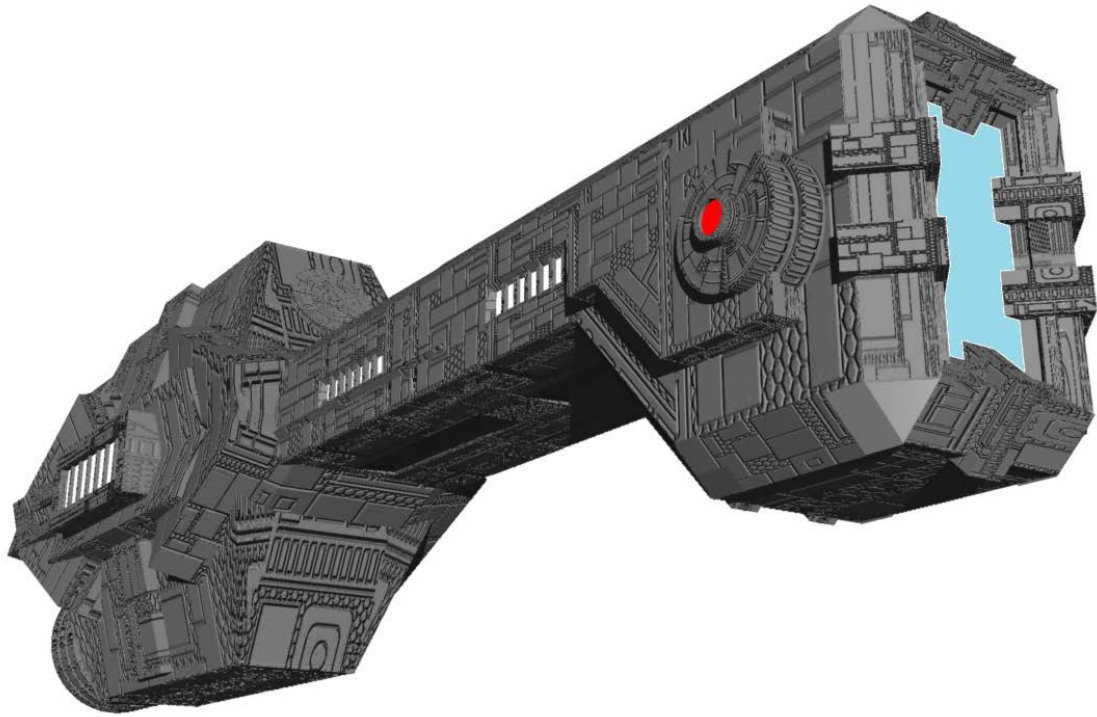


ENDEAVOUR CLASS XI CRUISER



BUILT FOR DEEP SPACE EXPLORATION

Backed up by considerable firepower, the *Endeavour* class is the navy's most prestigious vessel type. These ships are capable of extensive, long term missions ranging from research to exploration and can even be pressed into service in military assignments where force projection is important. Only a dozen *Endeavours* were ever built, and six of those remain in service today. The *FSS Endeavour*, the first of its class, was the navy's flagship before its mysterious disappearance.

DEEP SPACE EXPLORER

The *Endeavour's* 1,000+ parsec range enables it to push far beyond the boundaries of Earth's influence, charting new regions of space and making contact with new spacefaring civilizations. While the Spartan Navy regards the *Endeavour* class as a powerful battleship, in truth the vessels are well-equipped with laboratories and highly trained scientists, and their primary mission is one of peaceful exploration.

An *Endeavour* is capable of extremely long-duration missions, and is often out of contact for extended periods of time. For this reason, the ships are extremely capable when they need to defend themselves, with high specification shields and a powerful array of torpedoes and phasers.

