

A supplement for use with
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THE ROLE PLAYING GAME

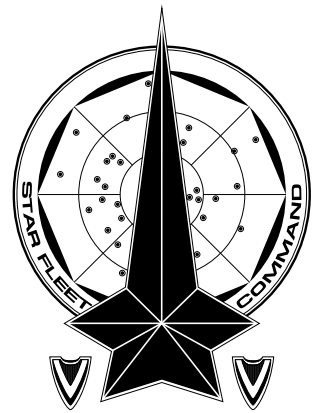
KLINGON

SHIP RECOGNITION MANUAL



II





INTELLIGENCE DATA RELIABILITY RATINGS

Class A

Hard data gathered from physical examination.

Class B

Intelligence projections based on repeated scans/encounters over protracted periods. Class A plans available.

Class C

Intelligence projections based on repeated scans and encounters. Class B plans available.

Class D

Intelligence projections based on five or fewer scans and encounters. Class C plans available.

Class E

Speculative projections based on hearsay/transmissions from official or semi-official sources.

Class F

Speculative projections based on hearsay/transmissions from unofficial sources.

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STAR FLEET INTELLIGENCE COMMAND

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Introduction

THE KLINGON IMPERIAL NAVY

*From the Star Fleet Academy Commencement Address,
Stardate 2/2306.07,
by Admiral L.R. Leeper*

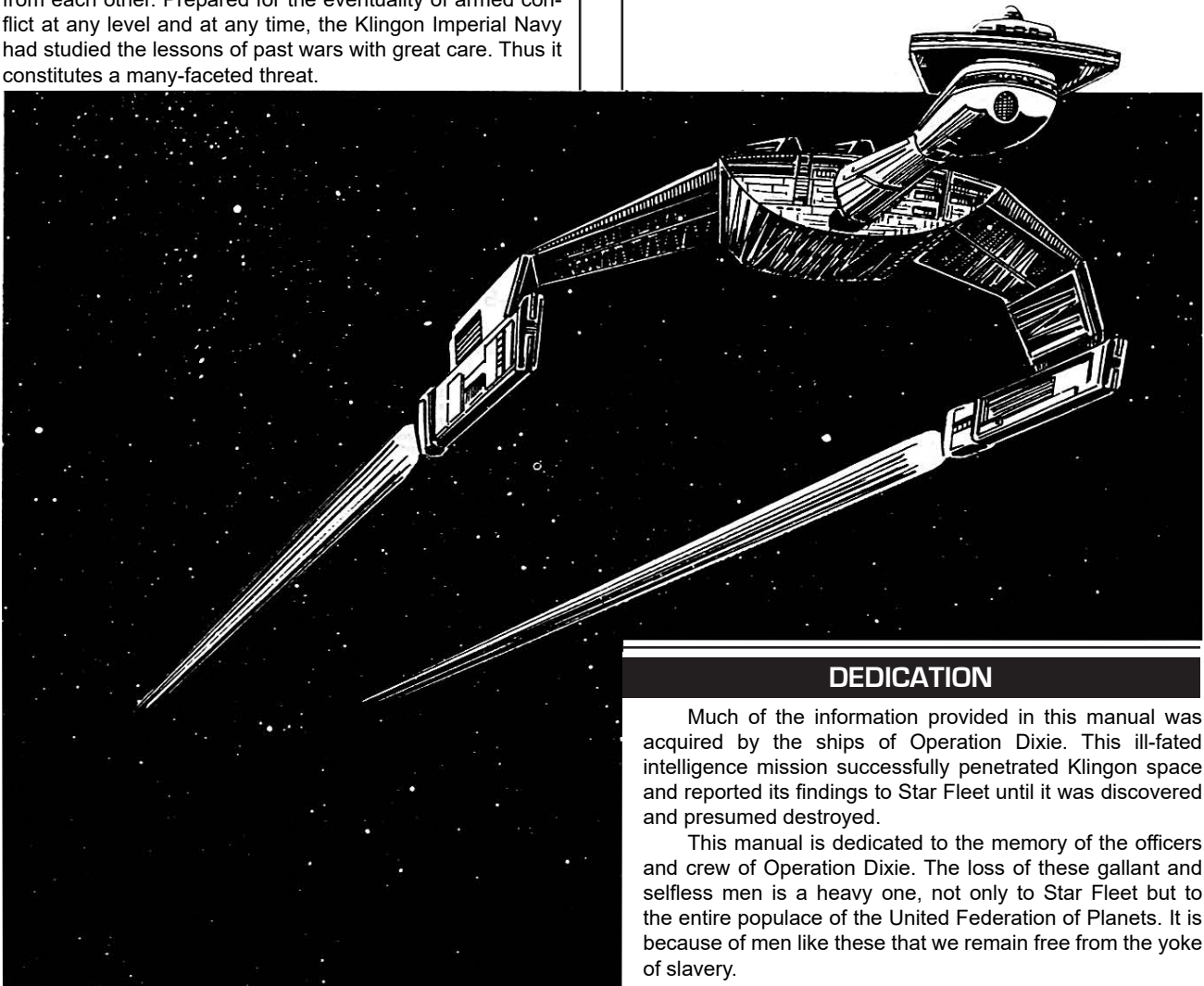
The lengthening shadow cast by the Klingon military machine is not the most ominous threat facing the Federation today. The last twenty years have been witness to extraordinary increases in all aspects of the Klingon armed forces. As the build-up continues unabated, all evidence points to the Klingon intent to achieve dominance in every dimension of military power. The Klingons aspire to advance, step-by-step, toward galactic dominance employing every stratagem short of purposeless combat.

As a consequence, the principal role of the Klingon Imperial Navy is to support political and economic moves to disrupt the alliance of Federation worlds, sap the vitality of free trade, and insulate the Romulan Star Empire and UFP from each other. Prepared for the eventuality of armed conflict at any level and at any time, the Klingon Imperial Navy had studied the lessons of past wars with great care. Thus it constitutes a many-faceted threat.

SCOPE OF THIS MANUAL

This manual describes the major ships of the Klingon Imperial Navy on a classified basis, providing an overview to authorized Star Fleet Intelligence personnel and line officers concerned with the Klingon Imperial Navy. An effort has been made to provide a comprehensive and objective presentation despite the limitation of space. It is designed for general reading and quick reference.

A historical background of Klingon starships from Stardate 1/8001 to the present is provided. Discussions of all major ships include observations on their weaknesses and strengths, and complete combat data is provided for evaluation. The overall reliability of the data available for each vessel is noted, as well as the primary information source, the records of which may be consulted if a more detailed briefing is necessary.

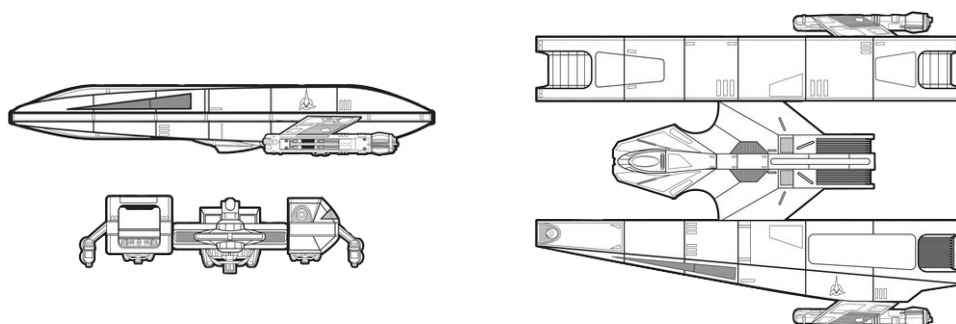


DEDICATION

Much of the information provided in this manual was acquired by the ships of Operation Dixie. This ill-fated intelligence mission successfully penetrated Klingon space and reported its findings to Star Fleet until it was discovered and presumed destroyed.

This manual is dedicated to the memory of the officers and crew of Operation Dixie. The loss of these gallant and selfless men is a heavy one, not only to Star Fleet but to the entire populace of the United Federation of Planets. It is because of men like these that we remain free from the yoke of slavery.

T-1 (Invader) Class V Assault Ship



Construction Data:

<i>Model Numbers —</i>	a	b	c	e	g
<i>Ship Class —</i>	V	V	V	V	V
<i>Date Entering Service —</i>	2239	2246	2265	2268	2271
<i>Number Constructed —</i>	103	223	39	33	57

Hull Data:

<i>Superstructure Points —</i>	20	20	20	20	20
<i>Damage Chart —</i>	C	C	C	C	C
<i>Size:</i>					
Length —	131.5 m	131.5 m	131.5 m	131.5 m	131.5 m
Width —	96.8 m	96.8 m	96.8 m	96.8 m	96.8 m
Height —	23.1 m	23.1 m	23.1 m	23.1 m	23.1 m
Weight —	45,933 mt	47,733 mt	51,648 mt	52,528 mt	58,765 mt

Cargo:

Cargo Units —	4,000 SCU	4,000 SCU	4,000 SCU	4,000 SCU	4,000 SCU
Cargo Capacity —	200,000 mt	200,000 mt	200,000 mt	200,000 mt	200,000 mt
Landing Capacity —	None	None	None	None	None

Equipment Data:

<i>Control Computer Type —</i>	ZD-3	ZD-3	ZD-4	ZD-4	ZD-4
<i>Transporters:</i>					
standard 6-person —	3	3	3	3	3
combat 22-person —	12	12	12	12	12
emergency 18-person —	10	10	10	10	10
cargo —	8	8	8	8	8

Other Data:

<i>Crew —</i>	192	192	192	192	192
<i>Troops —</i>	440	440	440	440	440
<i>Passengers —</i>	60	60	60	60	60
<i>Shuttlecraft —</i>	35	35	35	35	35

Engines And Power Data:

<i>Total Power Units Available —</i>	20	22	28	28	32
<i>Movement Point Ratio —</i>	3/1	3/1	3/1	3/1	3/1
<i>Warp Engine Type —</i>	KWB-1	KWB-1	KWB-2	KWB-2	KWB-3
Number —	2	2	2	2	2
Power Units Available —	9 ea.	9 ea.	12 ea.	12 ea.	13 ea.
Stress Chart —	O/Q	O/Q	P/Q	P/Q	Q/Q
Maximum Safe Cruising Speed —	Warp 5	Warp 5	Warp 7	Warp 7	Warp 7
Emergency Speed —	Warp 6	Warp 6	Warp 8	Warp 8	Warp 8
<i>Impulse Engine Type —</i>	KIC-1	KIC-2	KIC-2	KIC-2	KID-1
Power Units Available —	2	4	4	4	6

Weapons And Firing Data:

<i>Beam Weapon Type —</i>	KD-2	KD-4	KD-4	KD-5	KD-5
Number —	6	6	6	6	6
Firing Arcs —	2 f, 2 p/a, 2 s/a	2 f, 2 p/a, 2 s/a	2 f, 2 p/a, 2 s/a	2 f, 2 p/a, 2 s/a	2 f, 2 p/a, 2 s/a
Firing Chart —	G	J	J	P	P
Maximum Power —	4	4	4	4	4
Damage Modifiers —	+2	-	-	(1 - 10)	(1 - 10)
	+1	(1 - 10)	(1 - 10)	(11 - 18)	(11 - 18)
<i>Missile Weapon Type —</i>	KP-1	KP-2	KP-5	KP-5	KP-5
Number —	1	1	1	1	1
Firing Arcs —	1 f	1 f	1 f	1 f	1 f
Firing Chart —	F	H	Q	Q	Q
Power To Arm —	1	1	1	1	1
Damage —	6	10	10	10	10

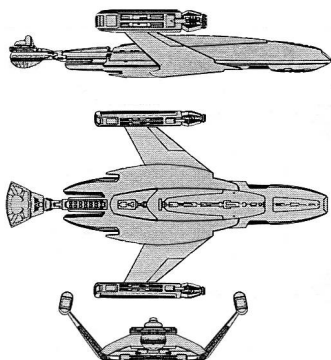
Shield Data:

<i>Deflector Shield Type —</i>	KSB	KSC	KSE	KSJ	KSN
Shield Point Ratio —	1/1	1/1	1/1	2/3	2/3
Maximum Shield Power —	7	10	11	14	15

Combat Efficiency:

D —	48.1	53.1	58.1	69.1	73.6
WDF —	9.3	15.2	17.5	23.5	23.5

T-4 (Ground Shaker) Class IX Assault Ship



Construction Data:

Model Numbers —	a	b
Ship Class —	IX	IX
Date Entering Service —	2246	2257
Number Constructed —	111	36

Hull Data:

Superstructure Points —	20	20
Damage Chart —	C	C
Size:		
Length —	343.4 m	343.4 m
Width —	199.8 m	199.8 m
Height —	73.0 m	73.0 m
Weight —	121,238 mt	124,175 mt

Cargo:

Cargo Units —	4,000 SCU	4,000 SCU
Cargo Capacity —	200,000 mt	200,000 mt
Landing Capacity —	None	None

Equipment Data:

Control Computer Type —	ZD-5	ZD-5
Transporters:		
standard 6-person —	3	3
combat 22-person —	12	12
emergency 18-person —	10	10
cargo —	8	8

Other Data:

Crew —	192	192
Troops —	440	440
Passengers —	60	60
Shuttlecraft —	35	35

Engines And Power Data:

Total Power Units Available —	27	34
Movement Point Ratio —	6/1	6/1
Warp Engine Type —	KWE-1	KWE-1
Number —	2	2
Power Units Available —	11 ea.	11 ea.
Stress Chart —	I/L	I/L
Max. Safe Cruising Speed —	Warp 6	Warp 6
Emergency Speed —	Warp 8	Warp 8
Impulse Engine Type —	KIC-3	KIE-2
Power Units Available —	5	12

Weapons And Firing Data:

Beam Weapon Type —	KD-5	KD-6
Number —	4	4
Firing Arcs —	1 f/p, 1 f, 1 f/s,	1 f/p, 1 f, 1 f/s,
	1 p/a/s	1 p/a/s
Firing Chart —	P	T
Maximum Power —	4	6
Damage Modifiers —		
+2	(1 – 10)	(1 – 18)
+1	(11 – 18)	
Beam Weapon Type —	KD-2	KD-5
Number —	6	6
Firing Arcs —	3 p, 3 s	3 p, 3 s
Firing Chart —	G	P
Maximum Power —	4	4
Damage Modifiers —		
+2	-	(1 – 10)
+1	(1 – 10)	(11 – 18)

Shield Data:

Deflector Shield Type —	KSC	KSK
Shield Point Ratio —	1/1	1/2
Maximum Shield Power —	7	12

Combat Efficiency:

D —	44.6	61.6
WDF —	19.8	38.4

Notes:

Known Sphere Of Operation: Conflict Zones

Data Reliability: A

Major Date Source: Model A & B in Star Fleet possession; Klingon Sector Intelligence

In an empire of warriors and vengeance, the T-4 is considered one of the most dangerous and effective assault platforms in any space navy. Designed to fulfill multiple combat roles, the T-4 is at once a full scale lander, troop support and base establishment platform while retaining an effective offensive capability rarely seen even in the Empire.

