

FEDERATION UPDATE:

FLEET DATABASE:

THE WOLFRAM CLASS DESTROYER

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Designer's notes: I'm a big fan of the Excelsior Class. It's the best-looking Starfleet vessel EVER to grace the screen. It has a blunt Power and authority that belies it's supersleek hull. And it's a BATTLESHIP! Faster and stronger than anything in it's time. Never mind that it had a clumsy start!

Knowing this, it's easy to see why the Wolfram Class looks much like the Excelsior upon first glance. Being designed a few years after 'The Great Experiment', a brand, transwarp destroyer probably would have a similar layout. After all, why change a good thing too much?

In any case, I've also given it statistics and active history compatible with the FASA gaming system, of which many of you are no doubt familiar. Their through statistics give a good idea of how ships rate with one another. And, if you like the Wolfram as much as I (objectively) do, combat test it! What the heck!

ACTIVE HISTORY as of SD 43603.2

After transwarp technologies proved themselves as a reliable new standard, Starfleet made plans to adapt current starships (such as the Enterprise Class) to the new engines. Simultaneously, the next generation of vessels was to commence utilizing the powerful new technology. The Wolfram Class destroyers are the second series of ships developed with transwarp systems already incorporated (Excelsior, of course, being the first). At the time, it was decided to build another military vessel instead of a civilian or scientific ship in order to further secure Federation space against renewed Klingon and Romulan threats.

Therefore, the Wolfram Class destroyers were designed to excel at the art of combat, even in the hands of an inexperienced crew. Virtually every system was kept as simple as possible in order to avoid the over sophistication that plagued Excelsior. The smaller FTWB-series transwarp engines were naturally not as powerful as the huge A-

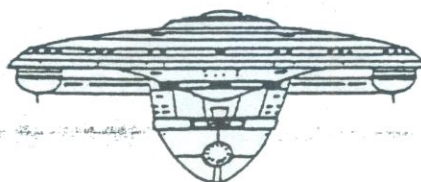
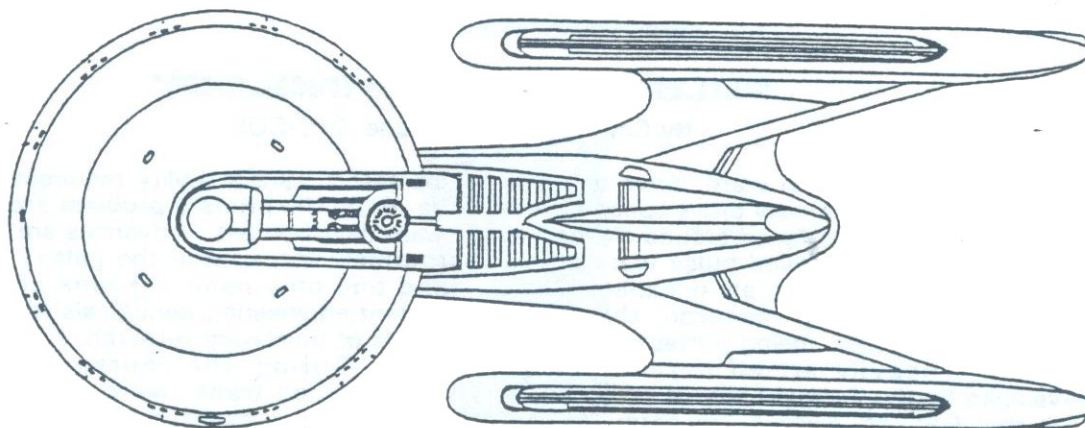
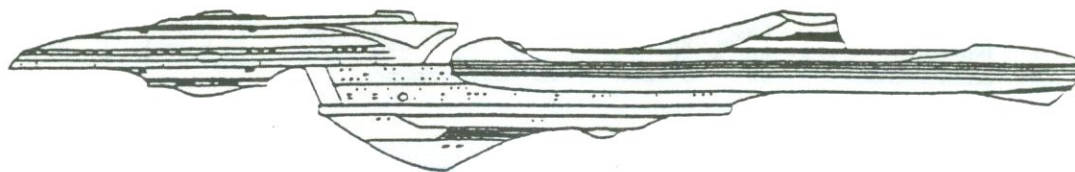
series, allowing a top speed of only Warp 13. Even so, they were still more powerful than any standard warp system; and, when operating in tandem with a FIG-1 impulse deck, an abundance of power was available for combat at any speed. For battle, Wolframs utilized eight FH-13 phasers arranged to cover all firing arcs. Up to four phasers could be targeted in any direction, eliminating blind spots and allowing the destroyers to operate effectively from any tactical position. Four fixed FP-5 torpedo tubes augmented this power with a range potential almost as great as the phasers'. A M-6 master computer handled the targeting as well as the mechanics of the new engines. Surprisingly, the unit seldom overloaded from the amount of data it had to regulate; engineers attribute this to the smooth integration of ship systems. Another bonus was the successful duplication of the quadro-transducer shielding system used aboard Enterprise Class ships.

Altogether, it is little wonder that the Wolfram Class ships performed admirably. With such systems at their command, they made a strong showing in the fleet level war games of Solar Wind 5, garnering more public support for transwarp technology. This soon led to the establishment of the Wolframs as the new destroyer mainstay of the fleet. Often, two or more formed the core of a task force alongside an Excelsior Class battleship, becoming an almost unstoppable force. Wolframs, then were instrumental in the string of successes that brought about today's relative calm.

Physically, the new destroyers were the size and tonnage of an Enterprise Class cruiser, though they required only half the crew. A good deal of internal space was devoted to engineering; almost all space aft of the bridge was occupied by the massive FIG impulse engine. The Wolframs also incorporated additional sensors, some of which were built into the *Sensor Sail* that rose above and between the engines. A small navigational deflector was also lodged inside the secondary hull. Other space allocations involving

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Wolfram Class IX Destroyer

NCC Series- 8800 +
 Date Entering Service-.. 2/2604
 Date Leaving Service-.. 2/7703
 Number Constructed-.. 167 Total
 Model Numbers-..... Mk. I,II,III

Data For Mk. I

Superstructure- 26
 Damage Chart- C
 Size:
 L · W · H - 312 · 120 · 65 M
 Tonnage - 164,000 MT

Cargo:
 Units - 300 SCU
 Capacity - 15,000 MT
 Decks - 17
 Control Computer - M-6
 Transporters:
 Standard 6 - 4
 Emergency 22 - 2
 Cargo - 2

Crew - 212
 Passengers - 25
 Shuttles - 8

Total Power - 88
 Movement Point Ratio - 4/1
 Warp Engines - 2 FTWB-1
 Power Each - 32
 Stress Charts - D/F
 Cruising Speed - Warp 11
 Maximum Speed - Warp 13
 Impulse Engine - FIG-1
 Power - 24

Phasers - FH-13
 Number - 8 in 4 Banks
 Firing Arcs- f/p,f/s,a/p,a/s
 Firing Chart - T
 Max Power - 8
 Photon Torpedoes - FP-5
 Number - 4
 Firing Arcs - 2f,2a
 Firing Chart - R
 Damage - 16
 Shields - FSP
 Point Ratio - 1/4
 Max Power - 16
 Combat Efficiency:
 D - 145
 WDF - 90

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