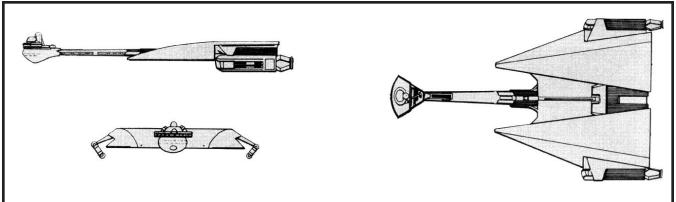


D-10i (Abhorrent Vengeance) Class X Heavy Cruiser





Construction Data:			
Model Numbers —	Type 1	Type 2	Type 3
Ship Class —	X	X	X
Date Entering Service —	2312 - 2326	2327 - 2347	2349 - 2357
Number Constructed —	1	Refit	Refit
Hull Data:			
Superstructure Points —	28	28	28
Damage Chart —	C	С	С
Size:			
Length —	264 m	264 m	264 m
Width —	157 m	157 m	157 m
Height —	30 m	30 m	30 m
Displacement —	148,970 mt	159,050 mt	159,610 mt
Cargo:			
Cargo Units —	399 SCU	399 SCU	399 SCU
Cargo Capacity —	19,950 mt	19,950 mt	19,950 mt
Landing Capacity —	None	None	None
Equipment Data:			
Control Computer Type —	R-6m-1	R-6m-1	R-6m-1
Transporters:			
standard 9-person —	4	4	4
emergency 20-person —	4	4	4
cargo —	4	4	4
Cloaking Device Type —	RCD	RCD	RCD
Power Requirements —	22	22	22
Other Data:			
Crew —	451	451	451
Passengers —	30	30	30
Shuttlecraft —	12	12	12
Engines And Power Data:			
Total Power Units Available —	65	65	65
Movement Point Ratio —	4/1	3/1	3/1
Warp Engine Type —	KWE-3	RWF-2	RWF-2
Number —	2	2	2
Power Units Available —	20 ea.	20 ea.	20 ea.
Stress Chart —	J/M	G/M	G/M
Maximum Safe Cruising Speed —	Warp 7	Warp 7	Warp 7
Emergency Speed —	Warp 8	Warp 8	Warp 8
Impulse Engine Type —	RIH-1	RIH-1	RIH-1
Power Units Available —	25	25	25
Weapons And Firing Data:			
Beam Weapon Type —	RB-12	RB-12	RB-12
Number —	10	10	10
Firing Arcs —	10 2 f/p, 2 f, 2 f/s, 4 a	10 2 f/p, 2 f, 2 f/s, 4 a	10 2 f/p, 2 f, 2 f/s, 4 a
Firing Arcs — Firing Chart —	10 2 f/p, 2 f, 2 f/s, 4 a W	10 2 f/p, 2 f, 2 f/s, 4 a W	10 2 f/p, 2 f, 2 f/s, 4 a W
Firing Arcs — Firing Chart — Maximum Power —	10 2 f/p, 2 f, 2 f/s, 4 a	10 2 f/p, 2 f, 2 f/s, 4 a	10 2 f/p, 2 f, 2 f/s, 4 a
Firing Arcs — Firing Chart — Maximum Power — Damage Modiflers —	10 2 f/p, 2 f, 2 f/s, 4 a W 9	10 2 f/p, 2 f, 2 f/s, 4 a W 9	10 2 f/p, 2 f, 2 f/s, 4 a W 9
Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — +3	10 2 f/p, 2 f, 2 f/s, 4 a W 9 (1-10)	10 2 f/p, 2 f, 2 f/s, 4 a W 9 (1-10)	10 2 f/p, 2 f, 2 f/s, 4 a W 9 (1-10)
Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — +3 +2	10 2 f/p, 2 f, 2 f/s, 4 a W 9 (1-10) (11-15)	10 2 f/p, 2 f, 2 f/s, 4 a W 9 (1-10) (11-15)	10 2 f/p, 2 f, 2 f/s, 4 a W 9 (1-10) (11-15)
Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — +3 +2 +1	10 2 f/p, 2 f, 2 f/s, 4 a W 9 (1-10) (11-15) (16-20)	10 2 f/p, 2 f, 2 f/s, 4 a W 9 (1-10) (11-15) (16-20)	10 2 f/p, 2 f, 2 f/s, 4 a W 9 (1-10) (11-15) (16-20)
Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — +3 +2 +1 Missile Weapon Type —	10 2 f/p, 2 f, 2 f/s, 4 a W 9 (1-10) (11-15) (16-20) RP-7	10 2 f/p, 2 f, 2 f/s, 4 a W 9 (1-10) (11-15) (16-20) RP-8	10 2 f/p, 2 f, 2 f/s, 4 a W 9 (1-10) (11-15) (16-20) RP-8
Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — +3 +2 +1 Missile Weapon Type — Number —	10 2 f/p, 2 f, 2 f/s, 4 a W 9 (1-10) (11-15) (16-20) RP-7 2	10 2 f/p, 2 f, 2 f/s, 4 a W 9 (1-10) (11-15) (16-20) RP-8 2	10 2 f/p, 2 f, 2 f/s, 4 a W 9 (1-10) (11-15) (16-20) RP-8 2
Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — +3 +2 +1 Missile Weapon Type — Number — Firing Arcs —	10 2 f/p, 2 f, 2 f/s, 4 a W 9 (1-10) (11-15) (16-20) RP-7 2 1 f, 1 a	10 2 f/p, 2 f, 2 f/s, 4 a W 9 (1-10) (11-15) (16-20) RP-8 2 1 f, 1 a	10 2 f/p, 2 f, 2 f/s, 4 a W 9 (1-10) (11-15) (16-20) RP-8 2 1 f, 1 a
Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — +3 +2 +1 Missile Weapon Type — Number — Firing Arcs — Firing Chart —	10 2 f/p, 2 f, 2 f/s, 4 a W 9 (1-10) (11-15) (16-20) RP-7 2 1 f, 1 a R	10 2 f/p, 2 f, 2 f/s, 4 a W 9 (1-10) (11-15) (16-20) RP-8 2 1 f, 1 a S	10 2 f/p, 2 f, 2 f/s, 4 a W 9 (1-10) (11-15) (16-20) RP-8 2 1 f, 1 a S
Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — +3 +2 +1 Missile Weapon Type — Number — Firing Arcs — Firing Chart — Power To Arm —	10 2 f/p, 2 f, 2 f/s, 4 a W 9 (1-10) (11-15) (16-20) RP-7 2 1 f, 1 a R	10 2 f/p, 2 f, 2 f/s, 4 a W 9 (1-10) (11-15) (16-20) RP-8 2 1 f, 1 a S	10 2 f/p, 2 f, 2 f/s, 4 a W 9 (1-10) (11-15) (16-20) RP-8 2 1 f, 1 a S
Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers — +3 +2 +1 Missile Weapon Type — Number — Firing Arcs — Firing Chart — Power To Arm — Damage —	10 2 f/p, 2 f, 2 f/s, 4 a W 9 (1-10) (11-15) (16-20) RP-7 2 1 f, 1 a R	10 2 f/p, 2 f, 2 f/s, 4 a W 9 (1-10) (11-15) (16-20) RP-8 2 1 f, 1 a S	10 2 f/p, 2 f, 2 f/s, 4 a W 9 (1-10) (11-15) (16-20) RP-8 2 1 f, 1 a S
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:	10 2 f/p, 2 f, 2 f/s, 4 a W 9 (1-10) (11-15) (16-20) RP-7 2 1 f, 1 a R 1	10 2 f/p, 2 f, 2 f/s, 4 a W 9 (1-10) (11-15) (16-20) RP-8 2 1 f, 1 a S 1	10 2 f/p, 2 f, 2 f/s, 4 a W 9 (1-10) (11-15) (16-20) RP-8 2 1 f, 1 a S 1 30
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 —	10 2 f/p, 2 f, 2 f/s, 4 a W 9 (1-10) (11-15) (16-20) RP-7 2 1 f, 1 a R 1 20	10 2 f/p, 2 f, 2 f/s, 4 a W 9 (1-10) (11-15) (16-20) RP-8 2 1 f, 1 a S 1 30	10 2 f/p, 2 f, 2 f/s, 4 a W 9 (1-10) (11-15) (16-20) RP-8 2 1 f, 1 a S 1 30
