

SURYA/COVENTRY

CLASS FRIGATE/HEAVY FRIGATE

One of the most important (and overlooked or overworked depending on who you asked) starships classes of the mid 23rd century, the *Surya* (FF 1850) class introduced the Frigate to Starfleet. Born out of necessity and quarter century of unbridled military escalation between the Federation and Klingon Empire, *Surya* was initially viewed as unnecessary. However, it and its slightly larger *Coventry* (FH 1230) class sibling rapidly became the backbone of the fleet.

In the early years of the 23rd Century as the Class I program was slowly but surely taking shape, Starfleet faced a pair of vexing problems. First, identifying not only its internal needs, but external threats as well. Secondly, acting in a timely fashion. Bureaucratic paralysis, a false sense of security and an overall lack of will to act typified the era around the turn of the century analysts and historians dubbed '*Pax Federationis*'. The abbreviated *Baton Rouge* generation of starships, though capable to a degree, came about too late to truly have the same kind of impact the original Class I triad later would.

As a result, Starfleet in the 2230's and 2240's still retained a 'patchwork' appearance, operating vessels that, though capable, didn't integrate very well at all with newer ones coming out of Federation shipyards. This made long term planning somewhat problematic as a certain point would inevitably come when the older vessels would have to be retired, opening up a capability gap. Starfleet partially addressed this when it uprated the *Marklin* (DH 1200) class to Class I specifications, introduced *Constitution* (CH 1700) to replace *Baton Rouge* (CA 1300) and *Pyotr Velikiy* (CA 1670) to replace *Anton* (CA 1825). However one class that didn't receive a direct Class I replacement was ironically the one that would be utilized the most – *Detroyat* (DH 1100).



A Heavy Destroyer that entered service in 2208, it was the workhorse of its generation, lacking much in the way of scientific or exploratory accretions, but was well equipped to transport cargo, troops & small craft across long distances as well as undertake various offensive/defensive missions (long range patrol, rapid response etc). In 2240, Starfleet not only bothered to update the original 9 ships to full Class I specifications, but ordered 10 new examples built to this 'Block II' configuration. With the outbreak of the Four Years War, 19 fleet combatants presented a minimal challenge at best to the Imperial Klingon Defense Forces (IKDF) who bested Starfleet early on with their strength in numbers.

The tide began to turn in Starfleet's favor though late in the year. Not only did they have 22 examples of *Pyotr Velikiy* in service, but multiple examples of the new *Larson* (DD 4300) and *Loknar* (FF 2700) in addition to the ships of the *Saladin* (DD 500) class. Impressive as it seemed though, Starfleet was still 'shooting fish in a barrel' as it were, failing to fill the hole temporarily patched by *Detroyat*.

Once again, the ASDB was tasked with coming up with a solution. Their design that emerged in mid 2240, codenamed *Surya*, was a bit shorter in overall length than *Detroyat* (237m vs 259m), but a great deal heavier—by some 101,000 metric tons (639,000mT vs 538,000mT). A single hull design, it consisted of a fleet standard saucer, the aft third of which was extensively modified and appeared 'terraced' from the outside.

Further revisions over the next two years established a trio of dominant attributes that would go on to influence future classes. The first was modularity.

Starfleet's scientific and exploratory focus in the Class I era was firmly established with *Constitution* and further cemented with *Pyotr Velikiy* (that actually featured more laboratories in total). Additionally, the *Cahuya* (SV 740) class Surveyor (a belated replacement for *Daedalus*), plus long term plans for its replacement (that would eventually culminate in the *Antares* class) convinced the admiralty that scientific and exploratory redundancy was no longer needed. Political machinations among members of the Federation Council/General Assembly—specifically, the ever-present and vocal pacifist bloc—eventually filtered down to Starfleet Command though, much to the admiralty's consternation.

Putting them to rest involved altering shipbuilding concepts somewhat, to include greater measures of modularity. With *Surya*, it took the form of empty internal space that could be easily reconfigured to carry extra cargo, embark troops or other passengers, expand medical facilities (to address disasters/medical emergencies), or as many in the Assembly favored, conduct missions of a scientific/exploratory nature. Though it didn't take any substantial effort on the part of the ASDB, this change in philosophy by the admiralty and other in Starfleet Command would pay definite dividends in decades to come.

Another attribute was generous cargo capacity. Starfleet's logistical weaknesses, before the war were glaringly obvious, even to the general public. This meant that cargo capacity became an attribute that played a prime role in the design and engineering of larger ships. Though it was built in and built around/above the hangar bay complex, *Surya*'s rated cargo capacity came in at 10,228 metric tons, an increase of 928 metric tons over the *Independence* (FG 1300) class Freighter.

Perhaps the most unusual was the presence of experimental SIGINT/ECM-ECCM systems. Such systems were in use to a limited degree already aboard the *Hermes* (ST 585) class Scout, but with the rapid evolution of fleet operations (de-emphasizing traditional orders of battle in favor of agile, 'on-the-fly' planning), Starfleet sought to disperse these systems and their capabilities more broadly throughout the fleet.

All this aside, *Surya* generally conformed to fleet norms. The complement of 320 put it comfortably between *Detroyat* and the newer *Loknar* on the lower end and *Pyotr Velikiy* and *Constitution* on the high end. Armament though was nearly the same as the larger Cruisers, 12 phase cannons grouped into 6 dual-mount banks ('phase banks') at the customary forward, port and starboard locations, plus 2 more individual emitters aft, 1 each covering the hangar bays along with 2 forward-firing photon torpedo launchers.

The class was also the first to be built from the keel up with the new standardized bridge module just finishing evaluations. The primary change between this and the previous one were improved system interfaces/control surfaces designed to take full advantage of the fleetwide transition from monotronic to duotronic computing. With the new computer core's slightly larger circumference, decks 2 and 3 were likewise enlarged. Originally intended to house stations deemed non-critical for the main bridge, Deck 2's twin control bays surrounding the computer core and overlooking the torpedo bay were repurposed into a dedicated Combat Information Center (CIC) ala *Hermes*. Each

featured 4 primary control stations lining the inner bulkhead and 3 larger free-standing consoles arrayed along the outer bulkhead. On *Surya*, the starboard bay was configured to handle communications control and cryptography, while the port bay handled the aforementioned signals intelligence & electronic warfare systems. Due to the basic bridge module design, Deck 3's changes were minimal in comparison, involving rearrangement of the torpedo magazines and reconfiguring the layout of the officer's/VIP lounge.

After various alterations were made, the design was finalized and certified for production at the end of 2240, with Starfleet ordering 38 of these new Frigates in early 2241. As they began entering service in strength in 2242, they filtered their way out to various frontier regions, predominantly those along the Klingon border, where they mostly replaced *Saladin* class Destroyers.

As Starfleet's logistical capabilities were still relatively weak, Transport Command elected to redeploy a portion of their *Independence* class ships to better defended systems or those closer to the Federation's core and began utilizing *Suryas* as their secondary transport platform along the *Ptolemy* (TT 3801) class Transport-Tug.

The Marine Corps (SFMC) also became interested in the class as they lacked a dedicated transport component to move troops and material, even after establishing their Tanandra Bay facility on Ajilon Prime and stationing an entire expeditionary force (353,280) there (though this would be rectified by 2246). *Surya*'s ability to embark up to an entire battalion (600) of troops was impressive, though its ability to move them and their supplies left a bit to be desired.

Thus was the impetus for the introduction of a *Surya* variant, the *Coventry* class. Virtually identical to *Surya*, it was stretched by some 8 meters allowing for a maximum of 6 Class F Shuttlecraft to be embarked. Internal modifications were slightly more substantial, consisting of extended range sensor and communications arrays, 3 additionally transporter platforms (1 6-Pad Personnel; 2 26-Pad Emergency) and a stronger deflector shield system.

