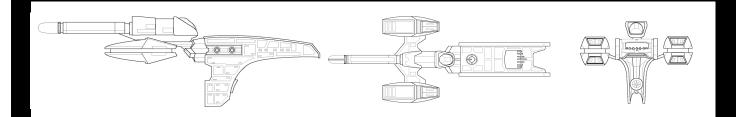
Andorian Nuuz Ziik "Frozen Mount" Class VI Destroyer



Normber:MK IMK IMK IIDate Entering Service22702279Number Constructed2713Buperstructure:2020Damage Chart:C-SingleC-SingleDimensions:	Construction Data:		
Date Entering Service22702279Number Constructed2713HULL DATA2713HULL DATA2020Damage Chart:C-SingleC-SingleDimensions:250m250mLength:105m105mHeight:86m86mWeight:74805 mt7595 mtCargo Spees74805 mt1200 mtCargo Capacity:12500 mt12000 mtLanding Capacity:NoneNoneEQUIPMENT DATAComputer Type:AMC-3AMC-3Cloaking Device/ECM:Power to Engage:22cargo:20222-person Combat:5522-person Combat:5522-person Combat:5522-person Combat:1010Troops:100100Shuttlecraft-22Power Hoin Ratio:3/12/1Warp Engine Type:AWF-2AWF-2Number:11Power Unitis:1515Stress Chart:E/FE/FOptimum Speed:77Max Safe Cruising:89Impulse Engine Type:AID-1 x2AID-2 x2Power Unitis:89Impulse Engine Type:AID-1 x22/F/P_2F_2F/SFiring Arcs:2F/P_2F_2F/S2F/P_2F_2F/SFiring Arcs:2F/P_2F_2F/S2F/P_2F_2F/SFiring Chart:R		MKT	Mk II
HULL DATASuperstructure:2020Damage Chart:C-SingleC-SingleDimensions:Length:250m105mWidth:105m105mHeight:86m86mWeight:74805 mt75945 mtCargo SpecsTotal SCU:250 SCU240 SCUCargo Capacity:1200 mt1200 mtLanding Capacity:NoneNoneEOUPMENT DATAComputer Type:AMC-3AMC-3Cloaking Device/ECM:Power to Engage:1120-person Combat:5522-person Emergecy:22Cargo:22Cargo:100100Shuttlecraft-22Power to Pint Ratio:3135Movement Point Ratio:3135Movement Point Ratio:3135Movement Point Ratio:1515Stress Chart:E/FE/FOptimum Speed:77Max Safe Cruising:8 ea.10 ea.Power Units:6 ea.6Firing Arcs:2/F/P.2F.2F/S2/F/P.2F.2F/SPower Units:8 ea.10 ea.Maximum Power:47Damage Modifiers-7+3N/AN/A+2(1-8)(1-10)+1(1-6)(11-14)Troped Type:AP-3AP-3Firing Arcs			
Superstructure:2020Damage Chart:C-SingleC-SingleDimensions:250m250mLength:105m105mHeight:86m86mWeight:74805 mt75945 mtCargo Specs2500 SCU240 SCUCargo Capacity:12500 mt12000 mtLanding Capacity:12500 mt12000 mtLanding Capacity:AMC-3AMC-3Cloaking Device/ECM:Power to Engage:Power to Engage:Power to Engage:2222-person Combat:5522-person Combat:5222-person Combat:1010Troops:100100Shuttlecraft-22Crew:174169Passengers:100100Shuttlecraft-22EMOINE AND POWER-T1Total Power Available:3135Movement Point Ratio:3/12/1Warp Engine Type:AID-1 x2AID-2 x2Power Units:1515Stress Chart:E/FGrimus SiePower Units:89Impulse Engine Type:AID-1 x2AID-2 x2Power Units:89Impulse Engine Type:AID-1 x2AID-2 x2Power Units:89Impulse Engine Type:AID-1 x2AID-2 x2Power Units:89Impulse Engine Type: <t< td=""><td>Number Constructed</td><td>27</td><td>13</td></t<>	Number Constructed	27	13
Damage Chart: C-Single C-Single Length: 250m 250m Length: 105m 105m Width: 105m 105m Wight: 74805 mt 75945 mt Cargo Specs - - Total SCU: 250 SCU 240 SCU Cargo Capacity: 12500 mt 12000 mt Landing Capacity: None None Computer Type: AMC-3 AMC-3 Cloaking Device/ECM: - - Power to Engage: - - for person: 1 1 20-person Combat: 5 5 22-person Emergecy: 2 2 cargo: 2 2 OTHER DATA 10 10 Troops: 100 100 Shuttlecraft- 2 2 Pasengers: 10 10 Stress Chart: E/F E/F Number: 1 1 Power Units:	HULL DATA		