The T-4 went through a significant number of changes over the years before tooling was finally begun. The T-4 is based heavily on the L-4 frigate, which itself proved surprisingly effective. As designers and planners hashed out the needed requirements and duties of the T-4, the vessel quickly became a focal point for house infighting and political brinkmanship. The second round of designs saw the T-4 transform from an orbital support platform to a landing vessel. This change would produce one of the largest land-able Klingon starships ever.

The T-4's ground support capability was unprecedented. With six separate landing ramps, the T-4 could open multiple access-points and deploy ground effect vehicles, tanks and support vessels as well as numerous troops directly onto the field of battle. Special transporter support systems allowed the T-4 to beam significant numbers of troops through jamming that would otherwise prevent major landings. No less than thirty specially modified medium atmospheric disruptors could easily lay down fire to cover disembarking troops. While useless in ship-to-ship combat, these heavy guns were further supplemented by 20 projectile cannons capable of firing over the horizon. The primary shields were also heavily modified with supplemental systems that would allow the ship to generate an effective ground shield nearly 100 meters from the main hull. This effectively turned the T-4 into a ground fortress with the T-4's supplemental ship-to-ship weapons used to attack orbiting targets when needed. A large command-and-control center for ground operations was also installed, as were three separate medical facilities.

As a combat starship, the T-4 was effective against light craft and, when properly escorted, could defend its self against larger destroyers and cruisers for short periods of time. When fully loaded, the T-4 was considered vulnerable, but could still maintain effective warp speed to ensure the forward movement of any war-front.

While the T-4's abilities were impressive, even to this day, the design was staggeringly expensive when compared to other assault ships. The specialized transporters and shield modifications were twenty times the cost of standard systems. The repulsor generators used to land and take off from a planet surface were considered so exorbitant that some considered canceling the T-4 after the first vessel was finished.

In 2249, all doubt of the T-4 was eliminated when four "Earthquakes" were sent to attack a Romulan mining planet. A squadron of D-4's engaged the defending Romulan cruisers while the T-4's commenced landing operations. Once on the ground, the T-4's disembarked their entire combat force and spend the next 37 hours beaming troops to and from the surface, continually attacking the largest of the mining outposts. Only when reinforcements were detected did the T-4's pull their troops from the surface. Even as they departed the system, the T-4's engaged the vanguard of the Romulan reinforcements, effectively destroying several lighter craft.

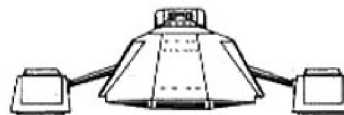
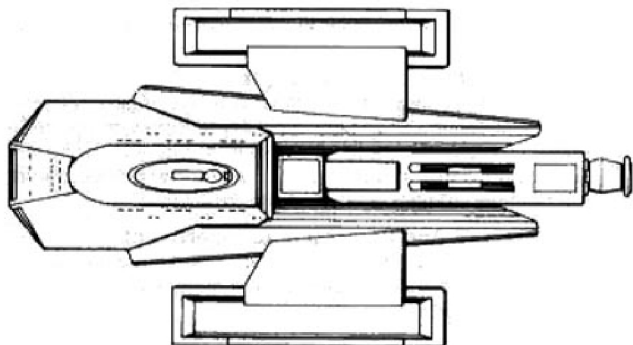
During the Four-Years War, however, the T-4's major flaws became apparent. The T-3s, the contemporary of the T-4, were significantly cheaper to build and had nearly the same in-field operational costs as the T-4 despite having nearly double the embarked troops. Field commanders quickly learned that the T-4's battle-cruiser like firepower could not protect the vessel when fully loaded. The T-4's sluggish response in ship-to-ship combat quickly evened out any tactical advantage from its weapon. By wars end, the T-4 had fared better than the T-3 and T-8, but had still not been able to stem the tide of the Federation.

The launch of a B model in 2257 was the eventual death-knell of the T-4. With firepower equaling a battleship, the T-4's single purpose mission meant the vessel was useless as anything but a troop transport and support vessel. When fully unloaded, the T-4 surpassed many battle-cruisers in sheer firepower, but was unable to fulfill any other mission. Used effectively against the Romulans and Kinshaya, the T-4's significant operating expenses finally forced the retirement of the class in 2277.

A total of 147 T-4's were fielded before production was halted in 2268. 13 A's and 2 B's have been destroyed; 4 A's and 1 B have been scrapped. 2 A's and 1 B have been captured by Star Fleet. 30 A's and 40 B's have been disarmed and sold to a wide range of clientele. 20 A's and 20 B's were traded to the Romulans during the technology exchange. 8 A's and 4 B's are in service to Ranking Families in the Empire. 2 B's are listed as missing, one of which is known to operate with the IKS. 34 A's were converted to B's.

The T-4 was produced at Q'onoS and Fonawl, where peak construction rates reached 10 per year.

T-8 (Frontier) Class V Assault Ship



Construction Data:

Model Numbers —	a	b	c	d	e	f
Ship Class —	V	V	V	V/I	V/I	V/I
Date Entering Service —	2241	2244	2251	2259	2261	2263
Number Constructed —	103	84	76	41	37	113

Hull Data:

Superstructure Points —	10	10	10	10	10	10
Damage Chart —	C	C	C	C	C	C
Size:						
Length —	145.0 m	145.0 m	145.0 m	145.0 m	145.0 m	145.0 m
Width —	132.0 m	132.0 m	132.0 m	132.0 m	132.0 m	132.0 m
Height —	42.0 m	42.0 m	42.0 m	42.0 m	42.0 m	42.0 m
Weight —	52,700 mt	52,745 mt	53,048 mt	64,998 mt	65,928 mt	66,278 mt
Cargo:						
Cargo Units —	140 SCU	140 SCU	140 SCU	140 SCU	140 SCU	140 SCU
Cargo Capacity —	7,000 mt	7,000 mt	7,000 mt	7,000 mt	7,000 mt	7,000 mt
Landing Capacity —	None	None	None	None	None	None

Equipment Data:

Control Computer Type —	ZD-3	ZD-3	ZD-3	ZD-4	ZD-4	ZD-4
Transporters:						
standard 6-person —	2	2	2	2	2	2
combat 22-person —	5	5	5	5	5	5
cargo —	2	2	2	2	2	2

Other Data:

Crew —	167	168	168	171	173	175
Troops —	800	800	800	800	800	800
Shuttlecraft —	24	24	24	24	24	24

Engines And Power Data:

Total Power Units Available —	17	17	19	24	24	24
Movement Point Ratio —	3/1	3/1	3/1	3/1	3/1	3/1
Warp Engine Type —	KWF-1	KWF-1	KWF-1	KWE-3	KWE-3	KWE-3
Number —	1	1	1	1	1	1
Power Units Available —	15	15	15	20	20	20
Stress Chart —	H/I	H/I	H/I	J/M	J/M	J/M
Maximum Safe Cruising Speed —	Warp 8	Warp 8	Warp 8	Warp 7	Warp 7	Warp 7
Emergency Speed —	Warp 9	Warp 9	Warp 9	Warp 8	Warp 8	Warp 8
Impulse Engine Type —	KIB-2	KIB-2	KIC-2	KIC-2	KIC-2	KIC-2
Power Units Available —	2	2	4	4	4	4

Weapons And Firing Data:

Beam Weapon Type —	KD-2	KD-2	KD-3	KD-3	KD-4	KD-8
Number —	2	2	2	2	3	1
Firing Arcs —	1 f/p, 1 f/s	1 f/p, 1 f/s	1 f/p, 1 f/s	1 f/p, 1 f/s	1 f/p, 1 f, 1 f/s	1 f
Firing Chart —	G	G	I	I	J	U
Maximum Power —	4	4	5	5	4	7
Damage Modifiers —						
+3	-	-	-	-	-	(1-7)
+2	-	-	-	-	-	(8-15)
+1	(1 - 10)	(1 - 10)	(1 - 12)	(1 - 12)	(1 - 10)	(16 - 20)
Beam Weapon Type —	-	-	-	-	-	KD-4
Number —	-	-	-	-	-	2
Firing Arcs —	-	-	-	-	-	1 f/p, 1 f/s
Firing Chart —	-	-	-	-	-	J
Maximum Power —	-	-	-	-	-	4
Damage Modifiers —						
+1	-	-	-	-	-	(1 - 10)

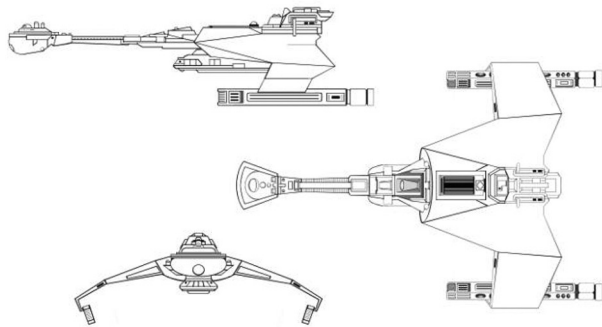
Shield Data:

Deflector Shield Type —	KSA	KSB	KSB	KSB	KSB	KSB
Shield Point Ratio —	1/1	1/1	1/1	1/1	1/1	1/1
Maximum Shield Power —	5	7	7	7	7	7

Combat Efficiency:

D —	29.3	32.3	33.3	35.3	35.3	35.3
WDF —	2.6	2.6	4.4	4.4	6	10.1

L-20 (Swift) Class X Fast Battleship



Construction Data:

Model Numbers —	a
Ship Class —	X
Date Entering Service —	2273
Number Constructed —	7

Hull Data:

Superstructure Points —	32
Damage Chart —	C
Size:	
Length —	260.0 m
Width —	181.0 m
Height —	70.0 m
Weight —	159,095 mt

Cargo:	
Cargo Units —	470 SCU
Cargo Capacity —	23,500 mt
Landing Capacity —	None

Equipment Data:

Control Computer Type —	ZD-7
Transporters:	
standard 6-person —	3
combat 22-person —	9
emergency 18-person —	4
cargo —	4

Other Data:

Crew —	520
Troops —	350
Passengers —	20
Shuttlecraft —	6

Engines And Power Data:

Total Power Units Available —	63
Movement Point Ratio —	4/1
Warp Engine Type —	KWE-3
Number —	2
Power Units Available —	20 ea.
Stress Chart —	J/M
Maximum Safe Cruising Speed —	Warp 7
Emergency Speed —	Warp 8
Impulse Engine Type —	KIF-2
Power Units Available —	23

Weapons And Firing Data:

Beam Weapon Type —	KD-8
Number —	4
Firing Arcs —	2 f, 2 a
Firing Chart —	U
Maximum Power —	7
Damage Modifiers —	
+3	(1 – 7)
+2	(8 – 15)
+1	(16 – 20)
Beam Weapon Type —	KD-12
Number —	4
Firing Arcs —	2 f/p, 2 f/s
Firing Chart —	H
Maximum Power —	9
Damage Modifiers —	
+3	(1 – 3)
+2	(4 – 8)
+1	(9 – 10)
Missile Weapon Type —	KP-4
Number —	3
Firing Arcs —	2 f, 1 a
Firing Chart —	Q
Power To Arm —	2
Damage —	18

Shield Data:

Deflector Shield Type —	KSP
Shield Point Ratio —	1/3
Maximum Shield Power —	15

Combat Efficiency:

D —	132.8
WDF —	68.6



Notes:

Known Sphere Of Operation: Empire-wide use

Data Reliability: C

Major Data Source: Klingon Sector Intelligence

In the years following the abortive Federation/Klingon war of Organia, the Klingon High Command decided to design and construct a capital ship that would exceed the capabilities of any Federation vessel. Many officials believed the requirements were impossible to achieve, but when the Thoras Shipyards submitted their design, these same individuals were stunned. Here was a vessel that met and, in some cases, exceeded all the minimum standards. The *L-20* designer, Captain Kangar sutai Kinzan, had proceeded under the assumption that, if cost was no consideration, anything was possible.