Given early success enjoyed by *Surya*, the Admiralty wanted to place a production order for *Coventry* of equal or greater size, but was chastised by the Federation General Assembly who reminded them of several other shipbuilding projects underway concurrently and warning that trying to do too much, too fast could be interpreted as an escalation by other powers, most notably the Klingons. *Coventry* was thus limited to a truncated production run of just 18 ships that entered service beginning in 2242.

Though it could be argued that Starfleet was responsible for creating its own problems by reacting too slowly to its modernization needs, one thing that could not be disputed was the simple fact that fielding a modern force boiled down to deploying new ships in place of old ones. Ameliorating the situation somewhat was the decision to actively utilize reserve forces in front-line roles, gradually replacing these older vessels on a 1:1 basis as new ships entered service.

Given the heightened tensions between the Federation and the Klingons, the new frigates were grouped into squadrons and deployed to three major hotspots along the border—the Azure sector (that encompassed the lawless ‘Triangle’ region), Archanis sector (where Starfleet had a major Marine Corps base on the fourth planet) and Cestus sector. Ships that did not evenly divide into these squadrons were used for general support among outlying bases and colonies.

When war came—and it did, rather abruptly—*Surya* was immediately called upon along with some of its newer compatriots, but thanks to Starfleet's general ineptitude, early results were highly discouraging. Typifying this was the Battle of Andromeda in November of 2246.

A star system situated in the Andromeda Constellation, its proximity to both Earth and Axanar was uncomfortably close for Starfleet. Defenses consisted of two Destroyer squadrons (1 *Marklin*, 1 *Larson*), a reserve squadron of aged *Anton* class Cruisers and the *Surya* squadron hurriedly recalled from Archanis. *Marklin*, with its almost fighter-like maneuverability and heavy torpedo armament had gained a measure of fame in a number of pre-war skirmishes and was lauded for its reliability. *Anton* was the one *Baton Rouge*-era class Starfleet had elected to not update, while *Surya* and *Larson*, with their stronger deflector shields and new fire control systems provided a measure of reassurance.

The IKDF, whose leadership lacked any semblance of indecision or indecisiveness, had inducted not only Frigates and Destroyers, but a number of larger Cruisers and even Battleships into their fleet, a number of which were at Andromeda and set the stage for a bloodbath. 1 Light Cruiser (*D-4*) and 4 Frigate (2 *F-5*; 2 *F-6B*) squadrons kept Starfleet's forces busy enough, the presence of larger Cruiser squadrons (1 *D-5*; 1 *D-6*) led by 4 massive *B-1* class Battleships completely tipped the scales however.

D-5, despite being a veritable relic (dating to the early 22nd Century), had been re-armed with more powerful Mark V and Mark VI disruptors. In simulations, a single *Surya* could theoretically engage and defeat up to three of these ships. *D-6* on the other hand not only featured a design that merged that of *D-4* and *D-5*, but mounted even more powerful disruptors (the Mark VII later becoming a mainstay weapon) on a hull that was incredibly armored. *B-1* took the ‘bigger/better/harder’ philosophy to a nearly ludicrous extreme compared to *D-6* and was the IKDF's trump card.

Utilizing a divide-and-conquer strategy, the Klingons were unusually methodical. First, the *Antons* were eliminated from the field. With their weak shielding, sluggish maneuverability and slower overall speed, they were little more than cannon fodder. Their presence on the front lines was a sign both of Starfleet's ineptitude and their desperation. Next, the *Suryas* and *Larsons*—the newest and most advanced ships—were distracted, not at all hard given the forces the IKDF had on hand. Finally, the *Marklins* were encircled—a bit trickier given their torpedo loadout and good maneuverability.

The sacrifice of the *Antons* and the loss of most of the Klingon Frigates and Light Cruisers wasn't at all surprising and was somewhat expected on both sides. What the battle really came down to was the duel between capital ships. With the *Marklins* pinned down, the *Larsons* attempted to provide a screen for the *Suryas* who were trying to break through the Cruiser formations and strike at the Battleships. Here is where they suffered greatly. Torpedo spreads from the *D-5s* and *D-6s* combined with disruptor barrages from the *B-1s* took their toll, destroying 3 *Larsons* and inflicting severe damage on several *Suryas*—*Kanaris* (FF 1854) losing her warp drive and communications array, *Andalucia* (FF 1857) losing her starboard phaser banks and port engine nacelle and *Praylaya* (FF 1855) having several holes punched through her hull after losing her deflector shields.

Preventing the battle from turning into an all-out massacre was the arrival of the 3rd Cruiser Squadron. The first real test for Starfleet's *Pyotr Velikiy* class ships, they fared much better against Klingon ships of the line. Dividing up, 4 engaged the *B-1s* while the remaining 6 worked to free up their comrades. With reinforcements, the tide began to turn and Starfleet's Frigates fought even more viciously, engaging multiple ships at once with no regard for tactics or coordination. Eventually, the bulk of the IKDF force was destroyed and pressure mounted on their core. Collapsing the shields of the Battleship *IKS BaH'Jev*, sustained torpedo bombardment from the *Avenger* (FF 1860), *Courageous* (FF 1861) and *Endurance* (FF 1862) took out her heavy disruptors. Rather than sacrifice a major fleet combatant in a single engagement, the Klingons elected to execute a tactical withdrawal.

Progress during the war's early stages was slow and often quite grueling. The next major fleet action didn't see the participation of any *Suryas*, but was where the *Coventry* class received its baptism of fire. Starfleet's listening post on the tropical world of Nozseca VIII had proven to be not only an irritant to IKDF forces (serving as an intelligence and interdiction hub), but also a major impediment to their advance into Federation territory. Marines of the 2nd Ranger Battalion, along with a Special Forces platoon had proven most resilient and resourceful in the face of continued Klingon probing attempts. So to had the orbiting support squadron comprised mainly of lighter ships (*Loknar*, *Larson* and *Kearsarge* classes).

The Klingons' tenacity showed no sign of abating though and given that they were employing the same tactics as they did at the Battle of Andromeda, it was only a matter of time before these ships were overrun and the planet was taken. Starfleet's response was to organize a relief force from their naval base at Thranstor.

It was comprised of two elements—defensive/supporting and offensive. With three of the four planet-based phase cannons out of action, the shield generators strained to the limit and medical supplies & foodstuffs nearly exhausted, resupplying the post was of the utmost importance. This task fell to the Heavy Transport-Tug *Minsk* (TTH 1649), embarking 4 containers that carried over a million metric tons of supplies in total. The Light Carrier *Yeager* (CVL 1591) and fighters of the 20th Attack Group would support the *Minsk*, assigned to defend her against IKDF gunboats as well as enemy transports and troop formations on the surface.

A *Coventry* squadron, led by the *Dahlgren* (FH 1234), along with a squadron of *Kiaga* class Destroyers was assembled around the Cruisers *Pyotr Velikiy* (CA 1670), *Nicholas II* (CA 1674) and *St Vincent* (CA 1693) and would form the offensive force assigned to expel any enemy forces in system and provide overwatch for the resupply operation.

Departing *Thranstor*, they entered the *Nozseca* system on 11 November and arrived right in the middle of a scenario analysts had grimly predicted. Swarming the system with three Cruiser squadrons, the Klingons had eviscerated the support squadron stationed there, destroying several ships, crippling several others and freeing up space to land their ground forces.