Dimensions:250m250mLength:250m105mHeight:86m86mWeight:74805 mt75945 mtCargo Specs250 SCU240 SCUCargo Capacity:12500 mt12000 mtLanding Capacity:NoneNoneEOUIPMENT DATA-Computer Type:AMC-3AMC-3Cloaking Device/ECM:Power to Engage:*1120-person Combat:5522-person Combat:5522-person Combat:52Crew:174169Passengers:1010Troops:100100Shuttlecraft-22Power Available:3135Movement Point Ratio:3/12/1Warp Engine Type:AWF-2AWF-2Number:11Power Units:1515Stress Chart:E/F2/fOptimum Speed:77Max Safe Cruising:89Impulse Engine Type:ADD-1 x2ADD-2 x2Power Units:22/F/P_2F,2F/SFiring Arcs:2/F/P_2F,2F/SFiring Arcs:2/F/P_2F,2F/SFiring Arcs:2/F/P_2F,2F/SFiring Chart:RMMaximum Power:47Damage Modifiers2/FFiring Arcs:2/F2/FFiring Chart:HHPower To Arm:1 </td <td>Superstructure:</td> <td>20</td> <td>20</td>	Superstructure:	20	20
Length:250m250mWidth:105m105mHeight:74805 mt75945 mtCargo Specs75045 mt75945 mtCargo Specs250 SCU240 SCUCargo Capacity:12500 mt12000 mtLanding Capacity:12500 mt2000 mtEQUIPMENT DATAComputer Type:AMC-3AMC-3Cloaking Device/ECM:Power to Engage:Power to Engage:2222-person Combat:5522-person Emergecy:22cargo:1010Tronsporters-100100Shuttlecraft-22Power to Porge:100100Shuttlecraft-22Power toint Ratio:3/12/1Warp Engine Type:AWF-2AWF-2Number:11Power Units:1515Stress Chart:E/FE/FOptimum Speed:77Max Safe Cruising:89Impulse Engine Type:AH-5AH-6Number:66Firing Arcs:2F/P.2F.2F/SFiring Chart:RMMaximum Power:A10+3N/AN/A+43N/AN/A+43N/A10Power To Arm:66Firing Chart:R4P-3Power To Arm:110+41(9-16)<	Damage Chart:	C-Single	C-Single
Widh:105m105mHeight:86m86mWeight:74805 mt75945 mtCargo SpecsTotal SCU:250 SCU240 SCUCargo Capacity:12500 mt12000 mtLanding Capacity:NoneNoneEQUIPMENT DATAComputer Type:AMC-3AMC-3Cloaking Device/ECM:Power to Engage:Power to Engage:1120-person Combat:5522-person Emergecy:22cargo:222Cargo:1010Troops:100100Shuttlecraft-22Power Available:3135Movement Point Ratio:3/12/1Warp Engine Type:AID-1 x2AID-2 x2Power Units:1515Stress Chart:E/F9Optimum Speed:77Max Safe Cruising:89Impulse Engine Type:AID-1 x2AID-2 x2Power Units:89Impulse Engine Type:AID-34H-6Number:<	Dimensions:		
Height:86m86mWeight:74805 mt75945 mtCargo Specs250 SCU240 SCUTotal SCU:250 SCU240 SCUCargo Capacity:12500 mt12000 mtLanding Capacity:NoneNoneEQUIPMENT DATAComputer Type:AMC-3AMC-3Cloaking Device/ECM:Power to Engage:Power to Engage:1120-person Combat:5222-person Combat:5222-person Combat:1010Transporters-174169Passengers:1010Torops:100100Shuttlecraft-22ENGINE AND POWER -11Total Power Available:3135Movement Point Ratio:3/12/1Warp Engine Type:AWF-2AWF-2Number:11Power Units:1515Stress Chart:E/FE/FOptimun Speed:77Max Safe Cruising:8 ea.10 ea.Max Safe Cruising:8 ea.10 ea.WEAPONS/DEFENSEE/F2F/P.2F.2F/SFiring Arcs:2F/P.2F.2F/SFiring Chart:RM+3N/AN/A+2(1-8)(1-10)+1(9-16)(11-14)Power To Arm:11Damage Modifiers2F2FFiring Arcs:2F<	•	250m	250m
