

## Wasp Class Fast Attack Destroyer

Name	No.	Builders	Laid Down	Commissioned
WASP	FD 01	Krupp-Armstrong (Alpha Centauri B II)	07 Mar 2254	10 Sep 2258
SWIFTSURE	FD 02		22 Dec 2255	19 Mar 2259
VICTORY	FD 03		17 Jan 2258	26 Nov 2260
EMDEN	FD 04		10 Dec 2258	29 Jan 2260
HORNET	FD 05		29 Mar 2259	30 Oct 2261
HIPPER	FD 06		16 Sep 2260	16 Feb 2262
WARSPITE	FD 07		18 Oct 2261	10 Jul 2263
STEINHART	FD 08		19 Oct 2263	25 Oct 2264
COURAGEOUS	FD 09		13 Nov 2263	03 Jan 2265
DERFFLINGER	FD 10		17 Feb 2264	07 Sep 2266
IMPLACABLE	FD 11		04 Sep 2265	11 Sep 2267 [projected completion]

Initially, the Olympian Defense Forces Space Arm (ODFSA) planned to name the Wasps in sets of four. However, the Lebensraum Party in the Olympian Parliament objected, and further funding for the *Wasp* was secured at the price of permitting the Lebensraum Party to name certain ships.

Despite its checkered budgetary career, the *Wasp* is considered among the finest frigates in known space, demonstrating an excellent balance between firepower, thrust, and protection. They are also costly, but most analysts believe that, in this case, the money has been well spent.



### Specifications

Mass, Fully Loaded: 5,125 metric tons

Total Length: 149.1 meters

Hull Length: 80.5 meters

Hull Diameter: 16.1 meters

Bell Diameter: 31.4 meters

Crew: 72 [14 officers, 58 ratings]

Propulsion:

Radiant Dynamics SG-3 Hyperdrive  
[GDE]

Spänem-Wiley D-T Torch [1.50g, 5.08 TW]

Tactical  $\Delta V$ : 13.13 km/sec

Transit  $\Delta V$ : 105 km/sec

Power Systems:

2 Epstein Delta Reactors [125 MW]

13 Okuda Heatsinks [442 GJ]

14 Semper Paratus Batteries [28 GJ]

450 m<sup>2</sup> of Radiators [318.75 MW]

Armament:

4 Pembrose 4-7Y 4.50m Lasers  
(2400nm)

2 Radiant Dynamics Barker-23-2  
Coilguns

2 Whitworth Heavy Missile Tubes

8 Spänis G3A Zone Defence Particle  
Beams

Maximum Armor Thickness: 420mm RHA

Sensors:

Kreutzer S43-42 Radar

Sony KG-17-R Lidar

### Development and Class Notes

When the Nations Fédérée Marine D'Étoile merged with Olympia in 2245, it brought immense technical expertise with it. Olympia turned this expertise toward designing a new line of starships. The *Wasp* frigates were conceived as fast attack destroyers, capable of front-line engagement against equivalent-weight ships from any power, and capable of operating as consorts to the *Di Gleria* class command cruisers developed at the same time.

While expensive, the high end Spänem-Wiley torch and its advanced radiators are economical with reaction mass while delivering 1.50g of thrust. In turn, the *Wasp's* high thrust permits them to close the range and deliver the tremendous punch of its 2400nm laser batteries, potentially crippling another frigate in a single salvo and probably obliterating smaller combatants in one shot. The heavy missile tubes and coilguns serve to constrain target maneuver to permit a successful attack run. Since the *Wasp's* 2400nm laser suite requires them to close further than other fleet's 1200nm lasers, the *Wasp* has heavy forward armor for a frigate in hopes of surviving the run. Additional durability comes from the ODFSA practice of armoring fuel tanks. As is standard for Olympian ships, the *Wasp* mounts particle beam zone defense to engage great numbers of incoming projectiles simultaneously.

The weaknesses of the *Wasp* are few. As a cylindrical ship, it does not pivot rapidly. In addition, its power system presents its captains with difficult choices. One salvo from the main battery will consume 24GJ of the 28GJ its batteries can store, leaving little power for coilguns and zone defense during the attack run. While the reactors can be turned on as the attack run commences, this may shorten the ship's heat endurance, and careful timing would still be required to ensure sufficient power remained for the primary salvo.

