

LARSON II

CLASS DESTROYER



The successor to the most successful Destroyer line of the Class I Era, the *Larson II* class represented the pinnacle of Destroyer development at a time when frigate types were diversifying and a gradual shift towards bigger, more heavily armed cruisers and patrol combatants took hold.

Like *Loknar*, *Larson* was a principal contributor to the Federation's overall victory in the Four Years War. In 2247, 2 squadrons worth (20) – the entire production lot up to that point – were deployed to bolster the token force of *Marklin* class ships commanded by Captain Kelvar Garth in the Axanar star system. Garth's numerically inferior force had driven off a Klingon battle group once already (the 'First Battle of Axanar') when the Klingons struck again, in an attempt to relieve their planetside garrison and regain a foothold in Federation space. This time the two sides were more evenly matched. Captain Garth's strategy involved a multiple-wave attack. *Larson* class ships moved in first, closing from two sides and catching the Klingons in a pincer maneuver before the *Marklins* (which were armed with a total of 8 torpedo launchers) moved in and mauled their targets with spread after spread of photon torpedoes.

Their performance in this battle was so impressive that Starfleet decided to cap production of the *Saladin* class (which was identically armed) and expand production of *Larson*.

In 2270, plans were drawn up for *Saladin*'s Linear Warp upgrade, however the 56 ships produced were slated to be upgraded to 3 different standards. With the project as a whole not expected to be completed until 2280, this created a multi-faceted gap (technological & offensive/defensive) that was a definite cause for concern within Starfleet Command.

With its war record and all the associated prestige that brought, the case for upgrading *Larson* became all the more compelling. With upgrade plans together and frozen in place as of mid 2271, *Larson II* became the fleet's 'premier' destroyer line—being designed from a more robust, multi-mission standpoint as opposed to *Saladin II* and its offshoots (*Daytona* & *Jenghiz*), which were more utilitarian in nature and designed predominantly as tactical tools.

One of the bigger changes in starship design & engineering made during the Linear Warp Era was the removal of the automated torpedo loading & prelaunch systems—allowing the launchers themselves to be housed within the bridge modules of most Class I designs—in favor of manual systems, which naturally required a great deal more room and was a key factor in determining overall starship design. For *Larson II*, this involved abandoning the new fleet standard saucer in favor of a modified one that was 'notched' forward, providing an ideal location to embed 2 2nd Class Photon Torpedo Launchers.

Aside from this obvious exception, *Larson II*'s design remained true to her Class I forebearer and maintained commonality with other Linear Warp designs already in service and being developed. Her single nacelle was mounted above and extended aftwards from the hull, held in place by 2 reinforced booms or 'wings', eliminating destabilizing crossflows. Combined with specially programmed computer control systems specially designed to work with the new generation of linear feed engines, the danger of a ship falling victim to the infamous "wormhole effect" was virtually eliminated.

Again like the original, *Larson II*'s single hull design was unique when compared to similar classes such as *Saladin II*—giving it roughly 16% more internal volume. Though planners first inclination was to use the space almost entirely for additional weapons & spare component stores, they were overruled by Starfleet Command who wanted to see more balance in this Destroyer class. Weapons and spare components were still included, but they were balanced out by additional communications & sensor equipment, deflector

shield generators and troop accommodations—enough to embark a fully equipped platoon (60).

Like *Saladin II*, *Larson II* was made up almost entirely of uprated *Larson* class ships. Between its introduction in 2240 and the completion of the *Stalingrad* (DD 4461) in mid 2268, 149 ships had been constructed in 6 build groups. Four—*Tecumseh* (DD 4402), *Jackson* (DD 4405) and *Scott* (DD 4409)—were either lost or destroyed, while the *Waterloo* (DD 4306) was restored to her original condition for inclusion in the Fleet Museum once the upgrade program began in 2272.

As with *Saladin II* and most other classes, ships of the *Larson II* class lead generally quiet service lives, underscoring the fact that despite the tumultuous astro-political period in which the Federation and Starfleet found itself, they were still dedicated to peace and scientific exploration.

2286 however saw the *Moltke* (DD 4417) involved in the infamous engagement with the Klingon *D-9/K'Teremny* class *Q'rish*. Part of a formation that included the Starships *Ajax* (DD 547) and *Hood* (CH 1707), *Moltke* was the only ship to escape relatively unscathed—pressing its attack on the *Q'rish* after the *Hood* was destroyed and the *Ajax* was severely damaged, until the Klingon ship unexpectedly retreated from the field.