Weight:74805 mt75945 mtCargo Specs240 SCU240 SCUTotal SCU:250 SCU240 SCUCargo Capacity:12500 mt12000 mtLanding Capacity:NoneNoneEQUIPMENT DATAComputer Type:AMC-3AMC-3Cloaking Device/ECM:Power to Engage:Power to Engage:1120-person Combat:5522-person Emergecy:22cargo:22cargo:100100Tronsporters-100100Trospos:100100Shuttlecraft-22Power Available:3135Movement Point Ratio:3/12/1Warp Engine Type:AWF-2AWF-2Number:11Power Units:89Impulse Engine Type:AlD-1 x2AlD-2 x2Power Units:89Impulse Engine Type:AlD-1 x2AlD-2 x2Power Units:89Impulse Engine Type:AlD-1 x2AlD-2 x2Power Units:89Impulse Engine Type:AlD-3Firing Arcs:2F/P,2F,2F/SFiring Chart:RMMaximum Power:47Damage66Firing Chart:HHPower To Arm:11Damage:2F2FFiring Chart:HH<	Width:	105m	105m
Cargo Specs Total SCU: 250 SCU 240 SCU Cargo Capacity: 12500 mt 12000 mt Landing Capacity: None None EQUIPMENT DATA - - Computer Type: AMC-3 AMC-3 Cloaking Device/ECM: - - Power to Engage: - - Transporters- 6-person: 1 1 6-person Emergecy: 2 2 cargo: 2 2 cargo: 2 2 cargo: 100 100 Totops: 100 100 Torops: 100 100 Shuttlecraft- 2 2 Power Available: 31 35 Movement Point Ratio: 3/1 2/1 Warp Engine Type: AWF-2 AWF-2 Number: 1 1 Power Units: 15 15 Stress Chart: E/F AIC-3 Power Units: 8 ea. <	•		
Total SCU: 250 SCU 240 SCU Cargo Capacity: None 12000 mt EQUIPMENT DATA . Computer Type: AMC-3 AMC-3 Cloaking Device/ECM: - - Power to Engage: - - G-person: 1 1 20-person Combat: 5 22-person Emergecy: 2 2 2 cargo: 20 2 2 cargo: 174 169 100 Troops: 100 100 100 Shuttlecraft- 20 2 2 passengers: 100 100 100 Shuttlecraft- 20 2 1 Total Power Available: 31 35 Movement Point Ratio: 3/1 2/1 Warp Engine Type: AWF-2 AWF-2 AWF-2 Number: 1 1 Power Units: 15 15 Stress Chart: E/F E/F Power Units: 8 9 <td></td> <td>74805 mt</td> <td>75945 mt</td>		74805 mt	75945 mt
Cargo Capacity: None None Landing Capacity: None None EQUIPMENT DATA . Computer Type: AMC-3 Cloaking Device/ECM: - Power to Engage: - Power to Engage: - Former to Engage: - Power to Engage: 2 Power to Engage: 2 Power to Engage: 2 20-person Combat: 5 22-person Emergecy: 2 cargo: 174 Crew: 174 Crew: 100 Troops: 100 Shuttlecraft- 2 Power Available: 31 Stress Chart: 2/F Number: 1 Power Units: 15 Stress Chart: E/F Optimum Speed: 7 Max Safe Cruising: 8 Power Units: 8 ea. Ippulse Engine Type: AlD-1 x2 Power Units: 8 ea. <tr< td=""><td></td><td></td><td></td></tr<>			
Landing Capacity:NoneNoneEQUIPMENT DATAComputer Type:AMC-3Choaking Device/ECM:-Power to Engage:-Power to Engage:11120-person Combat:522-person Combat:522-person Emergecy:22arago:2Crew:174Power to Engage:10Troops:100100100Shuttlecraft-222/1Total Power Available:313535Movement Point Ratio:3/12/12/1Warp Engine Type:AWF-2Number:1115Stress Chart:E/FOptimum Speed:7Max Safe Cruising:Beam Weapon:AH-5AH-6Number:6Firing Arcs:2F/P,2F,2F/SFiring Chart:RMaximum Power:447Damage ModifiersFiring Chart:RHHPower To Arm:1Torpedo Type:AP-3Firing Chart:HHHPower To Arm:1Torpedo Type:ASFShield Point Ratio:1/2Maximum Shield:13Torpedo Type:ASFASFShield Point Ratio:HHPower To Arm:1Torpedo Type:ASFShield Point Ratio			