Starfleet assembled the relief force with great attention to detail, but one factor they couldn't anticipate was the deployment of the Klingons' new *D-7/Klode* class Battlecruisers. Dispensing with the 'brutal' aesthetic of *D-6*, it had a smooth, almost Starfleet-like appearance. The Mark VII 'Heavy' Disruptors of the *B-1* were the new standard on *D-7*, which also featured stronger shields and more powerful engines (eclipsing Starfleet's *PB-32* by a moderate margin). One squadron of these together with two *D-6* squadrons made for yet another uphill fight.

Fighting their way into orbit was a relatively painless affair for *Minsk*, *Yeager* and three *Kiagas* that had broken off to assist them. The real work was the dual between the two opposing groups of capital ships. As Starfleet was devoid of knowledge regarding *D-7*, so to was the IKDF devoid of knowledge regarding *Pyotr Velikiy* and *Kiaga*. Starfleet used this lack of knowledge together with a high-level of coordination to take the field. *Coventry* wasn't as maneuverable as *Kiaga*, but even still, the skill of her helmsmen together with her ample armament distribution enabled these Frigates to avoid most torpedo volleys and disruptor barrages while at the same time maximizing the damage from precision weapon strikes made in concert with other ships.

After four bloody hours, Starfleet lost two *Kiagas*, one *Coventry* (the *Santander*/FH 1232) along with the bulk of the support squadron initially deployed to the system. The Klingons on the other hand, lost a full squadron and a half (15) of their *D-6*'s along with two of their new *D-7*s that, like at *Andromeda*, forced them to make a tactical withdrawal.

On the surface, nearly a quarter of Starfleet's forces were lost, but fighter superiority combined with massive planetary bombardment eliminated the entire Imperial Guard force along with their supporting artillery.

This proved to be a turning point Starfleet's shipbuilding doctrine, but its overall tactical strategy as well. Much debate had taken place regarding the number of concurrent classes, not only among the Admiralty, but even the General Assembly and Security Council. In light of their poor performance thus far, the production of *Loknar* compared to *Surya/Coventry* was brought into question as was the production of the Destroyer category overall. Ultimately, production of *Loknar* was terminated in favor of *Surya/Coventry* - despite the strident objections of Andorian members of the Admiralty (who lobbied for and had major input in the design of the class). Along with the *Larson* (production of which was also terminated) and *Saladin* (production of which had

already been terminated in favor of *Larson*) classes, *Loknar* was moved off the front lines, being reassigned to system defense and convoy escort duties in place of fleet reserve squadrons, losses of which were steadily mounting. With this change, *Marklin*, *Kearsarge* and *Kiaga* became the smallest ships still active on the front lines.

Following this narrow victory, Starfleet sought to make the most of every subsequent engagement so as to stay on the offensive. With reports filtering back from Starfleet Intelligence of possible Klingon activity near the *Altimus* sector, they seized the opportunity and deployed a squadron to investigate. Here, two *Coventry* (*Coventry*, *Dahlgren*) and three *Surya* (*Avenger*, *Reliant*, *Balthasar*) class ships accompanied larger Cruisers and a Battleship as well as smaller Destroyers into the sector by way of a broad spiral, starting out in the *Nostveg* system. With a 20-ship armada orbiting the third planet, the IKDF had 2:1 superiority, though these were all of the elderly *D-4* (15) and *D-5* (5) classes.

Due to the close proximity of *Nostveg III* to the system's star, the frequent delta radiation bombardments gave Starfleet the element of surprise, the squadron commander electing to warp into the system and execute a three-pronged blitz in overlapping waves. *Dahlgren*, *Balthasar* and the *Braga* (DD 823) formed a trailing-V formation behind the *Simon Bolivar* (CA 1682) and *Adams* (BB 10) in the first wave. *Avenger*, *Reliant* and *Bengal* (DD 831) formed up around *Rommel* (CA 1678) in the second wave while *Coventry* and *Arbiter* (DD 851) constituted the third and final wave.

On approach, the Klingons were dispersed haphazardly near the planet's equator. The first group to be detected by short-range sensors broke orbit and set an intercept course that would put it at a 30-degree angle opposite the current course of the Starfleet squadron. Another group of ships was on a vector that would take them across the stern of the first group (assuming none of the commanders changed course to avoid the ensuing collision). The remaining ships were on the far side of the planet, in a tight formation that left little, if any room for emergency maneuvers.

On execution, *Adams* established dominance quickly, laying down a furious torpedo barrage that crippled 2 ships right off the bat. The first and second waves moved in, establishing a rough perimeter after which *Adams* used torpedo fire to drive the Klingons towards the smaller, more agile Starfleet ships. Separate from all of this was the third wave. While it was just two ships, Starfleet's confidence in both the *Coventry* and *Kiaga* classes was high enough that it was sent to engage the remaining targets tied up around the planet.

This particular combination of tactics and firepower enabled Starfleet to win the day, however the Imperial Defense Forces would not just blithely roll over, they would make Starfleet pay dearly for its subsequent victories.

As they could not hope to match the Klingons' numbers, at least in any reasonable timeframe, Starfleet decided to use the Klingon bloodlust to their advantage. Given their penchant for striking at Starfleet's supply lines, using convoys as bait was a logical tactic and paid off handsomely in mid December near the *Rebonet* system.

Convoy Y-16Z had departed Deuteronomy III and was enroute to resupply a number of front-line repair outposts, establish 3 colonies and support construction of the massive Beta Antares shipyard complex. As such, it was quite large and diverse, consisting of two dozen *Independence* class Freighters, a squadron of fully loaded *Ptolemy* class Transport Tugs and 6 *Cochrane* class Colonial Transports. While this was a legitimately assembled convoy, Starfleet Command stripped it of any Destroyer or Frigate escort, knowing that its size and slow speed of travel (Warp 3 being *Ptolemy*'s maximum when fully loaded with 3 containers) would make it target too tempting to avoid. Instead, the USS *Defiant* (CH 1764) along with the Cestus-based *Surya* squadron laid in wait along the convoy route.

True to form, the Klingons soon pounced. Detecting no escort, a raiding group of 3 K-5/*Dupat* class Light Cruisers and 5 G-1 class Gunboats moved in for the kill. While most ships in the convoy featured minimal to no armament, all had deflector shield systems strong enough to withstand a moderate assault. The *Defiant* and her Frigates quickly emerged from their cover and surrounded the Klingons, destroying all the Gunboats in short order and capturing the 3 K-5's.

These ships were the real prize. Smaller than the D-7, yet featuring much of the same aesthetics and technology, they held roughly equivalent positions to *Larson* in the IKDF order of battle. Taken back to Thranstor, their systems and library computer data were extensively analyzed by the ASDB and Starfleet Intelligence before they were integrated into Starfleet's first aggressor squadron and used for dissimilar combat training (DCT).

By this time, large numbers of *Kiaga* class ships had filtered out to the border region and begun to assume the majority of perimeter action responsibilities. Larger *Surya* and *Coventry* class ships were redeployed to Beta Antares where they, along with their *Kearsarge* and *Detroyat* compatriots, formed the bulk of Starfleet's combat force.

The Klingons thus far had failed to secure a beachhead inside Federation space. Losing Convoy Y-16Z as well as another at Xamdab II together with other defeats had begun to place a strain on their logistical apparatus. Overcoming this obstacle was a priority, leading to the first major ground battle at Sinbad IV in May of 2248. Part of a system located in the Aldebaran sector, it was home to a fledgling colony that was fast becoming a center of commerce and trade, as well as a rich abundance of natural resources.

Starfleet Intelligence discovered this was the IKDF's next target and quickly relayed the information. With little notice, Starfleet dispersed their 3rd Marine Brigade (7,632 troops) among their only *Coventry* squadron and several more *Suryas* (both of which had emergency evacuation/transport limits of up to 600) and quickly deployed them along with the only Cruiser squadron in the area.

