



Gorgon, Kiaga and Agilis Class V-X Perimeter Action Ships



Construction Data

Model Numbers

Date Entering Service

Number Constructed

Hull Data

Superstructure Points

Damage Chart

Size

Length

Width

Height

Weight (mt)

Cargo

Cargo Units (SCU)

Cargo Capacity (mt)

Landing Capability

Equipment Data

Control Computer Type

Transporters

standard 6-person

emergency 22-person

cargo

Other Data

Crew

Passengers

Shuttlecraft

Engines and Power Data

Total Power Units Available

Movement Point Ratio

Warp Engine Type

Number

Power Units Available

Stress Charts

Maximum Safe Cruising

Speed

Emergency Speed

Impulse Engine Type

Power Units Available

Weapons and Firing Data

Beam Weapon Type

Number

Firing Arcs

Firing Chart

Maximum Power

Damage Modifiers

+3

+2

+1

Beam Weapon Type

Number

Firing Arcs

Firing Chart

Maximum Power

Damage Modifiers

+2

+1

Missile Weapon Type

Number

Firing Arcs

Firing Chart

Power To Arm

Damage

Shields Data

Deflector Shield Type

Shield Point Ratio

Maximum Shield Power

Combat Efficiency

D--

WDF--

CE--

Gorgon	Gorgon II	Gorgon III	Kiaga	Kiaga II	Agilis	Agilis II
2246	2253	2257	2249	2258	2253	2257
10	8	5	35	35*	155*	155*
X	X	X	VI	VI	V	V
31	31	31	22	24	26	29
C	C	C	B	B	C	C
159,970	158,620	155,535	79,925	79,260	59,965	59,005
340	340	340	178	178	109	109
17,013	17,013	17,013	8,875	8,875	5,463	5,463
No	No	No	No	No	Tes	Yes
M-2	M-2	M-2	M-1	M-1	M-1	M-1
2	2	2	1	1	1	1
3	3	3	2	2	1	1
275	275	275	150	150	100	100
50	50	50	20	20	5	5
4	4	4	4	4	1	1
26	26	38	24	30	26	26
4/1	4/1	2/1	3/1	3/1	4/1	4/1
FWD-1	FWD-1	FWD-2	FWB-1	FWB-2	FWH-1A	FWH-1A
2	2	2	2	2	2	2
20	20	36	18	28	20	20
L/G	L/G	M/G	M/O	M/O	Q/R	Q/R
6.0	6.0	6.0	6.0	7.0	6.0	6.0
8.0	8.0	8.0	7.0	8.0	8.0	8.0
FIC-3	FIC-3	FIC-3	FIB-3	FIB-3	FIB-3	FIB-3
6	6	6	6	6	6	6
FL-5	FL-5	FH-5	FL-5	FH-5	FL-5	FH-5
4	4	4	6	6	8	4
2fp,2fs	2fp,2fs	2fp,2fs	2fs,2fp,2a	2fs,2fp,2a	2fs,2fp,2ap,2as	2fs,2fp
H	H	R	H	R	H	R
2	2	4	2	4	2	4
(1 - 4)	(1 - 4)	-	(1 - 4)	-	(1 - 4)	-
(5 - 7)	(5 - 7)	(1 - 8)	(5 - 7)	(1 - 8)	(5 - 7)	(1 - 8)
-	-	(9 - 16)	-	(9 - 16)	-	(9 - 16)
FL-4	FL-4	FH-5	FL-3	FH-4		FH-2
4	2	4	1	1		4
2a/p,2a/s	1 a/p, 1a/s	2a/p,2a/s	1a	1a		2a/p,2a/s
G	G	R	G	Q		H
3	3	4	2	3		3
(1 - 4)	(1 - 4)	(1 - 8)	(1 - 4)	(1 - 8)		-
-	-	(9 - 16)	-	(9 - 14)		(1 - 10)
FAC-4	FAC-4	FP-1	FAC-1	FP-2	FAC-4	FP-1
3	3	3	4	4	3	3
2F,1A	2F,1A	2F,1A	4f	4f	2f,1a	2f,1a
K	K	L	F	H	K	L
4	4	1	3	1	4	1
12	12	10	8	6	12	10
FSD	FSH	FSK	FSH	FSH	FSH	FSH
1/2	1/2	1/2	1/2	1/2	1/2	1/2
5	11	14	13	13	14	14
72.3	81.3	124.3	73.5	85.3	75.2	79.5
23.7	21.7	38.0	15.3	29.2	24.1	30.8
17.1	17.6	47.2	11.2	24.9	18.1	24.5

Perimeter Action Ships are part of a unique military strategy used against both the Klingons and Romulan during many of the early conflicts. Perimeter Action Ships were designed to use stealth and heavy firepower to engage enemy vessels during times of war.