EQUIPMENT DATA Computer Type: AMC-3 AMC-3 Claaking Device/ECM: - - Power to Engage: - - Power to Engage: 1 1 20-person Combat: 5 5 22-person Emergecy: 2 2 cargo: 2 2 cargo: 174 169 Passengers: 10 10 Troops: 100 100 Shuttlecraft- 2 2 Power Available: 31 35 Movement Point Ratio: 3/1 2/1 Warp Engine Type: AWF-2 AWF-2 Number: 1 1 Power Units: 15 15 Stress Chart: E/F 2/1 Warp Engine Type: AID-1 x2 AID-2 x2 Power Units: 8 ea. 10ea. Brau Weapon: AH-5 AH-6 Number: 6 6 Firing Arcs: 2/P,2F,2F/S			
Computer Type: AMC-3 AMC-3 Cloaking Device/ECM: - - Power to Engage: - - Power to Engage: - - Transporters- - - G-person: 1 1 20-person Combat: 5 5 22-person Emergecy: 2 2 cargo: 2 2 cargo: 10 10 Troops: 100 100 Shuttlecraft- 2 2 Total Power Available: 31 35 Movement Point Ratio: 3/1 2/1 Warp Engine Type: AWF-2 AWF-2 Number: 1 1 Power Units: 15 15 Stress Chart: E/F E/F Optimum Speed: 7 7 Max Safe Cruising: 8 ea. 10 ea. WEAPONS/DEFENSE E E Beam Weapon: AH-5 AH-6 Firing Chart: <td></td> <td>None</td> <td>None</td>		None	None
Cloaking Device/ECM: - - Power to Engage: - - Fransporters- 6 - 6-person: 1 1 20-person Combat: 5 5 22-person Emergecy: 2 2 cargo: 2 2 OTHER DATA 10 10 Crew: 174 169 Passengers: 100 100 Shuttlecraft- 2 2 ENGINE AND POWER - 100 100 Total Power Available: 31 35 Movement Point Ratio: 3/1 2/1 Warp Engine Type: AWF-2 AWF-2 Number: 15 15 Stress Chart: E/F E/F Optimum Speed: 7 7 Max Safe Cruising: 8 9 Impulse Engine Type: AlD-1 x2 AlD-2 x2 Power Units: 8 9 Impulse Engine Type: AlD-1 x2 2/F/P,2F,2F/S <t< td=""><td></td><td>AMC 2</td><td>AMC 2</td></t<>		AMC 2	AMC 2
Power to Engage: - - Transporters- - 6-person: 1 1 6-person Combat: 5 5 22-person Emergecy: 2 2 cargo: 2 2 Crew: 174 169 Passengers: 10 10 Troops: 100 100 Shuttlecraft- 2 2 Shuttlecraft- 2 2 Forewer Available: 31 35 Movement Point Ratio: 3/1 2/1 Warp Engine Type: AWF-2 AWF-2 Number: 1 1 Power Units: 15 15 Stress Chart: E/F 2 Power Units: 8 9 Impulse Engine Type: AlD-1 x2 AlD-2 x2 Power Units: 8 9 Impulse Engine Type: AlD-1 x2 2 Power Units: 8 9 Impulse Engine Type: AlH-5		AMC-3	AMC-3
Transporters- 1 1 6-person Combat: 5 5 22-person Emergecy: 2 2 cargo: 2 2 OTHER DATA 10 10 Crew: 174 169 Passengers: 10 10 Troops: 100 100 Shuttlecraft- 2 2 ENGINE AND POWER - 100 100 Total Power Available: 31 35 Movement Point Ratio: 3/1 2/1 Warp Engine Type: AWF-2 AWF-2 Number: 1 1 Power Units: 15 15 Stress Chart: E/F Optimum Speed: 7 Max Safe Cruising: 8 9 Impulse Engine Type: AlD-1 x2 AlD-2 x2 Power Units: 8 ea. 0 Barn Weapon: AH-5 AH-6 Number: 6 6 6 Firing Arcs: 2F/P.2F,2F/S 2F/P.2F,2F/S Firing Chart: R M <	-	-	-
