



Iron Duke Class XIV Battleship



Construction Data

Model Numbers	I	II
Date Entering Service	2256	2258
Number Constructed	1	0
(New Build)		
Number Constructed	0	1
(Converted)		
Hull Data		
Superstructure Points	53	52
Damage Chart	C	C
Size		
Length (m)	334	334
Width (m)	166	166
Height (m)	87	87
Weight (mt)	299,480	298,630

Cargo

Cargo Units (SCU)	800	800
Cargo Capacity (mt)	40,000	40,000
Landing Capability	No	No

Equipment Data

Control Computer Type	M4	M4x2
Transporters		
standard 6-person	10	10
emergency 22-person	12	12
combat 20-person	4	4
cargo	14	14

Other Data

Crew	1000	1000
Passengers	100	100
Troops	250	250
Shuttlecraft	20	20
Fighters	20	20

Engines and Power Data

Total Power Units Available	48	48
Movement Point Ratio	5/1	5/1
Warp Engine Type	FWD-1	FWD-1
Number	4	4
Power Units Available	10	10
Stress Charts	N/I	N/I
Maximum Safe Cruising Speed	6	6
Emergency Speed	8	8
Impulse Engine Type	FID-3	FID-3
Power Units Available	8.00	8.00

Weapons and Firing Data

Beam Weapon Type	FL-6	FH3
Number	10	10
Firing Arcs	2F,2FP,2FS,	2F,2FP,2FS,
Firing Chart	H	W
Maximum Power	3	5
Damage Modifiers		
+3		1-10
+2	1-4	11-17
+1	5-7	18-20

Missile Weapon Type

Number	FAC-4	FP-1
Firing Arcs	4	4
Firing Chart	2F,2A	2F,2A
Power To Arm	K	L
Damage	4	1
	12	12

Shields Data

Deflector Shield Type	FSO	FSO
Shield Point Ratio	1/3	1/3
Maximum Shield Power	10	12
Combat Efficiency		
D--	126.8	125.4
WDF--	34.4	75.6
CE--	43.6	94.8

The Iron Duke class battleship demonstrates the speed at which a design could become obsolete.

Conceived in 2245, construction began in 2250, but the Iron Duke did not finally commission until 2256. The delays were initially caused by the lack of a suitable warp drive, and then the impulse engine created further problems, serious thought was given to commissioning the class using ancient FNPS-X impulse drives taken from obsolete vessels in the surplus yards.

When commissioned the Iron Duke was by far the biggest ship in Starfleet, but in terms of combat efficiency it was less effective than the far smaller and cheaper Heston class Battle cruiser. The ship was still working up when the four years war ended, and it was realized that a major refit with phasers and photon torpedoes was necessary to ensure that the ship remained a viable combat unit.

The refit to Mark 2 added a second M4 computer core, and substituted phasers and photon torpedoes for the earlier lasers and accelerator cannons. The ship recommissioned in 2258, but was put into reserve in 2260. The Iron Duke finally saw action during the Organian crisis when she was recommissioned to act as a Flagship. The taskgroup she led was one of the few to actually engage enemy vessels. At the end of the crisis though she again returned to reserve.

Iron Duke remained in reserve until 2283, all suggested refit proposals were rejected as impractical on cost grounds. In 2283 she was recalled to service to test some systems for the proposed Excelsior class Battleship, and also to act as a trainer to familiarise the crew with serving on such a large vessel. Iron Duke was returned to reserve in 2289, and was finally scrapped in 2295.

Iron Duke Class Design inspired by Excelsior Class Study model © Paramount Pictures. Iron Duke Class history and gaming stats by Steve Bacon

