# *Pompey* and *Diana*

A Web Enhancement for "Ships of the Star Fleet"

## Credits

**Writer:** Neale Davidson
**Editor:** Shayna Davidson
**Starship Designs:** Todd Guenther and the "Mastercom Data Center", based on the original *Enterprise* design by Matt Jefferies. Used with permission.



## A Warp Imbalance

Though the warp engines found on the *Constitution* class have proven themselves reliable and powerful, there was a time when the PB-31 engines were untried and untested. The original configuration of the new matter/anti-matter engine was not without its flaws and there was even some doubt as to whether Star Fleet would even continue their use.

The promise of the *Bonaventure* project in the 2240's pushed forward the development of mainline starships using the new drive technology. These ships, it was hoped, would form the back-bone of the new Star Fleet, providing power and speed unsurpassed by any known threats to the Federation. Indeed, the trial runs of the *USS Constitution* and *USS Enterprise* seemed to bear out these hopes as each ship performed spectacularly.

Unfortunately the PB-31 engines did possess a minor flaw in how the warp dynamics were formed. In tandem this flaw was obscured by the overlapping warp fields, but it would appear when a single PB-31 engine was in use, particularly at high warp velocities. The flaw did not show up on simulations, unfortunately, and Star Fleet had already added several one-nacelle designs to bolster the lighter elements of the fleet.

The true severity of the warp imbalance would be realized in 2249 with the loss of the *USS Apollo*. The scout, which had been responding to a colonist emergency along the Klingon neutral zone, had pushed the warp engine to the maximum rating of warp seven. Unfortunately the warp imbalance created what is known as a

'wormhole effect' and ripped the starship apart after only a few minutes. The ship was lost with all hands.

After the investigation proved the fault of the PB-31, Star Fleet was left with a dilemma. What to do about the other ships of the design, many of which were already under construction, and all of which were desperately needed to replace the aging *Baton Rouge* era vessels of the Star Fleet.

While Star Fleet engineers would immediately begin refining the PB-31 engine, Star Fleet appropriations took the unusual step of reallocating vessels already assigned to the Hermes and Saladin classes for a new design. The ships would have a simple, but expensive, modification. Each vessel would rework its engineering systems to allow the use of a tandem warp system.

In 2251, both the new *Pompey* and *Diana* classes were launched. The ships would largely be identical to the *Saladin* and *Hermes* class vessels upon which they were based, but would instead rely on a twin-engine engineering structure on its dorsal pylon. The result would give more speed, stability, and raw power to the vessels, but at a substantially increased cost.

This stop-gap plan would prove short-lived, however. By 2252, the PB-31/1 engine variant would be approved, correcting the flaw found in the original design. Remaining single-nacelle vessels would now be constructed with this new design, effectively ending the need for the more expensive twin-engine upgrades.

The fourteen ships of this measure, however, would continue to serve in their twin-engine configuration throughout the 2250's and 2260's.

## THE WORMHOLE EFFECT

A "wormhole effect" is a spatial disruption which occurs when a warp field is somehow imbalanced. The PB-31 engine (before their upgrading in 2252), when used singly, has a tendency to go into imbalance at higher warp speeds. The wormhole effect can be lethal if a ship does not manage to quickly rebalance its warp engines or return to subluminal drive.

If a ship so equipped is pushing its extreme speeds or has taken damage to the warp drive, an engineer will need to make a successful Propulsion Engineering (Warp Drive) test in order to avoid the wormhole effect. This test should start out fairly easy but become progressively difficult as time goes on.

A ship caught within a wormhole effect will begin to take damage within seconds of slipping into it. A Narrator should treat the effect as an automatic attack directly to the structure of the ship. Damage will start out as relatively minor (five points), but increase dramatically (by five points) every combat round that the ship remains within the wormhole. The Narrator should feel free to adjust the damage caused by a wormhole effect as his episode dictates.

