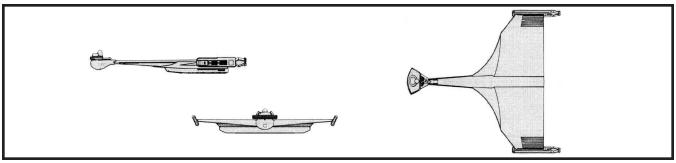


D-19a (Silent Vindicator) Class VIII Light Cruiser





Construction Data:			
Model Numbers —	Type 1	Type 2	Type 3
Ship Class —	VIII	VIII	VIII
Date Entering Service —	2264-2328 1	2338-2359	2359-2389
Number Constructed —	ı	Refit	Refit
Hull Data:	00	0.4	00
Superstructure Points —	32	34	38
Damage Chart —	С	С	С
Size: Length —	234 m	234 m	234 m
Width —	250 m	250 m	250 m
Height —	34 m	34 m	34 m
Displacement —	106,775 mt	115,362 mt	118,742 mt
Cargo:			
Cargo Units —	548 SCU	548 SCU	548 SCU
Cargo Capacity — Landing Capacity —	27,400 mt None	27,400 mt None	27,400 mt None
	None	None	None
Equipment Data:	5.4	5.5.4	D.5. 4
Control Computer Type — Transporters:	R-4m	R-5m-1	R-5m-1
standard 6-person —	2	2	2
combat 22-person —	7	7	7
emergency 18-person —	3	3	3
cargo —	3	3	3
Cloaking Device Type —	-	RCC	RCC
Power Requirements —	-	15	15
Other Data:			
Crew —	350	350	350
Troops —	280	280	280
Passengers —	30	30	30
Shuttlecraft —	6	6	6
Engines And Power Data:			
Total Power Units Available —	48	48	48
Movement Point Ratio —	3/1	3/1	3/1
Movement Point Ratio — Warp Engine Type —	3/1 KWC-2	3/1 KWC-2	3/1 KWC-2
Movement Point Ratio — Warp Engine Type — Number —	3/1 KWC-2 2	3/1 KWC-2 2	3/1 KWC-2 2
Movement Point Ratio — Warp Engine Type — Number — Power Units Available — Stress Chart —	3/1 KWC-2	3/1 KWC-2	3/1 KWC-2
Movement Point Ratio — Warp Engine Type — Number — Power Units Available — Stress Chart — Maximum Safe Cruising Speed —	3/1 KWC-2 2 18 ea. L/O Warp 8	3/1 KWC-2 2 18 ea. L/O Warp 8	3/1 KWC-2 2 18 ea. L/O Warp 8
Movement Point Ratio — Warp Engine Type — Number — Power Units Available — Stress Chart — Maximum Safe Cruising Speed — Emergency Speed —	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9
Movement Point Ratio — Warp Engine Type — Number — Power Units Available — Stress Chart — Maximum Safe Cruising Speed — Emergency Speed — Impulse Engine Type —	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3
Movement Point Ratio — Warp Engine Type — Number — Power Units Available — Stress Chart — Maximum Safe Cruising Speed — Emergency Speed — Impulse Engine Type — Power Units Available —	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9
Movement Point Ratio — Warp Engine Type — Number — Power Units Available — Stress Chart — Maximum Safe Cruising Speed — Emergency Speed — Impulse Engine Type — Power Units Available — Weapons And Firing Data:	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12
Movement Point Ratio — Warp Engine Type — Number — Power Units Available — Stress Chart — Maximum Safe Cruising Speed — Emergency Speed — Impulse Engine Type — Power Units Available — Weapons And Firing Data: Beam Weapon Type —	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12
Movement Point Ratio — Warp Engine Type — Number — Power Units Available — Stress Chart — Maximum Safe Cruising Speed — Emergency Speed — Impulse Engine Type — Power Units Available — Weapons And Firing Data: Beam Weapon Type — Number —	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12
Movement Point Ratio — Warp Engine Type — Number — Power Units Available — Stress Chart — Maximum Safe Cruising Speed — Emergency Speed — Impulse Engine Type — Power Units Available — Weapons And Firing Data: Beam Weapon Type — Number — Firing Arcs —	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12
Movement Point Ratio — Warp Engine Type — Number — Power Units Available — Stress Chart — Maximum Safe Cruising Speed — Emergency Speed — Impulse Engine Type — Power Units Available — Weapons And Firing Data: Beam Weapon Type — Number —	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-5 4 1 f/p, 1 f/s, 2 a	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-13 4 1 f/p, 1 f/s, 2 a	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-24 4 4 1 f/p, 1 f/s, 2 a
