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Starfleet Yellowstone-class

Runabout; Commissioned: 2382

Hull Data

Structure: 10 [29 space][3 space remains]
 Size/Decks: 2/1
 Length/Height/Beam: 23.1/5.4/13.7 meters
 Complement: 1

Tactical Data

Phasers: Type VIII micro (x2/B) [-10]
 Penetration: 4/4/4/0/0
 Torpedo Launchers: Mk 110 micro (x1/B) [-2]
 Quantum Penetration: 3/3/3/3/0
 Deflector Shield: FSS-3a (DD) [-2]
 Protection/Threshold: 15/1

Propulsion Data

Impulse System: FIE (.8c) (D) [-2]
 Warp System: LF-12 (5/7/9 MCU) (D) [-4]

Operational Data

Atmosphere Capable: Yes [-2]
 Cargo Units: 2 [0]
 Life Support: Class 1 (B) [-1]
 Operations System: Class 1 (B) [-1]
 Sensor System: Class 2 (+2/+1/0/0/0/C) [-2]
 Separation System: No [0]
 Shuttlebay: No [0]
 Shuttlecraft: None
 Tractor Beams: 1 ad [0]
 Transporters: 1 standard, 1 emergency [0]

Miscellaneous Data

Maneuver Modifiers: 0C, 0H, 0T
 Traits: None [0]

Mission

The Yellowstone is the successor to the popular Danube-class runabout, fulfilling the same multi-mission role as its honored predecessor.

Features

The Yellowstone, like many Federation starship designs post-Dominion War, is heavily armed. The Yellowstone is armed with the revolutionary type VIII micro phaser array and equally impressive Mk 110 micro quantum torpedo launcher, giving the ship the firepower of most other spacefaring species' light cruiser designs. Defensively, the Yellowstone is equipped with the FSS-3a regenerative shield grid, allowing the ship to stay in combat much longer than its predecessor, the Danube.

The Yellowstone is also significantly faster than previous runabout designs, able to achieve sublight velocities of 0.8c and superluminal speeds as fast as warp 9, thereby significantly increasing the range of this small but versatile starship.



Yellowstone-class Multi-mission Packs

The Yellowstone-class runabout, much like the Danube, can be outfitted with mission specific packs, depending upon the needs of the mission. For purposes of construction, each pack

provides an additional 5 points of space that can be used to upgrade or add new systems. Some multi-mission packs include:

Cargo/Supply: Cargo units increased to 10; 0 space remains.

Stealth: Mono-refracting plating (Rating 14), Class 5 sensors; 3 space remains.

Defensive Tactical: Class 5 sensors, Ablative Armor; 0 space remains.

Offensive Tactical: Class 5 sensors, Prototype (+1 beam, +1 missile), Emergency Separation (Cockpit); 0 space remains.

Background

The Yellowstone-class runabout's design evolution began in 2371, but due to initial problems with its dilithium crystallization, the vessel did not begin production until over a decade later. In the intervening time, upgrades were added to the Yellowstone's design, significantly increasing its combat capability in addition to its speed. The Yellowstone is now in the process of replacing the older Danube as the latter class is lost due to attrition.

Ships in Service

<u>Name</u>	<u>Registry</u>	<u>Notes</u>
U.S.S. Yellowstone	N.C.C. 74751	Prototype and lead ship of the line, designed by Ensign Daniel Byrd (2382).
U.S.S. Acadia	N.C.C. 77439	Assigned to Starbase Deep Space 9 (II) (2383).
U.S.S. Denali	N.C.C. 81917	Assigned to Starbase Deep Space 9 (II) (2384).
U.S.S. Congaree	N.C.C. 82144	Assigned to Starbase Deep Space 5 (2385).
U.S.S. Gunnison	N.C.C. 82148	Destroyed by rogue Jem'Hadar forces (2385).
U.S.S. Grand Canyon	N.C.C. 82195	Offensive Tactical variant; destroyed Tzenkethi warship in Bajor sector (2386).

Appearances

Series

TNG

Media

MMORPG "Star Trek: Online"