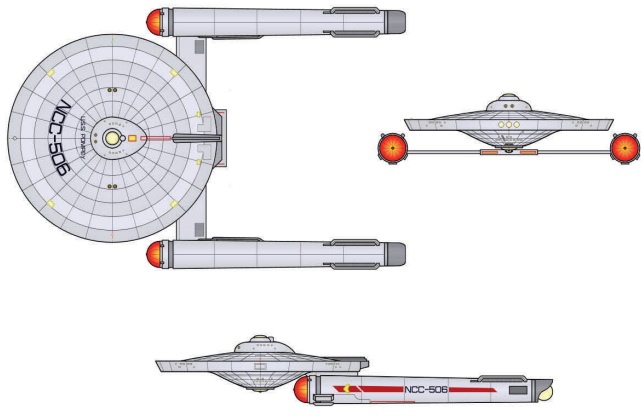
Once caught within a Wormhole effect, there are only two ways for a ship to slip out of it successfully. One is to manage to shut down the warp drive entirely and return to subluminal drive. This risky maneuver requires an at least 10 difficulty test on a engineer's Propulsion Engineering (Warp Drive) skill to accomplish. This also risks damage the warp drive itself.

The second option, much more recommended, is to try to rebalance the warp drive and close up the wormhole effect. This also requires at least a 10 difficulty test on an engineer's Propulsion Engineering (Warp Drive) skill, but doesn't risk damage to the warp drive itself.

# Starship Registry

## *POMPEY* CLASS DESTROYER

**Class and Type:** Federation *Pompey*-class Destroyer
**Commissioning Date:** 2251
**Hull Characteristics**
Size: 5
Resistance: 3
Structural Points: 100
**Operations Characteristics**
Crew/Passengers/Evac: 220/115/1000 [7 power/round]
Computers: 4 [2 power/round]
Transporters: 3 per., 4 cargo, 3 emer. [7 power/round]
Tractor Beams: 1fv, 1av [2 power/rating/round]
**Propulsion and Power Characteristics**
Warp System: 6/7/8 (12 hours) [2/warp factor]
Impulse System: .5 c / .75c [5/7 Power/round]
Power: 135
**Sensor Systems**
Long-range sensors: +1/12 ly [6 power/round]
Lateral sensors: +1/1 ly [4 power/round]
Navigational Sensors: +1 [5 power/round]
Sensor Skill: 4
**Weapons Systems**
*Type VII Phaser*
Range: 10/30,000/100,000/300,000
Arc: FV, FP, FS



Accuracy: 4/5/7/10
Damage: 14
Power: [14]

*Type I Photon Torpedoes*

Number: 60
Launchers: 2x FV
Spread: 4
Arc: Forward (120 degrees)
Range: 15/300,000/1,000,000/3,000,000
Accuracy: 4/5/7/10
Damage: 18
Power: [5]

Weapons Skill: 4

**Defensive Systems**

*Type I Starfleet Deflector Shield*

Protection: 40/60 [40power/shield/round]

**Description And Notes**

Though the *Saladin* class was a mainstay of Federation defense since its introduction in 2245, the fear of losing more single-nacelle ships to the warp imbalance that claimed the *USS Apollo* demanded some rethinking to the ship's design. The Pompey class would be one solution to the issue, simply replacing the single-engine system with a tandem-engine like that found on the *Constitution* class.

While this decision would prove expensive (as a warp engine is the most costly and difficult part of starship construction and engineering), the resulting ship was a powerful heavy destroyer with tremendous speed and power. The Pompey class vessels proved themselves very quickly in the Four Years' War, allowing the ship to 'fight above its weight' and dramatically expand its duties well beyond typical of a destroyer task-force .

Since the issues which had forced the creation of the Pompey class were quickly corrected, debate has stirred within Star Fleet as to what exactly to do with the class. Expensive and powerful, many in Fleet feel that the Pompey's role and mission profile should be redefined as a full frigate, allowing her to fulfill a wider assortment of duties. Despite this open question, the surviving members of the Pompey class continue to serve with distinction through the 2260s.

**Ships of the Class**

Though the *Pompey* class would perform significantly better than the *Saladin* class upon which it was based, the redesigned engineering center and additional warp nacelle would ultimately put a limit on how many 'heavy destroyers' would be constructed. Only seven vessels of the *Pompey* class, all of which originally intended as *Saladin* class ships, would see completion.