Movement Point Ratio — Warp Engine Type — Number — Power Units Available — Stress Chart — Maximum Safe Cruising Speed — Emergency Speed — Impulse Engine Type — Power Units Available — Weapons And Firing Data: Beam Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers —	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-5 4 1 f/p, 1 f/s, 2 a V	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-13 4 1 f/p, 1 f/s, 2 a V	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-24 4 4 1 f/p, 1 f/s, 2 a X
Movement Point Ratio — Warp Engine Type — Number — Power Units Available — Stress Chart — Maximum Safe Cruising Speed — Emergency Speed — Impulse Engine Type — Power Units Available — Weapons And Firing Data: Beam Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — +3	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-5 4 1 f/p, 1 f/s, 2 a V 5	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-13 4 1 f/p, 1 f/s, 2 a V 11	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-24 4 1 f/p, 1 f/s, 2 a X 11 (1-16)
Movement Point Ratio — Warp Engine Type — Number — Power Units Available — Stress Chart — Maximum Safe Cruising Speed — Emergency Speed — Impulse Engine Type — Power Units Available — Weapons And Firing Data: Beam Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — +3 +2	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-5 4 1 f/p, 1 f/s, 2 a V 5	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-13 4 1 f/p, 1 f/s, 2 a V 11 (1-10) (11-16)	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-24 4 1 f/p, 1 f/s, 2 a X 11 (1-16) (17-19)
Movement Point Ratio — Warp Engine Type — Number — Power Units Available — Stress Chart — Maximum Safe Cruising Speed — Emergency Speed — Impulse Engine Type — Power Units Available — Weapons And Firing Data: Beam Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — +3 +2 +1	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-5 4 1 f/p, 1 f/s, 2 a V 5 (1-10) (11-16) (17-21)	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-13 4 1 f/p, 1 f/s, 2 a V 11 (1-10) (11-16) (17-21)	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-24 4 1 f/p, 1 f/s, 2 a X 11 (1-16) (17-19) (20-22)
Movement Point Ratio — Warp Engine Type — Number — Power Units Available — Stress Chart — Maximum Safe Cruising Speed — Emergency Speed — Impulse Engine Type — Power Units Available — Weapons And Firing Data: Beam Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — +3 +3 +2 +1 Beam Weapon Type —	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-5 4 1 f/p, 1 f/s, 2 a V 5 (1-10) (11-16) (17-21) RB-6	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-13 4 1 f/p, 1 f/s, 2 a V 11 (1-10) (11-16) (17-21) RB-15	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-24 4 1 f/p, 1 f/s, 2 a X 11 (1-16) (17-19) (20-22) RB-22
Movement Point Ratio — Warp Engine Type — Number — Power Units Available — Stress Chart — Maximum Safe Cruising Speed — Emergency Speed — Impulse Engine Type — Power Units Available — Weapons And Firing Data: Beam Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — +3 +2 +1 Beam Weapon Type — Number — Number —	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-5 4 1 f/p, 1 f/s, 2 a V 5 (1-10) (11-16) (17-21) RB-6 2	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-13 4 1 f/p, 1 f/s, 2 a V 11 (1-10) (11-16) (17-21) RB-15 2	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-24 4 1 f/p, 1 f/s, 2 a X 11 (1-16) (17-19) (20-22) RB-22 2
Movement Point Ratio — Warp Engine Type — Number — Power Units Available — Stress Chart — Maximum Safe Cruising Speed — Emergency Speed — Impulse Engine Type — Power Units Available — Weapons And Firing Data: Beam Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — +3 +3 +2 +1 Beam Weapon Type —	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-5 4 1 f/p, 1 f/s, 2 a V 5 (1-10) (11-16) (17-21) RB-6 2 2 f T	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-13 4 1 f/p, 1 f/s, 2 a V 11 (1-10) (11-16) (17-21) RB-15 2 2 f	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-24 4 1 f/p, 1 f/s, 2 a X 11 (1-16) (17-19) (20-22) RB-22
