

## T-21 (Deathsong) Class VI Plasma Destroyer





Construction Data





## T-21 (Deathsong) CLASS VI DESTROYER

Construction Data:		
Model Number —	Type 1	Type 2
Ship Class —	VI	VI
Date Entering Service — Number Constructed —	2277 25	2285 10
	20	10
Hull Data:	4.4	
Superstructure Points —	14	14
Damage Chart —	С	С
Size: Length —	233.5 m	233.5 m
Width —	262.4 m	262.4 m
Height —	100.1 m	100.1 m
Displacement —	67,603 mt	69,940 mt
Cargo:	07,000 1110	00,040 1110
Total SCU —	75 SCU	75 SCU
Cargo Capacity —	3,750 mt	3,750 mt
Landing Capacity —	None	None
Equipment Data:		
Control Computer Type —	R-4m	R-5m
Transporters —		
Standard 9-person —	2	2
Emergency 20-person —	2	2
Cargo —	1	1
Cloaking Device Type —	RCC	RCC
Power Requirements —	15	15
Other Data:		
Crew —	126	137
Passengers —	10	10
Shuttlecraft —	2	2
Engines and Power Data:		
Total Power Available —	35	42
Movement Point Ratio —	2/1	2/1
Warp Engine Type —	RWC-2	RWC-2
Number —	2	2
Number — Power —	2 15 ea.	2 15 ea.
Number — Power — Stress Chart —	2 15 ea. N/Q	2 15 ea. N/Q
Number — Power — Stress Chart — Max Safe Cruising —	2 15 ea. N/Q Warp 6	2 15 ea. N/Q Warp 6
Number — Power — Stress Chart — Max Safe Cruising — Emergency Speed —	2 15 ea. N/Q Warp 6 Warp 7	2 15 ea. N/Q Warp 6 Warp 7
Number — Power — Stress Chart — Max Safe Cruising — Emergency Speed — Impulse Engine Type —	2 15 ea. N/Q Warp 6 Warp 7 RIB-3	2 15 ea. N/Q Warp 6 Warp 7 RID-3
Number— Power— Stress Chart — Max Safe Cruising — Emergency Speed — Impulse Engine Type — Power Units —	2 15 ea. N/Q Warp 6 Warp 7	2 15 ea. N/Q Warp 6 Warp 7
Number — Power — Stress Chart — Max Safe Cruising — Emergency Speed — Impulse Engine Type — Power Units — Weapons and Firing Data:	2 15 ea. N/Q Warp 6 Warp 7 RIB-3 5	2 15 ea. N/Q Warp 6 Warp 7 RID-3 12
Number — Power — Stress Chart — Max Safe Cruising — Emergency Speed — Impulse Engine Type — Power Units — Weapons and Firing Data: Beam Weapon Type —	2 15 ea. N/Q Warp 6 Warp 7 RIB-3 5	2 15 ea. N/Q Warp 6 Warp 7 RID-3 12
Number — Power — Stress Chart — Max Safe Cruising — Emergency Speed — Impulse Engine Type — Power Units —  Weapons and Firing Data: Beam Weapon Type — Number —	2 15 ea. N/Q Warp 6 Warp 7 RIB-3 5	2 15 ea. N/Q Warp 6 Warp 7 RID-3 12 RB-8
Number — Power — Stress Chart — Max Safe Cruising — Emergency Speed — Impulse Engine Type — Power Units —  Weapons and Firing Data: Beam Weapon Type — Number — Firing Arcs —	2 15 ea. N/Q Warp 6 Warp 7 RIB-3 5	2 15 ea. N/Q Warp 6 Warp 7 RID-3 12
Number — Power — Stress Chart — Max Safe Cruising — Emergency Speed — Impulse Engine Type — Power Units —  Weapons and Firing Data: Beam Weapon Type — Number —	2 15 ea. N/Q Warp 6 Warp 7 RIB-3 5 RB-7a 4 2 f/p, 2 f/s	2 15 ea. N/Q Warp 6 Warp 7 RID-3 12 RB-8 4 2 f/p, 2 f/s
Number — Power — Stress Chart — Max Safe Cruising — Emergency Speed — Impulse Engine Type — Power Units — Weapons and Firing Data: Beam Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers:	2 15 ea. N/Q Warp 6 Warp 7 RIB-3 5 RB-7a 4 2 f/p, 2 f/s M	2 15 ea. N/Q Warp 6 Warp 7 RID-3 12 RB-8 4 2 f/p, 2 f/s N 6
Number — Power — Stress Chart — Max Safe Cruising — Emergency Speed — Impulse Engine Type — Power Units — Weapons and Firing Data: Beam Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers: +3	2 15 ea. N/Q Warp 6 Warp 7 RIB-3 5 RB-7a 4 2 f/p, 2 f/s M 4	2 15 ea. N/Q Warp 6 Warp 7 RID-3 12 RB-8 4 2 f/p, 2 f/s N 6