6-person: 1 1 20-person Combat: 5 5 22-person Emergecy: 2 2 cargo: 2 2 cargo: 174 169 Passengers: 10 10 Troops: 100 100 Shuttlecraft- 2 2 ENGINE AND POWER - - - Total Power Available: 31 35 Movement Point Ratio: 3/1 2/1 Warp Engine Type: AWF-2 AWF-2 Number: 1 1 Power Units: 15 15 Stress Chart: E/F E/F Optimum Speed: 7 7 Max Safe Cruising: 8 ea. 10 ea. WEAPONS/DEFENSE E - Beam Weapon: AH-5 AH-6 Number: 6 6 Firing Chart: R M Maximum Power: 4 7 Damage Modifiers -<		-	-
20-person Combat: 5 5 22-person Emergecy: 2 2 cargo: 2 2 cargo: 174 169 Passengers: 10 10 Troops: 100 100 Shuttlecraft- 2 2 ENGINE AND POWER - - 2 Total Power Available: 31 35 Movement Point Ratio: 3/1 2/1 Warp Engine Type: AWF-2 AWF-2 Number: 1 1 Power Units: 15 15 Stress Chart: E/F E/F Optimum Speed: 7 7 Max Safe Cruising: 8 ea. 9 Impulse Engine Type: AlD-1 x2 AlD-2 x2 Power Units: 8 ea. 10 ea. WEAPONS/DEFENSE E E Beam Weapon: AH-5 AH-6 Number: 6 6 Firing Arcs: 2F/P.2F,2F/S 2F/P.2F,2F/S		1	1
22-person Emergecy: 2 2 cargo: 2 2 cargo: 174 169 Passengers: 10 10 Troops: 100 100 Shuttlecraft- 2 2 ENGINE AND POWER - 2 2 Total Power Available: 31 35 Movement Point Ratio: 3/1 2/1 Warp Engine Type: AWF-2 AWF-2 Number: 1 1 Power Units: 15 15 Stress Chart: E/F E/F Optimum Speed: 7 7 Max Safe Cruising: 8 ea. 9 Impulse Engine Type: AlD-1 x2 AlD-2 x2 Power Units: 8 ea. 10 ea. WEAPONS/DEFENSE E E Beam Weapon: AH-5 AH-6 Maximum Power: 4 7 Damage Modifiers 1 10 +1 (9-16) (1-10) +1 </td <td>•</td> <td></td> <td></td>	•		
cargo: 2 2 OTHER DATA			
OTHER DATA Crew: 174 169 Passengers: 10 10 Troops: 100 100 Shuttlecraft- 2 2 ENGINE AND POWER - 100 35 Total Power Available: 31 35 Movement Point Ratio: 3/1 2/1 Warp Engine Type: AWF-2 AWF-2 Number: 1 1 Power Units: 15 15 Stress Chart: E/F Optimum Speed: 7 Max Safe Cruising: 8 9 Impulse Engine Type: AID-1 x2 AID-2 x2 Power Units: 8 ea. 10 ea. WEAPONS/DEFENSE Beam Weapon: AH-5 Maximum Power: 4 7 Maximum Power: 8 9 +1 (9-16) (11-10) +1 (9-16) (11-14) Torpedo Type: AP-3 AP-3 Firing Arcs: 2F 2F Fir			
Crew: 174 169 Passengers: 10 10 Troops: 100 100 Shuttlecraft- 2 2 ENGINE AND POWER - 7 7 Total Power Available: 31 35 Movement Point Ratio: 3/1 2/1 Warp Engine Type: AWF-2 AWF-2 Number: 1 1 Power Units: 15 15 Stress Chart: E/F E/F Optimum Speed: 7 7 Max Safe Cruising: 8 ea. 10 ea. Power Units: 8 ea. 10 ea. Power Units: 8 ea. 10 ea. Power Units: 8 ea. 10 ea. Maximum Power: AH-5 AH-6 Number: 6 6 Firing Arcs: 2F/P.2F,2F/S 2F/P.2F,2F,2F/S Firing Arcs: 2F/P.2F,2F/S 2F/P.2F,2F,2F/S Jamage Modifiers . . +3 N/A N/A	U	-	-
Passengers: 10 100 Troops: 100 100 Shuttlecraft- 2 2 ENGINE AND POWER - - - Total Power Available: 31 35 Movement Point Ratio: 3/1 2/1 Warp Engine Type: AWF-2 AWF-2 Number: 1 1 Power Units: 15 15 Stress Chart: E/F Q Optimum Speed: 7 7 Max Safe Cruising: 8 9 Impulse Engine Type: AID-1 x2 AID-2 x2 Power Units: 8 ea. 10 ea. WEAPONS/DEFENSE E E Beam Weapon: AH-5 AH-6 Number: 6 6 Firing Arcs: 2F/P.2F,2F/S 2F/P.2F,2F/S Firing Chart: R MAximum Power: +3 N/A N/A +2 (1-8) (1-10) +1 (9-16) (11-14)		174	169