The *L-20* prototype, the *Keth Ke Se*, was completed in 2271 and had the distinction of being the most expensive ship ever constructed for the Imperial Navy. This new battleship earned her name while on trials, when she single-handedly destroyed three Romulan vessels in the Triangle, taking no damage in return. Her main batteries were capable of crippling the most powerful vessels then in service.

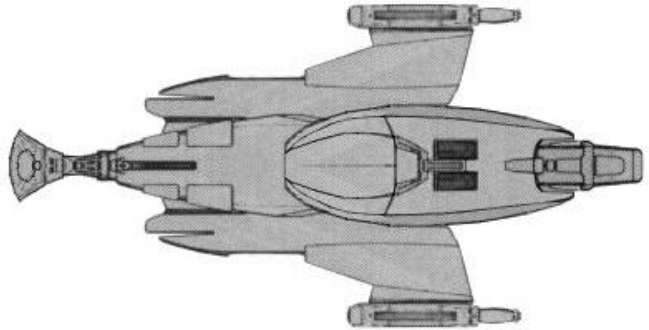
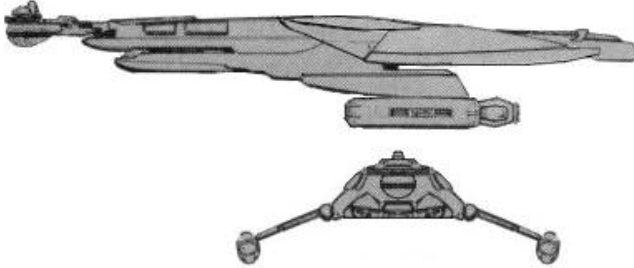
Heavy bow and stern torpedoes give the *L-20* the ability to strike hard while still maintaining high speeds. An oversized impulse engine insures that the *L-20* has plenty of maneuvering power. Equipped with the best deflectors and shielding available at the time it was constructed, and given a strengthened superstructure, the *L-20* prototype could take damage as well as give it. Design specifications called for Warp 6 capabilities, but the ship delivered went a step further with a speed of Warp 7.

An interesting addition to the lower hull is an assault shuttle bay, which adjoins the staging area for the main transporters. This assures that a landing by the ship's compliment of 350 marines need not be halted by transporter failure or the need to maintain shielding. The most devastating feature of the *L-20* is its basic resemblance to the famed *D-7* cruiser, which could lead to tragic mistakes on the part of an opposing captain.

Star Fleet Intelligence has identified seven of these ships to date. Lengthy production times indicate that one of these ships are launched after two or more years. However, improvement in construction techniques may lead to an increase in production speed. Reports indicate that a 'B' model is currently under construction. This version appears to have an improved torpedo and possibly a cloaking device. If these reports prove true, the *L-20* may soon become an even greater threat to the security of the Federation.

To date, all seven known ships have been produced at the Q'onoS shipyards.

L-28 (Apocolyps) Class XI-XII Battleship



Construction Data:

Model Numbers —	a	b
Ship Class —	XI	XII
Date Entering Service —	2253	2274
Number Constructed —	6	Refit

Hull Data:

Superstructure Points —	35	35
Damage Chart —	B	B
Size:		
Length —	398.0 m	398.0 m
Width —	204.0 m	204.0 m
Height —	82.0 m	82.0 m
Weight —	160,128 mt	208,010 mt

Cargo:		
Cargo Units —	450 SCU	450 SCU
Cargo Capacity —	22,500 mt	22,500 mt
Landing Capacity —	None	None

Equipment Data:

Control Computer Type —	ZD-6	ZD-8
Transporters:		
standard 6-person —	3	3
combat 22-person —	13	13
emergency 18-person —	5	5
cargo —	4	4

Other Data:

Crew —	694	698
Troops —	250	250
Passengers —	15	15
Shuttlecraft —	8	8

Engines And Power Data:

Total Power Units Available —	44	79
Movement Point Ratio —	5/1	5/1
Warp Engine Type —	KWE-2	KWG-1
Number —	2	2
Power Units Available —	18 ea.	28 ea.
Stress Chart —	J/M	I/M
Maximum Safe Cruising Speed —	Warp 6	Warp 6
Emergency Speed —	Warp 7	Warp 8
Impulse Engine Type —	KIC-4	KIF-2
Power Units Available —	8	23

Weapons And Firing Data:

Beam Weapon Type —	KD-6	KD-8
Number —	9	9
Firing Arcs —	3 f/p, 3 f/s, 3 a	3 f/p, 3 f/s, 3 a
Firing Chart —	T	U
Maximum Power —	6	7
Damage Modifiers —		
+3	-	(1 - 7)
+2	(1 - 18)	(8 - 15)
+1	-	(16 - 20)
Missile Weapon Type —	KP-2	KP-3
Number —	4	4
Firing Arcs —	2 f, 2 a	2 f, 2 a
Firing Chart —	H	R
Power To Arm —	1	2
Damage —	10	15

Shield Data:

Deflector Shield Type —	KSJ	KSO
Shield Point Ratio —	2/3	1/2
Maximum Shield Power —	9	14

Combat Efficiency:

D —	80.8	115.1
WDF —	58.7	90.9

Notes:

Known Sphere Of Operation: Empire-wide use

Data Reliability: C

Major Date Source: Klingon Sector Intelligence

One of the largest and deadliest ships fielded by the Klingon Empire, the *L-28* was originally planned as a large troop carrier, but was redesigned in mid-2253 even as construction was beginning. After the battle of Joia V, military leaders realized that a swift victory over the Federation and her allies was becoming less likely. While the Empire continued to make inroads into the Federation and win individual battles, the cost was quickly becoming a concern. Ship losses against what were initially thought to be inferior Federation design were mounting, with victories coming at the cost of two and three Klingon vessels to each Federation ship destroyed.

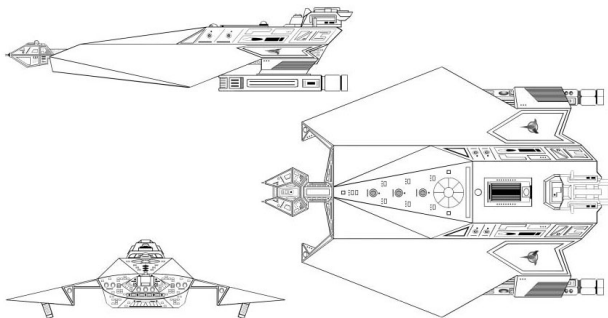
To counter this, the *L-28A* was launched in late 2253. Extremely resource intensive, the *L-28* used the latest in Klingon technology and weaponry to create true parity with the largest Federation ships of the time. The *L-28A* was not noted for its maneuverability, but was designed to withstand multiple hits from enemy cruisers and still return a devastating blow. Nine KD-6's gave the *L-28A* a particularly vicious attack that could easily break through Federation shields and deliver a knockout blow.

Following the war, the *L-28As* were placed on front-line patrol duty near Romulan space. For the next 15 years, the *L-28* conducted patrols and attacked Romulan interests in and around the Triangle. In 2271, with the sudden relaunch and success of the Enterprise class, the Empire scrambled to launch vessels that could counter the infamous ship. With a number of other ships nearly as powerful and successful as the Enterprise class, the *L-28* was soon recalled and a major overhaul was ordered.

The *L-28B* would see significant improvements in nearly every on-board system. An enlarged computer, heavier weapons and more efficient shield system made the *L-28B* the equal of most Federation and Romulan vessels of the day.

All six of these ships are now believed to be in the 'B' configuration. However, production seems to have ended despite the vessels success. The vessel is named for the Klingon *tlho*.

L-54 (Demon Slayer) Class XIII Torpedo Battleship



Construction Data:

Model Numbers —	a
Ship Class —	XIII
Date Entering Service —	2280
Number Constructed —	3

Hull Data:

Superstructure Points —	46
Damage Chart —	C
Size:	
Length —	224.0 m
Width —	194.0 m
Height —	92.0 m
Weight —	227,100 mt

Cargo:	
Cargo Units —	1,080 SCU
Cargo Capacity —	54,000 mt
Landing Capacity —	None

Equipment Data:

Control Computer Type —	ZD-8
Transporters:	
standard 6-person —	5
combat 22-person —	15
emergency 18-person —	8
cargo —	9

Other Data:

Crew —	1,200
Troops —	600
Shuttlecraft —	15

Engines And Power Data:

Total Power Units Available —	73
Movement Point Ratio —	5/1
Warp Engine Type —	KWG-1
Number —	2
Power Units Available —	28 ea.
Stress Chart —	I/M
Maximum Safe Cruising Speed —	Warp 6
Emergency Speed —	Warp 8
Impulse Engine Type —	KIF-1
Power Units Available —	17

Weapons And Firing Data:

Beam Weapon Type —	KD-8
Number —	8
Firing Arcs —	3 f/p, 3 f/s, 1 p/a, 1 s/a
Firing Chart —	U
Maximum Power —	7
Damage Modifiers —	
+3	(1 – 7)
+2	(8 – 15)
+1	(16 – 20)
Missile Weapon Type —	KP-3
Number —	10
Firing Arcs —	9 f, 1 a
Firing Chart —	R
Power To Arm —	2
Damage —	15

Shield Data:

Deflector Shield Type —	KSP
Shield Point Ratio —	1/3
Maximum Shield Power —	15

Combat Efficiency:

D —	149.8
WDF —	138.8



Notes:

Known Sphere Of Operation: Kinshaya Border

Data Reliability: D

Major Data Source: Klingon Sector Intelligence

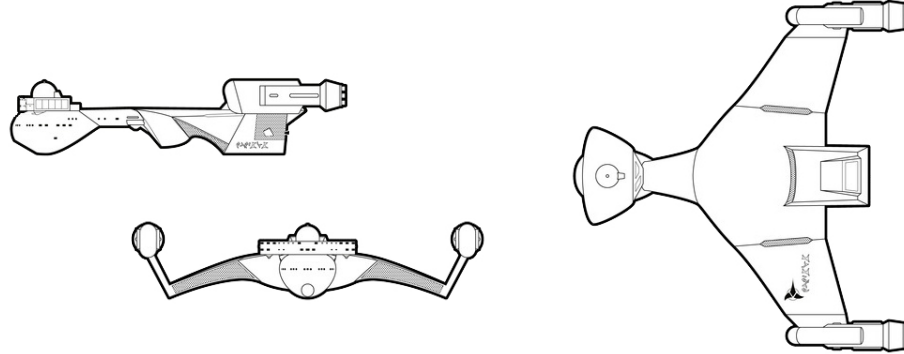
It was believed by most Star Fleet Captains that the largest vessel in the Klingon inventory was the *L-24 Battleship*. However, a recently declassified report shows evidence of an even greater threat. For reasons of galactic security, Star Fleet Intelligence did not want to confirm this information until recently. With their capabilities, it was inevitable that the Empire would develop a more powerful capital ship class. This was accomplished with the fielding of the *L-54*.

The *L-54* was designed by the Knith Design Bureau, headquartered in the Ycar system near Kinshaya space. The Ycar facility is one of several that are producing warships for the Kinshayan front. Head designer, Grand Admiral Semaj K'mith wanted to develop a combat platform that could take advantage of the newest technologies available and deliver a one shot knockout blow to enemy ships. The vessel had to be capable of getting close enough to guarantee a kill, while being large enough to take the damage a Kinshayan "Greater Globe" ship could deliver.

These parameters are more than accomplished in the *L-54* design. The ship mounts nine, heavy long range, torpedo systems facing forward, and one facing rear for defense. It also incorporates 8 long range disruptors, positioned to give an excellent all around firing capability. For defense it adopted the newest shield technology available at the time, providing superior protection and improving survivability. To this end it also has one of the most durable superstructures ever built into a warship. This was combined with the latest, and most powerful warp engines coming into service, tied to the highest rated impulse engine available for the class. In fact, the original construction of the first three ships was delayed by more than five months so that these systems could be employed.

To date, only three of these battleships have been confirmed, although their deployment far from Federation space makes observation and tracking difficult at best. Production of these massive ships is believed to be only one new hull per year. Increases in production are expected. The ships are believed to have been produced at Z'Hai and Taamar.