Movement Point Ratio — Warp Engine Type — Number — Power Units Available — Stress Chart — Maximum Safe Cruising Speed — Emergency Speed — Impulse Engine Type — Power Units Available — Weapons And Firing Data: Beam Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — +3 +2 +1 Beam Weapon Type — Number — Firing Arcs — Firing Chart — Number — Firing Arcs — Firing Chart — Maximum Power — Number — Firing Arcs — Firing Chart — Maximum Power — Firing Chart — Maximum Power —	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-5 4 1 f/p, 1 f/s, 2 a V 5 (1-10) (11-16) (17-21) RB-6 2 2 f	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-13 4 1 f/p, 1 f/s, 2 a V 11 (1-10) (11-16) (17-21) RB-15 2 2 f	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-24 4 1 f/p, 1 f/s, 2 a X 11 (1-16) (17-19) (20-22) RB-22 2 2 f
Movement Point Ratio — Warp Engine Type — Number — Power Units Available — Stress Chart — Maximum Safe Cruising Speed — Emergency Speed — Impulse Engine Type — Power Units Available — Weapons And Firing Data: Beam Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — **3 **1 **2 **1 **1 **Beam Weapon Type — Number — Firing Arcs — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — **3 **3 **1 **2 **1 **1 **1 **2 **1 **1 **3 **1 **1	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-5 4 1 f/p, 1 f/s, 2 a V 5 (1-10) (11-16) (17-21) RB-6 2 2 f T 6	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-13 4 1 f/p, 1 f/s, 2 a V 11 (1-10) (11-16) (17-21) RB-15 2 2 f U 15	3/I KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-24 4 1 f/p, 1 f/s, 2 a X 11 (1-16) (17-19) (20-22) RB-22 2 I W 17
Movement Point Ratio — Warp Engine Type — Number — Power Units Available — Stress Chart — Maximum Safe Cruising Speed — Emergency Speed — Impulse Engine Type — Power Units Available — Weapons And Firing Data: Beam Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — +3 +2 +1 Beam Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — Hing Arcs — Firing Chart — Maximum Power — Damage Modifiers — Maximum Power — Damage Modifiers — +3	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-5 4 1 f/p, 1 f/s, 2 a V 5 (1-10) (11-16) (17-21) RB-6 2 2 f T 6 (-)	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-13 4 1 f/p, 1 f/s, 2 a V 11 (1-10) (11-16) (17-21) RB-15 2 2 f U 15 (1-8)	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-24 4 1 f/p, 1 f/s, 2 a X 11 (1-16) (17-19) (20-22) RB-22 2 f W 17 (1-12)
Movement Point Ratio — Warp Engine Type — Number — Power Units Available — Stress Chart — Maximum Safe Cruising Speed — Emergency Speed — Impulse Engine Type — Power Units Available — Weapons And Firing Data: Beam Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — +3 +2 +1 Beam Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — Firing Chart — Mumber — Firing Chart — Maximum Power — Damage Modifiers — +3 +2	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-5 4 1 f/p, 1 f/s, 2 a V 5 (1-10) (11-16) (17-21) RB-6 2 2 f T 6 (-) (1-18)	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-13 4 1 f/p, 1 f/s, 2 a V 11 (1-10) (11-16) (17-21) RB-15 2 2 f U 15 (1-8) (9-16)	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-24 4 1 f/p, 1 f/s, 2 a X 11 (1-16) (17-19) (20-22) RB-22 2 f W 17 (1-12) (13-17)
Movement Point Ratio — Warp Engine Type — Number — Power Units Available — Stress Chart — Maximum Safe Cruising Speed — Emergency Speed — Impulse Engine Type — Power Units Available — Weapons And Firing Data: Beam Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — +3 +2 +1 Beam Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — +3 +3 +2 +1 Beam Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — +3 +3 +2 +1	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-5 4 1 f/p, 1 f/s, 2 a V 5 (1-10) (11-16) (17-21) RB-6 2 2 f T 6 (-) (1-18) (-)	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-13 4 1 f/p, 1 f/s, 2 a V 11 (1-10) (11-16) (17-21) RB-15 2 2 f U 15 (1-8) (9-16) (17-20)	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-24 4 1 f/p, 1 f/s, 2 a X 11 (1-16) (17-19) (20-22) RB-22 2 2 f W 17 (1-12) (13-17) (18-20)
