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Jem'Hadar Battleship

Battleship; Commissioned: 2374

Hull Data

Structure: 60 [191 space][0 space remains]
 Size/Decks: 11/79
 Length/Height/Beam: 1,282/324/1,048 m
 Complement: 1,200 + 20,000 soldiers

Tactical Data

Torpedo Launchers: Mk 95 DF (x10/E) [-70]
 Photon Penetration: 11/11/11/11/11
 Deflector Shield: FSQ (E) [-11]
 Protection/Threshold: 18/5

Propulsion Data

Impulse System:
 DIIIU-3 (.9c) (D) [-10]
 Warp System:
 DIPU-6 (5/9.4/9.7 MCU) (E) [-12]

Operational Data

Atmosphere Capable: No [0]
 Cargo Units: 150 [-8]
 Life Support: Class 4R (EE) [-11]
 Operations System: Class 4R (EE) [-11]
 Sensor System: Class 5a (+5/+4/+3/+2/+1/EE) [-6]
 Separation System: No [0]
 Shuttlebay: 1 ad, 1 fd, 1 fv [-6]
 Shuttlecraft: 33 size worth
 Tractor Beams: 2 ad, 1 fd [-2]
 Transporters: 15 standard, 5 emergency, 5 cargo [-10]

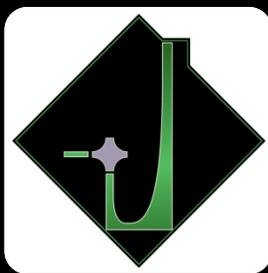
Miscellaneous Data

Maneuver Modifiers: +4C, -1H, +4T
 Traits: Enhanced System (Sensors) [see features] [-5]
 Enhanced System (Shields) [see features] [-5]
 Hangarbay [-5]
 Hardened System (Shields, Weapons) [-10]
 Prototype (+1 Protection) [-2]
 Prototype (+1 Shield reliability) [-2]
 Prototype (+1 Threshold) [-2]

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Mission

The Jem'Hadar Battleship is a mobile tactical platform, essentially a mobile starbase, whose sole mission is the pacification of entire star systems.



Background

The Dominion designed the Jem'Hadar Battleship exclusively for use in the Alpha Quadrant. Although the Cardassian Union's joining of the Dominion provided the Founders with a large foothold in the Alpha Quadrant, the blockade of the wormhole left the Dominion

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Features

The Battleship is armed with ten torpedo launchers, giving the ship tremendous long range firepower. Its deflector shield grid is an enhanced version of the type used on the smaller battle cruiser, and has been updated to provide increased protection and reliability. The Battleship's hangarbay is large enough that it typically stores nine Jem'Hadar Fighters for close-in support.

The Battleship carries up to 20,000 Jem'Hadar soldiers, and with its large number of personnel transporters, can easily deploy them to planetary targets in a brutally efficient manner.

The Battleship has enhanced sensors, granting a +5 bonus to System Operation (Sensor) tests made when detecting cloaked ships. The Battleship is also more difficult to lock onto with a tractor beam, it is treated as size 9 when so targeted.

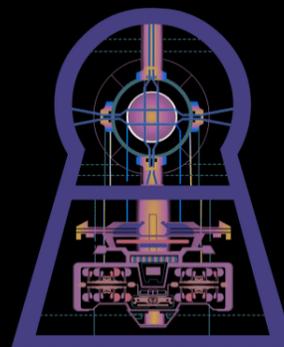
without access to its vast material resources back home in the Gamma Quadrant. This necessitated a change in prior Dominion tactics, where opponents would be worn down by multiple waves of Jem'Hadar Fighters, as was used to great effect in the Omarion Nebula. With the Battleship, the Dominion can now bring to bear tremendous firepower in a single source, without need for multiple waves of smaller starships whose loss would eventually degrade the Dominion's overall power in the Alpha Quadrant.

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Ships in Service

Name	Registry	Notes
Battleship 1	N/A	Prototype and lead ship of the line, destroyed the <i>U.S.S. Valiant</i> (2374).
Battleship 2	N/A	Heavily damaged by suspected Section 31 sabotage in the Cardassia system (2375).
Battleship 3	N/A	Destroyed by twelve Cardassian Type 3 battle cruisers of the Cardassian Rebellion (2375).



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Appearances

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Series

DS9

Media

T.V. "Valiant"

Battleship 1 fires its torpedoes



Battleship 1 destroys the Valiant



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