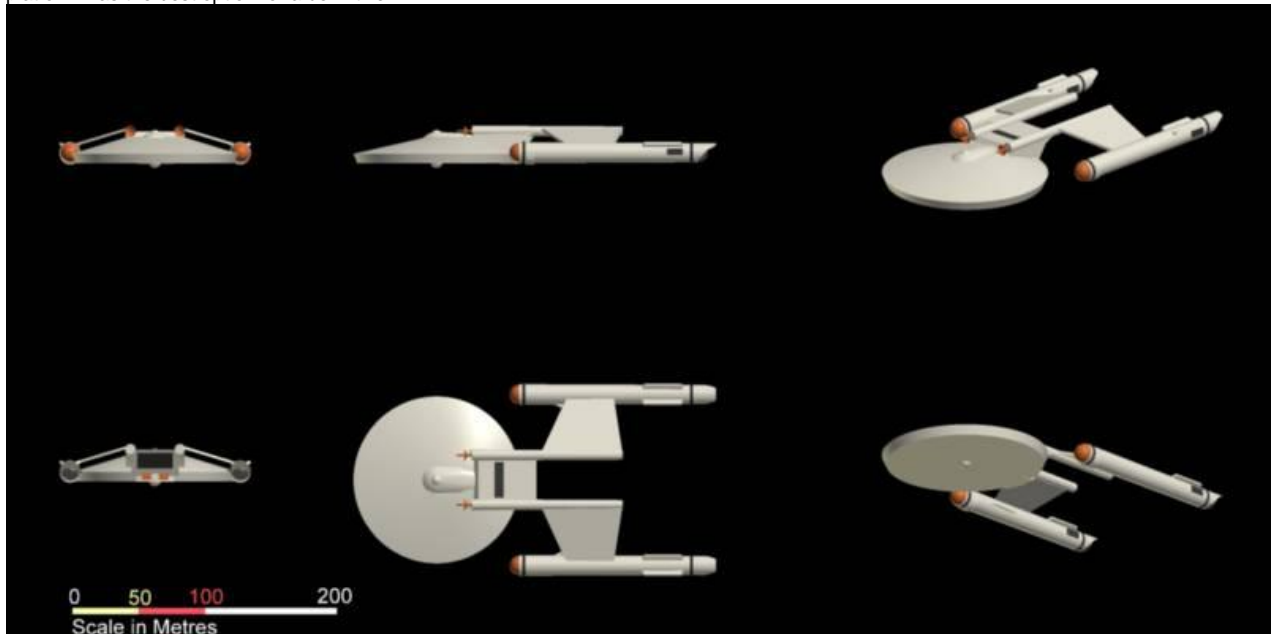
Most Perimeter Action Ships do not have the extensive crew facilities found on other Destroyer vessels, often being on patrol for no more than 6 months. Perimeter Action Ships are smaller than a standard Destroyer, but have similar mass. Perimeter Action Ships use even more specialized and stealthy sensor systems, and are designed to be mass produced easily. Most Perimeter Action Ships do not have the research capability of a Destroyer, and rarely have shuttle bays, extensive repair facilities or emergency systems. Perimeter Action Ships do mount a large number of redundancy systems, giving them more resilience in battle.

Although easy to mass produce, Perimeter Action Ships are surprisingly expensive, often costing twice what a standard Destroyer costs. This, coupled with their limited exploration capability has kept their numbers reduced. But their heavy firepower and other unique systems continue to create a niche not filled by a standard Destroyer.

The Gorgon (PKA-810) Class was the first Perimeter Action class to commission in Starfleet, and in many ways was used to prove the concept. Modified from a Light Cruiser design, unlike the later Agilis and Kiaga classes, the Gorgon was based on traditional design concepts. The Gorgon was designed by a joint Terran-Andorian team, and as such shares some basic concepts (the twin boom design) with the Loknar class frigate, but the execution on the Gorgon was somewhat different. After the introduction of the smaller newer Agilis and Kiaga classes, the Gorgon class was reclassified as a Large Perimeter Action Ship (PKA).

