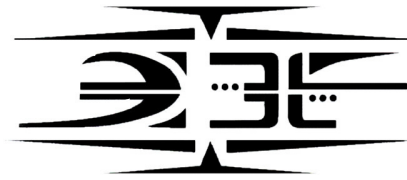


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Kazon Predator-class

Battleship; Commissioned 2320



HULL DATA

Structure: 60 [219 space] [33 space remaining]
Size/Decks: 12/195
Length/Beam/Height: 1,920/350/590
Complement: 1,500

TACTICAL DATA

Phasers: Type VIII (x6/D) [-30 space]
Penetration: 6/6/6/0/0
Torpedo Launchers: Mk 50 DF (x3/D) [-12 space]
Photon Penetration: 5/5/5/5/5
Deflector Shields: CIDSS-2 (E) [-10 space]
Protection/Threshold: 14/4

PROPULSION DATA

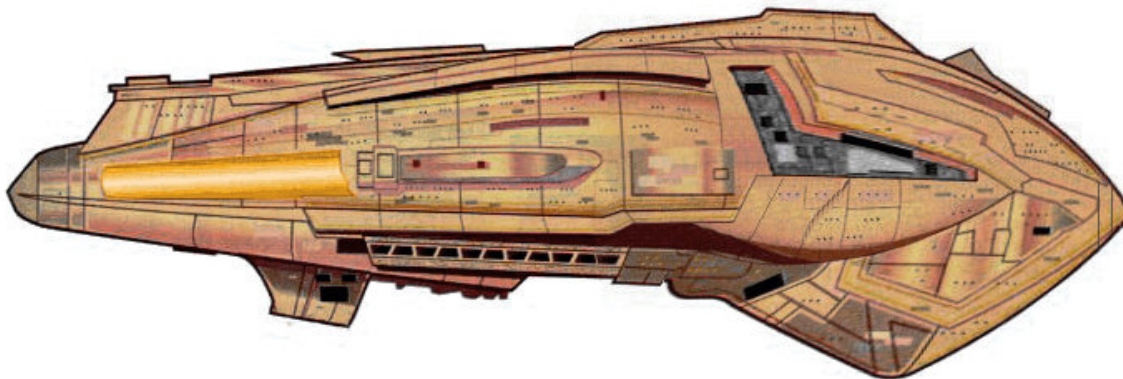
Impulse System: RSM (.75c) (C) [-18 space]
Warp System: LF-7X2 (4/6/8.3) (A) [-14 space]

OPERATIONAL DATA

Atmosphere Capable: No [0 space]
Cargo Units: 200 [-80 space]
Life Support: Class 3 (C) [-9 space]
Operations System: Class 3 (C) [-9 space]
Sensor System: Class 3a (+3/+2/+1/C) [-4 space]
Separation System: No
Shuttlebay: 4 v [-8 space]
Shuttlecraft: 48 size worth
Tractor Beams: 4 a, 4 f [-7 space]
Transporters: None [0 space]

MISCELLANEOUS DATA

Maneuver Modifiers: +4C, -1H, +5T
Traits: Jury Rigged (Propulsion, Life Support, Operations, Sensors), [+20 space]
Battle Tested



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BACKGROUND

Like all Kazon starships, the Predator-class was originally a Trabe design, used primarily as a massive freighter. Upon inheriting these ships from the Trabe, the Kazon went about upgrading the ships to battleship specifications. Kazon scientists are somewhat of a misnomer, so the upgrade process was anything but efficient. Given the sheer size of the Predator-class, it is woefully undergunned. The class is simultaneously plagued with numerous systemic problems with many critical systems, such as propulsion, due to lack of Kazon know-how and upkeep. The few systems maintained well are combat-oriented systems, such as weapons and shields.

Predator-class ships serve as carrier vessels for the much more numerous Kazon shuttles, and are typically the command and control ships of the Maje of a Kazon sect.