D-3 (Deathwind) Class VII Light Cruiser



Construction Data:

Model Numbers —	a	b	c
Ship Class —	VII	VII	VII
Date Entering Service —	2241	2248	2255
Number Constructed —	410	95	19

Hull Data:

Superstructure Points —	16	18	18
Damage Chart —	C	C	C
Size:			
Length —	128.8 m	128.8 m	128.8 m
Width —	134.0 m	134.0 m	134.0 m
Height —	28.0 m	28.0 m	28.0 m
Weight —	82,365 mt	87,180 mt	90,480 mt

Cargo:

Cargo Units —	70 SCU	70 SCU	70 SCU
Cargo Capacity —	3,500 mt	3,500 mt	3,500 mt
Landing Capacity —	None	None	None

Equipment Data:

Control Computer Type —	ZD-5	ZD-5	ZD-6
Transporters:			
standard 6-person —	2	2	2
emergency 18-person —	2	2	2
cargo —	1	1	1

Other Data:

Crew —	65	65	65
Troops —	135	135	135
Shuttlecraft —	2	2	2

Engines And Power Data:

Total Power Units Available —	30	34	42
Movement Point Ratio —	4/1	4/1	4/1
Warp Engine Type —	KWC-1	KWC-1	KWC-2
Number —	2	2	2
Power Units Available —	14 ea.	14 ea.	18 ea.
Stress Chart —	L/O	L/O	L/O
Max. Safe Cruising Speed —	Warp 7	Warp 7	Warp 7
Emergency Speed —	Warp 8	Warp 8	Warp 8
Impulse Engine Type —	KIB-2	KID-1	KID-1
Power Units Available —	2	6	6

Weapons And Firing Data:

Beam Weapon Type —	KD-1	KD-4	KD-6
Number —	4	4	4
Firing Arcs —	1 f/p, 2 f, 1 f/s	1 f/p, 2 f, 1 f/s	1 f/p, 2 f, 1 f/s
Firing Chart —	B	J	T
Maximum Power —	4	4	6
Damage Modifiers —			
+2	-	-	(1 - 18)
+1	-	(1 - 10)	
Missile Weapon Type —	KP-1	KP-2	KP-2
Number —	1	1	1
Firing Arcs —	1 f	1 f	1 f
Firing Chart —	F	H	H
Power To Arm —	1	1	1
Damage —	6	10	10

Shield Data:

Deflector Shield Type —	KSA	KSC	KSC
Shield Point Ratio —	1/1	1/1	1/1
Maximum Shield Power —	4	9	9

Combat Efficiency:

D —	39.4	50.7	53.7
WDF —	4.3	11.2	23.6

Notes:

Known Sphere Of Operation: Empire-wide use

Data Reliability: A

Major Date Source: All models in Star Fleet possession; Klingon Sector Intelligence

The *D-3 HoH'SuS* class of light cruiser was the third generation of medium range combat cruiser to be assigned the designation of *D-3*. The previous *D-3*, which was officially struck from the fleet in 2215, bears little resemblance the the most recent *D-3* – with good reason. The *HoH'SuS* was launched in late 2241 with the intention of becoming the Empires premier combat platform. Unlike a number of other vessels of the period, the *D-3* became a somewhat popular design and was put into mass production thanks to the influence of Drell and Korath, two of the major shipbuilding houses of the empire.

The *D-3 HoH'SuS* followed in it's predecessor's footsteps as a lightly crewed attack platform. Armed with four main disruptors, the *D-3* also retained the first generation of the KP-1 torpedo. While not the most powerful of the Klingon torpedoes, the KP-1 was a significant improvement in targeting and flight control over older models, many of which were severely limited in range. The KP-1 gave the *D-3* a powerful short range first strike capability that proved vital in the Empires struggles with the Kinshaya. The *D-3* saw extensive action in the waning years of the open warfare along that boarder, where its' firepower helped turn the tide in the conflict.

The *D-3A* was produced in large numbers, but was soon overshadowed by a number of other designs, including the *D-4* and *D-6* cruisers. In 2247, the decision was made to produce an upgraded version, with the *D-3B* launched the following year. The *D-3B* saw the improvement of the main disruptors as well as the replacement of the primary torpedo with the improved KP-2. With it's enlarged impulse drive, the *D-3B* was considered a well rounded design. Despite the improvements, the significant increase in costs to construct the *D-3B* soon brought the design in contention with a wide range of other designs of the period. The design suffered a further blow when it was determined that updating the *D-3A* would prove too difficult to be completed in a timely manner. Production of the *D-3B* was begun in earnest as

many realized that the next major conflict for the Empire – what would be known as the Four-Years War – was just on the horizon. Both the *D-3A* and *D-3B* were utalized during the early part of the war, even as conversions of the "A" model was underway.

During the early part of the conflict, the *D-3B*, along with a vast number of it's counterparts, proved vital in the early conquests of the Empire. The *D-3B* was still under-gunned when compared to it's Federation contemporys, but was effective in small squadrons and as a support vessel in use with *D-6* and *D-7*'s of the period.

As the war dragged on and the Federation began to take back territory lost to the Empire, many became increasingly frustrated with the abilities of the *D-3* and a wide range of other front line vessels. In late 2254, House Korath proposed an update to the *D-3*. Desperate for new and more effective combat vessels, the High Council approved the *D-3C* and rushed the small ship into production. Unlink the *D-3A*, the *D-3B* was able to be updated easily to the "C" model. Despite having higher firepower than the larger *D-7A*, the *D-3C*, like it's previous models, suffered from the heavy automation and light crew. Vessels damaged in battle did not have the massive crew or repair capability of the larger *D-7*. Most *D-3*'s damaged in battle were forced to retire from combat – often permanently. By the end of 2256, the *D-3* was considered less effective than the new *D-7C*. By 2262, the *D-3* was scheduled for removal from production with the last main hull launched in 2263. The *D-3C* remained in service until 2280, serving against the Romulans and again against the Federation during the Organian conflict.

Of the 524 *D-3*'s built, 201 *A*'s, 78 *B*'s and 10 *C*'s were destroyed. 7 *A*'s, 6 *B*'s and 2 *C*'s are listed as missing with indications that most defected to the IKS. 19 *A*'s, 9 *B*'s and 2 *C*'s were scrapped, all after combat. 12 have been captured (5 *A*'s, 1 *B* and 3 *C*'s by Star Fleet, 1 *A* and 1 *B* by Romulans and 1 *C* by interests in the Triangle). 85 have been sold to a wide range of interests, including the Nausiccans, Bolians, Orions, Ferengi and several governments in the Triangle. 50 *A*'s were disarmed and traded to the Romulans. 10 *D-3C*'s are in reserve fleets. 12 *A*'s, 10 *B*'s and 11 *C*'s are in service to Ranking Families in the Empire.

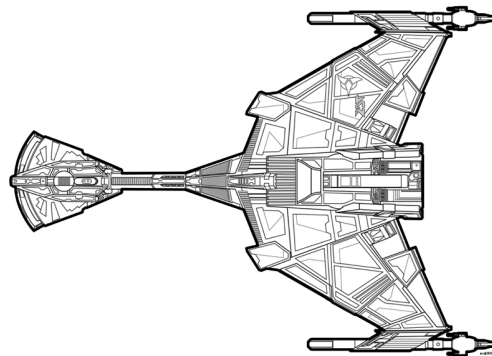
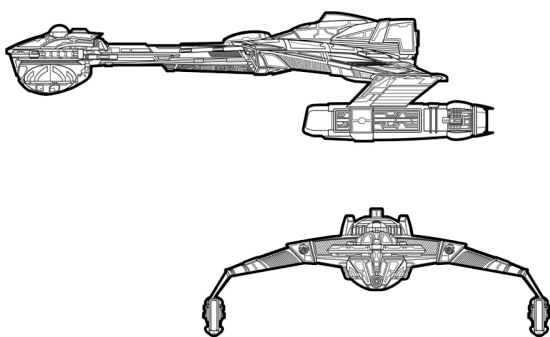


D-5 (Judgement) Class VI Battlecruiser



Construction Data:	e	f	g	j	m	s	t
Model Numbers —	V/I	V/I	V/II	V/II	V/II	V/II	V/II
Ship Class —	2238	2243	2246	2264	2266	2269	2270
Date Entering Service —	190	125	320	31	44	32	30
Number Constructed —							
Hull Data:							
Superstructure Points —	23	23	23	23	22	22	22
Damage Chart —	C	C	C	C	C	C	C
Size:							
Length —	210.0 m	210.0 m	210.0 m	210.0 m	210.0 m	210.0 m	210.0 m
Width —	157.0 m	157.0 m	157.0 m	157.0 m	157.0 m	157.0 m	157.0 m
Height —	44.0 m	44.0 m	44.0 m	44.0 m	44.0 m	44.0 m	44.0 m
Weight —	60,200 mt	61,548 mt	95,148 mt	95,330 mt	98,720 mt	99,240 mt	99,090 mt
Cargo:							
Cargo Units —	120 SCU	120 SCU	120 SCU	120 SCU	120 SCU	120 SCU	120 SCU
Cargo Capacity —	6,000 mt	6,000 mt	6,000 mt	6,000 mt	6,000 mt	6,000 mt	6,000 mt
Landing Capacity —	None	None	None	None	None	None	None
Equipment Data:							
Control Computer Type —	ZD-4	ZD-4	ZD-5	ZD-5	ZD-6	ZD-6	ZD-6
Transporters:							
standard 6-person —	3	3	3	3	3	3	3
combat 22-person —	4	4	4	4	4	4	4
emergency 18-person —	1	1	1	1	1	1	1
cargo —	2	2	2	2	2	2	2
Other Data:							
Crew —	213	214	251	255	261	267	269
Troops —	180	180	180	180	180	180	180
Shuttlecraft —	5	5	5	5	5	5	5
Engines And Power Data:							
Total Power Units Available —	28	30	32	42	54	64	64
Movement Point Ratio —	4/1	4/1	4/1	4/1	4/1	3/1	3/1
Warp Engine Type —	KWB-3	KWB-3	KWC-1	KWC-2	KWC-2	KWC-3	KWC-3
Number —	2	2	2	2	2	2	2
Power Units Available —	13 ea.	13 ea.	14 ea.	18 ea.	18 ea.	23 ea.	23 ea.
Stress Chart —	Q/Q	Q/Q	L/O	L/O	L/O	L/O	L/O
Max. Safe Cruising Speed —	Warp 7	Warp 7	Warp 7	Warp 7	Warp 7	Warp 8	Warp 8
Emergency Speed —	Warp 8	Warp 8	Warp 8	Warp 8	Warp 8	Warp 9	Warp 9
Impulse Engine Type —	KIB-2	KIC-2	KIC-2	KID-1	KIE-3	KIE-3	KIE-3
Power Units Available —	2	4	4	6	18	18	18
Weapons And Firing Data:							
Beam Weapon Type —	KD-2	KD-5	KD-5	KD-7	KD-6	KD-8	KD-8
Number —	2	2	2	2	2	2	2
Firing Arcs —	1 f/p, 1 f/s	1 f/p, 1 f/s	1 f/p, 1 f/s	1 f/p, 1 f/s	1 f/p, 1 f/s	1 f/p, 1 f/s	1 f/p, 1 f/s
Firing Chart —	G	P	P	L	T	U	U
Maximum Power —	4	4	4	7	6	7	7
Damage Modifiers —							
+3	—	—	—	—	—	(1 – 7)	(1 – 7)
+2	—	(1 – 10)	(1 – 10)	(1 – 6)	(1 – 18)	(8 – 15)	(8 – 15)
+1	(1 – 10)	(11 – 18)	(11 – 18)	(7 – 12)	—	(16 – 20)	(16 – 20)
Beam Weapon Type —	KD-1	KD-3	KD-3	KD-3	KD-5	KD-13	KD-13
Number —	4	4	4	4	4	4	4
Firing Arcs —	1 f/p, 1 f/s, 2 p/f/s/a	1 f/p, 1 f/s, 2 p/f/s/a	1 f/p, 1 f/s, 2 p/f/s/a	1 f/p, 1 f/s, 2 p/f/s/a	1 f/p, 1 f/s, 2 p/f/s/a	1 f/p, 1 f/s, 2 p/f/s/a	1 f/p, 1 f/s, 2 p/f/s/a
Firing Chart —	B	I	I	I	P	X	X
Maximum Power —	4	5	5	5	4	5	5
Damage Modifiers —							
+3	—	—	—	—	—	(1 – 7)	(1 – 7)
+2	—	—	—	—	(1 – 10)	(8 – 15)	(8 – 15)
+1	—	(1 – 12)	(1 – 12)	(1 – 12)	(11 – 18)	(16 – 22)	(16 – 22)
Missile Weapon Type —	KP-1	KP-1	KP-2	KP-3	KP-3	KP-4	KP-6
Number —	2	2	2	2	2	2	2
Firing Arcs —	1 f, 1 a	1 f, 1 a	1 f, 1 a	1 f, 1 a	1 f, 1 a	1 f, 1 a	1 f, 1 a
Firing Chart —	F	F	H	R	R	Q	R
Power To Arm —	1	1	1	2	2	2	2
Damage —	6	6	10	15	15	18	20
Shield Data:							
Deflector Shield Type —	KSA	KSC	KSD	KSK	KSO	KSP	KSP
Shield Point Ratio —	1/1	1/1	1/2	1/2	1/2	1/3	1/3
Maximum Shield Power —	5	9	10	13	15	15	15
Combat Efficiency:							
D —	49.4	56.4	69.9	80.9	92.5	142.5	142.5
WDF —	8.4	17.8	21.2	34.4	40.2	53.8	57.8

D-6 (Devistator) Class VII-VIII Cruiser



Construction Data:

Model Numbers —	a	b	c	d	f	g
Ship Class —	VII	VII	VII	VII	VII	VIII
Date Entering Service —	2241	2243	2255	2264	2276	2280
Number Constructed —	320	289	95	78	66	54

Hull Data:

Superstructure Points —	14	16	21	21	22	25
Damage Chart —	C	C	C	C	C	C
Size:						
Length —	206 m	206 m	206 m	206 m	206 m	206 m
Width —	135 m	135 m	135 m	135 m	135 m	135 m
Height —	45 m	45 m	45 m	45 m	45 m	45 m
Weight —	80,253 mt	83,418 mt	92,655 mt	95,705 mt	98,440 mt	103,075 mt