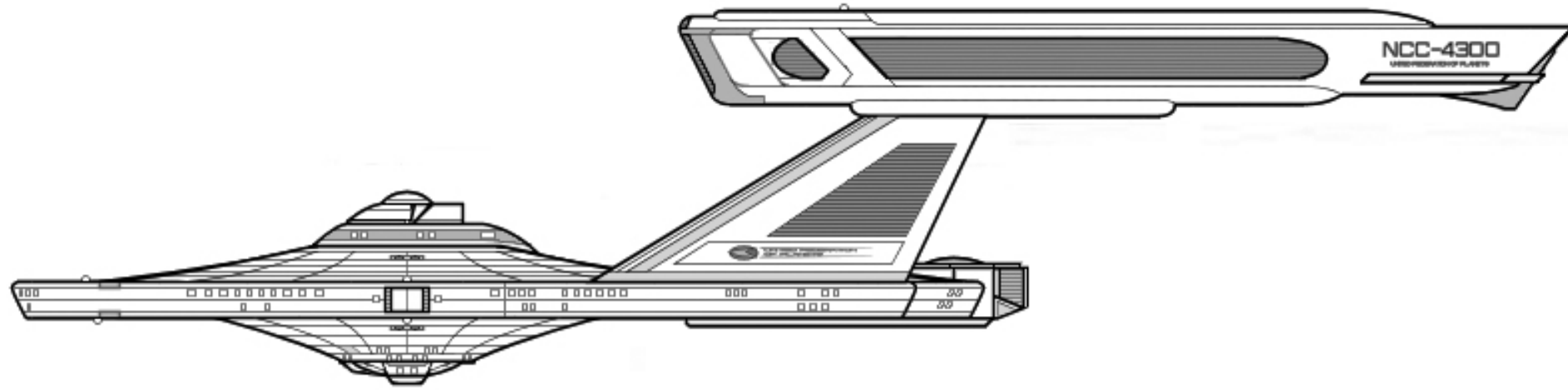
By 2288, uprating had been completed, but Starfleet Command wasn't quite finished. A design trait that had become somewhat popular among smaller Destroyers and Frigates was the addition of a small, dorsally located shuttlebay able to hold a maximum of two craft. Rather than go through the extremely time consuming process of refitting existing ships, Starfleet commissioned a seventh (and final) all new build group, 13 ships strong, with this feature.

All ships remained in front line service until 2330. At that time, 100 of the 157 active vessels were retired, while the remaining 57 (including all 13 'Block 7' ships) were reassigned to Reserve Forces Command.

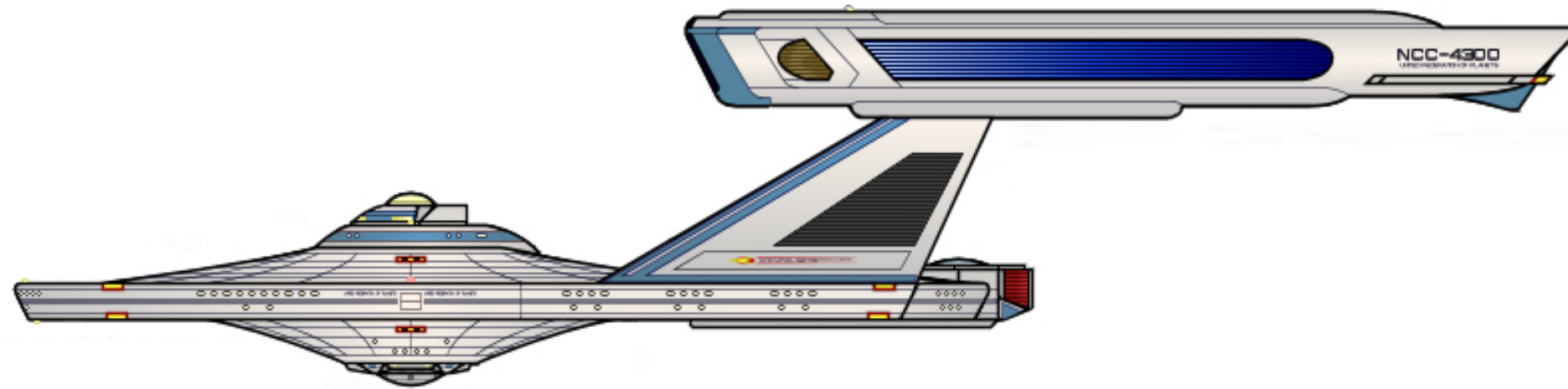
In 2374 during the Dominion War, these ships formed the core of the Defense Perimeter surrounding the planet Betazed. Starfleet Command believed the system to be too far out of reach for the Dominion forces operating in the vicinity and became lax—allowing the Tenth Fleet to execute training maneuvers out of the planet's immediate vicinity. This proved to be a fatal mistake. With Starfleet's forces divided, the Dominion found it relatively easy to capture the planet—mauling the Tenth Fleet while it was unawares and out of position, before proceeding forward and eviscerating the Destroyers assembled in orbit.

