

Classification:	Destroyer	Destroyer	Destroyer
Class:	VI	VI	VI
Model:	MK I	MK II	MK III
Class Commission Date:	2243	2258	2268
Number Proposed:	12	12	12
Constructed:	12	12	12
Lost:	1	-	-
Destroyed:	6	2	-
Scrapped:	-	-	-
Training:	-	1	-
Captured:	-	-	-
Sold:	-	-	-
Superstructure:	12	13	15
Damage Chart:	C	C	C
Dimensions:			
Length:			
Width:	127 m	127 m	127 m
Height:			
Displacement:	60350 mt	60305 mt	64295 mt
Cargo Specs			
Total SCU:	100 SCU	100 SCU	100 SCU
Cargo Capacity:	15000 mt	15000 mt	15000 mt
Computer Type:	M-1	M-1	M-1
Landing Capability:			
Cloaking Device:	-	-	-
Power to Engage:	-	-	-
Transporters-			
6-person:	1	1	1
20-person Combat:	-	-	-
22-person Emergency cargo:	1	1	1
Laboratories:	10	10	10
Laboratories:	1	1	1
Brigs:	4	5	5
Replicators:	2	2	2
Shuttlecraft:			
Light Shuttle:	-	-	-
Standard Shuttle:	2	2	2
Heavy Shuttle:	-	-	-
Cargo Shuttle:	-	-	-
Medical Shuttle:	-	-	-
Survey Shuttle:	-	-	-
Ships Complement:	91	89	91
Officers:	18	18	18
Enlisted:	73	71	73
Troops:			
Passengers:	4	4	4
ENGINEERING-			
Total Power Available:	22	22	30
Movement Point Ratio:	3/1	3/1	3/1
Warp Engine Type:	FWB-1	FWB-2	FWB-2
Number:	2	2	2
Power Units:	9	12	12
Stress Chart:	M/O	M/O	M/O
Optimum Speed:	4	5	5
Max Safe Cruising:	6	7	7
Emergency Speed:	7.00	10.68	10.02
Maximum Speed:	8.20	11.50	10.78
Impulse Engine Type:	FIB-2	FIB-2	FIB-3
Power Units:	4	4	6
WEAPONS/DEFENSE			
Beam Weapon:	FL-2	FH-4	FH-4
Firing Arcs:	2F	2F	2F/P 2F/S
Firing Chart:	F	Q	Q
Maximum Power:	2	3	3
Damage Modifiers			
+3	-	-	-
+2	-	(1-8)	(1-8)
+1	-	(9-14)	(9-14)
Torpedo Type:	FAC-1	FP-2	FP-2
Firing Arcs:	4F	6F	8F
Firing Chart:	F	H	H
Power To Arm:	3	1	1
Damage:	8	6	6
Stock:	100	200	200
Shields-			
Shield Type:	FSA	FSF	FSF
Shield Point Ratio:	1/1	1/2	1/2
Maximum Shield:	8	10	10
Combat Efficiency			
D-	1.3	10.8	17.8
WDF-	38.7	62.6	67.5
	3.4	17.2	26.4

Notes:

The Cassard class Missile Destroyer was conceived in late 2242 as fleet combat support vessel. Starfleet felt the need to provide the fleet with a starship that was capable of providing overwhelming accelerator cannon support to the battle. This ship was designed to serve as the equivalent of an artillery battery for ground troops. In mid 2243 the Cassard class became a reality for Starfleet when the finalized design was approved utilizing the new M-1 control computer.

The Cassard class proved their worth during the on and off conflicts with the Klingon Empire over the years of service from 2243 through 2288. Their first baptism of fire occurred with the Imperial Klingon Navy in 2248. This proved to be a devastating learning experience for the Klingons.

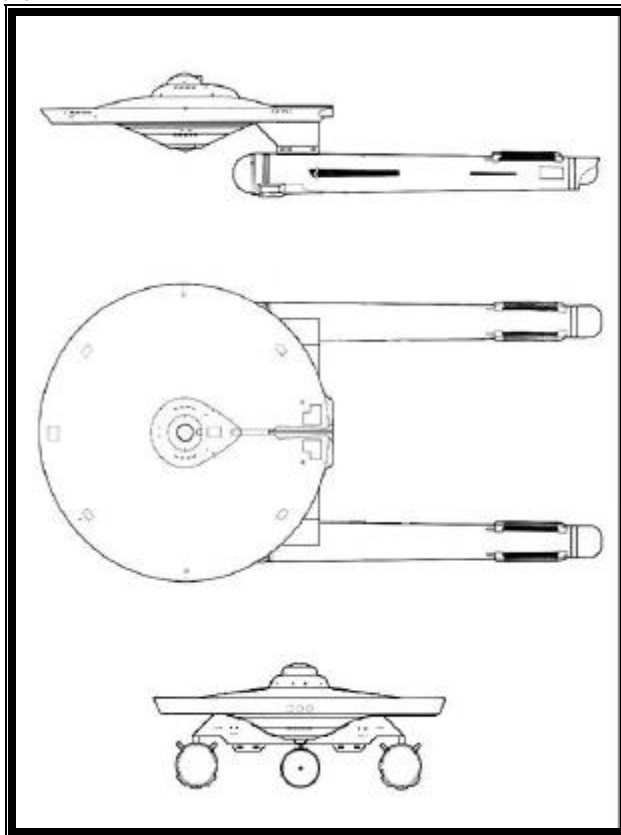
The Federation 6th Fleet was conducting maneuvers in an uninhabited system near Federation Outpost 1. A Klingon scout spotted the six red force ships and radioed a near by Klingon fleet of the current situation. The scout never spotted the other eight ships of blue force that were hiding behind the second planet of the system preparing for the upcoming practice engagement.

Blue fleet had four ships of the Cassard class participating in the maneuvers. This was the first time the Cassard class ship participated in a major fleet exercise. Ironically, the maneuvers were testing integration strategies for the Cassard class into current battle fleets. An hour before the exercise was to begin a Klingon task force of three D-7A's and six D-16's entered the system and engaged the red force. Red force began a slow retreat to the second planet in an attempt to set up the Klingon fleet for an ambush with the blue fleet. The Cassard class ships lead the blue fleet counter attack by moving around the planet and attacked the Klingon fleet from the rear with complete surprise. The Cassard's launched the counter attack with a volley of their accelerator cannons. They destroyed the Klingon flagship and proceeded to attack the other ships one at a time in concentrated volleys with the rest of blue fleet provided defensive support. The battle ended 30 minutes later with the loss of three Federation vessels, two heavily damaged, and the rest with light to moderate damage. Three D-16's managed to retreat back to Klingon space with moderate damage and the rest were destroyed.

The Cassard's proved their worth in fleet size battles with other starships providing beam weapon support, but remained untested until six months later when three Cassard's were forced into battle without fleet support near the Klingon border. All three ships were lost in the engagement. After that incident, all Cassard's were removed from long-range patrol duties and assigned to outpost defense duties and fleet support actions only. Starfleet felt the ships were too vulnerable to operate without support from other starships due to the lack of beam weapons.

In 2258 the MK II version was commissioned using the new Photon Torpedoes as the primary weapon system. Other systems were also upgraded to improve the survival ability of the class, but the beam weapon problem still existed. This remained unchanged until 2268 when the MK III version entered service.

In 2288 the last Cassard class removed from service and placed into mothball status. The ships remained in mothball until 2304, when 26 ships were sold to the Affiliation of Outer Free Worlds. The USS Cassard was placed into the Starfleet museum in 2305.

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