Troops: 100 100 Shuttlecraft- 2 2 ENCINE AND POWER - Total Power Available: 31 35 Movement Point Ratio: 3/1 2/1 Warp Engine Type: AWF-2 AWF-2 Number: 1 1 Power Units: 15 15 Stress Chart: E/F E/F Optimum Speed: 7 7 Max Safe Cruising: 8 9 Impulse Engine Type: AlD-1 x2 AlD-2 x2 Power Units: 8 ea. 10 ea. WEAPONS/DEFENSE E E Beam Weapon: AH-5 AH-6 Number: 6 6 Firing Arcs: 2F/P,2F,2F/S 2F/P,2F,2F/S Fining Arcs: 4 7 Damage Modifiers - - +3 N/A N/A +2 (1-8) (1-10) +1 (9-16) (11-14) To	Passengers:	10	10
ENGINE AND POWER - Total Power Available: 31 35 Movement Point Ratio: 3/1 2/1 Warp Engine Type: AWF-2 AWF-2 Number: 1 1 Power Units: E/F E/F Stress Chart: E/F E/F Optimum Speed: 7 7 Max Safe Cruising: 8 9 Impulse Engine Type: AID-1 x2 AID-2 x2 Power Units: 8 9 Impulse Engine Type: AID-1 x2 AID-2 x2 Power Units: 8 9 Impulse Engine Type: AID-1 x2 AID-2 x2 Power Units: 8 9 AID-2 x2 Power Units: 2 AID-3 ZE Maxismum Power: AID-5 AH-6 6 Firing Arcs: 2 F/P,2F,2F/S ZE/P,2F,2F/S Jamage Modifiers (1-8) (1-10) +1 (9-16) (11-14) Torpeed Type: AP-3 AP-3		100	100
Total Power Available: 31 35 Movement Point Ratio: 3/1 2/1 Warp Engine Type: AWF-2 AWF-2 Number: 1 1 Power Units: 15 15 Stress Chart: E/F E/F Optimum Speed: 7 7 Max Safe Cruising: 8 9 Impulse Engine Type: AID-1 x2 AID-2 x2 Power Units: 8 ea. 10 ea. WEAPONS/DEFENSE Beam Weapon: AH-5 Beam Weapon: AH-5 AH-6 Number: 6 6 Firing Chart: R M Maximum Power: 2 ZF/P.2F.2F/S Jonage Modifiers	Shuttlecraft-	2	2
Movement Point Ratio: 3/1 2/1 Warp Engine Type: AWF-2 AWF-2 Number: 1 1 Power Units: 15 15 Stress Chart: E/F E/F Optimum Speed: 7 7 Max Safe Cruising: 8 9 Impulse Engine Type: AID-1 x2 AID-2 x2 Power Units: 8 ea. 10 ea. WEAPONS/DEFENSE H Beam Weapon: AH-5 AH-6 Number: 6 6 Firing Arcs: 2F/P,2F,2F/S 2F/P,2F,2F/S Firing Chart: R M Maximum Power: 4 7 Damage Modifiers (1-10) +1 (9-16) (11-14) Torpedo Type: AP-3 AP-3 Firing Arcs: 2F 2F Firing Arcs: 2F 2F Firing Chart: H H Power To Arm: 1 1	ENGINE AND POWER -		
Warp Engine Type: AWF-2 AWF-2 Number: 1 1 Power Units: 15 15 Stress Chart: E/F E/F Optimum Speed: 7 7 Max Safe Cruising: 8 9 Impulse Engine Type: AID-1 x2 AID-2 x2 Power Units: 8 ea. 10 ea. WEAPONS/DEFENSE Heam Weapon: AH-5 Beam Weapon: AH-5 AH-6 Number: 6 6 Firing Arcs: 2F/P.2F,2F/S 2F/P.2F,2F/S Firing Chart: R M Maximum Power: 4 7 Damage Modifiers - - +3 N/A N/A +2 (1-8) (1-10) +1 (9-16) (11-14) Torpedo Type: AP-3 AP-3 Firing Arcs: 2F 2F Firing Chart: H H Power To Arm: 1 1 Dam	Total Power Available:	31	35
Number: 1 1 Power Units: 15 15 Stress Chart: E/F E/F Optimum Speed: 7 7 Max Safe Cruising: 8 9 Impulse Engine Type: AID-1 x2 AID-2 x2 Power Units: 8 ea. 10 ea. WEAPONS/DEFENSE Beam Weapon: AH-5 AH-6 Number: 6 6 6 Firing Arcs: 2F/P.2F,2F/S 2F/P.2F,2F/S Firing Chart: R M Maximum Power: 4 7 Damage Modifiers - - +3 N/A N/A +2 (1-8) (1-10) +1 (9-16) (11-14) Torpedo Type: AP-3 AP-3 Firing Arcs: 2F 2F Firing Arcs: 2F 2F Firing Arcs: 2F 2F Firing Arcs: 4 1 Damage: 6 6 <	Movement Point Ratio:	3/1	2/1