Cargo:

Cargo Units —	60 SCU	60 SCU	60 SCU	60 SCU	60 SCU	60 SCU
Cargo Capacity —	3,000 mt	3,000 mt	3,000 mt	3,000 mt	3,000 mt	3,000 mt
Landing Capacity —	None	None	None	None	None	None

Equipment Data:

Control Computer Type —	ZD-5	ZD-5	ZD-5	ZD-6	ZD-6	ZD-6
Transporters:						
standard 6-person —	3	3	3	3	3	3
emergency 18-person —	1	1	1	1	1	1
cargo —	1	1	1	1	1	1

Other Data:

Crew —	340	340	340	340	340	340
Troops —	40	40	40	40	40	40
Passengers —	20	20	20	20	20	20
Shuttlecraft —	6	6	6	6	6	6

Engines And Power Data:

Total Power Units Available —	32	32	34	42	42	48
Movement Point Ratio —	4/1	4/1	4/1	3/1	3/1	3/1
Warp Engine Type —	KWC-1	KWC-1	KWC-1	KWC-2	KWC-2	KWC-2
Number —	2	2	2	2	2	2
Power Units Available —	14 ea.	14 ea.	14 ea.	18 ea.	18 ea.	18 ea.
Stress Chart —	L/O	L/O	L/O	L/O	L/O	L/O
Maximum Safe Cruising Speed —	Warp 7	Warp 7	Warp 7	Warp 8	Warp 8	Warp 8
Emergency Speed —	Warp 8	Warp 8	Warp 8	Warp 9	Warp 9	Warp 9
Impulse Engine Type —	KIC-2	KIC-2	KID-1	KID-1	KID-1	KIE-2
Power Units Available —	4	4	6	6	6	12

Weapons And Firing Data:

Beam Weapon Type —	KD-2	KD-3	KD-6	KD-9	KD-8	KD-8
Number —	4	4	4	4	4	4
Firing Arcs —	1 f/p, 2 f, 1 f/s	1 f/p, 2 f, 1 f/s	1 f/p, 2 f, 1 f/s	1 f/p, 2 f, 1 f/s	1 f/p, 2 f, 1 f/s	1 f/p, 2 f, 1 f/s
Firing Chart —	G	I	T	W	U	U
Maximum Power —	4	5	6	5	7	7
Damage Modifiers —						
+3	-	-	-	(1 - 7)	(1 - 7)	(1 - 7)
+2	-	-	(1 - 18)	(8 - 15)	(8 - 15)	(8 - 15)
+1	(1 - 10)	(1 - 12)	-	(16 - 20)	(16 - 20)	(16 - 20)
Missile Weapon Type —	KP-2	KP-2	KP-2	KP-3	KP-4	KP-4
Number —	2	2	2	2	2	2
Firing Arcs —	1 f, 1 a	1 f, 1 a	1 f, 1 a	1 f, 1 a	1 f, 1 a	1 f, 1 a
Firing Chart —	H	H	H	R	Q	Q
Power To Arm —	1	1	1	2	2	2
Damage —	10	10	10	15	18	18

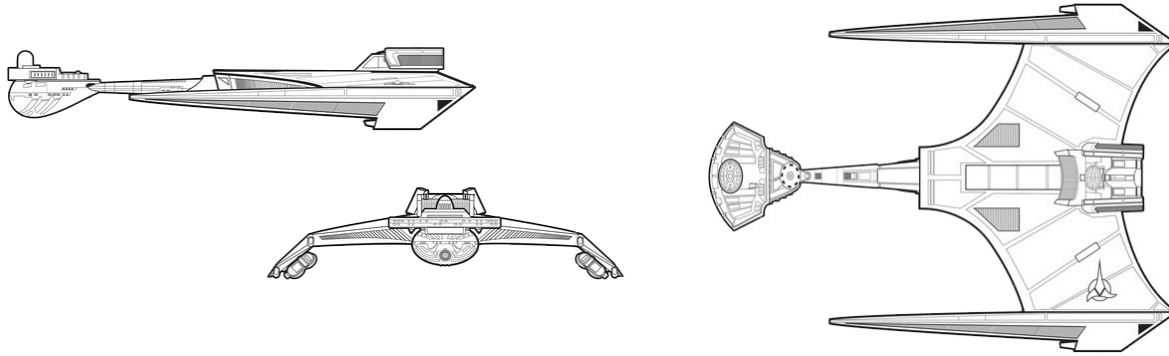
Shield Data:

Deflector Shield Type —	KSA	KSB	KSC	KSC	KSK	KSH
Shield Point Ratio —	1/1	1/1	1/1	1/1	1/2	1/3
Maximum Shield Power —	4	6	9	9	13	12

Combat Efficiency:

D —	37.5	42.9	55	63	89.5	121.3
WDF —	11.6	15.2	26.8	40	44	44

D-8 (Victory) Class VI-VIII Battlecruiser



Construction Data:

Model Numbers —	a	b	c	d	g	j
Ship Class —	VI	VI	VII	VII	VIII	VIII
Date Entering Service —	2239	2240	2248	2253	2267	2284
Number Constructed —	55	96	76	127	158	27

Hull Data:

Superstructure Points —	28	28	26	26	30	30
Damage Chart —	C	C	C	C	C	C
Size:						
Length —	207.0 m	207.0 m	207.0 m	207.0 m	207.0 m	207.0 m
Width —	153.0 m	153.0 m	153.0 m	153.0 m	153.0 m	153.0 m
Height —	36.0 m	36.0 m	36.0 m	36.0 m	36.0 m	36.0 m
Weight —	61,235 mt	67,658 mt	98,875 mt	99,250 mt	106,425 mt	111,560 mt
Cargo:						
Cargo Units —	135 SCU	135 SCU	140 SCU	140 SCU	140 SCU	140 SCU
Cargo Capacity —	6,750 mt	6,750 mt	7,000 mt	7,000 mt	7,000 mt	7,000 mt
Landing Capacity —	None	None	None	None	None	None

Equipment Data:

Control Computer Type —	ZD-4	ZD-4	ZD-5	ZD-5	ZD-5	ZD-6
Transporters:						
standard 6-person —	3	3	3	3	3	3
combat 22-person —	3	3	3	3	3	3
emergency 18-person —	1	1	1	1	1	1
cargo —	2	2	2	2	2	2

Other Data:

Crew —	153	156	158	162	169	174
Troops —	110	110	110	110	110	110
Shuttlecraft —	3	3	3	3	3	3

Engines And Power Data:

Total Power Units Available —	26	30	34	34	48	54
Movement Point Ratio —	4/1	4/1	4/1	4/1	3/1	3/1
Warp Engine Type —	KWB-2	KWB-3	KWC-1	KWC-1	KWC-2	KWC-2
Number —	2	2	2	2	2	2
Power Units Available —	12 ea.	13 ea.	14 ea.	14 ea.	18 ea.	18 ea.
Stress Chart —	P/Q	Q/Q	L/O	L/O	L/O	L/O
Max. Safe Cruising Speed —	Warp 6	Warp 6	Warp 7	Warp 7	Warp 8	Warp 8
Emergency Speed —	Warp 7	Warp 7	Warp 8	Warp 8	Warp 9	Warp 9
Impulse Engine Type —	KIB-2	KIC-2	KID-1	KID-1	KIE-2	KIE-3
Power Units Available —	2	4	6	6	12	18

Weapons And Firing Data:

Beam Weapon Type —	KD-2	KD-3	KD-7	KD-7	KD-7	KD-8
Number —	5	5	5	5	5	5
Firing Arcs —	1 f/p, 1 f, 1 f/s, 2 a	1 f/p, 1 f, 1 f/s, 2 a	1 f/p, 1 f, 1 f/s, 2 a	1 f/p, 1 f, 1 f/s, 2 a	1 f/p, 1 f, 1 f/s, 2 a	1 f/p, 1 f, 1 f/s, 2 a
Firing Chart —	G	L	L	L	L	U
Maximum Power —	4	5	7	7	7	7
Damage Modifiers —						
+3	-	-	-	-	-	(1 - 7)
+2	-	-	(1 - 6)	(1 - 6)	(1 - 6)	(8 - 15)
+1	(1 - 10)	(1 - 12)	(7 - 12)	(7 - 12)	(7 - 12)	(16 - 20)
Missile Weapon Type —				KP-2	KP-4	KP-4
Number —	-	-	-	1	2	2
Firing Arcs —	-	-	-	1 f	1 f, 1 a	1 f, 1 a
Firing Chart —	-	-	-	H	Q	Q
Power To Arm —	-	-	-	1	2	2
Damage —	-	-	-	10	18	18

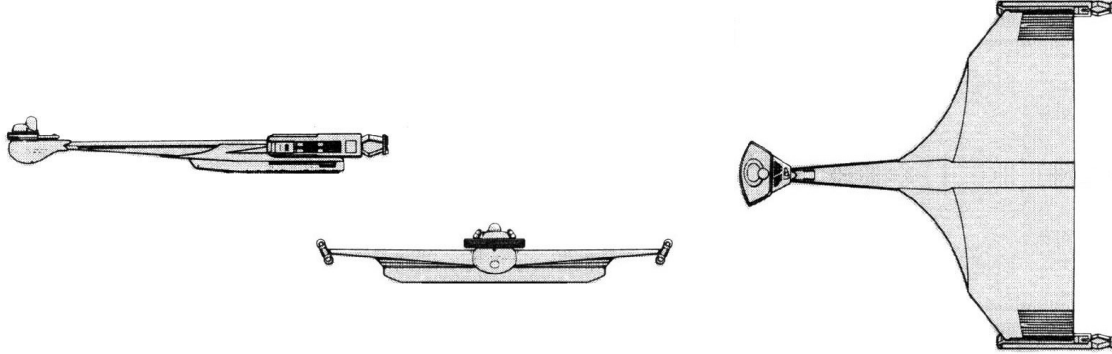
Shield Data:

Deflector Shield Type —	KSB	KSC	KSG	KSG	KSK	KSP
Shield Point Ratio —	1/1	1/1	1/2	1/2	1/2	1/3
Maximum Shield Power —	7	9	10	10	12	15

Combat Efficiency:

D —	59	63.5	75.2	75.2	104.9	140.4
WDF —	6.5	11	19	22.2	38.6	50.1

D-19 (Great Wing) Class VIII Light Cruiser



Construction Data:

Model Numbers —	a	b	c
Ship Class —	VIII	VIII	VIII
Date Entering Service —	2260	2268	2279
Number Constructed —	71	74	45

Hull Data:

Superstructure Points —	26	26	26
Damage Chart —	C	C	C
Size:			
Length —	234.0 m	234.0 m	234.0 m
Width —	250.0 m	250.0 m	250.0 m
Height —	34.0 m	34.0 m	34.0 m
Weight —	100,983 mt	103,420 mt	105,805 mt

Cargo:

Cargo Units —	320 SCU	330 SCU	340 SCU
Cargo Capacity —	16,000 mt	16,500 mt	17,000 mt
Landing Capacity —	None	None	None

Equipment Data:

Control Computer Type —	ZD-5	ZD-6	ZD-6
Transporters:			
standard 6-person —	2	2	2
combat 22-person —	7	7	7
emergency 18-person —	3	3	3
cargo —	3	3	3
Cloaking Device Type —	-	-	KCC
Power Requirements —	-	-	32

Other Data:

Crew —	350	360	370
Troops —	280	280	280
Passengers —	30	30	30
Shuttlecraft —	6	6	6

Engines And Power Data:

Total Power Units Available —	40	48	59
Movement Point Ratio —	3/1	3/1	3/1
Warp Engine Type —	KWC-2	KWC-2	KWC-2
Number —	2	2	2
Power Units Available —	18 ea.	18 ea.	18 ea.
Stress Chart —	L/O	L/O	L/O
Max. Safe Cruising Speed —	Warp 8	Warp 8	Warp 8
Emergency Speed —	Warp 9	Warp 9	Warp 9
Impulse Engine Type —	KIC-2	KIE-2	KIF-2
Power Units Available —	4	12	23

Weapons And Firing Data:

Beam Weapon Type —	KD-5	KD-7	KD-8
Number —	4	4	4
Firing Arcs —	1 f/p, 1 f/s, 2 a	1 f/p, 1 f/s, 2 a	1 f/p, 1 f/s, 2 a
Firing Chart —	P	L	U
Maximum Power —	4	7	7
Damage Modifiers —			
+3	-	-	(1 - 7)
+2	(1 - 10)	(1 - 6)	(8 - 15)
+1	(11 - 18)	(7 - 12)	(16 - 20)
Beam Weapon Type —	KD-12	KD-8	KD-15
Number —	2	2	2
Firing Arcs —	2 f	2 f	2 f
Firing Chart —	H	U	T
Maximum Power —	9	7	10
Damage Modifiers —			
+3	(1 - 3)	(1 - 7)	-
+2	(4 - 8)	(8 - 15)	(1 - 18)
+1	(9 - 10)	(16 - 20)	-
Missile Weapon Type —	KP-2	KP-5	KP-3
Number —	1	1	1
Firing Arcs —	1 f	1 f	1 f
Firing Chart —	H	Q	R
Power To Arm —	1	1	2
Damage —	10	10	15

Shield Data:

Deflector Shield Type —	KSD	KSO	KSH
Shield Point Ratio —	1/2	1/2	1/3
Maximum Shield Power —	8	15	12

Combat Efficiency:

D —	87.2	104.2	139.2
WDF —	22.6	32.9	48.8



Notes:

Known Sphere Of Operation: Empire-wide use

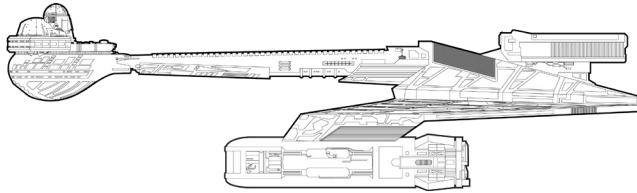
Data Reliability: A for D-19A & B; C for K-19C

Major Date Source: A & B models in Star Fleet possession;
Klingon Sector Intelligence

A total of 182 D-19's were built before orders for the vessel were cancelled after the Praxis disaster. 2 A's, 1 B and 2 C's are listed as missing. 6 A's, 7 B's and 4 C's have been destroyed. 2 A's, 1 B and 2 C's have been scrapped. 3 A's and 1 B have been captured (2 A's and 1 B by Star Fleet, 1 A by the Romulans). 5 A's, 20 B's and 40 C's have been sold. 30 B's were traded to the Roulans. 35 A's, 10 B's and 40 C's are in reserve fleets. 3 A's, 4 B's and 15 C's have been sold to Ranking Families in the Empire. 15 A's were converted to B models, with another 15 B's converted to C models.