Number — Power — Stress Chart — Max Safe Cruising — Emergency Speed — Impulse Engine Type — Power Units —  Weapons and Firing Data: Beam Weapon Type — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers: +3 +2	2 15 ea. N/Q Warp 6 Warp 7 RIB-3 5 RB-7a 4 2 f/p, 2 f/s M 4 (1-3) (4-9)	2 15 ea. N/Q Warp 6 Warp 7 RID-3 12 RB-8 4 2 f/p, 2 f/s N 6
Number — Power — Stress Chart — Max Safe Cruising — Emergency Speed — Impulse Engine Type — Power Units — Weapons and Firing Data: Beam Weapon Type — Firing Arcs — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers: +3 +2 +1	2 15 ea. N/Q Warp 6 Warp 7 RIB-3 5 RB-7a 4 2 f/p, 2 f/s M 4 (1-3) (4-9) (10-14)	2 15 ea. N/Q Warp 6 Warp 7 RID-3 12 RB-8 4 2 f/p, 2 f/s N 6 (1-4) (5-9) (10-13)
Number — Power — Stress Chart — Max Safe Cruising — Emergency Speed — Impulse Engine Type — Power Units — Weapons and Firing Data: Beam Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers: +3 +2 +1 Torpedo Weapon Type —	2 15 ea. N/Q Warp 6 Warp 7 RIB-3 5 RB-7a 4 2 f/p, 2 f/s M 4 (1-3) (4-9) (10-14) RPL-3	2 15 ea. N/Q Warp 6 Warp 7 RID-3 12 RB-8 4 2 f/p, 2 f/s N 6 (1-4) (5-9) (10-13) RPL-3
Number — Power — Stress Chart — Max Safe Cruising — Emergency Speed — Impulse Engine Type — Power Units —  Weapons and Firing Data: Beam Weapon Type — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers: +3 +2 +1 Torpedo Weapon Type — Number —	2 15 ea. N/Q Warp 6 Warp 7 RIB-3 5 RB-7a 4 2 f/p, 2 f/s M 4 (1-3) (4-9) (10-14) RPL-3	2 15 ea. N/Q Warp 6 Warp 7 RID-3 12 RB-8 4 2 f/p, 2 f/s N 6 (1-4) (5-9) (10-13) RPL-3 1
Number — Power — Stress Chart — Max Safe Cruising — Emergency Speed — Impulse Engine Type — Power Units — Weapons and Firing Data: Beam Weapon Type — Firing Arcs — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers: +3 +2 +1 Torpedo Weapon Type — Number — Firing Arcs —	2 15 ea. N/Q Warp 6 Warp 7 RIB-3 5 RB-7a 4 2 f/p, 2 f/s M 4 (1-3) (4-9) (10-14) RPL-3 1 1 f	2 15 ea. N/Q Warp 6 Warp 7 RID-3 12 RB-8 4 2 f/p, 2 f/s N 6 (1-4) (5-9) (10-13) RPL-3 1 1 f
Number — Power — Stress Chart — Max Safe Cruising — Emergency Speed — Impulse Engine Type — Power Units — Weapons and Firing Data: Beam Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers: +3 +2 +1 Torpedo Weapon Type — Number — Firing Arcs — Firing Arcs — Firing Chart —	2 15 ea. N/Q Warp 6 Warp 7 RIB-3 5 RB-7a 4 2 f/p, 2 f/s M 4 (1-3) (4-9) (10-14) RPL-3	2 15 ea. N/Q Warp 6 Warp 7 RID-3 12 RB-8 4 2 f/p, 2 f/s N 6 (1-4) (5-9) (10-13) RPL-3 1
Number — Power — Stress Chart — Max Safe Cruising — Emergency Speed — Impulse Engine Type — Power Units —  Weapons and Firing Data: Beam Weapon Type — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers: +3 +2 +1 Torpedo Weapon Type — Number — Firing Arcs — Firing Chart — Firing Chart — Power to Arm —	2 15 ea. N/Q Warp 6 Warp 7 RIB-3 5 RB-7a 4 2 f/p, 2 f/s M 4 (1-3) (4-9) (10-14) RPL-3 1 1 f T 8	2 15 ea. N/Q Warp 6 Warp 7 RID-3 12 RB-8 4 2 f/p, 2 f/s N 6 (1-4) (5-9) (10-13) RPL-3 1 1 f T
Number — Power — Stress Chart — Max Safe Cruising — Emergency Speed — Impulse Engine Type — Power Units — Weapons and Firing Data: Beam Weapon Type — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers: +3 +1 Torpedo Weapon Type — Number — Firing Chart — Firing Chart — Damage Modifiers: +3 +1 Fower to Arm — Power to Arm — Damage —	2 15 ea. N/Q Warp 6 Warp 7 RIB-3 5 RB-7a 4 2 f/p, 2 f/s M 4 (1-3) (4-9) (10-14) RPL-3 1 1 f	2 15 ea. N/Q Warp 6 Warp 7 RID-3 12 RB-8 4 2 f/p, 2 f/s N 6 (1-4) (5-9) (10-13) RPL-3 1 1 f
