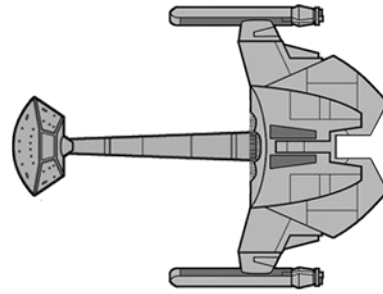
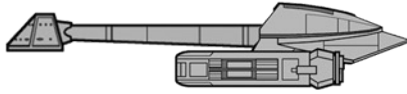




X-6 (Revolutionist) Class VII Destroyer



Construction Data:

<i>Model Numbers —</i>	Variant-1	Variant-2
<i>Ship Class —</i>	VII	VII
<i>Date Entering Service —</i>	2310-2352	2351-2378
<i>Number Constructed —</i>	53	Refit

Hull Data:

<i>Superstructure Points —</i>	21	24
<i>Damage Chart —</i>	C	C
<i>Size:</i>		
Length —	174.6 m	174.6 m
Width —	130.9 m	130.9 m
Height —	38.7 m	38.7 m
Displacement —	97,575 mt	98,978 mt

Cargo:

<i>Cargo Units —</i>	202 SCU	202 SCU
<i>Cargo Capacity —</i>	10,100 mt	10,100 mt
<i>Landing Capacity —</i>	None	None

Equipment Data:

<i>Control Computer Type —</i>	ZD-6	ZI-2
<i>Transporters:</i>		
standard 6-person —	2	2
combat 22-person —	1	1
emergency 22-person —	1	1
cargo —	1	1
<i>Cloaking Device Type:</i>	KCC	KCC
<i>Power Requirements —</i>	32	32

Other Data:

<i>Crew —</i>	184	184
<i>Troops —</i>	22	22
<i>Passengers —</i>	6	6
<i>Shuttlecraft —</i>	3	3

Engines And Power Data:

<i>Total Power Units Available —</i>	52	64
<i>Movement Point Ratio —</i>	3/1	3/1
<i>Warp Engine Type —</i>	KWVC-3	KWVC-3
Number —	2	2
Power Units Available —	23 ea.	23 ea.
Stress Chart —	L/O	L/O
Maximum Safe Cruising Speed —	Warp 8	Warp 8
Emergency Speed —	Warp 9	Warp 9
<i>Impulse Engine Type —</i>	KID-1	KIE-3
<i>Power Units Available —</i>	6	18

Weapons And Firing Data:

<i>Beam Weapon Type —</i>	KD-8	KD-30
Number —	4	4
Firing Arcs —	1 f/p, 1 f, 1 f/s, 1 p/a/s	1 f/p, 1 f, 1 f/s, 1 p/a/s
Firing Chart —	U	Y
Maximum Power —	7	10
Damage Modifiers —		
+3	(1-7)	(1-9)
+2	(8-15)	(10-18)
+1	(16-20)	(19-24)
<i>Missile Weapon Type —</i>	KP-6	KP-11
Number —	3	3
Firing Arcs —	2 f, 1 a	2 f, 1 a
Firing Chart —	R	R
Power To Arm —	2	1
Damage —	20	26

Shield Data:

<i>Deflector Shield Type —</i>	KSP	KNSB
Shield Point Ratio —	1/3	1/4
Maximum Shield Power —	15	38

Combat Efficiency:

<i>D —</i>	124.5	208.3
<i>WDF —</i>	59.8	89.0

NOTES:

Known Sphere Of Operation: Triangle; Federation and Klingon borders

Data Reliability: D

Major Data Source: Triangle Sector Intelligence

The X-6 was one of the few IKS designs to be produced in squadron level numbers and proved to be both effective and inexpensive enough to be a thorn in the Klingon Empire's side.

Designed to be easily manufactured and repaired, the X-6 used a number of direct copied native components while still being built in fairly quick succession. The design utilized a dual torpedo system that gave the X-6 a significant first strike capability. However, like many IKS vessels, the X-6 had limited access to torpedo casings and the needed anti-matter warheads. This meant that X-6s could not engage in prolonged combat without risking the expenditure of her ordinance, which often could not easily be replaced.

None the less, the X-6 proved dangerous to both Federation and Klingons forces throughout the region. Of the 53 ships built, 6 Variant-1s and 2 Variant-2s have been destroyed. 2 Variant-1s have been captured (1 by Federation and 1 by Romulan forces). 3 Variant-1s and 2 Variant-2s are reported missing. 1 each have been scrapped. 5 Variant-1s were sold and 31 Variant-2s were repatriated and sold to Ranking Imperial families.