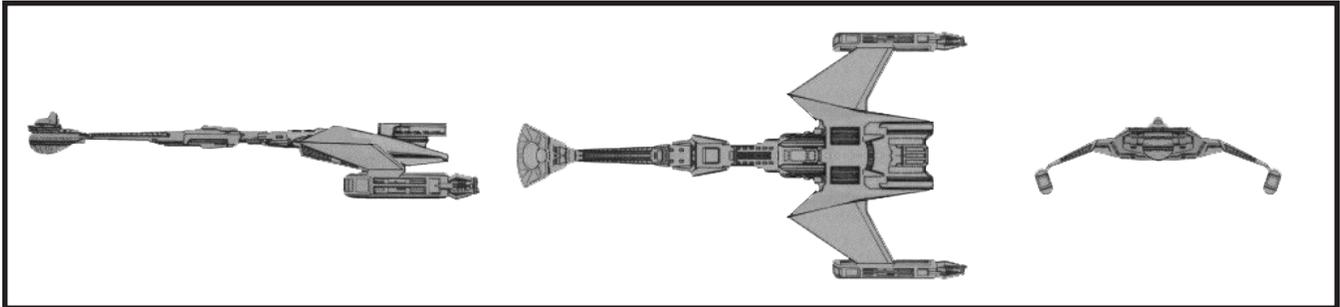




# D-116A (Vengeance of the Stars) Class VI Light Cruiser



### Construction Data:

|                         |           |           |
|-------------------------|-----------|-----------|
| Model Numbers —         | Variant-1 | Variant-2 |
| Ship Class —            | VI        | VI        |
| Date Entering Service — | 2287-2302 | 2303-2314 |
| Number Constructed —    | 1         | Refit     |

### Hull Data:

|                         |           |           |
|-------------------------|-----------|-----------|
| Superstructure Points — | 13        | 13        |
| Damage Chart —          | C         | C         |
| Size:                   |           |           |
| Length —                | 196.1 m   | 196.1 m   |
| Width —                 | 102.3 m   | 102.3 m   |
| Height —                | 29.1 m    | 29.1 m    |
| Displacement —          | 79,025 mt | 79,950 mt |
| Cargo:                  |           |           |
| Cargo Units —           | 153 SCU   | 153 SCU   |
| Cargo Capacity —        | 7,650 mt  | 7,650 mt  |
| Landing Capacity —      | None      | None      |

### Equipment Data:

|                         |      |      |
|-------------------------|------|------|
| Control Computer Type — | ZD-5 | ZD-5 |
| Transporters:           |      |      |
| standard 6-person —     | 2    | 2    |
| emergency 22-person —   | 1    | 1    |
| cargo —                 | 1    | 1    |
| Cloaking Device Type:   | KCC  | KCC  |
| Power Requirements —    | 32   | 32   |

### Other Data:

|                |     |     |
|----------------|-----|-----|
| Crew —         | 149 | 149 |
| Passengers —   | 15  | 15  |
| Shuttlecraft — | 3   | 3   |

### Engines And Power Data:

|                               |        |        |
|-------------------------------|--------|--------|
| Total Power Units Available — | 46     | 46     |
| Movement Point Ratio —        | 3/1    | 3/1    |
| Warp Engine Type —            | KWC-1  | KWC-1  |
| Number —                      | 2      | 2      |
| Power Units Available —       | 14 ea. | 14 ea. |
| Stress Chart —                | L/O    | L/O    |
| Maximum Safe Cruising Speed — | Warp 7 | Warp 7 |
| Emergency Speed —             | Warp 8 | Warp 8 |
| Impulse Engine Type —         | KIE-3  | KIE-3  |
| Power Units Available —       | 18     | 18     |

### Weapons And Firing Data:

|                       |                   |                   |
|-----------------------|-------------------|-------------------|
| Beam Weapon Type —    | KD-3              | KD-3              |
| Number —              | 4                 | 4                 |
| Firing Arcs —         | 1 f/p, 1 f/s, 2 a | 1 f/p, 1 f/s, 2 a |
| Firing Chart —        | I                 | I                 |
| Maximum Power —       | 5                 | 5                 |
| Damage Modifiers —    |                   |                   |
| +3                    | (-)               | (-)               |
| +2                    | (-)               | (-)               |
| +1                    | (1-12)            | (1-12)            |
| Missile Weapon Type — | OP-1              | KP-4              |
| Number —              | 1                 | 2                 |
| Firing Arcs —         | 1 a               | 1 f, 1 a          |
| Firing Chart —        | L                 | Q                 |
| Power To Arm —        | 1                 | 2                 |
| Damage —              | 10                | 18                |
| Missile Weapon Type — | KP-1              | -                 |
| Number —              | 1                 | -                 |
| Firing Arcs —         | 1 f               | -                 |
| Firing Chart —        | F                 | -                 |
| Power To Arm —        | 1                 | -                 |
| Damage —              | 6                 | -                 |

### Shield Data:

|                         |     |     |
|-------------------------|-----|-----|
| Deflector Shield Type — | KSG | KSG |
| Shield Point Ratio —    | 1/2 | 1/2 |
| Maximum Shield Power —  | 11  | 11  |

### Combat Efficiency:

|       |      |      |
|-------|------|------|
| D —   | 78.6 | 78.6 |
| WDF — | 14.7 | 28.4 |

### NOTES:

*Known Sphere Of Operation:* Triangle

*Data Reliability:* D

*Major Data Source:* Triangle Sector Intelligence

The *Vengeance of the Stars* arrived in the IKS with most of her crew killed in their escape attempt. She also had significant damage to two of her main disruptors and her aft torpedo. With production schedules lagging far behind and repair timelines also lacking, the decision was made to replace the aft torpedo and re-field the *Vengeance* as a patrol ship.

The *Vengeance* would conduct over a dozen defensive operations throughout the IKS and into the Triangle before sufficient equipment could be secured to upgrade the ship. She would return in 2302 with several plans for upgraded put forward. However, the need for a patrol vessel was too pressing for the *Vengeance* to be kept in drydock and the decision was made to simply upgrade the primary torpedoes.

The *Vengeance* was instrumental in driving off an Orion pirate attack in 2314, but was so badly damaged she was scrapped.