Learning from their defeat at Nozseca VIII and determined to push Starfleet back on to the defensive, the Klingons committed an entire Imperial Guard division (22,896) along with a crack brigade of Black Staff (special forces) troops, bringing their total commitment to just over 30,000 troops. Using fully loaded N-6/*Morast* class Transport-Tugs

(able to carry up to 4 T-series or 2 G-series containers each) they deployed a squadron of these along with three Frigate squadrons (2 F-5; 1 F-6B) as cover.

In orbit, it was a tough fight for Starfleet. The problem wasn't so much the Klingon Frigates, whose lack of armor plating and comparatively weak shielding made them easy picking for the larger Starfleet ships, it was the N-6 squadron. The IKDF, having learned from Starfleet's logistical woes, based their newest Transport-Tug off the impressive D-7/*Klolode* class Battlecruiser. Aside from the twin tractor-tow pads and unique secondary hull design, N-6 maintained the exact same armament and was equipped with the same defensive systems making them dual threats compared to the more-limited *Ptolemy* class.

Starfleet's Cruisers, *Pyotr Velikiy* class ships, embarked starfighters from the 2nd & 4th Attack Wings. Ostensibly intended for ground attack operations to support the Marines, they came with generous stores of photon missiles originally allocated to destroy artillery emplacements, troop carriers and other fortified targets. Due to the pressure exerted by the N-6's, 60% of these stores were expended in an effort to destroy or drive the IKDF off as quickly as possible so troops could be landed. This effort did succeed and fortunately for Starfleet, it did so with no losses - compared to the IKDF contingent, that lost every ship in a fight to the death.

Of more importance were events planetside. The Klingon force had landed on an unoccupied tropical landmass, slightly less rugged than Nozseca VIII, but littered with ancient ruins. Their main base was built in a clearing with vital equipment such as sensor dishes, communications arrays and so forth, clustered together close by inside a grouping of ruins arranged in a broad circle. Artillery (including surface-to-orbit weapons) and armor were arrayed along the outer perimeter making a conventional attack difficult and making for a formidable defense.

The reason why the Imperial Guards or Black Staff had not yet moved on the major settlements was because in this instance, numerical superiority was not on their side. At this point, the planet's total population was just over 1.1 million, supported by a highly capable civil defense force numbering approximately 350,000. It was highly likely then that the Klingons were focusing on cementing their presence while awaiting more substantial reinforcements. With the system now under Federation control and the possibility of more ships arriving from Starbase 2 (13 light years away), there was no telling what they might do.

After disposing of the Klingon invasion force, the *Pyotr Velikiy* class ships swooped into orbit and executed a lightning quick orbital bombardment, taking out the artillery emplacements as well as the sensor and communications arrays. With that done, they quickly fell back and began recovering and reloading their fighters as the Frigate force moved in and began transporting marines to the surface.

Enveloping their encampment from three directions in a roughly triangular formation, the attack began with all three elements launching a massive photon mortar barrage before deploying fire teams to provide sniper cover and then slowly advancing. As

expected, the Klingons with their superior numbers attempted to envelop the marines. Continued sniper fire, combined with missile strikes though prevented this. Despite all that, the marines exhausted the power packs in their Type IIIA Phaser Carbines quickly and the battle soon degenerated into primitive hand-to-hand combat. With continued support, the entire Klingon force--including their fiercest Black Staff operators--was completely eliminated, Starfleet losing just a quarter of their marines--a remarkable victory given the odds.

With each successive engagement, the Federation's offensive footing was further strengthened. The IKDF, now facing serious logistical strain, started to show signs of desperation. Their next attempt to establish a strategic foothold in Federation space came in August in Sector 23-H. Despite their performance in previous battles, including the Ambush of Convoy L-412, Starfleet deployed reserve forces again, placing *Baton Rouge* and *Anton* class ships at the vanguard of *Task Force Delta*. With the 1st & 3rd Cruiser squadrons as well as an impressive number of smaller ships, including *Surya* and *Coventry* squadrons among others, one would think the task force as being enough to hold a backwater system that was of no significant importance. On the contrary, Starfleet *had* learned from previous engagements and had taken the liberty of assembling a separate battle group and hiding it inside a nearby asteroid field for contingency purposes.

Pushed squarely onto the defensive didn't blunt the IKDF's edge, but did make them more cautious. Successive waves of small *F-5* and *G-1/Sentinel* class ships were of little challenge to ships of the Starfleet task force, even the elderly ones. Introducing a *D-4* squadron turned up the heat, if only slightly--their maneuverability proving a challenge for the *Antons*, but their weak shielding making them easy prey for *Surya*, *Coventry* and their more modern compatriots.

The introduction of 1 *D-5* and *D-6* squadron into the fray tilted the balance more sharply. *D-5*, with her more powerful disruptors, *D-6*, with those plus stronger shields and thicker armor.

Anton as always, proved to be the weak link. As they fell one by one, the pressure on the remaining ships increased. Despite making quick work of the Klingon Frigates and Gunboats, phase cannons proved woefully ineffective against the Klingon armor and with the IKDF's superior numbers, several Frigates (*Sverdlov*/FH 1238, *Pralaya*/FF 1855, *Niovi*/FF 1887, *Argus*/FF 1888) and a number of Cruisers (*Pahlavi*/CA 1680, *Giap*/CA 1864, *Bellerophon*/CA 1691) were destroyed.

With this grim contingency in mind, Starfleet fell back on their supporting battle group. With *Kiaga* and *Yorktown* class ships at the core, backed up by *Independence* class Light Carriers and starfighters of the 7th Attack Wing, they smashed into the Klingons' right flank, destroying a number of ships with a fierce opening volley of photon torpedoes. Attempting to establish dominance on the field, these reinforcements split into two groups. One, led by the *Yorktown* (BB 400) and *Merrimac* (BB 407) bore down on the smaller combatants in an effort to take the pressure off the ships of the task

force. The other, led by the *Constitution* (BB 405) and *Olympia* (BB 404) engaged the larger Battlecruisers.

In the hopes of preventing Klingons from bogging them down, electronic warfare was refocused from their capital ships to the smaller combatants in the hopes that they would quickly fall, but this was not the case--proving to be the beginning of the end.

The *Yorktown* (BB 400) and *Merrimac* (BB 407) did get bogged down and despite the overwhelming number of starfighters, they were unable to prevent the *Kiagas* from getting picked off one by one. Together with the *Marklins*, the *Constitution* and *Olympia* launched a furious photon torpedo barrage that paved the way for surgical phaser strikes and claimed several *D-5s*. The Klingons though responded in kind. By linking their forward disruptors and concentrating their fire, the *D-6s* disabled several ships--including the *Surya* and *Balthasar*--and destroyed several others. After this first volley, successive volleys focused on *Constitution*. Despite the tenacity of her escorts, including *Avenger*, *Reliant* and *Bombay* (FH 1926), she lost her warp engines and forward phase banks in short order. When *Olympia* suffered the same fate it became clear Starfleet couldn't win this fight

The Battleships formed up in a diamond slot formation closely followed by the Carriers (which would be the next logical targets) and attempted to retreat, but the *Yorktown*, *Constitution* and *Merrimac* were all destroyed. The remaining reserve forces, led by the *Moscow* (CA 1327) and *Tehran* (CA 1331) charged the Klingons and bought the bulk of Starfleet's assets enough time to escape to the Klaf system, marking a bloody end to Starfleet's worst defeat thus far.