WRITING RUSS MORRISSEY
ART DARREN MORRISSEY

ENDEAVOUR MK I CLASS XI CRUISER

Weight 174,511 tons; **Cargo Units** 1,800 (494 avail)
Hull Class XI (INIT -2d6); **Length** 392m; **Width** 105m; **Height** 108m
Crew 318 (cost 63,600cr/m); **Troops** 0; **Passengers** 35 (30 standard, 5 luxury)

Command & Control Systems

Computer 3x Chemerkin-Liang Products LM-2S
(CPU cycles 52ea; max FTL 13; checks +1d6)
Sensors Newwatch ES-1H (range 16; checks +1d6)

Engine & Power Data

Subluminal 1x Sunbeam Technologies EI-2 Ion Engine (power 49; SPEED 4.5; fuel efficiency 1.4)
FTL 2x Panwatch-Microbeam EA-2 Antimatter Engine (power 57ea; FTL 10.3; fuel efficiency: 1.0)
Operational Range 1,331 parsecs

Defensive Data

Superstructure 53; **DEFENSE** 17; **E-DEFENSE** 26
Armor -
Shields 4x Satellite Yards MSM-1 Combat Deflector Shields (power 23ea; SOAK 8)
Point Defenses -

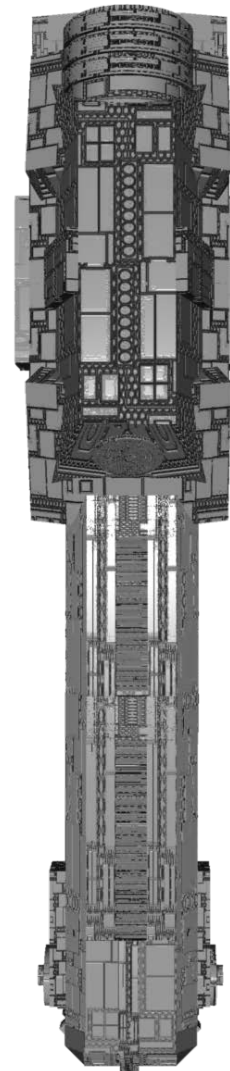
Weapons Data

2x Saito Cybernetics EPCI-1 Whiteswarm Photonic Torpedo Cluster (range 16; damage 5d6 heat; attack +0d6)
6x Highbreak Liquids MHP-1 Fireswarm Pulse Phaser (range 4; damage 3d6 heat; attack +0d6)

Facilities

Luxury 107% (adequate; +0d6)
Facilities Sickbay (20), Transporter Pad (12), Brig (10), Laboratory (15), Messhall (60), Chapel (20), Galley (20), Observation Lounge (10), Lounge/Recreation Area (40), Holographic Suite (10), Gymnasium (20), Cabin, Hotbunk (400)
Other Systems 1x Warp Sun Metallurgy G75 Tractor/Pressor System
Shuttles 4 (1x Megalight EI93 Hangar Deck);
Fighters 0

Market Value 7,045.5MCr



Of the dozen original *Endeavours*, four (the *FSS Endeavour*, *Pinafore*, *Dauntless*, and *Thunder Child*) have been destroyed by hostile action or, in the case, of the *Endeavour*, missing in action. The remaining vessels continue their missions of exploration. At any given time two ships explore uncharted space, two are assigned to diplomatic and peacekeeping missions in explored space, one are being refitted, and one is assigned to Earth defense. Two vessels have been decommissioned.

Assignment to an *Endeavour* class cruiser is a highly prestigious and sought-after appointment. The competition for positions on these vessels ensure that they are crewed by the best that the navy has to offer.

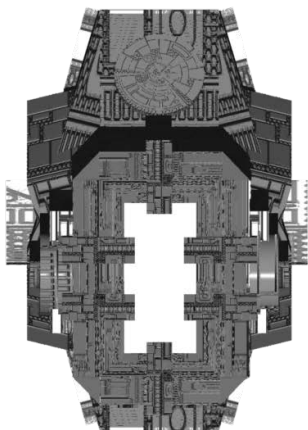
THE MK II REFIT

When the *FSS Endeavour* returned from its first multi-year mission, it was recalled for refit (standard naval procedure). The refit was extensive, and the vessel underwent numerous improvements based on mission data from the destroyed vessels and the logs of the ship's own performance. The refit resulted in the Mk II *Endeavour*, a vessel which would remain the navy's most powerful vessel until the later, experimental *Excalibur*-class battleship was commissioned.

The first task was to upgrade the three control computers with Chemerkin-Liang's latest model, the LM-5S, resulting in a 23% increase in CPU performance. Not only that, the crew complement was streamlined, with many tasks becoming automated. The subluminal ion engine, also, was upgraded; the data from the Mk I indicated that the vessel's vulnerable point was its low SUB-L speed. The WayDyne Inc. GI-2 produced nearly twice the power, greatly increasing the ship's tactical options in hostile situations.