Power Units: 15 15 Stress Chart: E/F E/F Optimum Speed: 7 7 Max Safe Cruising: 8 9 Impulse Engine Type: AlD-1 x2 AlD-2 x2 Power Units: 8 ea. 10 ea. WEAPONS/DEFENSE H-6 Beam Weapon: AH-5 AH-6 Number: 6 6 Firing Chart: R M Maximum Power: 4 7 Damage Modifiers (1-8) (1-10) +1 (9-16) (11-14) Torpedo Type: AP-3 AP-3 Firing Arcs: 2F 2F Firing Arcs: 1 1 Damage: 6 6 Shield Type: ASF ASF Shield Type:	Warp Engine Type:	AWF-2	AWF-2
Stress Chart: E/F E/F Optimum Speed: 7 7 Max Safe Cruising: 8 9 Impulse Engine Type: AID-1 x2 AID-2 x2 Power Units: 8 ea. 10 ea. WEAPONS/DEFENSE H-6 Beam Weapon: AH-5 AH-6 Number: 6 6 Firing Arcs: 2F/P,2F,2F/S 2F/P,2F,2F/S Firing Chart: R M Maximum Power: 4 7 damage Modifiers (1-10) +1 (9-16) (11-14) Torpedo Type: AP-3 AP-3 Firing Arcs: 2F 2F fring Chart: H H Power To Arm: 1 1 Damage: 6 6 Shield Type: ASF ASF Shield Type: ASF ASF Shield Type: 13 3 Commut Shield: 13 3	Number:	1	1
Optimum Speed: 7 7 Max Safe Cruising: 8 9 Impulse Engine Type: AID-1 x2 AID-2 x2 Power Units: 8 ea. AID-2 x2 WEAPONS/DEFENSE U Vertail Beam Weapon: AH-5 AH-6 Number: 6 6 Firing Arcs: 2F/P.2F,2F/S 2F/P.2F,2F/S Firing Chart: R M Maximum Power: 4 0 10 +1 (9-16) (1-10) 1 +2 (1-8) (1-10) 1 +1 (9-16) (1-14) 1 Torpeed Type: AP-3 AP-3 1 Firing Arcs: 2F 2F 1 1 Damage 6 6 3 3	Power Units:	15	15
Max Safe Cruising: 8 9 Impulse Engine Type: AID-1 x2 AID-2 x2 Power Units: 8 ea. 10 ea. WEAPONS/DEFENSE Beam Weapon: AH-5 AH-6 Number: 6 6 Firing Arcs: 2F/P,2F,2F/S 2F/P,2F,2F/S Firing Chart: R M Maximum Power: 4 7 Damage Modifiers +3 N/A N/A +2 (1-8) (1-10) +1 (9-16) (11-14) Torpedo Type: AP-3 AP-3 Firing Chart: H H Power To Arm: 1 1 Damage: 6 6 Shields- Shield Type: ASF ASF Shield Type: ASF ASF Shield Point Ratio: 1/2 1/2 Maximum Shield: 13 3 Combat Efficiency			
Impulse Engine Type: AID-1 x2 AID-2 x2 Power Units: 8 ea. 10 ea. WEAPONS/DEFENSE Beam Weapon: AH-5 AH-6 Number: 6 6 Firing Arcs: 2F/P,2F,2F/S 2F/P,2F,2F,2F/S Firing Chart: R M Maximum Power: 4 7 Damage Modifiers +3 N/A N/A +2 (1-8) (1-10) +1 (9-16) (11-14) Torpedo Type: AP-3 AP-3 Firing Chart: H H Power To Arm: 1 1 Damage: 6 6 Shields- 1 Baring Chart: H H 1 Damage: 6 6 5 Firing Chart: H H 1 Damage: 1 1 1 Damage: 1 1			
Power Units: 8 ea. 10 ea. WEAPONS/DEFENSE Jumber: AH-5 AH-6 Number: 6 6 6 Firing Arcs: 2F/P.2F,2F/S 2F/P.2F,2F/S Fring Chart: R Maximum Power: Damage Modifiers Jumber: 4 7 Damage Modifiers Jumber: 4 N/A +3 N/A N/A 11 Torpedo Type: AP-3 AP-3 AP-3 Firing Arcs: 2F 2F 2F Firing Chart: H H 10 Torpedo Type: AP-3 AP-3 3 Firing Arcs: 2F 2F 2F Firing Chart: H H 10 Damage: 6 6 6 Shield Type: ASF ASF Shield Type: ASF ASF Shield Point Ratio: 1/2 1/2 Maximum Shield: 13 3 D- 76.6 </td <td></td> <td></td> <td></td>			
WEAPONS/DEFENSEBeam Weapon:AH-5AH-6Number:66Firing Arcs:2F/P,2F,2F/S2F/P,2F,2F/SFiring Chart:RMMaximum Power:47Damage Modifiers+3N/AN/A+2(1-8)(1-10)+1(9-16)(11-14)Torpedo Type:AP-3AP-3Firing Arcs:2F2FFiring Arcs:2F2FFiring Arcs:11Damage:66ShieldsShield Type:ASFASFShield Type:1313Combat EfficiencyD-76.697.6			