The Debacle at Giso in October--in which ships of a Starfleet task force were either destroyed or routed--was the impetus behind a crash development initiative focused on fielding a replacement for the increasingly ineffective phase cannon. The Invasion of Rudgur III the following month saw the Klingons employ chemical weapons for the first time, using chlortheragen gas to exterminate the majority of Starfleet's 7th Marine Division. These defeats, though costly for Starfleet, provided little more than psychological benefits to the IKDF and in retrospect, would prove to be pyrrhic victories.

Starfleet played the psychological card when it struck back at Kesse in November. A *Baton Rouge* squadron with a minimal escort of just three *Suryas* (*Illusive*/FF 1851, *Kanaris*/FF 1854, *Endurance*/FF 1862) breached the Klingon lines and ambushed an important Klingon supply convoy that was en route to a forward operating base. The convoy escort, consisting of one *D-7* and six *D-4* class ships, was overwhelmed when the Starfleet squadron broke formation and executed repeated flanking attacks. Destroying several dozen *N-6* Transport-Tugs and four of the *D-4s* broke the Klingon's back, the *Endurance* and *Tehran* (CA 1372) pressing an attack that claimed the *D-7* next before the remaining ships were surrounded and destroyed.

Even with this defeat, the Klingons continued to advance toward Thranstor on one front and Areglius on another. The Battle of Webirty and the Attack on Zal Vhros in February of 2249 proved similarly disastrous and laid bare their increasing weakness and

desperation. A shortage of supplies and lack of reinforcements contributed to a breakdown in strategic organization. At this point, the need for supplies, forward operating bases (FOBs) and front-line repair facilities outweighed the need for sheer numbers of combat vessels and as the IKDF grappled with this, there was a general lull in fighting.

This proved fortuitous for Starfleet. In March, their phase cannon replacement--the phaser--was certified for fleetwide deployment, this relative calm allowing them to begin rotating their ships through their front-line bases at Thranstor and Beta Antares for refit. Both *Surya* and *Coventry* entered refit at Thranstor behind *Detroyat*, which took their place on the front lines while they underwent their refits.

The Klingon High Command pinned their chances to get back on the offensive and regain momentum on inflicting comparable logistical damage on Starfleet and pushing them as far back from the border as possible. To do so, they planned two massive thrusts into Federation territory--one would center on the destruction of Starbase 15, while the other involved the total pacification of the Adhara system that the Klingons believed to be the location of a major military command center.

Standing between the Klingons and Adhara was Thranstor. It had been surveyed some 15 years prior in 2234 and had been selected as the site for a major industrial base to support future exploration and colonization/expansion efforts. By 2245, major mining, production and fabrication facilities had been established along with a *Kepler/K-Type* Space Station that serviced and supplied the various vessels operating in the region. With the outbreak of war, personnel and assets flooded into the region, working to establish a major shipbuilding complex in orbit of Thranstor IV. The *K-Type* station was also augmented by a *G-Type* station that would serve as a major command and control center. By 2249, with the system's increasing importance, an entire task force plus a reserve force battle group--over 200 starships--called Thranstor home.

The battle group was positioned in and around the system's core, protection the two stations and the shipyards while the task force was dispersed into squadrons, spread amongst the system's four planets. *Coventry* class ships were present at Thranstor III, while *Suryas* were present at Thranstor I and II.

The Klingon task force that intended to push through and on to Adhara approached from the far side of the border, initially detecting only the reserves at the system's center due to extensive masking in place. Aware that they had the rare advantage of numbers in this instance, Starfleet forces proceeded cautiously. They let the Klingons proceed to the shipyards and engage their reserves before they sent three squadrons in from Thranstor III to lull the Klingons into a false sense of security.

Rearmed with phaser-based weaponry though, that proved to be hard to do. While not able to defeat deflector shielding with a single barrage, these new weapons punched through infinitely faster than their particle-based ancestors and proved impressively effective against reinforced armor plating as well.

Letting the battle progress, the Cruisers leading the Starfleet charge soon resorted to electronic warfare, tricking Klingon sensors and convincing them reinforcements were approaching from their left flank. This deception had its intended effect, keeping the Klingons off guard as 4 more squadrons entered the area and advanced from the rear. Capitalizing on the confusion, surgical phaser strikes targeting Klingon propulsion and sensor systems pushed them onto their heels.

The same tactic was repeated again, this time creating the illusion that Starfleet forces were retreating towards the edge of the system. This caused the Klingons to reform and move away from the shipyards, but before they could get anywhere, 5 more squadrons approached from Thranstor I and Thranstor II, completely cutting them off. At this point, the battle quickly disintegrated into an all out melee. Smaller shuttlecraft and starfighters 'softened up' the large battlecruisers, while phaser weaponry (including the powerful pulse phaser cannons arming the *Kiagas* present) sliced through Klingon shielding and armor with comparative ease. From there, all remaining Starfleet forces in-system that hadn't yet joined the battle, did so, engaging the Klingons at point blank range with some starships engaging multiple adversaries at once.

This sound defeat marked the beginning of the end of the IKDF's war effort. A coup attempt led by Admiral Kamato resulted in the assassination of Chancellor Kar'harmer, however further moves were thwarted by Imperial Intelligence and both he and his forces fled the Empire--with the Battleship *Jul'Kar* and an estimated 55% of the imperial fleet to boot.

Even more damning was the defection of Admiral Komex in February 2250. Somewhat of a pragmatist he took a long view of things, realizing that the Empire could not win the war and that it needed to be brought to a conclusion if they wanted to wage it again in the future. Following an extensive interrogation in which he provided detailed information regarding the Klingon base at Kolm-An, Starfleet Intelligence worked to verify as much of his information as possible before Command drew up plans for an assault codenamed *Operation Argus Redoubt*.

While those plans were still being attended to, Starfleet was occupied with a Marine assault on the Klingon world of Karag. Nearly 142 light years from the staging area in the Cestus system, it was a major part of the IKDF's logistical apparatus, serving as a major storage and trans-shipment facility for both supplies and personnel.

The SFMC possessed no dedicated troop transports and the fleet's Transport-Tugs, even the *Kirov* class, weren't capable of traveling at the speeds necessary to facilitate the journey in under 6 month. The only class capable of taking on the mission then was *Cochrane*. A 370m long Colonial Transport designed by a joint civilian-Starfleet team, it was equipped with standard PB-32 series Warp Engines and rated to embark up to 8,100 people. 8 examples were procured and sent to Starbase 11 where they were modified with larger, *PB-32-L* series engines and refitted with barracks-style accommodations boosting their capacity to 8,197. Traveling to Arcanis IV, they embarked the entire IV Corps--nearly 70,000 troops--before setting a course for Cestus.

The one major battle in which *Surya* didn't play a part, the fleet's single *Coventry* squadron was utilized instead, providing cargo/logistical support. Other principal supporting classes included *Pyotr Velikiy*, *Akula* and *Santee*. All told, nearly 100 ships assembled for the operation. Traveling at Warp 8, they reached Karag in a little more than 3 months. Due to its somewhat remote location, they faced comparatively little resistance in orbit, but as with the Battle of Sinbad IV, combat on the ground was fierce and bloody. Compounding this were the volatile atmospheric conditions that prevented orbiting forces from providing support.

As engagements wore on and the Marines' supplies dwindled, they were forced to raid Klingon positions and once again, resort to hand to hand combat. Many heroes emerged from these engagements, none so notable though as Colonel Anchar Ahab. Commanding the 12th Regiment, more commonly known as the "Yellow Demons", Ahab's force became pinned down by intense small arms fire while trying to open a path through a mountain pass. On the other side of the pass, 10,000 marines faced off against Klingon natives numbering in the hundreds of thousands. With the terrain difficult, if not impossible to overcome, overcoming the enemy fire was their only means of escape. Locating a *Class F* shuttlecraft, phaser cannon and photon mortar, the Colonel asked for a volunteer to pilot the shuttle while he conducted a risky fire support mission through the shuttle's open door. Despite the cannon's bulk and the mortar's recoil, Ahab managed to destroy the Klingons' mountainside fire base allowing the marines to proceed through the pass and join their compatriots fighting against the natives.

