIE-2	FIF-1	FIF-1	FIE-3	FIE-3	FNIS-120
Impulse Reactor(s) Output-	8	12	12	16	16	20
<b>Weapons and Firing Data:</b>						
Beam Weapon Type-	FH-10	FH-11	FH-11	FH-11	FH-11	FH-11
Number-	4 in 2 banks	4 in 2 banks	4 in 2 banks	6 in 3 banks	6 in 3 banks	6 in 3 banks
Firing Arcs-	2f/p, 2f/s	2f/p, 2f/s	2f/p, 2f/s	2f/p, 2f/s, 2a	2f/p, 2f/s, 2a	2f/p, 2f/s, 2a
Firing Chart-	W	Y	Y	Y	Y	Y
Maximum Power-	7	10	10	10	10	10
Damage Modifiers						
+3	(1 - 10)	(1 - 10)	(1 - 10)	(1 - 10)	(1 - 10)	(1 - 10)
+2	(11 - 17)	(11 - 17)	(11 - 17)	(11 - 17)	(11 - 17)	(11 - 17)
+1	(18 - 20)	(18 - 24)	(18 - 24)	(18 - 24)	(18 - 24)	(18 - 24)
Missile Weapon Type-	FP-4	FP-4	FP-4	none	FP-9	FP-11
Number-	2 in 2 bays	2 in 2 bays	2 in 2 bays		3 in 2 bays	4 in 2 bays
Firing Arcs-	1f, 1a	1f, 1a	1f, 1a		2f, 1a	2f, 2a
Firing Chart-	S	S	S		T	U
Power To Arm-	1	1	1		1	1
Damage-	20	20	20		18	21
<b>Shields Data:</b>						
Deflector Shield Type-	FSL	FSL	FSL	NGSS-E	NGSS-F	NGSS-G
Shield Point Ratio-	1/3	1/3	1/3	1/3	1/3	1/3
Maximum Shield Power-	14	14	14	18	21	24
<b>Defense Factor-</b>						
<b>Weapon Damage Factor-</b>	105.0	110.8	113.8	unknown	unknown	unknown
	63.8	67.8	67.8	unknown	unknown	unknown

\* Denotes completely hypothetical model number and stats, devised by Brad R. Torgersen.

