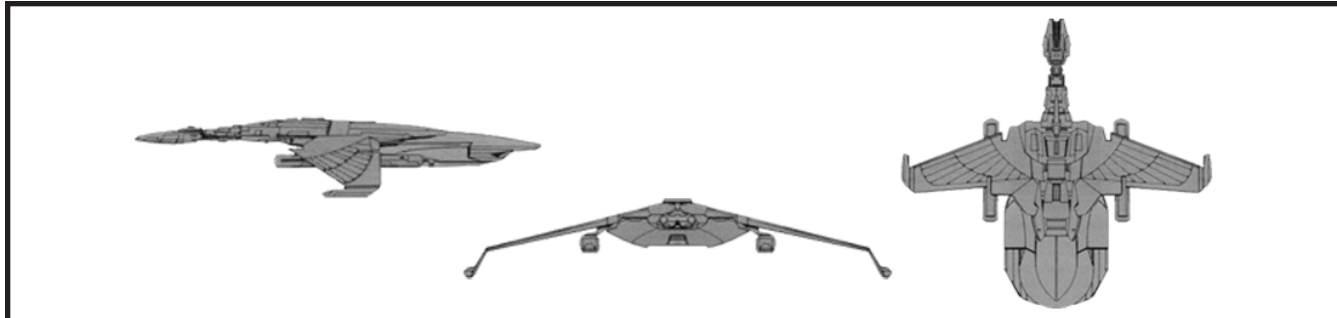




Z-13 (Sharp Talon) Class XII Battleship



Z-13 (Sharp Talon) CLASS XII BATTLESHIP

Construction Data:		
Model Number —	Type 1	Type 2
Ship Class —	XII	XII
Date Entering Service —	2268	2269
Number Constructed —	2	6
Hull Data:		
Superstructure Points —	42	42
Damage Chart —	B	B
Size:		
Length —	375 m	375 m
Width —	339 m	339 m
Height —	75 m	75 m
Displacement —	181,053 mt	182,835 mt
Cargo:		
Total SCU —	560 SCU	560 SCU
Cargo Capacity —	28,000 mt	28,000 mt
Landing Capacity —	None	None
Equipment Data:		
Control Computer Type —	R-6m-1	R-6m-1
Transporters —		
Standard 9-person —	3	3
Emergency 20-person —	5	5
Cargo —	5	5
Other Data:		
Crew —	639	641
Passengers —	15	15
Shuttlecraft —	5	5
Engines and Power Data:		
Total Power Available —	60	60
Movement Point Ratio —	5/1	4/1
Warp Engine Type —	RWF-2	RWF-2
Number —	2	2
Power —	20 ea.	20 ea.
Stress Chart —	G/M	G/M
Max Safe Cruising —	Warp 6	Warp 7
Emergency Speed —	Warp 7	Warp 8
Impulse Engine Type —	RIE-3	RIE-3
Power Units —	20	20
Weapons and Firing Data:		
Beam Weapon Type —		
Number —	RB-11	RB-11
Firing Arcs —	10	10
Firing Chart —	3 f, 2 p, 2 s, 3 a	3 f, 2 p, 2 s, 3 a
Maximum Power —	V	V
Damage Modifiers:	9	9
+3	(1-10)	(1-10)
+2	(11-16)	(11-16)
+1	(17-21)	(17-21)
Torpedo Weapon Type —		
Number —	RPL-3	RPL-3
Firing Arcs —	3	2
Firing Chart —	2 f, 1 a	1 f, 1 a
Power to Arm —	T	T
Damage —	8	8
Torpedo Weapon Type —		
Number —	RL-3	RL-3
Firing Arcs —	-	RP-3
Firing Chart —	-	2
Power to Arm —	-	2 f
Damage —	-	Q
	-	1
	-	10
Shield Data:		
Deflector Shield Type —	RSO	RSO
Shield Point Ratio —	1/3	1/3
Maximum Shield Power —	15	15
Combat Efficiency:		
D —	132.1	144.1
WDF —	120.1	117.4

NOTES:

Known Sphere Of Operation: Border Areas

Data Reliability: C

Major Data Source: Project Grey Ghost; Romulan Sector Intelligence

In the design tank, the *Umhi'tagor* class looked good. The class was the Romulan's first serious attempt to modernize their battleship classes. Designed to be fast, well-armed and armored, the Z-13 seemed to meet all the programs design objectives.

The prototype was equipped with the RB-11 long range disruptors, giving the Z-13 "teeth", especially in the forward and aft firing arcs. Three RPL-3 plasma weapons were also installed allowing the *Sharp Talon* to quickly maul any opponent that came within their reach. Significant armor and the efficient RSO shield system provided good protection.

However, once the two prototypes entered service in 2268, it quickly became apparent that the design had serious issues. The RWF-2 warp drive was considered under powered and slow with a top speed of only Warp 6. The vessel's RIE-3 impulse drive, while powerful, still did not supplement the main power source sufficiently for more than a small percentage of the main weapons to be armed during combat drills.

Almost immediately, both prototypes were recalled for analysis. After six months, many long nights and the forced suicide of several designers, the warp nacelles were re-tuned to improve maneuverability. One of the forward firing plasma torpedoes was also removed, replaced with two RP-3 torpedo launchers giving field commanders greater flexibility in their weapon choices. The overall changes boosted the Type-2's combat efficiency but did not address the power problem that plagued the design. The decision was made to terminate the program with the completion of the five remaining prototypes.

Of the 2 Type-1s produced, one was scrapped for analysis and the other converted to a Type-2. The 6 Type-2s remained in service until the introduction of the Z-1 Nova class of battleship.

The Z-13 was produced at the Remus shipyards.