Movement Point Ratio — Warp Engine Type — Number — Power Units Available — Stress Chart — Maximum Safe Cruising Speed — Emergency Speed — Impulse Engine Type — Power Units Available — Weapons And Firing Data: Beam Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — +3 +2 +1 Beam Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — Firing Chart — Mumber — Firing Chart — Maximum Power — Damage Modifiers — +3 +2	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-5 4 1 f/p, 1 f/s, 2 a V 5 (1-10) (11-16) (17-21) RB-6 2 2 f T 6 (-) (1-18)	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-13 4 1 f/p, 1 f/s, 2 a V 11 (1-10) (11-16) (17-21) RB-15 2 2 f U 15 (1-8) (9-16)	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-24 4 1 f/p, 1 f/s, 2 a X 11 (1-16) (17-19) (20-22) RB-22 2 f W 17 (1-12) (13-17)
Movement Point Ratio — Warp Engine Type — Number — Power Units Available — Stress Chart — Maximum Safe Cruising Speed — Emergency Speed — Impulse Engine Type — Power Units Available — Weapons And Firing Data: Beam Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — +3 +2 +1 Beam Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — +3 +2 +1 Maximum Power — Damage Modifiers — +3 +3 +2 +1 Missile Weapon Type — Number — Firing Arcs —	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-5 4 1 f/p, 1 f/s, 2 a V 5 (1-10) (11-16) (17-21) RB-6 2 2 f T 6 (-) (1-18) (-) RP-3 1 1 f	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-13 4 1 f/p, 1 f/s, 2 a V 11 (1-10) (11-16) (17-21) RB-15 2 2 f U 15 (1-8) (9-16) (17-20) RP-10 1 1 f	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-24 4 1 f/p, 1 f/s, 2 a X 11 (1-16) (17-19) (20-22) RB-22 2 f W 17 (1-12) (13-17) (18-20) RP-18 1 1 f
Movement Point Ratio — Warp Engine Type — Number — Power Units Available — Stress Chart — Maximum Safe Cruising Speed — Emergency Speed — Impulse Engine Type — Power Units Available — Weapons And Firing Data: Beam Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — +3 +2 +1 Beam Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — +3 +2 +1 Beam Weapon Type — Number — Firing Chart — Maximum Power — Damage Modifiers — +3 +2 +1 Missile Weapon Type — Number — Firing Arcs — Firing Chart —	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-5 4 1 f/p, 1 f/s, 2 a V 5 (1-10) (11-16) (17-21) RB-6 2 2 f T 6 (-) (1-18) (-) (1-18) (-) RP-3 1 1 f Q	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-13 4 1 f/p, 1 f/s, 2 a V 11 (1-10) (11-16) (17-21) RB-15 2 2 f U 15 (1-8) (9-16) (17-20) RP-10 1 1 f M	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-24 4 1 f/p, 1 f/s, 2 a X 11 (1-16) (17-19) (20-22) RB-22 2 f W 17 (1-12) (13-17) (18-20) RP-18 1 1 f Q
Movement Point Ratio — Warp Engine Type — Number — Power Units Available — Stress Chart — Maximum Safe Cruising Speed — Emergency Speed — Impulse Engine Type — Power Units Available — Weapons And Firing Data: Beam Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — +3 +2 +1 Beam Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — +3 +2 +1 Missile Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — +3 +2 +1 Missile Weapon Type — Number — Firing Arcs — Firing Chart — Power To Arm —	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-5 4 1 f/p, 1 f/s, 2 a V 5 (1-10) (11-16) (17-21) RB-6 2 2 f T 6 (-) (-) (RP-3 1 1 f Q 1	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-13 4 1 f/p, 1 f/s, 2 a V 11 (1-10) (11-16) (17-21) RB-15 2 2 f U 15 (1-8) (9-16) (17-20) RP-10 1 1 f M 1	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-24 4 1 f/p, 1 f/s, 2 a X 11 (1-16) (17-19) (20-22) RB-22 2 2 f W 17 (1-12) (13-17) (18-20) RP-18 1 1 f Q 1