At the same time, Karag's atmospheric conditions gradually began to improve, allowing the orbiting ships to begin bombarding enemy positions and sending down support. This culminated in a hard-fought victory, Starfleet finally getting revenge for its losses in Sector 23-H.

Retreating back towards Federation space, this force happened upon another equally sized force of Starfleet vessels and a slightly smaller one of captured Klingon ships headed towards Grank. The bulk of the IKDF's front-line assets were concentrated here, repairing, rearming and attempting to reform for another offensive push. Starfleet Command had assembled their captured Klingon vessels into a single formation, crewing them with volunteers from various Federation member worlds and sending them in ahead of a main body of ships intended to eliminate this last remaining obstacle to the war's concluding battle.

The IKDF, in pressing its advantage of numerical superiority, had done so in an increasingly wreckless manner. Despite scoring a massive victory in Sector 23-H, they had failed to capitalize on it and press further into Federation space. Starfleet, in scoring numerous victories of a smaller scale, caused the Klingons to redeploy those forces elsewhere. Through attrition and due to Admiral Kamato's coup, their force at Grank--constituting an entire task force--was all that was left of their front line, combat ready forces. The remainder were either assigned to protect their key base at Kolm-An or their home system.

Entering the system, Starfleet's aggressor squadron found the assembled forces in a state of utter complacency, unusually lax given the IKDF's diminished state. Breaking off momentarily, the *D-7* class IKS *T'Kek* covertly transmitted the Klingons' force composition and disposition/positional status to Starfleet before reforming with the rest of the group. Their task was not only to provide this initial intelligence, but to launch the opening salvo against the largest and most powerful targets that in this case were a squadron each of *D-6* and *D-7* class Battlecruisers.

A massive photon torpedo salvo followed by continuous disruptor fire took out the warp engines and sensors of a numbers of these ships before the aggressors retreated and Starfleet's regular forces swooped in. Led by the *Coventry* (FH 1230) and *Dahlgren* (FH 1234), Frigates did the lions' share of the fighting, diving straight into the center of the Klingon formation and engaging multiple targets simultaneously. They were supported by fighters of the 4th & 9th Attack Wings while larger Cruisers and Battleships provided heavy fire support and cut off the the Klingons' escape. Though handily outnumbered, they fought bitterly, utilizing swarm tactics and even attempting kamikaze runs before being picked off by a combination of torpedo fire and ingenious tractor beam employment.

With battles at Karag and Grank now won, Starfleet was free to focus fully on the coming fight at Kolm-An. The third planet in the resource-rich Karregheni star system, it was the only Class M world present. With a mild, temperate climate, 'Kolmana' as it was formerly known, added an agricultural dimension to what was gradually becoming a key industrial center. Prior to the outbreak of war, the IKDF established a large base ostensibly for administrative purposes, but also to coordinate various in-system activities and to serve as a supply hub for forward deployed forces on the frontier. After war broke out, Kolm-an gained major strategic and logistical importance as the only major link to front line forces from the industrial and military centers in the empire's core.

Despite the Klingons' gradually declining forces, the IKDF continued to maintain it as an administrative center, carrying out upgrades to help it serve as a major C3 hub, but doing little to boost its military capability aside from constructing five *Z-4* Class Space Stations (similar in size/function to Starfleet's *G-Type*) in and around the system's core. This made it a prime target to Starfleet, who, after losing Sector 23-H, sought to sever this logistical link and cripple the IKDF's offensive capability altogether.

Late in the month, nearly 80% of Starfleet's active forces--including the single *Coventry* and all three *Surya* squadrons--were marshaled and set off to end the war once and for all. Over 900 starships, 1200 starfighters and nearly 40,000 personnel embarked on a mission that was described by many in the Admiralty as 'too big to fail.' Indeed, the sophistication and raw power of phasers versus disruptors and disruptor-based weaponry had been demonstrated on numerous occasions in small scale encounters. Their presence on all of the starships present assured them a quick victory.

Opposing them in the system were over 400 IKDF warships deployed in three layers. The outer layer contained the familiar *G-1* class Gunboat, the *F-5* Frigate and its *F-6B* variant, carefully dispersed amongst an intricate network of communication relays and sensor

buoys. The middle layer saw *D-4* and *D-5* Cruiser classes holding station amongst moons and mining stations, while the inner layer around Kolm-an itself was protected by *D-6* class Battlecruisers, the seldom-seen *B-1* class Battleship and the aforementioned Space Stations.

Starfleet's singular goal was to reach Kolm-an and inflict as much destruction as possible by any means necessary. Making heavy use of photon torpedoes while traveling at warp, they were able to make it past the periphery with little trouble before dropping out of warp at the middle layer. Here, the Frigates along with the *Marklin* and *Kiaga* class Destroyers engaged the larger Cruisers at point blank range before waves of starfighters swarmed into the area and allowed them to punch their way through to their target.

There, the heaviest classes including *Yorktown*, *Pyotr Velikiy*, *Coventry* and *Marklin* (due to its heavy torpedo armament), engaged the stations and attempted to capture them with SFMC special forces. Engaging the capital ships fell to *Surya*, *Loknar*, *Detroyat*, *Kiaga*, *Akula* and *Kearsarge*. Though slightly outclassed by *D-6* and handily so by *B-1*, here they had the advantage of numbers. Added to this, fighters slowly entered the fray after pacifying their assigned targets and the same for Starfleet's heavies.

Escaping this phase of the battle with moderate losses (4 *Kearsarge* class CA's, 4 *Loknar* class FF's, 3 *Detroyat* class DH's, 3 *Marklin* class DD's) while managing to destroy the IKDF's entire force, Starfleet's forces surrounded the planet and decimated the surface via a prolonged photon torpedo bombardment.

Capturing the stations intact would've been a major win for Starfleet and expanded the Federation's territory greatly, however the SFMC special operators discovered self-destruct packages on each, leading to a hasty evacuation.

Ultimately, with its supply lines crumbled, a large portion of its fleet lost and Starfleet holding clear tactical and technological superiority, the Klingons were forced to sue for peace. The result saw the formation of a second demilitarized or 'neutral zone' between the Empire and Federation, the IKDF licking its wounds and slowly beginning to rebuild while Starfleet moved back to a peacetime footing once more.

In the immediate post-war period, Starfleet's forces found themselves naturally realigning in support of specific overall goals. Larger Cruiser classes such as *Constitution* and *Pyotr Velikiy* were deployed on missions of exploration and scientific study while *Detroyat* and everything smaller was used to secure the Federation's borders (eventually being reorganized and redeployed as part of Starfleet's 'spherical defense' strategy). Frigates, due to their size, speed and well-balanced mix of capabilities, gradually became the fleet's workhorses, being utilized in everything from mapping & survey missions, to the transport of cargo and personnel along with border patrol and rapid response.

Giving *Coventry* a degree of distinction, the *Bombay* was assigned to transport Klingon Admiral Komex from Starbase 12 to a pre-arranged rendezvous point in early 2251. Declining the Federation's offer of asylum, Komex elected to return to his homeworld and present himself to the High Council for judgement (thus, redeeming the

honor of his house). He was executed in single combat by Kessa, heir to the now-deceased Emperor Kar'harmer, who had recently assumed the throne. However, Komex's defense--that he acted to end a war which harmed the Empire's long-term strategic & tactical viability--found traction with several powerful houses, causing Kessa and the High Council to elevate Sturka to the Chancellorship.