Shield performance, also, was greatly improved, with a nearly 30% increase in damage reduction. The photonic torpedo clusters were replaced with GPPx-1 torpedoes, and increased in number to add a rear torpedo. Finally, the ship received long-overdue electronic warfare defenses in the form of the Ultralight BMS55 Jamming System.

The result was nothing short of spectacular. The new *Endeavour* was a force to be reckoned with - a fact which did not go unnoticed by the increasingly hostile Spartan Empire. To date, no Mk II *Endeavour* has been defeated in battle.



ENDEAVOUR MK II CLASS XI CRUISER

Weight 178,111 tons; **Cargo Units** 1,800 (170 avail)
Hull Class XI (INIT -2d6); **Length** 392m; **Width** 105m; **Height** 108m
Crew 270 (cost 54,000cr/m); **Troops** 0; **Passengers** 35 (30 standard, 5 luxury)

Command & Control Systems

Computer 3x Chemerkin-Liang Products LM-5S (CPU cycles 64ea; max FTL 16; checks +1d6)

Sensors Newwatch ES-1H (range 16; checks +1d6)

Engine & Power Data

Subluminal 1x SWayDyne Incorporated GI-2 Ion Engine (power 96; SPEED 8.7; fuel efficiency 1.6)

FTL 2x Panwatch-Microbeam EA-2 Antimatter Engine (power 57ea; FTL 10.3; fuel efficiency: 1.0)

Operational Range 1,331 parsecs

Defensive Data

Superstructure 53; **DEFENSE** 23; **E-DEFENSE** 32

Armor -

Shields 4x Overcorp-Pan Prime LSM-1 Combat Shield Generator (power 34ea; SOAK 12)

Point Defenses -

Weapons Data

3x Meteor Concepts GPPx-1 Hellbow Photonic Torpedo (range 16; damage 5d6 heat; attack +0d6)

6x Highbreak Liquids MHP-1 Fireswarm Pulse Phaser (range 4; damage 3d6 heat; attack +0d6)

Facilities

Luxury 126% (adequate; +0d6)

Facilities Sickbay (20), Transporter Pad (12), Brig (10), Laboratory (15), Messhall (60), Chapel (20), Galley (20), Observation Lounge (10), Lounge/ Recreation Area (40), Holographic Suite (10), Gymnasium (20), Cabin, Hotbunk (400)

Other Systems 1x Warp Sun Metallurgy G75 Tractor/Pressor System

Shuttles 4 (1x Megalight EI93 Hangar Deck);

Fighters 0

Market Value 11,968.5MCr

SPEED TRIALS

Find below the results of the official speed trials for both *Endeavour* models. Speed trials are conducted at SUB-L and FTL speeds over standardized distances according to Regulation 147-A. Note that appropriate permits and clearances were obtained for in-system FTL speed tests under Code 17A.

MK I

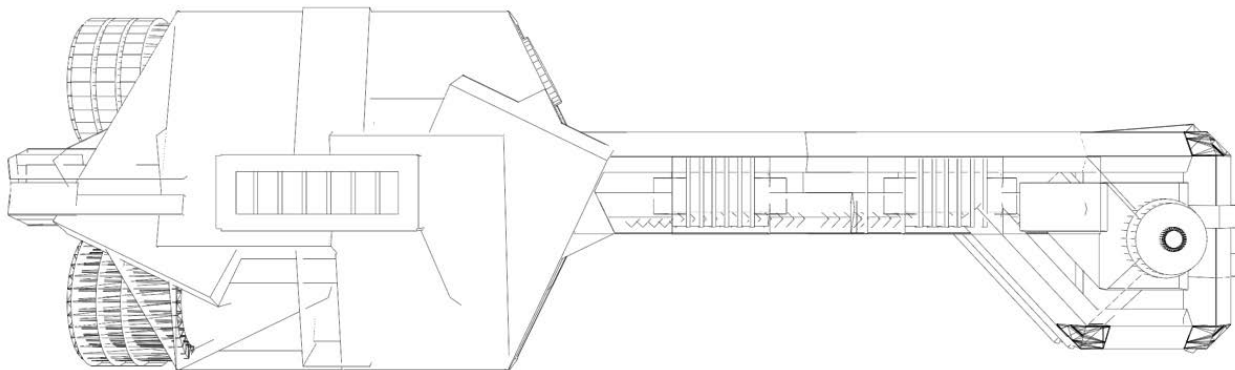
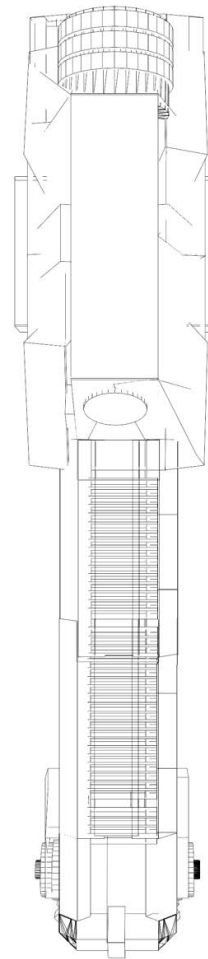
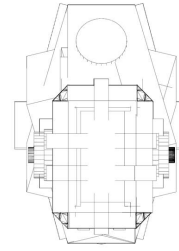
SUB-L 4.5 (0.05c). 1 AU recorded in 2.7 hours. Earth-Saturn standardized run recorded in 69.9 hours. Straight-line velocity recorded at 14,989.6kps.

