

KUMARI-CLASS

Entered Service: 2129

Overview: Built for the Andorian Imperial Guard, the *Kumari*-class battle cruiser was used to defend Andorian territory from its neighbours as well as combat Orion and Nausicaan pirates. It was an open secret among Andorians that these battle cruisers were built and designed for the seemingly inevitable conflict with Vulcan. The class was named after the famed ice-cutter, which was the first vessel to circumnavigate Andoria; the first ship of the line was the *I.G.S. Kumari*, which served as the Imperial flagship for two decades. Ironically, these battle cruisers were never used in an assault on Vulcan, and several aided Vulcan forces in hunting down a Romulan drone ship. During the Earth-Romulan War, several *Kumari* ships assisted Coalition forces, guarding civilian ships and colonies during the early days of the war. Following the founding of the Federation, a few of these ships were assigned to the new Federation Starfleet and replaced their I.G.S. designations with Starfleet's U.S.S. but otherwise retained their original names. Over subsequent centuries, the *Kumari* line of ships produced a number of subclasses, including the *Charal* and the *Khyzon*. These ships featured a similar outward design, but were heavily upgraded with the next generation of shielding and weaponry.

Capabilities: The 360-meter long battle ship was heavily armed with phased particle cannons and heavy defensive shields. They were also equipped with tractor beams and had warp engines capable of exceeding warp 5. The ship was designed with a rear engineering section with wide wings tipped with offensive cannons. Housed adjacent to the engineering hull were its blocky warp engines. Most of the crew worked and lived in the wedge-shaped forward hull. The standard crew complement on a *Kumari* vessel was around 90 members of the Imperial Guard. Originally, these ships lacked torpedo launchers, but subsequent refits added torpedo tubes to some vessels. The class' defenses were focused on its shielding, which was formidable compared to other ships of the era, like Vulcan *D'Kyr* combat cruisers or the Human *NX*-class. However, *Kumari* vessels had thin hulls that could not be polarized, and were vulnerable to surprise attacks or weaponry that penetrated their shielding.

SYSTEMS

COMMS 05

ENGINES 07

STRUCTURE 06

COMPUTERS 05

SENSORS 05

WEAPONS 08

DEPARTMENTS

COMMAND +1

SECURITY +2

SCIENCE -

CONN -

ENGINEERING -

MEDICINE -

SCALE: 3

TALENTS

Kumari starships have the following Talents:

WEAPONRY:

Phaser Banks

Phaser Cannons

Tractor Beam (Strength 2)

Advanced Shields

Improved Warp Drive