Movement Point Ratio — Warp Engine Type — Number — Power Units Available — Stress Chart — Maximum Safe Cruising Speed — Emergency Speed — Impulse Engine Type — Power Units Available — Weapons And Firing Data: Beam Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — +3 +3 +1 Beam Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — +3 +2 +1 Beam Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — +3 +2 +1 Missile Weapon Type — Number — Firing Arcs — Firing Chart — Power To Arm — Power To Arm — Damage —	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-5 4 1 f/p, 1 f/s, 2 a V 5 (1-10) (11-16) (17-21) RB-6 2 2 f T 6 (-) (1-18) (-) (1-18) (-) RP-3 1 1 f Q	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-13 4 1 f/p, 1 f/s, 2 a V 11 (1-10) (11-16) (17-21) RB-15 2 2 f U 15 (1-8) (9-16) (17-20) RP-10 1 1 f M	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-24 4 1 f/p, 1 f/s, 2 a X 11 (1-16) (17-19) (20-22) RB-22 2 f W 17 (1-12) (13-17) (18-20) RP-18 1 1 f Q
Movement Point Ratio — Warp Engine Type — Number — Power Units Available — Stress Chart — Maximum Safe Cruising Speed — Emergency Speed — Impulse Engine Type — Power Units Available — Weapons And Firing Data: Beam Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — +3 +2 +1 Beam Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — +3 +2 +1 Missile Weapon Type — Number — Firing Arcs — Firing Arcs — Firing Arcs — Firing Chart — Power To Arm — Damage — Shield Data:	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-5 4 1 f/p, 1 f/s, 2 a V 5 (1-10) (11-16) (17-21) RB-6 2 2 f T 6 (-) (1-18) (-) (-) (1-18) 1 1 1 0 1 10	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-13 4 1 f/p, 1 f/s, 2 a V 11 (1-10) (11-16) (17-21) RB-15 2 2 f U 15 (1-8) (9-16) (17-20) RP-10 1 1 f M 1 34	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-24 4 1 f/p, 1 f/s, 2 a X 11 (1-16) (17-19) (20-22) RB-22 2 f W 17 (1-12) (13-17) (18-20) RP-18 1 1 f Q 1 35
Movement Point Ratio — Warp Engine Type — Number — Power Units Available — Stress Chart — Maximum Safe Cruising Speed — Emergency Speed — Impulse Engine Type — Power Units Available — Weapons And Firing Data: Beam Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — +3 +2 +1 Beam Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — +3 +2 +1 Missile Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — +3 +2 +1 Missile Weapon Type — Number — Firing Arcs — Firing Chart — Power To Arm — Damage — Shield Data: Deflector Shield Type —	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-5 4 1 f/p, 1 f/s, 2 a V 5 (1-10) (11-16) (17-21) RB-6 2 2 f T 6 (-) (1-18) (-) RP-3 1 1 f Q 1 10 RSK	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-13 4 1 f/p, 1 f/s, 2 a V 11 (1-10) (11-16) (17-21) RB-15 2 2 f U 15 (1-8) (9-16) (17-20) RP-10 1 1 f M 1 34 RSP	3/I KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-24 4 1 f/p, 1 f/s, 2 a X 11 (1-16) (17-19) (20-22) RB-22 2 f W 17 (1-12) (13-17) (18-20) RP-18 1 1 f Q 1 35 RSY
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Movement Point Ratio — Warp Engine Type — Number — Power Units Available — Stress Chart — Maximum Safe Cruising Speed — Emergency Speed — Impulse Engine Type — Power Units Available — Weapons And Firing Data: Beam Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — +3 +2 +1 Beam Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — +3 +2 +1 Maximum Power — Damage Modifiers — Firing Chart — Maximum Power — Damage Modifiers — +3 +2 +1 Missile Weapon Type — Number — Firing Chart — Power To Arm — Power To Arm — Damage — Shield Data: Deflector Shield Type — Shield Power — Maximum Shield Power —	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-5 4 1 f/p, 1 f/s, 2 a V 5 (1-10) (11-16) (17-21) RB-6 2 2 f T 6 (-) (1-18) (-) RP-3 1 1 f Q 1 10 RSK	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-13 4 1 f/p, 1 f/s, 2 a V 11 (1-10) (11-16) (17-21) RB-15 2 2 f U 15 (1-8) (9-16) (17-20) RP-10 1 1 f M 1 34 RSP	3/I KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-24 4 1 f/p, 1 f/s, 2 a X 11 (1-16) (17-19) (20-22) RB-22 2 f W 17 (1-12) (13-17) (18-20) RP-18 1 1 f Q 1 35 RSY
