

# SPRINGFIELD-CLASS FRIGATE

Entered Service: 2356



## Dimensions

Length: 325 meters

Beam: 223 meters

Draft: 64 meters

*STAR TREK ADVENTURES*

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**Overview:** As of the 2350s, the *Miranda* class starship had been in operation for almost eighty years. Starfleet wanted a new design that could improve on the *Miranda's* versatility and ability to be quickly refitted for new mission profiles. While the *Nebula* class had already been slated for this purpose, it was still years away from completion and Starfleet wanted a smaller starship to fill the gap in the interim. In response, Starfleet's Advanced Starship Design Bureau (ASDB) created the *Springfield*-class frigate. While the *Springfield* was originally designed for deep space exploration and border patrol duties, its modular design ensured that it could be quickly adapted to any number of mission profiles. Many of these modular features were so successful that they were later adapted to the *Nebula*-class starships.

**Capabilities:** The *Springfield* class carried a crew of 430 officers and crewmen. It had a cruising speed of Warp 7.5 (MCU) as well as a maximum speed of Warp 9.2 (MCU). The warp nacelles were of the same design as those that had been mounted on the *Cheyenne* class. A V-shaped structure was cut into the rear of the saucer section to allow for a modular mission pod to be attached. This mission pod could be configured to several different mission profiles ranging from cargo transfer to tactical deployment to deep space surveys and more. A secondary hull was suspended below the saucer section via downward-turned pylons. The secondary hull contained main engineering as well as the navigational deflector. Unlike many Starfleet ships, the *Springfield* did not have its own shuttlebay, though one of the mission pods did contain a dedicated shuttlebay/fighter hangar.

## Systems

Comms	9	Engines	10	Structure	9
Computers	9	Sensors	10	Weapons	9

## Departments

CMD	--	SEC	--	SCI	--
CONN	+1	ENG	+1	MED	--

Scale: 4

## Mission Pods

Every *Springfield*-class starship is fitted with a single modular Mission Pod, chosen from the list below. The Talents provided by the pod may not be swapped out normally, but the entire mission pod (and all of its benefits) may be swapped out as if it were a single Talent.

- **Carrier/Shuttlebay:** This pod's space contains a large shuttlebay to carry shuttles or fighter craft as well as barracks for the pilots and repair crews. Additional RCS thrusters are built into the superstructure of this pod to grant the starship greater maneuverability. Ships outfitted with this pod gain: +1 Communications, +1 Structure, and +1 Conn. The ship also gains the Dedicated Personnel (Conn) and Extensive Shuttlebays Talents.
- **Command & Control Component:** This pod contains additional subspace antennae and supplementary computer cores, allowing it to serve as a command center for fleet actions. Ships outfitted with this pod gain: +1 Communications, +1 Computers, and +1 Command. The ship also has the Command Ship and Electronic Warfare Systems Talent.

## Attacks

- Phaser Arrays
- Photon Torpedoes
- Tractor Beam (Strength 3)

## Talents

*Springfield*-class starships have two of their Talents determined by the type of mission pod they are equipped with (see below) as well as the following Talent:

- Rugged Design



• **Diplomatic Conference Area:** Similar to the Command & Control Component, this mission pod facilitates long range communication with numerous subspace antennae and supplementary computer cores. However, the purpose of this mission pod is to establish communication between negotiating parties rather than coordinating fleet movements. This mission pod also contains VIP staterooms, conference rooms and other facilities to serve as neutral ground for diplomatic summits, trade negotiations and the like. The ships outfitted with this pod gain: +1 Communications, +1 Computers, and +1 Command. The ship also has the Command Ship and Diplomatic Suites Talents.

• **High Speed Engine:** This pod contains an additional matter/antimatter reactor core and two small additional warp nacelles which enables the starship outfitted with it to obtain higher warp speeds and maintain those speeds for longer durations. This allows the vessel to act in a rapid response capacity. The ship outfitted with this pod gains: +2 Engines, and +1 Engineering. The ship also has the Improved Warp Core and Secondary Reactors Talents.

• **Hospital Facility:** This pod turns the starship it is attached to into a hospital ship. It contains a massive sickbay with multiple triage units. Ships outfitted with this pod gain: Computers +2, and Medicine +1. Also add the Advanced Sickbay Talent and either the Dedicated Personnel (Medical) or Emergency Medical Hologram Talents. It should be noted that the entire pod is outfitted with holo-emitters for the EMH to access every compartment within the pod. This mission pod cannot use the Emergency Medical Holograms Talent before 2371 as EMHs were not developed until that time.

• **Quantum Torpedo Deck (2371 or later):** The typical weapons array pod (see below) grants a starship additional phaser arrays and torpedo tubes. However, this particular weapon pod is a dedicated quantum torpedo deck with sixteen individual launch systems. Ships outfitted with this pod gain: Weapons +2, and Security +1. Also add the Quantum Torpedoes and Rapid-Fire Torpedo Launcher Talents. This torpedo launcher pod can only be equipped after the development of quantum torpedoes in 2371.

• **Repair Tractor:** This module was designed for when a starship needs to be towed back to the closest starbase and Federation Tug vessels are not immediately available. Starships outfitted with this pod are tasked with operating in this capacity and are capable of performing preliminary repairs to the towed ship while en route to a starbase. This pod grants the vessel: Engines +1, Structure +1, and Engineering +1 as well as the Dedicated Personnel (Engineering) and High-Powered Tractor Beam Talents.

• **Research Module:** This pod is dedicated to advancing the role of Research and Development in Starfleet. Ships equipped with this pod are typically assigned to a system or sector for prolonged study of stellar phenomena. This pod adds +1 Computers, +1 Sensors, and +1 Science. The ship also gains the Advanced Research Facilities and Modular Laboratories Talent.

• **SWACS Sensor Suite:** This Spaceborne Warning And Control System pod contains additional sensor systems, allowing the ship to serve a range of scientific and reconnaissance roles. The ship has +2 Sensors, and +1 Science. The ship also has the Advanced Sensor Suites and High Resolution Sensors Talents.

• **Weapons Array:** This pod contains additional torpedo launchers, phaser arrays, and targeting sensors. The ship has +1 Sensors, +1 Weapons, and +1 Security. The ship also has the Fast Targeting Systems and Rapid-Fire Torpedo Launcher Talents.



Author's Note: According to *Star Trek Shipyards: Starfleet Ships 2294-The Future* published by Eaglemoss/Hero Collector as well as the Eaglemoss/Hero Collector jpeg file of the Federation starships, the *Springfield* class (found [here](#) in the upper third and center-right of the page) has a length of 325 meters. According to [my Scale system](#), the *Springfield* class is clearly Scale 4.

Acknowledgements: Thanks to Mark L. Compton for inspiring my version of the *Springfield's* mission pods. I adapted the text from his [Continuing Mission article](#) detailing his homeruled version of the *Nebula* class's mission pods to use for the *Springfield*. You should be able to use the stats of the above mission pods for the *Nebula* class as well without a problem. Additional thanks to Jim Stevenson for maintaining the [Starship Schematic Database](#).