Number — Power — Stress Chart — Max Safe Cruising — Emergency Speed — Impulse Engine Type — Power Units — Weapons and Firing Data: Beam Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers: +3 +2 +1 Torpedo Weapon Type — Number — Firing Arcs — Firing Chart — Power to Arm — Power to Arm — Damage — Shield Data:	2 15 ea. N/Q Warp 6 Warp 7 RIB-3 5 RB-7a 4 2 f/p, 2 f/s M 4 (1-3) (4-9) (10-14) RPL-3 1 f T 8 RL-3	2 15 ea. N/Q Warp 6 Warp 7 RID-3 12 RB-8 4 2 f/p, 2 f/s N 6 (1-4) (5-9) (10-13) RPL-3 1 1 f T 8 RL-3
Number — Power — Stress Chart — Max Safe Cruising — Emergency Speed — Impulse Engine Type — Power Units —  Weapons and Firing Data: Beam Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers: +3 +2 +1 1 Torpedo Weapon Type — Number — Firing Arcs — Firing Arcs — Firing Arcs — Firing Chart — Power to Arm — Damage — Shield Data: Deflector Shield Type —	2 15 ea. N/Q Warp 6 Warp 7 RIB-3 5 RB-7a 4 2 f/p, 2 f/s M 4 (1-3) (4-9) (10-14) RPL-3 1 1 f T 8 RL-3 RSH	2 15 ea. N/Q Warp 6 Warp 7 RID-3 12 RB-8 4 2 f/p, 2 f/s N 6 (1-4) (5-9) (10-13) RPL-3 1 1 f T 8 RL-3
Number — Power — Stress Chart — Max Safe Cruising — Emergency Speed — Impulse Engine Type — Power Units —  Weapons and Firing Data: Beam Weapon Type — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers: +3 +2 +1 Torpedo Weapon Type — Number — Firing Arcs — Firing Chart — Damage Modifiers: +3 +2 +1 Torpedo Weapon Type — Number — Firing Arcs	2 15 ea. N/Q Warp 6 Warp 7 RIB-3 5 RB-7a 4 2 f/p, 2 f/s M 4 (1-3) (4-9) (10-14) RPL-3 1 f T 8 RL-3	2 15 ea. N/Q Warp 6 Warp 7 RID-3 12 RB-8 4 2 f/p, 2 f/s N 6 (1-4) (5-9) (10-13) RPL-3 1 1 f T 8 RL-3
Number — Power — Stress Chart — Max Safe Cruising — Emergency Speed — Impulse Engine Type — Power Units —  Weapons and Firing Data: Beam Weapon Type — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers: +3 +2 +1 Torpedo Weapon Type — Number — Firing Chart — Damage Modifiers: +3 +2 +1 Torpedo Weapon Type — Number — Firing Arcs — Firing Chart — Power to Arm — Damage — Shield Data: Deflector Shield Type — Shield Point Ratio — Maximum Shield Power —	2 15 ea. N/Q Warp 6 Warp 7 RIB-3 5 RB-7a 4 2 f/p, 2 f/s M 4 (1-3) (4-9) (10-14) RPL-3 1 f T 8 RL-3	2 15 ea. N/Q Warp 6 Warp 7 RID-3 12 RB-8 4 2 f/p, 2 f/s N 6 (1-4) (5-9) (10-13) RPL-3 1 1 f T 8 RL-3
Number — Power — Stress Chart — Max Safe Cruising — Emergency Speed — Impulse Engine Type — Power Units —  Weapons and Firing Data: Beam Weapon Type — Number — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers: +3 +2 +1 Torpedo Weapon Type — Number — Firing Arcs — Firing Arcs — Firing Arcs — Firing Chart — Power to Arm — Damage — Shield Data: Deflector Shield Type — Shield Point Ratio — Maximum Shield Power — Combat Efficiency:	2 15 ea. N/Q Warp 6 Warp 7 RIB-3 5 RB-7a 4 2 f/p, 2 f/s M 4 (1-3) (4-9) (10-14) RPL-3 1 1 f T 8 RL-3 RSH 1/2	2 15 ea. N/Q Warp 6 Warp 7 RID-3 12 RB-8 4 2 f/p, 2 f/s N 6 (1-4) (5-9) (10-13) RPL-3 1 1 f T 8 RL-3 RSN 1/2 15
Number — Power — Stress Chart — Max Safe Cruising — Emergency Speed — Impulse Engine Type — Power Units —  Weapons and Firing Data: Beam Weapon Type — Firing Arcs — Firing Chart — Maximum Power — Damage Modifiers: +3 +2 +1 Torpedo Weapon Type — Number — Firing Chart — Damage Modifiers: +3 +2 +1 Torpedo Weapon Type — Number — Firing Arcs — Firing Chart — Power to Arm — Damage — Shield Data: Deflector Shield Type — Shield Point Ratio — Maximum Shield Power —	2 15 ea. N/Q Warp 6 Warp 7 RIB-3 5 RB-7a 4 2 f/p, 2 f/s M 4 (1-3) (4-9) (10-14) RPL-3 1 f T 8 RL-3	2 15 ea. N/Q Warp 6 Warp 7 RID-3 12 RB-8 4 2 f/p, 2 f/s N 6 (1-4) (5-9) (10-13) RPL-3 1 1 f T 8 RL-3