USS Pompey (NCC-506)
USS Kublai (NCC-507)
USS Suleiman (NCC-508)
USS Ahriman (NCC-513), lost in Four Year's War
USS Azrael (NCC-517), lost in Four Year's War
USS Hamilcar (NCC-518)
USS Shaitan (NCC-519)

## *DIANA* CLASS HEAVY SCOUT

**Class and Type:** Federation *Diana* class Heavy Scout
**Commissioning Date:** 2251
**Hull Characteristics**

Size: 5
Resistance: 3
Structural Points: 100

**Operations Characteristics**

Crew/Passengers/Evac: 220/115/1000 [7 power/round]
Computers: 4 [2 power/round]
Transporters: 3 per., 4 cargo, 3 emer. [7 power/round]
Tractor Beams: 1fv, 1av [2 power/rating/round]

**Propulsion and Power Characteristics**

Warp System: 6/7/8 (12 hours) [2/warp factor]
Impulse System: .5 c / .75c [5/7 Power/round]
Power: 135

**Sensor Systems**

Long-range sensors: +1/15 ly [6 power/round]
Lateral sensors: +1/1 ly [4 power/round]
Navigational Sensors: +1 [5 power/round]
Sensor Skill: 4

**Weapons Systems**

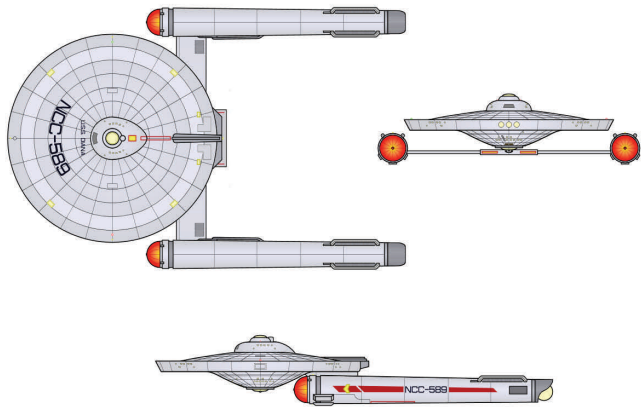
*Type VII Phaser*

Range: 10/30,000/100,000/300,000
Arc: FV
Accuracy: 4/5/7/10
Damage: 14
Power: [14]

Weapons Skill: 3

**Defensive Systems**

*Type I Starfleet Deflector Shield*



Protection: 40/60 [40power/shield/round]

**Description And Notes**

With the loss of the *USS Apollo* highlighting the warp balance issues of the single engine arrangement, opinion was sharply divided on what to do about it. The balance issues only manifest beyond the established 'cruise' rating of each ship, which was an obvious issue for combat-centric ships such as the *Saladin* class. But for scouts like the *Hermes*, there was lesser impetus to correct the issue with a running design change.

Though debate would continue, Star Fleet ultimately decided to extend the plan used for the *Saladin*'s "upgrade" into the *Pompey* class for remaining Hermes class vessels just beginning their construction. As with her sister ships of the *Pompey* class, the result would be a more balanced and powerful design, but also an expensive one.

The few Diana class ships built would primarily serve on patrol duty through the 2250s and 2260s, with their purpose expanded to full escort duty within the Four Years' War. While the ships proved capable it was clearly felt that the *Diana* class should be fully uprated into a frigate, due to its cost and expanded mission profile, with several proposals already underway to uprate surviving ships to the same specifications as the *Pompey* class.

**Ships of the Class**

Though the *Diana* class would perform significantly better than the *Hermes* class upon which it was based, the redesigned engineering center and additional warp nacelle would ultimately put a limit on how many 'heavy scouts' would be constructed. Only seven vessels of the *Diana* class, all of which originally intended as *Hermes* class ships, would see completion.

Diana (NCC-589)
Carson (NCC-592), lost in Four Years' War
Bat1dor (NCC-593)
Cody (NCC-594)
Spaker (NCC-596)
Tonti (NCC-599)
Crockett (NCC-600)

## About the Author

Neale Davidson, also known as "Jaynz", is a relocated Hoosier native born in a small town in 1971. He currently resides in the Front Range area of Colorado and works freelance, at his own leisure, on various gaming products. The original series of Star Trek has been a life-long hobby, and his work has appeared in many, many places (official and not) over the years.