Beam Weapon: AH-5 AH-6 Number: 6 6 Firing Arcs: 2F/P,2F,2F/S 2F/P,2F,2F/S Firing Chart: R M Maximum Power: 4 7 Damage Modifiers		8 ea.	10 ea.
Number: 6 6 Firing Arcs: 2F/P,2F,2F/S 2F/P,2F,2F/S Firing Chart: R M Maximum Power: 4 7 Damage Modifiers - 7 +3 N/A N/A +2 (1-8) (1-10) +1 (9-16) (11-14) Torpedo Type: AP-3 AP-3 Firing Arcs: 2F 2F Firing Arcs: 0 2F Firing Chart: H H Power To Arm: 1 1 Damage: 6 6 Shield S- - - Shield Type: ASF ASF Shield Type: 13 1 Maximum Shield: 13 3 Combat Efficiency - - P- 76.6 97.6			
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+3 N/A N/A +2 (1-8) (1-10) +1 (9-16) (11-14) Torpedo Type: AP-3 AP-3 Firing Arcs: 2F 2F Firing Chart: H H Power To Arm: 1 1 Damage: 6 6 ShieldS- 1/2 Shield Type: ASF ASF Shield Point Ratio: 1/2 1/2 Maximum Shield: 13 13 Combat Efficiency D- 76.6 97.6		4	7
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Shield Point Ratio: 1/2 1/2 Maximum Shield: 13 13 Combat Efficiency 76.6 97.6		ASF	ASF
Maximum Shield: 13 13 Combat Efficiency 76.6 97.6		1/2	1/2
D- 76.6 97.6	Maximum Shield:	13	13
	Combat Efficiency		
WDF- 22.6 29.2	D-	76.6	97.6
	WDF-	22.6	29.2

NOTES:

In 2268, the Andorian government approved a modernization of its home fleet after a near tragic event leading up to the Babel conference brought several members of the federation to the brink of war.

The Nuuz Ziik, or "Frozen Mount" design schematic was actually a leftover from the Romulan War that never saw production. Originally intended as a light cruiser, the ship was repurposed as a destroy er to support the new Maar Zhiin cruisers. Using an existing design with modern equipment allowed a shorter lead time from design to production.

By 2270, the first Nuuz Ziik destroyer was ready for test trials. Though only fitted with a single warp drive system, it's twin impulse engines mounted on external "wings" gave the ship an impressive power curve. With a top speed of warp 8 and a considerable arsenal, the ship was deemed well equipped to project military prescence throughout the Andorian sphere of influence.

Throughout the early 2270's, Nuuz Ziik destroyers were instrumental in escorting andorian colonists and their convoys through dangerous areas of space at the edge of federation influence. Altercations with orion pirates and the occassional klingon patrol overstepping their bounds were not uncommon. The Nuuz Ziik and the addition of the Maar Zhiin cruiser, together were the core of the Andorian defense force for the next couple decades.

In 2279, the fleet of destroyers were systematically refit. Advancements in warp field theory allowed for more efficient manueverability and greater speed without replacing the existing warp drive. Upgrades in the impulse drives added more power, and more advanced phasers allowed the destroyer to keep in step with its federation counterparts. The Nuuz Ziik and the addition of the Maar Zhiin cruiser, together were the core of the Andorian defense force for the next couple decades.