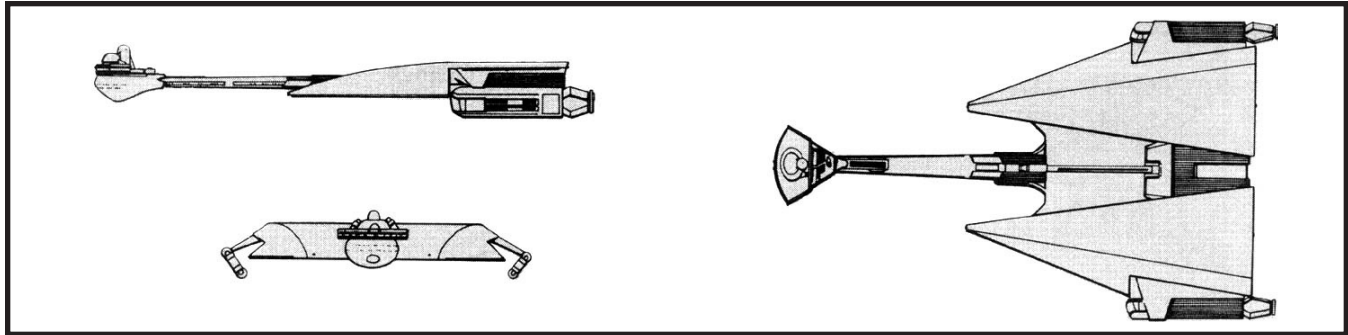




D-10j (Archer's Retribution) Class X Heavy Cruiser



Construction Data:

Model Numbers —	Type 1	Type 2
Ship Class —	X	X
Date Entering Service —	2345 – 2354	2355 – 2380
Number Constructed —	1	Refit

Hull Data:

Superstructure Points —	30	30
Damage Chart —	C	C
Size:		
Length —	264 m	264 m
Width —	157 m	157 m
Height —	30 m	30 m
Displacement —	157,740 mt	157,915 mt
Cargo:		
Cargo Units —	317 SCU	317 SCU
Cargo Capacity —	15,850 mt	15,850 mt
Landing Capacity —	None	None

Equipment Data:

Control Computer Type —	R-6m-1	R-6m-1
Transporters:		
standard 9-person —	4	4
emergency 20-person —	4	4
cargo —	2	2
Cloaking Device Type —	RCD	RCD
Power Requirements —	22	22

Other Data:

Crew —	367	367
Passengers —	15	15
Shuttlecraft —	14	14

Engines And Power Data:

Total Power Units Available —	75	79
Movement Point Ratio —	4/1	4/1
Warp Engine Type —	RWL-2	RWL-3
Number —	2	2
Power Units Available —	26 ea.	28 ea.
Stress Chart —	F/K	F/L
Maximum Safe Cruising Speed —	Warp 7	Warp 7
Emergency Speed —	Warp 8	Warp 8
Impulse Engine Type —	KIF-2	KIF-2
Power Units Available —	23	23

Weapons And Firing Data:

Beam Weapon Type —	RB-16	RB-16
Number —	2	2
Firing Arcs —	2 f	2 f
Firing Chart —	V	V
Maximum Power —	20	20
Damage Modifiers —		
+3	(1-10)	(1-10)
+2	(11-16)	(11-16)
+1	(17-21)	(17-21)
Beam Weapon Type —	RB-12	RB-12
Number —	8	8
Firing Arcs —	2 f/p, 2 f/s, 4 a	2 f/p, 2 f/s, 4 a
Firing Chart —	W	W
Maximum Power —	9	9
Damage Modifiers —		
+3	(1-10)	(1-10)
+2	(11-15)	(11-15)
+1	(16-20)	(16-20)
Missile Weapon Type —	RP-12	RP-12
Number —	2	2
Firing Arcs —	1 f, 1 a	1 f, 1 a
Firing Chart —	S	S
Power To Arm —	1	1
Damage —	22	22

Shield Data:

Deflector Shield Type —	RSR	RNSB
Shield Point Ratio —	1/3	1/3
Maximum Shield Power —	24	41

Combat Efficiency:

D —	156.9	185.4
WDF —	129.2	129.2

NOTES:

Known Sphere Of Operation: Klingon border, Cardassian border

Data Reliability: D

Major Data Source: Klingon Sector Intelligence

Archer's Retribution was a late-comer to the Klingon/Romulan border, being in dry dock for nearly 3 years before finally being refit and assigned to combat operations. As with most Klingon captured vessels, the *Archer* conducted multiple raids against Klingon interests primarily along the Triangle and mutual Klingon border.

The *Archer* was damaged in 2354 and returned to port where her primary power system was upgraded. A new shield system was also installed and the ship returned to duty in 2355. With the reduction in active combat between the Klingon and Romulan empires, however, the *Archer* saw only a handful of encounters before being assigned to reserve fleet status in 2368. She would be reactivated in 2374 in anticipation of possible conflict with the Dominion and would serve with distinction in the waning months of the Dominion War.

In 2380, the vessel was officially retired from active service and sold for scrap three months later.