In line with the precedent set by *Constitution*, all *Surya* and *Coventry* class ships were refitted beginning in 2261 with the same propulsion, computer and offensive/defensive systems that comprised *Constitution*'s 'Achernar' sub-class.

One of the more common mission profiles suited to these Frigates was that of starbase support. In 2263, Starfleet commenced construction of Starbase 47-*Vanguard*. A large *Watchtower/J-Type* Space Station, it was situated in an expansive region of unclaimed space referred to as the Taurus Reach. While its true purpose was to act as the hub for a top-secret investigation into a biological artifact known only as the 'Taurus meta-genome', officially, it was a central hub coordinating all research, colonization and other such initiatives in the region. For that, Starfleet Command assigned the *Bombay* to provide general support.

In 2265, the *Bombay* was on a supply run to Ravanar IV, home to both a mining operation and also a Starfleet Intelligence outpost. In the course delivering these supplies which supported the top-secret operations on the planet, she was intercepted and engaged by six Tholian warships. Destroying 4 ships, the *Bombay* was all but crippled when her Captain, Hallie Gannon, engaged the self-destruct system and destroyed 1 more.

By 2268, the circumstances surrounding the engagement and the Tholians larger motivation was made clear. An ancient and powerful race known as the Shedai was responsible for the meta-genome, leaving it as a 'seed' from which they would one day rebuild their civilization. They also shared a brutal master/slave relationship with the Tholians prehistoric ancestors. Starfleet's interference then, while it was ostensibly peaceful and curious in nature, was cause for extreme paranoia throughout the Tholian Assembly.

After obtaining a number of mysterious artifacts (later revealed as being T'kon in origin), constructing an array and managing to use it to capture every Shedai entity, the Tholians massed a large task force along the border. Despite their paranoia, pragmatic elements speculated that the Starfleet team aboard the Starbase sought to study the Shedai and obtain knowledge that would allow them to eliminate the Shedai as a threat and indeed, they were right.

However, unbeknownst to the Tholians, Starfleet's admiralty had issued directives to begin R&D work with the ultimate goal of weaponizing the array. With no choice but to obey orders, scientists on *Vanguard* began running the assigned experiments. One of these, monitored by the *Repulse* (FF 1863), pulverized Ursanis II before causing space-time to collapse in on itself and erase the area from existence.

Experimenting with the array in this manner caused the Tholians great psionic trauma. Afterwards, any skepticism regarding Starfleet's motives evaporated and the task force was ordered to destroy the Shedai, *Vanguard* and anyone/anything that stood in the way. Despite the fact that it would take the Tholians 4 days to reach the station, only 4 ships could be mustered to defend the station, one being the *Buenos Aires* (FH 1660).

As one might expect, fighting a one-sided battle against such a numerically superior force did not go well, even given *Vanguard*'s imposing armament. Fighting with Klingon-like ferocity, the *Buenos Aires* eventually lost her shields, phaser banks and warp drive, Captain Andrew Jarvis declaring her "FUBAR". Disregarding orders from the commander of the *Endeavor* (CH 1716) to retreat to cover, Captain Jarvis flew his hopelessly crippled ship into the densest formation of Tholian warships, destroying them all in the ensuing explosion.

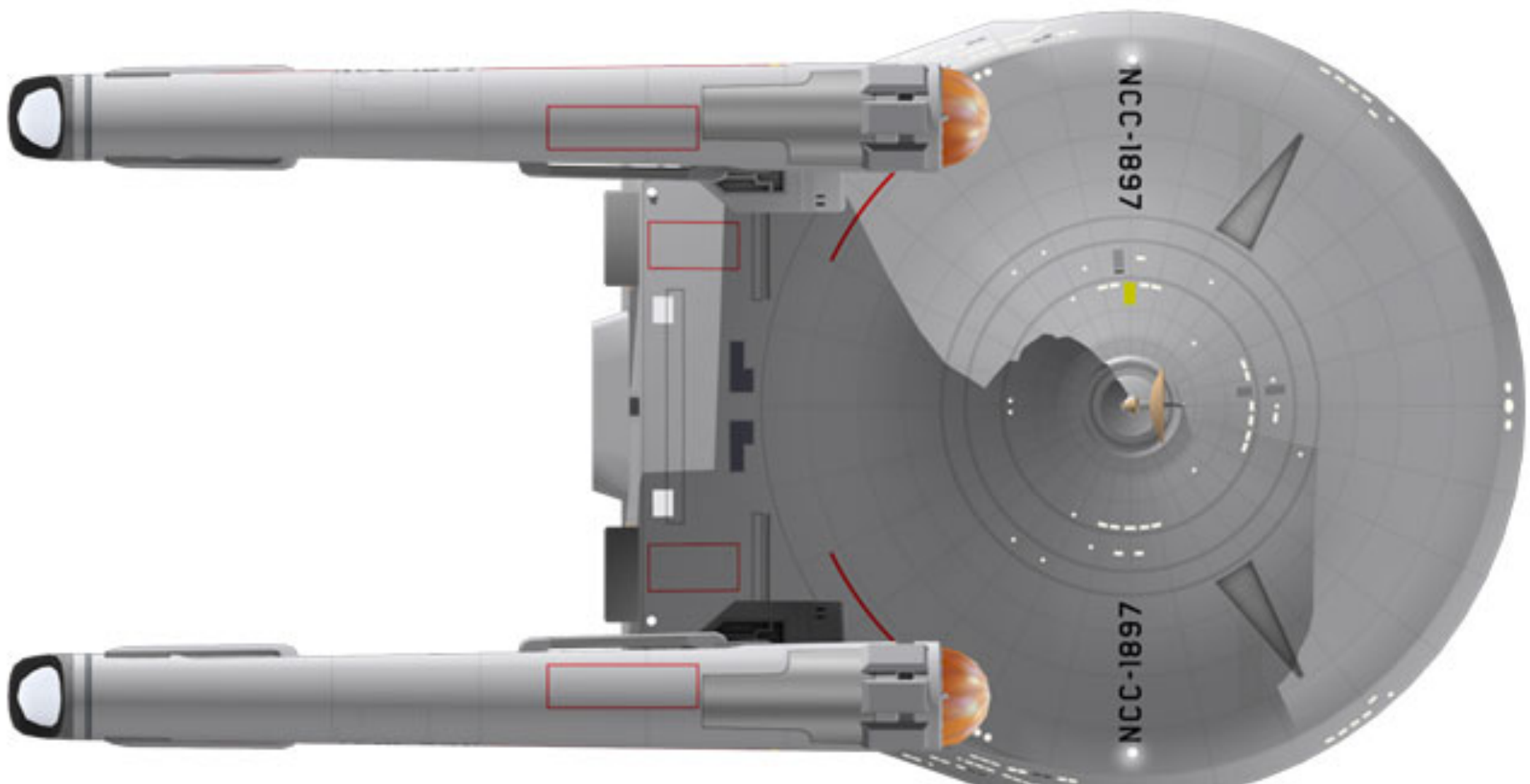
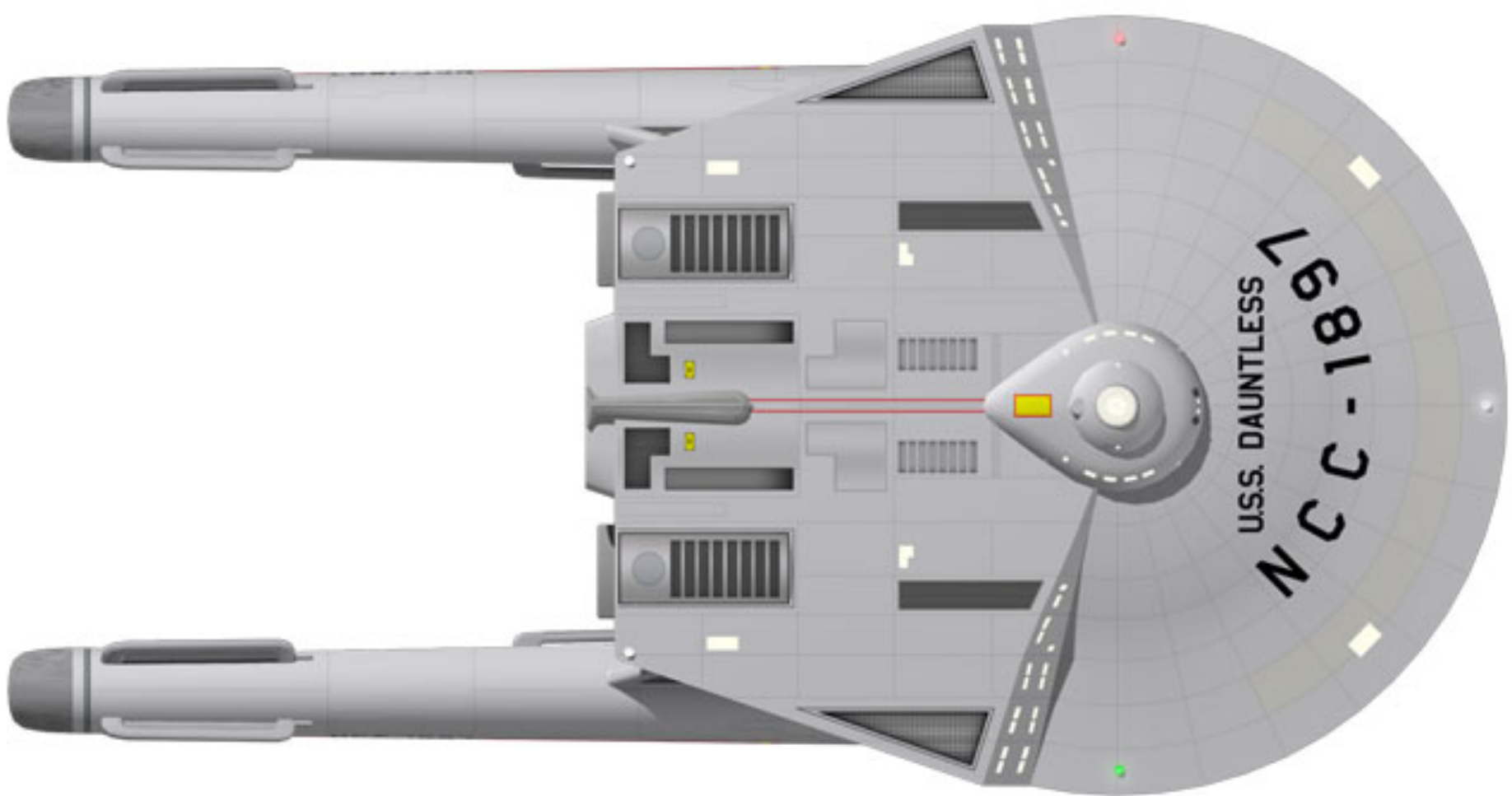
After nearly three decades of punctuated by bitter strife and nearly unimaginable levels of violence, *Surya* and *Coventry* closed out their service histories with quiet reliability. The advent of the Linear Warp era around this time though promised to bring them closer together. Where its stalwart Frigate designs were concerned, the ASDB created a standardized design as a base, shrinking the previous disparity in size. *Surya* would form the basis for the new *Knox* (FF 1940) class while *Coventry* was the foundation for the *Miranda* (FH 1860) class. Each differed from the other primarily in terms of armament, embarked craft and cargo capacities, but otherwise were essentially the same.