The D-19 was produced at Taamar and H'renn with a peak production rate of 8. The class is named for the Klingon "*baS qlj te'*" which translate to massive wing and believed to have been designed by the same individual who produced the D-11.

D-21 (D'Ktahg) Class IX Attack Cruiser



Construction Data:

Model Numbers —	a
Ship Class —	IX
Date Entering Service —	2286
Number Constructed —	20

Hull Data:

Superstructure Points —	30
Damage Chart —	C
Size:	
Length —	200.0 m
Width —	130.0 m
Height —	45.0 m
Weight —	134,590 mt

Cargo:

Cargo Units —	420 SCU
Cargo Capacity —	21,000 mt
Landing Capacity —	None

Equipment Data:

Control Computer Type —	ZD-7
Transporters:	
standard 6-person —	2
combat 22-person —	3
emergency 18-person —	3
cargo —	4

Other Data:

Crew —	460
Troops —	100
Passengers —	15
Shuttlecraft —	6

Engines And Power Data:

Total Power Units Available —	55
Movement Point Ratio —	3/1
Warp Engine Type —	KWF-1
Number —	2
Power Units Available —	16 ea.
Stress Chart —	H/J
Maximum Safe Cruising Speed —	Warp 8
Emergency Speed —	Warp 9
Impulse Engine Type —	KIF-2
Power Units Available —	23

Weapons And Firing Data:

Beam Weapon Type —	KD-13
Number —	8
Firing Arcs —	2 f/p, 2 f/s, 2 p/a, 2 s/a
Firing Chart —	X
Maximum Power —	5
Damage Modifiers —	
+3	(1 – 7)
+2	(8 – 15)
+1	(16 – 22)
Beam Weapon Type —	KD-15
Number —	2
Firing Arcs —	1 f/p, 1 f/s
Firing Chart —	T
Maximum Power —	10
Damage Modifiers —	
+2	(1 – 18)
Missile Weapon Type —	KP-3
Number —	1
Firing Arcs —	1 f
Firing Chart —	R
Power To Arm —	2
Damage —	15

Shield Data:

Deflector Shield Type —	KSL
Shield Point Ratio —	1/3
Maximum Shield Power —	14

Combat Efficiency:

D —	140.4
WDF —	68.4



Notes:

Known Sphere Of Operation: Empire-wide use

Data Reliability: C

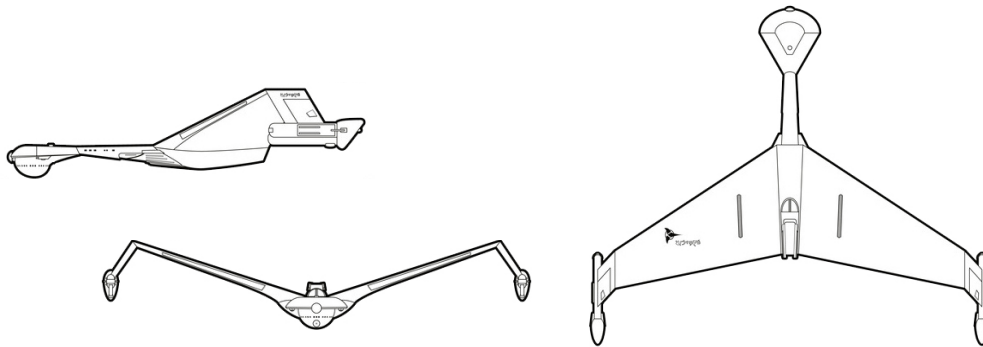
Major Date Source: Klingon Sector Intelligence

On 2285, as the Empire continued to push it boarders against the Romulans and the Federation, it was decided to produce a new kind of ship to help push the boarders out. In 2286, it was decided to produce a new kind of vessel, the *D-21 D'Ktahg* class of attack cruiser, named for the honorary blade carried by most Klingon warriors. But the *D-21* would see dismal failure as an attack vessel, when serious flaws in systems became apparent. By the end of it's first year of production, three A models had been destroyed and one scrapped, after overzealous Klingon captains had engaged Romulan and Federation heavy cruisers with superior ranged weapons. It was found the *D'ktahg* was lacking a rear firing torpedo and improved shields, along with other ship systems.

Reports indicate that an improved *D-21* is currently under production to address this shortcoming. It is unknown if the A model will remain in production or if the new B model will surplant it. The remaining 16 vessels that are know to exist have been assigned the Romulan boarder.

The vessel is named after the Klingon three lobed knife that is now commonly worn by all warriors.

D-22 (Hidden Dagger) Class VII Attack Cruiser



Construction Data:

Model Numbers —	a	b	c
Ship Class —	VII	VII	VII
Date Entering Service —	2250	2269	2279
Number Constructed —	129	48	32

Hull Data:

Superstructure Points —	16	17	20
Damage Chart —	C	C	C
Size:			
Length —	200.0 m	200.0 m	200.0 m
Width —	236.0 m	236.0 m	236.0 m
Height —	48.0 m	48.0 m	48.0 m
Weight —	83,240 mt	90,140 mt	94,610 mt

Cargo:

Cargo Units —	25 SCU	25 SCU	25 SCU
Cargo Capacity —	1,250 mt	1,250 mt	1,250 mt
Landing Capacity —	None	None	None

Equipment Data:

Control Computer Type —	ZD-5	ZD-6	ZD-6
Transporters:			
standard 6-person —	2	2	2
emergency 18-person —	1	1	1
cargo —	1	1	1
Cloaking Device Type —	-	KCC	KCC
Power Requirements —	-	32	32

Other Data:

Crew —	118	121	124
Passengers —	5	5	5
Shuttlecraft —	1	1	1

Engines And Power Data:

Total Power Units Available —	30	42	52
Movement Point Ratio —	3/1	3/1	3/1
Warp Engine Type —	KWC-1	KWC-2	KWC-3
Number —	2	2	2
Power Units Available —	14 ea.	18 ea.	23 ea.
Stress Chart —	L/O	L/O	L/O
Max. Safe Cruising Speed —	Warp 7	Warp 8	Warp 8
Emergency Speed —	Warp 8	Warp 9	Warp 9
Impulse Engine Type —	KIB-2	KID-1	KID-1
Power Units Available —	2	6	6

Weapons And Firing Data:

Beam Weapon Type —	KD-7	KD-8	KD-13
Number —	4	4	6
Firing Arcs —	2 f/p, 2 f/s	2 f/p, 2 f/s	2 f/p, 2 f, 2 f/s
Firing Chart —	L	U	X
Maximum Power —	7	7	5
Damage Modifiers —			
+3	-	(1 - 7)	(1 - 7)
+2	(1 - 6)	(8 - 15)	(8 - 15)
+1	(7 - 12)	(16 - 20)	(16 - 22)
Missile Weapon Type —	KP-1	KP-3	KP-6
Number —	1	1	1
Firing Arcs —	1 f	1 f	1 f
Firing Chart —	F	R	R
Power To Arm —	1	2	2
Damage —	6	15	20

Shield Data:

Deflector Shield Type —	KSC	KSK	KSH
Shield Point Ratio —	1/1	1/2	1/3
Maximum Shield Power —	9	13	13

Combat Efficiency:

D —	50.4	82.3	120.1
WDF —	16.7	33.4	44.8

Notes:

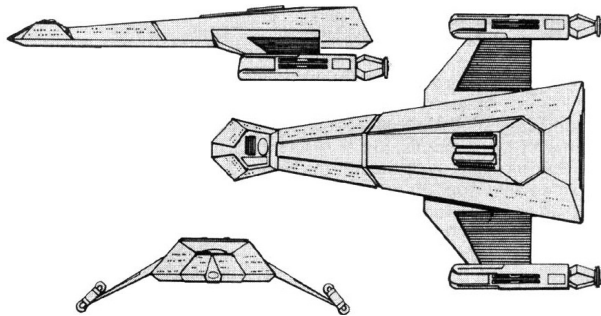
Known Sphere Of Operation: Federation and Romulan Border
Data Reliability: A for D-22A; C for D-22B & D-22C
Major Date Source: A model in Star Fleet possession; Klingon Sector Intelligence, Romulan Sector Intelligence

Simple, sleek and deadly, the D-22 class of cruiser was originally intended to compete with the third generation of the D-4 which had been rechristened in 2239. However, as is often the case in the Empire, politics and timing played a vital role in the production and roll-out of the D-22. In 2249, a year before production of the D-22 even started, the D-4E was launched. Designers were forced to scramble to ensure that their version of the D-22 could compete. The new KD-7's were installed to give the D-22 a fierce punch in combat. Designers also chose to install the controversial first-generation KP-1 torpedo system, which was known to have tracking problems at long range. When presented to military procurement, designers assured decision makers that an improved second-generation of KP-1 would be able to be installed once development was complete. Designers pointed to the vastly improved KWC-1 maneuvering system. The D-22 was green-lighted in mid 2250 and production began in earnest.

Following their losses in the Four Years War, the Klingon entered a introspection and innovation to determine how they had squandered their huge initial gains and were ultimately defeated. Chief among the reasons found was a lack of technological innovation keeping pace with their adversaries. Priority was place on advancing tactical and engine technologies and the D-22B (as well as contemporary upgrades like the D-7M and D-10D) were the fruits of that decade of research and development. The D-22B was redesigned as a fast, light cruiser incorporating new torpedo armaments, binary shields and advanced sensors. Unlike other cruisers, the D-22B was intended to operate as a lone ambush predator far from reinforcements. With as much firepower as the upcoming D-7M in a much lighter frame, it could easily lay in wait in a nebula or other sensor obscuring location and quickly disable or destroy it's prey. The inclusion of the brand new KCC cloaking device further synergized with original role the was was intended to fulfill.

The D-22C became the last main-line production variant. The C variant focused on upgrading tactical and propulsion systems. Six of the longer ranged medium KD-13s replaced the original four heavy KD-8's. The main torpedo was also upgraded to the improved KP-6 system. A more efficient KSH trinary shield meant that more power could be devoted to the cloaking system and weaponry during combat.

D-23 (Noble Tactician) Class VIII Command Cruiser



Construction Data:

Model Numbers —	a	b
Ship Class —	VIII	VIII
Date Entering Service —	2268	2272
Number Constructed —	60	64

Hull Data:

Superstructure Points —	24	24
Damage Chart —	C	C
Size:		
Length —	207.0 m	207.0 m
Width —	136.0 m	136.0 m
Height —	44.0 m	44.0 m
Weight —	111,968 mt	112,025 mt

Cargo:

Cargo Units —	300 SCU	300 SCU
Cargo Capacity —	15,000 mt	15,000 mt
Landing Capacity —	None	None

Equipment Data:

Control Computer Type —	ZD-6	ZD-6
Transporters:		
standard 6-person —	2	2
combat 22-person —	2	2
emergency 18-person —	2	2
cargo —	3	3

Other Data:

Crew —	225	225
Troops —	75	75
Passengers —	10	10
Shuttlecraft —	10	10

Engines And Power Data:

Total Power Units Available —	40	48
Movement Point Ratio —	4/1	4/1
Warp Engine Type —	KWD-1	KWD-1
Number —	2	2
Power Units Available —	18 ea.	18 ea.
Stress Chart —	L/N	L/N
Maximum Safe Cruising Speed —	Warp 6	Warp 6
Emergency Speed —	Warp 8	Warp 8
Impulse Engine Type —	KIC-2	KIE-2
Power Units Available —	4	12

Weapons And Firing Data:

Beam Weapon Type —	KD-8	KD-8
Number —	4	4
Firing Arcs —	2 f/p, 2 f/s	2 f/p, 2 f/s
Firing Chart —	U	U
Maximum Power —	7	7
Damage Modifiers —		
+3	(1 – 7)	(1 – 7)
+2	(8 – 15)	(8 – 15)
+1	(16 – 20)	(16 – 20)
Missile Weapon Type —	KP-4	KP-6
Number —	3	3
Firing Arcs —	1 f, 2 a	1 f, 2 a
Firing Chart —	Q	R
Power To Arm —	2	2
Damage —	18	20

Shield Data:

Deflector Shield Type —	KSH	KSH
Shield Point Ratio —	1/3	1/3
Maximum Shield Power —	12	12

Combat Efficiency:

D —	95.8	103.3
WDF —	53.8	59.8



Notes:

Known Sphere Of Operation: Empire-wide use

Data Reliability: D

Major Date Source: Klingon Sector Intelligence

The D-23 Class command ships have been produced to fill a void observed in planetary protection and fleet actions, where coordination was lacking before their introduction. Based on the K-23 Class escort, the D-23 Class has a bigger impulse engine and is more heavily armed and armored. This armament gave the early variants of the Class weaponry comparable to the D-10 Class heavy Cruiser.