The legacy of *Larson* and *Larson II* would live on in the 24th Century, inspiring the creation of the *Norway* (DH 64920) and *Galant* (DH 92410) classes—smaller, well armed and definitely combat oriented, but with additional capabilities that set them apart from other classes and that helped bridge the gap between Destroyers and Frigates.

Larson II; Standard Configuration

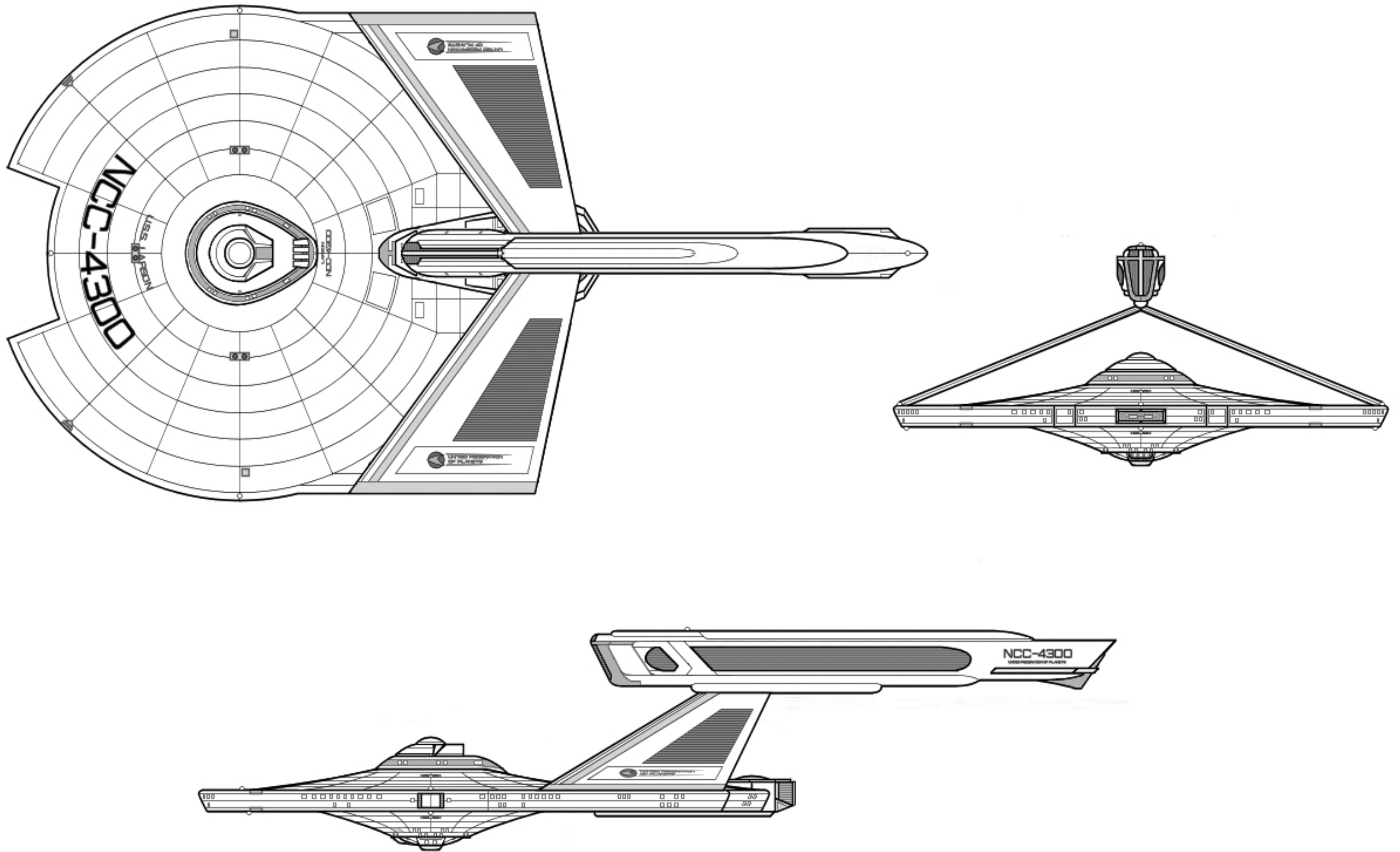


Larson II; Modified ('Block 7') Configuration

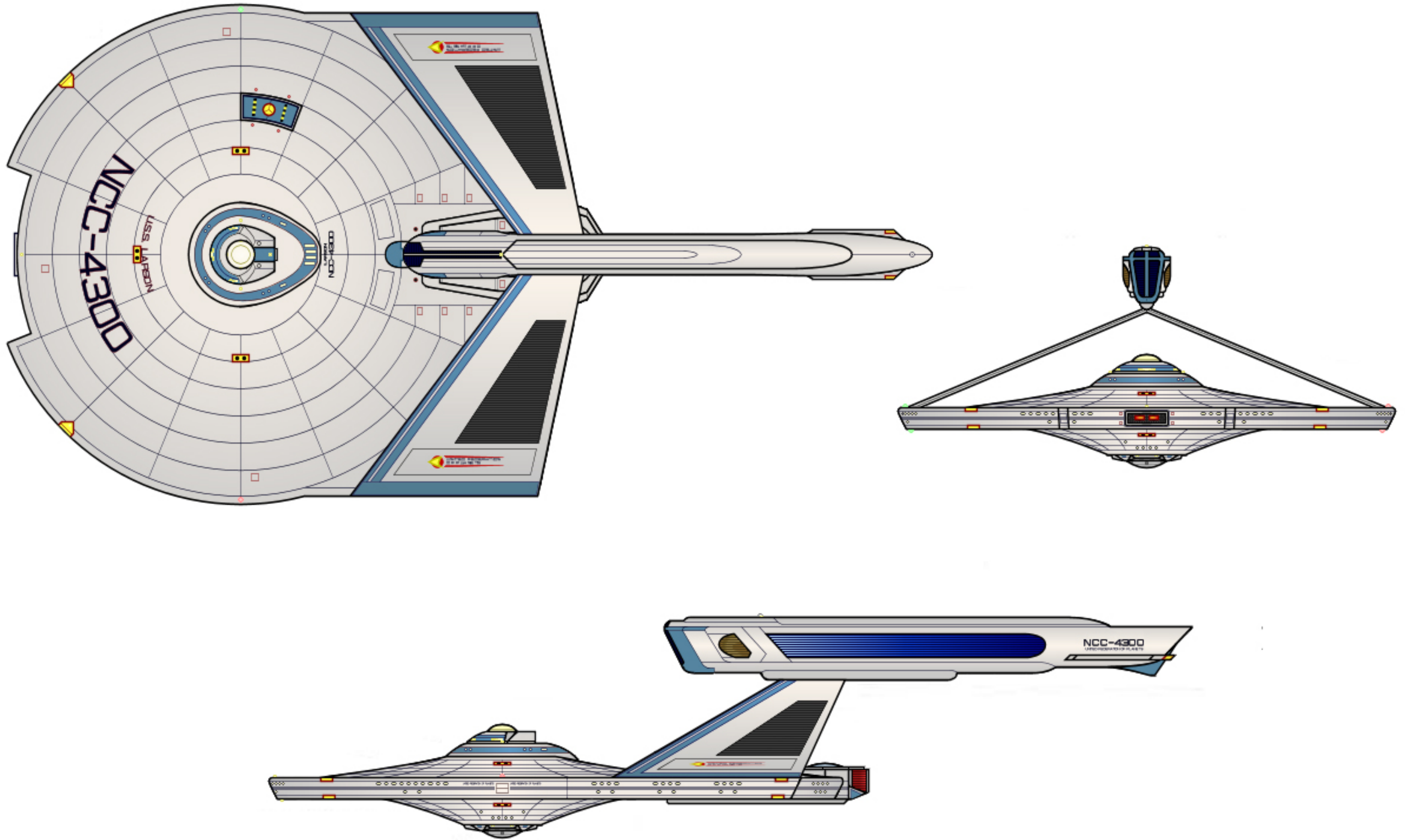


Class	Larson II	Mass	115,000 metric tons	Armament	6 Type VII Phaser Banks 2 2 nd Class Torpedo Launchers
Classification	Destroyer	Compliment	135	Defense Systems	Standard Deflector Shield System total capacity 598,975 TerraJoules
Service Number Active	2272-2330; 2330-74 *(selected ships) 0				Standard Duranium/Tritanium Single Hull
Length	271m				
Beam	132m				
Height	84m				
Decks	9				

Larson II; Standard Configuration



Larson II; Modified ('Block 7') Configuration



Editor's Annotations

As promised, here is my take on *Larson's* Linear Warp incarnation. Initially, brainstorming for this class was more difficult due to the lack of substantive history compared to comparable classes like *Saladin* or even another FASA design such as *Loknar*. What I eventually ended up doing (as I continued writing) is creating an artificial 'gulf' of sorts between this and *Saladin*, using *Larson's* war record and playing up *Saladin's* utilitarian nature. A rough, real-world analogue can be found with the AH-1Z *Viper* and AH-64D *Apache Longbow* Attack Helicopters. Illustrating this would be unconfirmed reports of the Iraqi government's desire to procure AH-64's, but the USA's offer of AH-1Z's instead ([read this article](#)).

The existence of 7 separate build groups comes from FASA and is listed out at Memory Beta ([link](#)) while rough commissioning dates are established at STSTCS ([link](#)).

Bibliography

Logo—'Viperaviator' ([DeviantART](#))

Design—FASA

Blueprints—Neale "Vance" Davidson ([Jaynz Institute of Technology](#))