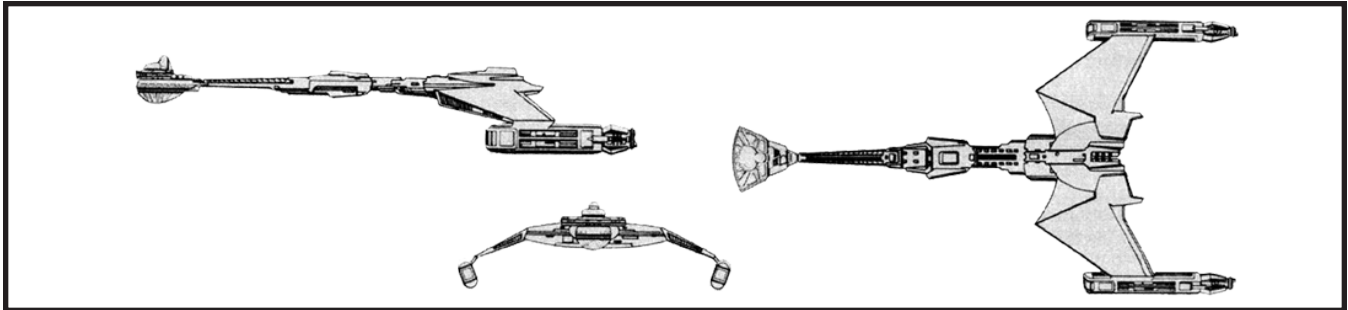




# D-16A (Swift dagger) Class VI Destroyer



### Construction Data:

Model Numbers —	Variant-1	Variant-2	Variant-3
Ship Class —	VI	VI	VI
Date Entering Service —	2266-2295	2300-2335	2336-2367
Number Constructed —	1	Refit	Refit

### Hull Data:

Superstructure Points —	28	30	30
Damage Chart —	C	C	C
Size:			
Length —	190.0 m	190.0 m	190.0 m
Width —	100.0 m	100.0 m	100.0 m
Height —	28.0 m	28.0 m	28.0 m
Displacement —	64,845 mt	68,645 mt	67,220 mt

### Cargo:

Cargo Units —	26 SCU	26 SCU	26 SCU
Cargo Capacity —	1,300 mt	1,300 mt	1,300 mt
Landing Capacity —	None	None	None

### Equipment Data:

Control Computer Type —	ZD-5	ZD-5	ZD-5
Transporters:			
standard 6-person —	2	2	2
emergency 22-person —	1	1	1
cargo —	1	1	1

### Other Data:

Crew —	128	128	128
Passengers —	5	5	5
Shuttlecraft —	1	1	1

### Engines And Power Data:

Total Power Units Available —	52	52	52
Movement Point Ratio —	3/1	3/1	3/1
Warp Engine Type —	OWA-2	OWA-2	OWA-2
Number —	2	2	2
Power Units Available —	17 ea.	17 ea.	17 ea.
Stress Chart —	G/F	G/F	G/F
Maximum Safe Cruising Speed —	Warp 7	Warp 7	Warp 7
Emergency Speed —	Warp 8	Warp 8	Warp 8
Impulse Engine Type —	KIE-3	KIE-3	KIE-3
Power Units Available —	18	18	18

### Weapons And Firing Data:

Beam Weapon Type —	KD-6	KD-8	KD-17
Number —	4	4	4
Firing Arcs —	3 p/f/s, 1 a	3 p/f/s, 1 a	3 p/f/s, 1 a
Firing Chart —	T	U	X
Maximum Power —	6	7	9
Damage Modifiers —			
+3	(-)	(1-7)	(1-12)
+2	(1-18)	(8-15)	(13-17)
+1	(-)	(16-20)	(18-22)
Missile Weapon Type —	KPL-1	KPL-1	KPL-1
Number —	1	1	1
Firing Arcs —	1 f	1 f	1 f
Firing Chart —	E	E	E
Power To Arm —	10	10	10
Damage —	RL-1	RL-1	RL-1

### Shield Data:

Deflector Shield Type —	KSK	KSK	KSV
Shield Point Ratio —	1/2	1/2	1/2
Maximum Shield Power —	13	13	20

### Combat Efficiency:

D —	107.0	109.9	119.9
WDF —	24.3	28.3	39.9

### NOTES:

*Known Sphere Of Operation:* Triangle

*Data Reliability:* D

*Major Data Source:* Triangle Sector Intelligence

The *Swift dagger* is one of only a handful of vessels that was equipped with a Plasma Torpedo after being refurbished at K'lingsann. To accommodate the additional power requirements, the *Swift dagger* was equipped with a KIE-3 impulse drive. This gave the design excellent combat maneuverability, but did reduce interior space which was already at a premium. None the less, both Captain and crew were more than happy with the increased firepower and the *Swift dagger* was soon considered one of the most capable light combat craft fielded by the IKS.

In late 2295, the *Swift dagger* was damaged in a battle with Orion pirates and returned for repairs. Her primary disruptors were upgraded at that time, but the vessel was not fully repaired until 2330.

In 2336, despite her aging infrastructure, the *Swift dagger* was again updated with improved main disruptors and an improved shield system. She was eventually destroyed in a pitched battle with Orion forces in the Triangle.