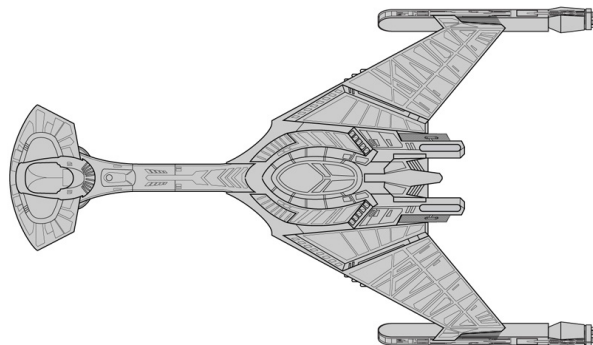
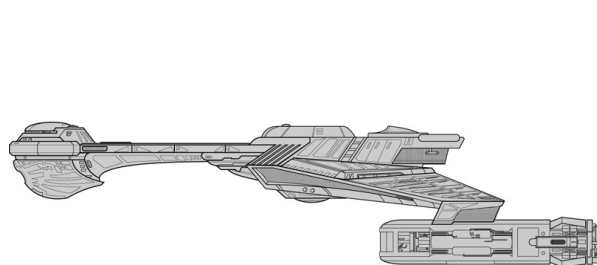
Ships of the D-23 Class are used as flagships for fleets with at least 9 major warships. The vessels are also used as headquarters flagships by military governors in more distant parts of the Empire. The large number of extra command level staterooms gives a great deal of flexibility in the complement of these ships. Furthermore, the increased shuttle hangar facilities, with room for 10 assigned shuttles and 2 additional ship's boats or visiting shuttlecraft, give a large leeway in planetary operations or transporterless intership visitation.

D-23 Class vessels normally have a protective squadron of six K-6 patrol ships or other gunboats assigned to them during operations. These ships both protect the vessel and the Admiral and also keep a watchful eye on fleet activities. This patrol squadron is commanded by the next highest ranking captain in another vessel in the fleet.

The D-23 Class vessels seem to have proven themselves in preliminary operations. For many years after their launch, few of the vessels in the Class had earned their names, largely because they were relatively new and were protected from major engagements when possible. Some of the exceptions included D-2301, *Achenaar* (Noble Tactician), the D-2310, *Rosch-ta* (Forefront Leader), D-2312, *Echeneat* (Valiant Tactician), D-2318 *Neareche* (Tactical Valor), D-2319, *Boschim* (Wanderer), D-2323, *Roernok* (Bloodlust) and D-2326, *Poalnaer* (Ageless Tactician).

The D-23 Class filled a void in the Klingon forces which, when used properly, ensured a more efficient use of fleets of warship in front-line operations. Confidence in the Class led to the D-23B, which mounts the powerful KIE-2 impulse engine and increased the torpedo firepower. It is reported that one Through the early 2270's a D-23 is was directly assigned to the Chancellor of the High Council, providing him with a mobile site for the Imperial court far more maneuverable than a bulky battleship and far safer than any Imperial yacht.

D-27 (Bringer of Proclamation) Class VIII Light Cruiser



Construction Data:

Model Numbers —	a
Ship Class —	VIII
Date Entering Service —	2279
Number Constructed —	135

Hull Data:

Superstructure Points —	22
Damage Chart —	C
Size:	
Length —	200.0 m
Width —	115.0 m
Height —	63.0 m
Weight —	114,825 mt

Cargo:

Cargo Units —	190 SCU
Cargo Capacity —	9,500 mt
Landing Capacity —	None

Equipment Data:

Control Computer Type —	ZD-5
Transporters:	
standard 6-person —	3
emergency 18-person —	3
cargo —	4

Other Data:

Crew —	181
Passengers —	20
Shuttlecraft —	6

Engines And Power Data:

Total Power Units Available —	44
Movement Point Ratio —	3/1
Warp Engine Type —	KWF-1
Number —	2
Power Units Available —	16 ea.
Stress Chart —	H/J
Maximum Safe Cruising Speed —	Warp 8
Emergency Speed —	Warp 9
Impulse Engine Type —	KIE-2
Power Units Available —	12

Weapons And Firing Data:

Beam Weapon Type —	KD-9
Number —	4
Firing Arcs —	2 f/p, 2 f/s
Firing Chart —	W
Maximum Power —	5
Damage Modifiers —	
+3	(1 – 7)
+2	(8 – 15)
+1	(16 – 20)
Missile Weapon Type —	KP-3
Number —	2
Firing Arcs —	1 f, 1 a
Firing Chart —	R
Power To Arm —	2
Damage —	15

Shield Data:

Deflector Shield Type —	KSK
Shield Point Ratio —	1/2
Maximum Shield Power —	12

Combat Efficiency:

D —	89.5
WDF —	40

Notes:

Known Sphere Of Operation: Empire-wide use

Data Reliability: C

Major Data Source: Klingon Sector Intelligence

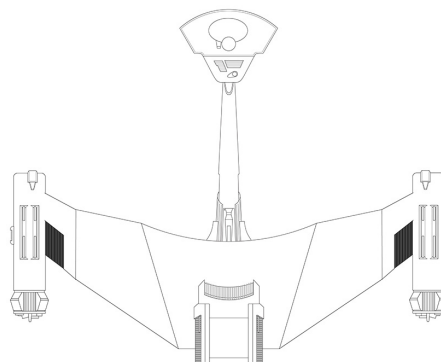
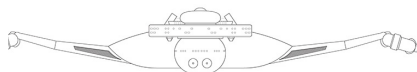
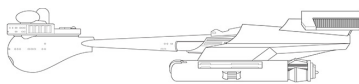
Design work began in the same year that the *D-7M, Bringer of Destruction*, was launched. The *D-7*'s reign as monarch of the Klingon fleet had been challenged before, but designers wanted a slightly smaller yet dangerous vessel that could fill the *D-7*'s military roll, yet remain cheaper and easier to build. Initial designs schematics saw a significant similarity to the *D-7*'s appearance. And yet the differences were obvious. But it was the internal layout that gained the *D-27* its green light for production.

Internally, the *D-27* was significantly different. No plans were made for troops aboard the *D-27*, which freed up significant crew space and reduced support requirements. Despite the *D-27*'s smaller size, most crew members would have their own cabins. Several training areas were also added as were three separate recreation stations, a first among Klingon vessels. An enlarged galley was also included along with a larger cargo space. The *D-27* became one of the rare front line combat vessels to have truly live food aboard. Descriptions of the nearly luxurious accommodations aboard the *D-27* quickly spread through the empire. Officers and crew alike from many front line vessels began requesting reassignment as soon as the new ships were launched.

Construction on the first ten *D-27*'s was completed nearly simultaneously and a commissioning ceremony was held in early 2279. The *D-27A* was immediately assigned to patrols along the Romulan border, as well as exploration duty in deep space. As hoped, the ships more comfortable crew compartments and larger cargo facility allowed planners to send *D-27*'s into open space to explore. But by the late 2280's, many *D-27* commanders began to realize that these exploration missions did not bring quite the fame and glory of true combat assignments. The *D-27*'s along the Romulan border did see significant combat, yet were often assigned in standard three ship squadrons. While crew members and junior officers rarely complained due to the more relaxed accommodations, senior officers soon found themselves requesting transfer to more combat oriented vessels.

The class name is from *K'Maq*, which translates to *Bringer of Proclamation*. This refers to the tradition of sending a messenger to bring a proclamation to a besieged town or castle. While threats and challenges were extremely common in antiquity, only the most famous of generals could issue a proclamation, which was only sent when an enemy had no chance of victory.

D-28 (Death Bird) Class VIII Battlecruiser



Construction Data:

Model Numbers —	a	b	c	d
Ship Class —	VIII	VIII	VIII	VIII
Date Entering Service —	2249	2253	2264	2278
Number Constructed —	180	228	108	Refit

Hull Data:

Superstructure Points —	21	21	25	25
Damage Chart —	C	C	C	C
Size:				
Length —	184.2 m	184.2 m	184.2 m	184.2 m
Width —	227.8 m	227.8 m	227.8 m	227.8 m
Height —	38.6 m	38.6 m	38.6 m	38.6 m
Weight —	101,230 mt	101,470 mt	104,000 mt	105,710 mt
Cargo:				
Cargo Units —	60 SCU	60 SCU	60 SCU	80 SCU
Cargo Capacity —	3,000 mt	3,000 mt	3,000 mt	4,000 mt
Landing Capacity —	None	None	None	None

Equipment Data:

Control Computer Type —	ZD-5	ZD-5	ZD-6	ZD-6
Transporters:				
standard 6-person —	3	3	3	3
emergency 18-person —	1	1	1	1
cargo —	1	1	1	1
Cloaking Device Type —	-	-	-	KCC
Power Requirements —	-	-	-	32

Other Data:

Crew —	197	198	201	197
Passengers —	10	10	10	10
Shuttlecraft —	4	4	4	4

Engines And Power Data:

Total Power Units Available —	38	38	54	69
Movement Point Ratio —	4/1	4/1	3/1	3/1
Warp Engine Type —	KWD-1	KWD-1	KWC-2	KWC-3
Number —	2	2	2	2
Power Units Available —	18 ea.	18 ea.	18 ea.	23 ea.
Stress Chart —	L/N	L/N	L/O	L/O
Maximum Safe Cruising Speed —	Warp 6	Warp 6	Warp 8	Warp 8
Emergency Speed —	Warp 8	Warp 8	Warp 9	Warp 9
Impulse Engine Type —	KIB-2	KIB-2	KIE-3	KIF-2
Power Units Available —	2	2	18	23

Weapons And Firing Data:

Beam Weapon Type —	KD-2	KD-3	KD-6	KD-8
Number —	8	8	8	8
Firing Arcs —	2 f/p, 2 f, 2 f/s, 1 p/a, 1 s/a	2 f/p, 2 f, 2 f/s, 1 p/a, 1 s/a	2 f/p, 2 f, 2 f/s, 1 p/a, 1 s/a	2 f/p, 2 f, 2 f/s, 1 p/a, 1 s/a
Firing Chart —	G	I	T	U
Maximum Power —	4	5	6	7
Damage Modifiers —				
+3	-	-	-	(1 - 7)
+2	-	-	(1 - 18)	(8 - 15)
+1	(1 - 10)	(1 - 12)	-	(16 - 20)
Missile Weapon Type —	KP-1	KP-1	KP-1	KP-1
Number —	3	3	3	3
Firing Arcs —	2 f, 1 a	2 f, 1 a	2 f, 1 a	2 f, 1 a
Firing Chart —	F	F	F	F
Power To Arm —	1	1	1	1
Damage —	6	6	6	6

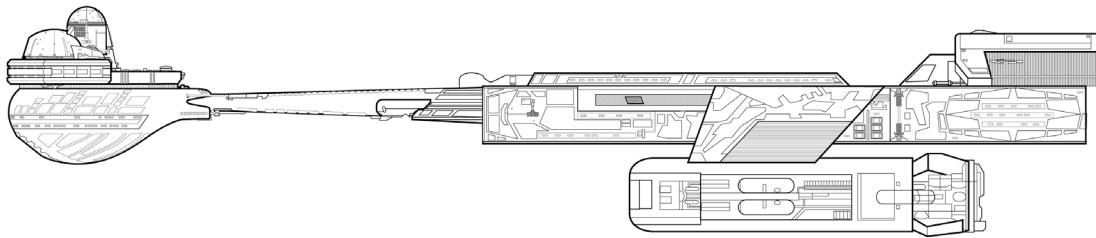
Shield Data:

Deflector Shield Type —	KSC	KSC	KSK	KSH
Shield Point Ratio —	1/1	1/1	1/2	1/3
Maximum Shield Power —	8	8	12	12

Combat Efficiency:

D —	55.0	55.0	103.8	151.3
WDF —	14.9	22.1	45.3	53.3

D-29 (Devil) Class X Heavy Battlecruiser



Construction Data:

Model Numbers —	a	b
Ship Class —	X	X
Date Entering Service —	2269	2285
Number Constructed —	43	6

Hull Data:

Superstructure Points —	27	30
Damage Chart —	C	C
Size:		
Length —	275.0 m	275.0 m
Width —	220.0 m	220.0 m
Height —	35.0 m	35.0 m
Weight —	150,850 mt	157,020 mt

Cargo:		
Cargo Units —	2,000 SCU	2,000 SCU
Cargo Capacity —	100,000 mt	100,000 mt
Landing Capacity —	None	None

Equipment Data:

Control Computer Type —	ZD-7	ZD-9
Transporters:		
standard 6-person —	8	8
combat 22-person —	10	15
emergency 18-person —	4	6
cargo —	12	15
Cloaking Device Type —	KCD	KCD
Power Requirements —	48	48

