



drex files

## Vulcan Sh'ran-class

Battle Cruiser; Commissioned: 2145

### Hull Data

Structure: 40 [119 space][2 space remains]  
 Size/Decks: 8/41  
 Length/Height/Beam: 600/276/276 meters  
 Complement: 420

### Tactical Data

Phase Cannons: PC-25 (x4/AA) [-28]  
 Penetration: 4/3/3/0/0  
 Torpedo Launchers: Mk 1 IF (x3/AA) [-15]  
 Photon Penetration: 3/3/3/3/0  
 Deflector Shield: PFF 1 (A) [-10]  
 Protection/Threshold: 12/2

### Propulsion Data

Impulse System: SBD (.6c) (B) [-12]  
 Warp System: PB-16 (5/6/7) (C) [-32]

### Operational Data

Atmosphere Capable: No [0]  
 Cargo Units: 80 [0]  
 Life Support: Class 3 (D) [-7]  
 Operations System: Class 3 (D) [-7]  
 Sensor System: Class 2 (+2/C) [-2]  
 Separation System: No  
 Shuttlebay: 1 aft [-2]  
 Shuttlecraft: 8 size worth  
 Tractor Beams: 1 av [0]  
 Transporters: 4 standard [0]

### Miscellaneous Data

Maneuver Modifiers: +2C, 0H, +3T  
 Traits: Prototype (+1 Threshold) [-2]

## Mission

The Sh'ran-class is primarily a combat ship, and its designation in the Vulcan fleet is combat cruiser.



## Features

The Sh'ran features the typical Vulcan circular ring-shaped warp drive, capable of achieving speeds of up to warp 7, among the fastest of ships in the 22<sup>nd</sup> century. In addition to its great speed, the Sh'ran possesses state-of-the-art sensors and weapons, as well as a prototype deflector shield capable of withering the most punishing volleys of fire.

## Background

The Sh'ran was developed as a result of Vulcan contact with aggressor species inimical to Vulcan logic, such as the Andorians and Klingons. Logic dictated that such species would only respond to the careful and logical application of force.