# WASP—Olympian Defense Force Space Arm

Dueling Cost: 1690 Econ Cost: 2173 Boxes: 160  
 Crew: 14 Officers, 58 Enlisted, 8 Extra  
 Cruise Duration: 16 Strategic Turns (32 Weeks)  
 HyperDrive Access Costs:

Gamma: 8.2 Delta: 12.3 Epsilon: 16.4

**Pivot L**

- 1 +0
- 2 +1
- 3 +0
- 4 +1
- 5 +2

**HEAT**

- 2 Flex Points
- 1 ECM
- 3 Flex Points
- Reactors At 1/2 Power
- 2 ECM
- Batteries Hold 1 Power Each
- 4 Flex Points
- 3 ECM
- Batteries Hold 0 Power Each
- Core Hits Equal To Excess Heat

**Roll G**

- +0
- +1
- +1
- +1
- +2
- +2
- +3
- +3
- +4
- +4
- +4

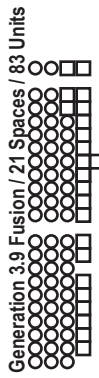
**PROPULSION**

- +0
- +1
- +1
- +1
- +2
- +2
- +3
- +3
- +4
- +4
- +5

**TORCH FLUX = 4.1**

- +0
- +1
- +1
- +1
- +2
- +2
- +3
- +3
- +4
- +4
- +5

Burn fuel from left to right, the gaps between groups are visual spaces every 10 units. Fuel is damaged in columns. When the fuel units change shape, move down one row on the thrust matrix



- ELECTRONICS**
- Communications
  - Sensors (1 ECM, ZD +50%)
  - Sensors (4 ECM, ZD +200%)
  - Sensors (9 ECM, no ZD)

NOSE	AFT	PORT	STARBOARD	TOP	BOTTOM	CORE
1 0 Quarters	1 1 Delta	1 0 Quarters	1 0 Quarters	1 2 Bridge	1 0 Quarters	1 3 Life Support
2 0 Cargo	2 1 Epsilon	2 0 Quarters	2 0 Cargo	2 0 Cargo	2 0 Cargo	2 2 Bridge
3 1 Batteries	3 1 Epsilon	3 0 Batteries	3 0 Cargo	3 0 Cargo	3 0 Cargo	2 2 Bridge
4 1 Heat Sinks	4 0 Cargo	4 1 Batteries	4 1 Heat Sinks	4 0 Cargo	4 2 Reactors	4 1 Gamma
5 2 Mount A	5 0 Reactors	5 1 Heat Sinks	5 1 Fuel	5 1 Batteries	5 1 Batteries	5 1 Delta
6 2 Mount B	6 2 Reactors	6 1 Heat Sinks	6 1 Fuel	6 1 Batteries	6 1 Batteries	6 1 Epsilon
7 2 Mount B	7 2 Reactors	7 1 Fuel	7 1 Fuel	7 1 Heat Sinks	7 1 Heat Sinks	7 0 Electronics
8 2 Mount B	8 2 Reactors	8 1 Fuel	8 1 Fuel	8 1 Heat Sinks	8 1 Heat Sinks	8 2 Reactors
9 1 Mount C	9 1 Fuel	9 1 Fuel	9 1 Fuel	9 0 Radiators	9 0 Radiators	9 1 Batteries
10 Mount D	10 Fuel	10 Fuel	10 Fuel	10 Fuel	10 Fuel	10 Structural Integrity
1 Ave. Armor	1 Ave. Armor	1 Ave. Armor	1 Ave. Armor	1 Ave. Armor	1 Ave. Armor	1 Ave. Armor

Battery Capacity: 28  
 Reactors: +2 Power/Segment  
 Heat Sink Capacity: 13 Heat Points  
 Radiators: 1.2 Heat Points Per Turn  
 Bridge: 2 Flex Points  
 Max Thrust: 6

**Thrust (Hull Depth: 4)**

6	5.5	4.5	4	3	2.5	1.5	1
6.5	5.5	5	4	3.5	2.5	1.5	1

**Reactors**

1	0.5	X
1	0.5	X

**Structural Integrity**

8	9	10	1	2	3	4	5	6	7
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**Mast (Hull Depth: 3)**

3	1	2	5	7	10
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**Bridge**

2	1	1
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**Life Support**

G	D	E
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**Hyperdrives**

1	2	0	0	4
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**Radiators**

28	26	24	22	20	18	16	14	12	10
8	6	4	2						

**Batteries 14 Gen 2**

13	12	11	10	9	8	7	6	5	4
3	2	1							

**Heat Sinks (13 Na, 0 Li, 0 W)**

13	12	11	10	9	8	7	6	5	4
3	2	1							

**Quarters**

1	1	1	1	1	1	1	1	1	1
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**Cargo**

16	15	14	13	11	10	R	9	8	7
6	5	IM	3	2	1				