The Gorgon class was designed to have a good all round coverage of firing arcs with lasers (although the weaker FL4 was mounted aft while the FL5 was mounted fore), this was complements by two forward, and one aft firing, accelerator cannons. 10 Gorgon class vessels were constructed, and all saw service in the Four years war. Upgrades to the shielding system were deemed essential in 2253 following the loss of two vessels, the FSD just could not produce enough power. Accordingly the FSH was fitted, but as weight was at a premium in the class, it was at the expense of two of the aft firing lasers, but it was judged that this was a price worth paying. Post war the five survivors were rearmed with modern phasers and photon torpedoes, as well as upgraded warp drives and shields, they continued in service until 2275, and no further refits were undertaken as the number of ships surviving in service was not deemed economic to devise a refit program for.

The Gorgon class was a useful stepping stone in the evolution of the PA, and the lessons learnt in the class demonstrated that a smaller platform was the best option for a definitive PA.



Gorgon Class PKA

The Kiaga (PA-820) Class was the first specialist Perimeter action class to commission in Starfleet. Building on the lessons learnt from the interim Gorgon class, the Kiaga was a smaller vessel, with a very flat profile which was intended to increase the stealthiness of the design.

Unlike the larger Gorgon, the Kiaga was designed to optimise forward firepower, mounting four smaller accelerator cannons, all firing forward. The FL5 lasers were arranged with banks covering f/p, f/s and aft arcs of fire, it was realised that this left the aft vulnerable, so an additional FL4 was crammed in firing aft.

Weight was always an issue on the Kiaga, and the theoretical weapons load could have been almost double, but the engines would not permit the carriage of such a mass of weaponry. 35 Kiagas were produced, and all saw active combat, a number being lost in the Four Years war. The class was not modified until Photon Torpedoes and Phasers became available, and the Kiaga was the last PA class to begin refitting (well after the war had ended).

In Mk1 form the Kiaga had always been outperformed by its smaller sibling, the Agilis, but the Mk2 Kiaga could finally carry the maximum weapons fit that the M1 allowed, and as a result of this, and the upgraded FWB2 warp drive, the class finally outperformed the Agilis, even the new Mk2. For this reason additional construction was ordered to make up the vessels lost during the war. The Kiaga continued in service, but was always in the shadow of the later Agilis Class, despite this they were preferred by PA crews in peacetime as they were far roomier, but in wartime the Agilis was still the class of choice due to its far tougher construction.



Kiaga Class PA

The Agilis (PA-820) Class was the most common Perimeter action class in Starfleet between the 2250's and 2280's. A simple twin engine design, the Agilis was notable in mounting a pair of high powered accelerator cannons in a ventral pod, giving the vessel impressive firepower both fore and aft. A third accelerator cannon was mounted separately in the primary hull, to ensure that it was not possible to knock out the bulk of the ship's firepower with a single hit.

The Agilis used the simple and tested FWH-1 warp drive, although many felt an engine such as FWA-1 was a better choice, it was felt that the load carrying capability of the FWH-1 would allow the carriage of the maximum possible weapon load. The engines as fitted to the Agilis varied from the standard FWH-1, in that top line speed was massively boosted, at the expense of 50% poor fuel efficiency, however this was felt to be acceptable given the mission profile of the Agilis. In service the Mk1 was a revelation in that it outperformed both of the larger PA classes, and in total 155 Mk1 ships entered service, and saw considerable combat during the four years war.

The class was refitted postwar with phasers and photon torpedoes, but the lighter weights of these systems meant that the Kiaga could finally carry a full weapon load, while the computer system of the Agilis meant that the already large weapon load could not be increased by a similar amount. As such the Mk2 Agilis, was slightly less combat efficient than the Mk2 Kiaga. Throughout its career, the Agilis was cramped and uncomfortable for crews, but the rugged simplicity and toughness of the craft endeared it to the crews who served aboard.



Agilis Class PA

Gorgon – Design by Steve Bacon, Inspired by Paramount's Norway Class

Kiaga – Design by Steve Bacon, name and basic history from Ships of the Starfleet Vol 1

Agilis – Design by Steve Bacon, name and basic history from Ships of the Starfleet Vol 1, design inspired by Akyazi class from Ships of the Starfleet Vol 2