FTL-10 (1,000c). 1 parsec recorded in 29 hours. 1 AU recorded in 0.5 seconds. Earth-Saturn standardized run recorded in 4.8 seconds.

MK II

SUB-L 8.7 (0.14c). 1 AU recorded in 54 minutes. Earth-Saturn standardized run recorded in 8.6 hours. Straight-line velocity recorded at 41970.9kps.

FTL-10 (1,000c). 1 parsec recorded in 29 hours. 1 AU recorded in 0.5 seconds. Earth-Saturn standardized run recorded in 4.8 seconds.



Length 392m
Width 105m
Height 108m

THE MISSING SHIP

The original FSS *Endeavour* is a ship surrounded by mystery and legend. It's original multi-year mission was a resounding success, and it returned to Earth to universal acclaim. The vessel and its valiant crew had discovered dozens of new spacefaring species, charted hundreds of parsecs of space, and fought off aliens and monsters alike. Medals and promotions were given, the ship went in for a refit to the new Mk II, and a second mission was planned.

What happened during that second mission is unknown. The *Endeavour* was operating far out of communication range in new space; any messages of distress it may have sent cannot reach Earth for many decades yet. However, it never returned from that mission. It may have been destroyed; it may still be out there, wandering in deep space. One day the mystery will be solved!

THE MK III

With the advent of the new *Excalibur* class battleship, the military burden of the *Endeavours* is expected to decrease. While the cruisers will still remain capable naval assets, the upcoming Mk III (whose specifications still remain classified) focuses more on long-range exploration. It is believed that the vessel is larger, and boasts greater shuttle and laboratory facilities, as well as substantially improved sensor arrays.

CREAM OF THE CROP

The crew of an *Endeavour* class vessel represents the very best of the navy. Highly trained, experts in their fields, an *Endeavour's* crew from the captain and other bridge officers, to the scientists and medical staff, have proved themselves eminently qualified for their positions.

An *Endeavour's* crew is considered elite - they roll 6d6 for their dice pools.

ENDEAVOUR VESSEL STATUS

Vessel	Model	Hull #	Status
<i>Endeavour</i>	Mk II	FSS-1121	Missing in action
<i>Pinafore</i>	Mk I	FSS-1265	Destroyed
<i>Ulysses</i>	Mk II	FSS-1295	Active
<i>Defiant</i>	Mk I	FSS-1341	Active
<i>Dauntless</i>	Mk I	FSS-1444	Destroyed
<i>Devonshire</i>	Mk I	FSS-1490	Active
<i>Sherwood</i>	Mk I	FSS-1501	Decommissioned
<i>Poseidon</i>	Mk II	FSS-1562	Active
<i>Thunder Child</i>	Mk I	FSS-1620	Destroyed
<i>Valhalla</i>	Mk I	FSS-1745	Decommissioned
<i>Wanderer</i>	Mk II	FSS-1880	Active
<i>Barracuda</i>	Mk II	FSS-1919	Active
<i>Independence</i>	Mk III	FSS-2010	Under construction
<i>Orcus</i>	Mk III	FSS-2312	Under construction