Movement Point Ratio — Warp Engine Type — Number — Power Units Available — Stress Chart — Maximum Safe Cruising Speed — Emergency Speed — Impulse Engine Type — Power Units Available — Weapons And Firing Data: Beam Weapon Type — Number — Firing Chart — Maximum Power — Damage Modifiers — +3 +2 +1 Beam Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — +3 +2 +1 Beam Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — +3 +3 +2 +1 Missile Weapon Type — Number — Firing Arcs — Firing Arcs — Firing Chart — Power To Arm — Damage — Shield Data: Deflector Shield Type — Shield Point Ratio — Maximum Shield Power — Combat Efficiency:	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-5 4 1 f/p, 1 f/s, 2 a V 5 (1-10) (11-16) (17-21) RB-6 2 2 f T 6 (-) (1-18) (-) (1-18) (-) RP-3 1 1 10 RSK 1/2 13	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-13 4 1 f/p, 1 f/s, 2 a V 11 (1-10) (11-16) (17-21) RB-15 2 2 f U 15 (1-8) (9-16) (17-20) RP-10 1 1 f M 1 34 RSP 1/3 18	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-24 4 1 f/p, 1 f/s, 2 a X 11 (1-16) (17-19) (20-22) RB-22 2 f W 17 (1-12) (13-17) (18-20) RRP-18 1 1 f Q 1 35 RSY 1/3 28
Movement Point Ratio — Warp Engine Type — Number — Power Units Available — Stress Chart — Maximum Safe Cruising Speed — Emergency Speed — Impulse Engine Type — Power Units Available — Weapons And Firing Data: Beam Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — 43 42 +1 Beam Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — 43 +2 +1 Beam Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — +3 +2 +1 Missile Weapon Type — Number — Firing Chart — Power To Arm — Power To Arm — Damage — Shield Data: Deflector Shield Type — Shield Power — Maximum Shield Power —	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-5 4 1 f/p, 1 f/s, 2 a V 5 (1-10) (11-16) (17-21) RB-6 2 2 f T 6 (-) (1-18) (-) RP-3 1 f Q 1 10 RSK 1/2	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-13 4 1 f/p, 1 f/s, 2 a V 11 (1-10) (11-16) (17-21) RB-15 2 2 f U 15 (1-8) (9-16) (17-20) RP-10 1 1 1 1 34 RSP 1/3	3/1 KWC-2 2 18 ea. L/O Warp 8 Warp 9 RID-3 12 RB-24 4 1 f/p, 1 f/s, 2 a X 11 (1-16) (17-19) (20-22) RB-22 2 2 f W 17 (1-12) (13-17) (18-20) RP-18 1 1 1 1 1 35

NOTES:

Known Sphere Of Operation:
Federation border; Klingon border;

Triangle

Data Reliability: D

Major Data Source: Romulan Sector

Intelligence

The Silent Vindicator served initially along the Triangle border where her distinctive Klingon appearance help to sow discord and uncertainty among those with Klingon ties. Following the destruction of Praxis, however, the rues proved less effective and the Vindicator was transfered to the Romulan/Klingon border. Even before her transfer, the Vindicator was considered undergunned when compared to many of the vessels she faced. In 2300, she was transfered to patrol duties within the Star Empire. She would not be refit until 2338

The Vindicator's relaunch in 2338 heralded a significant refocusing for the Vengeance Fleet. Her ability to field over 200 specialized troops made the Vindicator somewhat unique when compared to other Romulan vessels. She continued operations until 2359 when her shield and weapons were again upgraded. During the Dominion War, the Vindicator remained stationed along the Romulan/Klingon border, ready to respond to any ground operations that may develop.

Following the war, the *Vindicator* was re-flagged under the Romulan Free States. She served two years under that banner before being assigned to reserve fleets.

design by *Eric "Soundwave"*