Firing Arcs — Firing Chart — Maximum Power — Damage Modiflers — +3 +2 +1 Missile Weapon Type — Number — Firing Arcs — Firing Chart — Power To Arm — Damage — Shield Data: Deflector Shield Type — Shield Point Ratio —	10 2 f/p, 2 f, 2 f/s, 4 a W 9 (1-10) (11-15) (16-20) RP-7 2 1 f, 1 a R 1 20	10 2 f/p, 2 f, 2 f/s, 4 a W 9 (1-10) (11-15) (16-20) RP-8 2 1 f, 1 a S 1 30 RSR	10 2 f/p, 2 f, 2 f/s, 4 a W 9 (1-10) (11-15) (16-20) RP-8 2 1 f, 1 a S 1 30
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 — Shield Point Ratio — Maximum Shield Power —	10 2 f/p, 2 f, 2 f/s, 4 a W 9 (1-10) (11-15) (16-20) RP-7 2 1 f, 1 a R 1 20	10 2 f/p, 2 f, 2 f/s, 4 a W 9 (1-10) (11-15) (16-20) RP-8 2 1 f, 1 a S 1 30	10 2 f/p, 2 f, 2 f/s, 4 a W 9 (1-10) (11-15) (16-20) RP-8 2 1 f, 1 a S 1 30
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 — Shield Point Ratio — Maximum Shield Power — Combat Efficiency:	10 2 f/p, 2 f, 2 f/s, 4 a W 9 (1-10) (11-15) (16-20) RP-7 2 1 f, 1 a R 1 20 RSR 1/3 24	10 2 f/p, 2 f, 2 f/s, 4 a W 9 (1-10) (11-15) (16-20) RP-8 2 1 f, 1 a S 1 30 RSR 1/3 24	10 2 f/p, 2 f, 2 f/s, 4 a W 9 (1-10) (11-15) (16-20) RP-8 2 1 f, 1 a S 1 30 RSZ 1/3 35
Firing Arcs — Firing Chart — Maximum Power — Damage Modiflers — +3 +2 +1 Missile Weapon Type — Number — Firing Arcs — Firing Chart — Power To Arm — Damage — Shield Data: Deflector Shield Type — Shield Point Ratio —	10 2 f/p, 2 f, 2 f/s, 4 a W 9 (1-10) (11-15) (16-20) RP-7 2 1 f, 1 a R 1 20	10 2 f/p, 2 f, 2 f/s, 4 a W 9 (1-10) (11-15) (16-20) RP-8 2 1 f, 1 a S 1 30 RSR	10 2 f/p, 2 f, 2 f/s, 4 a W 9 (1-10) (11-15) (16-20) RP-8 2 1 f, 1 a S 1 30

NOTES:

Known Sphere Of Operation: Klingon

border

Data Reliability: D

Major Data Source: Romulan Sector

Intelligence

The Abhorrent Vengeance remained in active service for over 60 years before finally being retired from active service. During it lengthy service, the Abhorrent Vengeance conducted multiple intelligence gathering missions, combat operations and escort missions, successfully destroying multiple enemy ships.

The Abhorrent Vengeance was refit in 2327, removing the Klingon warp nacelles and replacing them with native Romulan designs. The new power system allowed for improved maneuverability and the installation of a new torpedo system. The ship would again be upgraded in 2349 when an improved shield system was installed.

The Abhorrent Vengeance continued in active service until 2357 when she was officially retired and eventually sold for scrap.