



## Andorian Kumari-class

Battle Cruiser; Commissioned: 2141

### Propulsion Data

Impulse System: SBD (.6c) (B) [-15]  
 Warp System: WE-6 (3/4.5/6 OCU) (B) [-20]

### Hull Data

Structure: 40 [99 space][9 space remains]  
 Size/Decks: 7/22  
 Length/Height/Beam: 400 /120/68 m  
 Complement: 86

### Tactical Data

Disruptors: GDM-1 (x3/B) [-12]  
 Penetration: 3/3/3/0/0  
 Torpedo Launchers: Mk 1 IF (x2/B) [-10]  
 Photon Penetration: 2/2/2/2/0  
 Deflector Shield: PFF 1 (A) [-10]  
 Protection/Threshold: 12/1

### Operational Data

Atmosphere Capable: No [0]  
 Cargo Units: 70 [0]  
 Life Support: Class 3 (D) [-6]  
 Operations System: Class 3 (D) [-6]  
 Sensor System: Class 2 (+2/+1/0/0/0/C) [-4]  
 Separation System: No [0]  
 Shuttlebay: 1 a [-2]  
 Shuttlecraft: 7 size worth  
 Tractor Beams: 1 av [0]  
 Transporters: 3 standard [0]

### Miscellaneous Data

Maneuver Modifiers: +3C, -1H, +3T  
 Traits: None

## Mission

The Kumari-class is the latest warship design fielded by the Andorian Empire, designed to go head-to-head with the top-of-the-line Vulcan starships of its era. While not quite the equal of the Vulcan D'Kyr or even Sh'ran, the Kumari is a capable vessel on its own merits.



## Background

The Kumari was designed as a counter to Vulcan aggression, both perceived and actual, though non-Andorians will point out it is much more likely the former than the latter. The ship's name originates with the first ice cutter to circumnavigate Andoria.

## Features

The Kumari features multiple disruptor banks and the relatively new photon torpedo missile system. Combined with its shield generators, far superior to the old hull polarization grids, and its rugged hull design, the Kumari can simultaneously deal out and sustain a great deal of punishment.

## Ships in Service

Name	Registry	Notes
Kumari	I.G.V. 001	Lead ship of the line. Under the command of Commander Thy'lek Shran (2142).