Entering service in 2273 and 2275 respectively, conversion of existing ships as well as constructing new builds took a while to ramp up. *Surya* and *Coventry* were thus not formally retired and stricken from the Starfleet registry until early 2278.



Surya (top); Coventry (bottom)

Class	Surya/Coventry	Mass	639,000 metric tons	Armament	6 Phase Banks (2241/42-49)
Classification	Frigate/Heavy Frigate		653,000 metric tons		2 Phase Cannons (2241/42-49)
Service	2241(2242; Coventry)-2278	Compliment	320		2 2 nd Class Torpedo Launchers (2241/42-78)
Number Active	0				6 Type VI Phaser Banks (2249-78)
Length	237m / 245m				2 Type VI Phaser Emitters (2249-78)
Beam	127m			Defense Systems	Standard Deflector Shield System
Height	59m				total capacity 245,000 terajoules (2241-60) / 257,000 terajoules (2241-60)
Decks	15				371,231 terajoules (2245-60) / 389,414 terajoules (2260-78)
					Standard Monotanium Single Hull







Editor's Annotations

Finally, I've got this done. This right here is probably the most complete description of the Four Years War as I've ever given and is also the source of some regret on my part because aside from that and the events of the "*Vanguard*" series, there's little else out there to further flesh out the histories of either *Surya* or *Coventry* (even the "*Hobbyist's Guide*....." doesn't say much). So what you're left with is a summation of the fleet makeup to that point, an in-depth account of the Four Years War, a brief account of "*Vanguard*" events and then a little more than a paragraph to tie it all up. It's not the way I would've chosen to write this, but considering *Ships of the Star Fleet* described these as the fleet's primary combatants during the war and they were then heavily utilized as general supporting platforms during "*Vanguard*", it's at least fairly accurate.

Astute readers will note that I have both classes entering service shortly after *Loknar*, but describe how they "*introduced the Frigate to Starfleet*." Given the tasks a Frigate would be expected to carry out, *Loknar*'s design seems lacking. It has the capabilities and is more than good enough to serve as a 'system defense platform' for the Andorians and whoever else (as some sources have described it), but in my mind, it just doesn't quite work. This is an issue that also affects *Detroyat* (a bit too heavy for a 'Heavy Destroyer') and *Kearsarge* (while well-armed, seems a little too light for a 'Light Cruiser'), but one that disappears by the latter half of the 23rd Century.

The schematics were also an annoying issue to consider when doing this too. Neale Davidson's, while beautiful and now iconic, didn't take armament differences into account at all. *Constitution* has phasers in the same spot as *Saladin*, *Surya* and so forth. As I mentioned in a post blog post, I found the originals at the Starship Schematic Database and was going to use those (6 phaser banks up front and additional emitters aft being a more fitting setup for a ship expected to take on the lions' share of combat), but I just didn't feel comfortable and managed to find two decent orthos.

The brief descriptions of the interior are based off of **Strategic Design's** *Constitution* and *Knox/Miranda* blueprints – still the best out there bar none IMO.

Bibliography

****DISCLAIMER****

This is a work of pure fiction. As with everything else on my blog, this writing is from my own point of view. I'm working within a universe that is populated by material sourced back to CBS/Paramount Pictures and various other authors, designers and artists, including those listed below. This is **not** intended to be taken as the 'end-all-be-all' guide to these classes. No, it's merely the history of them as I envision it and as such, I cherry pick from some sources, ignore others and weave it all together as I see fit.

Logo—Kristian "Reverend" Trigwell ([Gallery @ Star Trek Minutiae](#))

Design—Todd Guenther/Aridas Sofia/Starstation Aurora

Orthographic Views—'LordSchtupp' (Surya – [DeviantART](#))

'admiral-horton' (Coventry – [DeviantART](#))

Selected Text—John A. Theisen (FASA Four Years War Supplement)