## NOTES

Known Sphere Of Operation: Klingon & Triangle Border

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Data Reliability: B

Major Data Source: Romulan Sector Intelligence

The *T-21*, introduced in mid-2277, was intended to be a "middle-ground" design between the *T-5* and *T-10* class destroyers. The *T-21* was similar to the *T-10* in that it had both beam and missile weapons. Unlike the *T-10*, though, the *T-21*'s primary missile weapon was the powerful RPL-3 plasma torpedo rather than the emerging photon torpedo systems found on the *T-10*.

The end result was a combat platform that had less overall firepower than the *T-5* yet technically more than the *T-10*. Defensively, the *T-21* was superior to it's counterparts.

Supporters of the *T-21* within the Romulan Star Command were considered some of the more aggressive members of the Romulan military. Line commanders assigned to the *T-21* soon developed a reputation for being extremely vicious in combat, using the massive firepower of the RPL-3 at point blank ranges to devastate enemy vessels. This tactic and led *T-21* commanders to adopt the moniker of "Hhnoiykar-ait", which was also a reference to the class name taken from a sub-species of hhoiyakar or Romulan weasel. These rodents were known for a distinct vocalization before attacking their prey; they were also known for being bad tempered.

The Type-2, introduced in 2285, upgraded the primary impulse engines, main computer, weapons and shield system. The additional power from the enlarged impulse drive made the Type-2 even more dangerous.

Both the Type-1 and Type-2 are believed to still be in production. Corril and Romulus seem to be the most likely production centers. Of the 35 vessels believed to be fielded, only one is known to have been destroyed.