Other Data:

Crew —	550	700
Troops —	1200	2400
Passengers —	5	5
Shuttlecraft —	42	84

Engines And Power Data:

Total Power Units Available —	52	63
Movement Point Ratio —	4/1	3/1
Warp Engine Type —	KWE-3	KWE-3
Number —	2	2
Power Units Available —	20 ea.	20 ea.
Stress Chart —	J/M	J/M
Maximum Safe Cruising Speed —	Warp 7	Warp 8
Emergency Speed —	Warp 8	Warp 9
Impulse Engine Type —	KIE-2	KIF-2
Power Units Available —	12	23

Weapons And Firing Data:

Beam Weapon Type —	KD-8	KD-8
Number —	6	7
Firing Arcs —	2 f/p, 2 f, 2 f/s	3 f/p, 3 f/p, 1 p/a/s
Firing Chart —	U	U
Maximum Power —	7	7
Damage Modifiers —		
+3	(1 – 7)	(1 – 7)
+2	(8 – 15)	(8 – 15)
+1	(16 – 20)	(16 – 20)
Missile Weapon Type —	KP-4	KP-6
Number —	4	4
Firing Arcs —	2 f, 2 a	2 f, 2 a
Firing Chart —	Q	R
Power To Arm —	2	2
Damage —	18	20

Shield Data:

Deflector Shield Type —	KSL	KSP
Shield Point Ratio —	1/3	1/3
Maximum Shield Power —	14	15

Combat Efficiency:

D —	112.1	153.9
WDF —	75.8	89.9

Notes:

Known Sphere Of Operation: Empire-wide use

Data Reliability: C for D-29A; D for D-29B

Major Data Source: Klingon Sector Intelligence

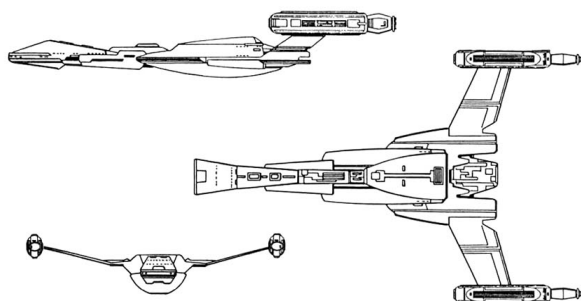
The D-29 Heavy Battlecruiser is essentially a D-7 Cruiser with a much expanded modular main hull. The concept behind the D-29 was to produce a heavy battlecruiser type capable of multi-role applications. The large, flat main hull allows for easy modification of interior elements. The modular design makes it easier to install additional weapons and accommodations for troops and shuttlecraft. The expansive interior is also easily modified for the installation of equipment to serve in an exploratory and scientific role. Given that the Klingons prefer to field mission-specific warships, debate over the need for such a large, multi-role capable vessel was intense and often heated. The D-29 is intended to be a pure power-projection warship.

The D-29s impressive firepower made it one of the most powerful vessels operating in known space at the time of its commissioning. Its 6 KD-8 heavy disruptor mounts along with two forward and two aft firing KP-4 torpedoes gave the D-29A excellent offensive capability in starship combat and withering firepower in planetary bombardment, meeting and exceeding the combat capacity of the legendary Federation *Constitution Class* Heavy Cruisers of the time. The A model carries 1200 functional troops along with a number of diverse shuttlecraft types to facilitate any assault mission or boarding action that the ship might be required to handle. An additional 3,800 troops can be accommodated in hypothermia capsules, though such large contingents of troops in hypothermic sleep are not always carried. The cargo bays are designed for quick conversion to serve as hypothermia capsule bays should missions requiring such a large troop contingent be necessary.

The D-29 also utilizes the 50-man assault transporter. Once an experimental transporter system only seen in use on the T-8 *Frontier* Troop Transport, this large grid transporter can transport 1,200 troops to the surface in less than 9 minutes. It has been speculated that the occasional timing errors in this transporter system's relay circuits that caused disincorporation problems in the past have been solved or marginalized as numerous mass beam downs conducted by D-29s have been observed with no obvious loss of personnel. The well-proven 22-person combat transporters are also installed in the D-29, giving combat commanders an even more expanded troop deployment capability. The D-29 also has a number of cargo transporters, which allows for quick transport of vital combat equipment during the course of assault operations.

The class name is from the Klingon *Fek'lh* (veglargh in Klingonese).

D-31 (Death Boot) Class IX Cruiser



Construction Data:

Model Numbers —	a
Ship Class —	IX
Date Entering Service —	2286
Number Constructed —	12

Hull Data:

Superstructure Points —	24
Damage Chart —	C
Size:	
Length —	220.0 m
Width —	145.0 m
Height —	36.0 m
Weight —	123,650 mt

Cargo:

Cargo Units —	190 SCU
Cargo Capacity —	9,500 mt
Landing Capacity —	None

Equipment Data:

Control Computer Type —	ZD-7
Transporters:	
standard 6-person —	2
combat 22-person —	6
emergency 18-person —	3
cargo —	4

Other Data:

Crew —	430
Troops —	220
Passengers —	30
Shuttlecraft —	10

Engines And Power Data:

Total Power Units Available —	44
Movement Point Ratio —	3/1
Warp Engine Type —	KWF-1
Number —	2
Power Units Available —	16 ea.
Stress Chart —	H/J
Maximum Safe Cruising Speed —	Warp 8
Emergency Speed —	Warp 9
Impulse Engine Type —	KIE-2
Power Units Available —	12

Weapons And Firing Data:

Beam Weapon Type —	KD-9
Number —	6
Firing Arcs —	2 f/p, 2 f/s, 2 a
Firing Chart —	W
Maximum Power —	5
Damage Modifiers —	
+3	(1 – 7)
+2	(8 – 15)
+1	(16 – 20)
Missile Weapon Type —	KP-5
Number —	4
Firing Arcs —	2 f, 2 a
Firing Chart —	Q
Power To Arm —	1
Damage —	10

Shield Data:

Deflector Shield Type —	KSL
Shield Point Ratio —	1/3
Maximum Shield Power —	14

Combat Efficiency:

D —	115.3
WDF —	55



Notes:

Known Sphere Of Operation: Empire-wide use

Data Reliability: Cf

Major Data Source: Klingon Sector Intelligence

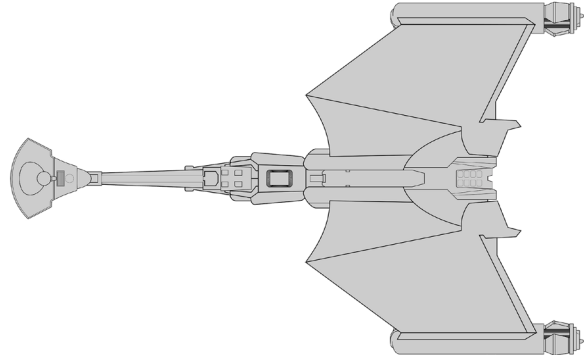
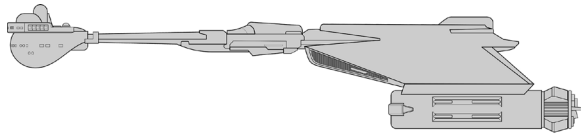
The D-31 class of medium cruiser was originally intended as the great hope for the empire. But even the many design changes and stringent construction specifications would propel the D-31 from grand design to unexpected workhorse. The D-31 was originally envisioned by the Restrak line as a replacement for the D-7. The Drell corporation had rigidly held onto the use of the bulky KWE drive system on the popular battlecruiser. Many had complained that the larger reactant chamber and bulky warp coils did not give the D-7 a spacious enough interior for heavier weapons and expansion. But Drell would not be swayed, despite pressure from several houses and High Council Members. So engineers from the Restrak line contracted to begin production on a new design created from a desire to improve the fleet.

The *Death Boot* was named after an insult given by a Federation commander to a Klingon commander during a tense boarder standoff. The Federation commander, exasperated by his inability to act, finally hurled the insult "you mother wears army boots," from old earth legend. Totally missing the insult, the Klingon commander bespoke of the incident upon his return to his home. Several of his line brothers, better versed in human insults, explained the innuendo. Rather than be offended, the Captain immediately said that the name would be perfect for their new design, and the *Death Boot* was born.

The A went through several changes before actual production was begun. The original design was for a class X heavy cruiser that was cost efficient enough to be mass produced. But by mid 2275, yard officials at the production center announced that the desired vessel was not viable. With time quickly running out, engineers finally reduced the size still further and moved the wing structures into an open upward position to provide space for loading bays and engineering systems. Although much less powerful than originally envisioned, the Death Boot was still a powerful and capable ship. Within weeks of a test launch, it was discovered that the D-31's hull was stronger and roomier than the D-7. Nearly as combat capable as the D-7, the D-31 significantly out-classed the older Drell design by using the new and powerful Vitrien KSL trinary shielding system. With more power for weapons and maneuvering, the D-31 would have a profound effect on other designs within the Empire.

With 12 of these vessels commissioned in less than a year, Star Fleet is concerned about the rapid construction and deployment of these ships.

D-34 (Sentinel) Class VI Light Cruiser



Construction Data:

Model Numbers —	a	b
Ship Class —	VI	VII
Date Entering Service —	2263	2278
Number Constructed —	31	27

Hull Data:

Superstructure Points —	12	14
Damage Chart —	C	C
Size:		
Length —	190.0 m	190.0 m
Width —	100.0 m	100.0 m
Height —	28.0 m	28.0 m
Weight —	78,895 mt	85,195 mt

Cargo:		
Cargo Units —	210 SCU	210 SCU
Cargo Capacity —	10,500 mt	10,500 mt
Landing Capacity —	None	None

Equipment Data:

Control Computer Type —	ZD-5	ZD-6
Transporters:		
standard 6-person —	2	2
combat 22-person —	1	1
emergency 18-person —	2	2
cargo —	2	2

Other Data:

Crew —	200	200
Troops —	30	30
Passengers —	10	10
Shuttlecraft —	2	2

Engines And Power Data:

Total Power Units Available —	42	54
Movement Point Ratio —	4/1	4/1
Warp Engine Type —	KWC-2	KWC-2
Number —	2	2
Power Units Available —	18 ea.	18 ea.
Stress Chart —	L/O	L/O
Maximum Safe Cruising Speed —	Warp 7	Warp 7
Emergency Speed —	Warp 8	Warp 8
Impulse Engine Type —	KID-1	KIE-3
Power Units Available —	6	18

Weapons And Firing Data:

Beam Weapon Type —	KD-5	KD-6
Number —	4	4
Firing Arcs —	2 p/f/s, 2 a	2 p/f/s, 2 a
Firing Chart —	P	T
Maximum Power —	4	6
Damage Modifiers —		
+2	(1 – 10)	(1 – 18)
+1	(11 – 38)	-
Missile Weapon Type —	KP-3	KP-4
Number —	1	1
Firing Arcs —	1 f	1 f
Firing Chart —	R	Q
Power To Arm —	2	2
Damage —	15	18

Shield Data:

Deflector Shield Type —	KSE	KSO
Shield Point Ratio —	1/1	1/2
Maximum Shield Power —	10	15

Combat Efficiency:

D —	46.7	81
WDF —	21	30.2

Notes:

Known Sphere Of Operation: Empire-wide use

Data Reliability: B

Major Date Source: Klingon Sector Intelligence

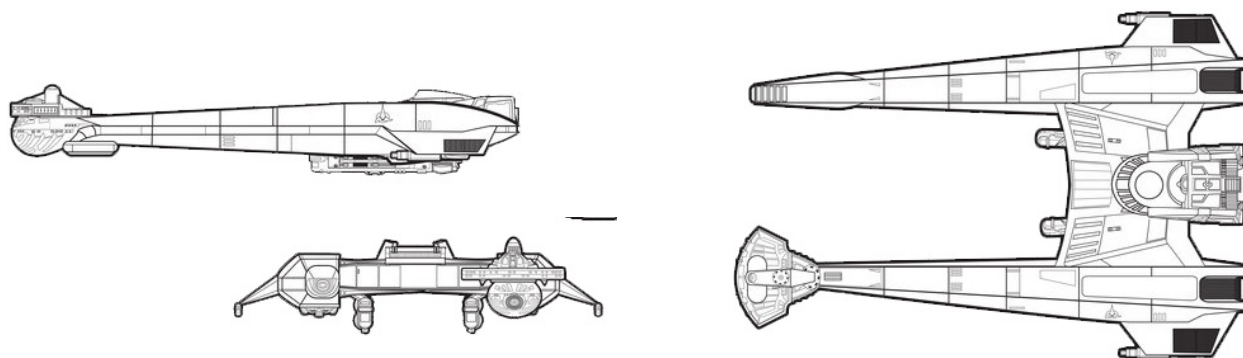
In the early 2260's, the Klingon Empire found itself in need of a new class of light cruiser for internal patrol and survey duty in areas that were pacified sufficiently to not warrant the attention of a more powerful ship of the line. Too often, fleet planners found them selves detaching front-line combat cruisers or destroy squadrons to conduct follow up surveys, scouting missions or minor pacification missions for which a battle-cruiser was an unwarranted use of resources. The Empire's growth was quickly outpacing its military capability, and many felt that a cruiser that utilized older and well established components, most notably those that were easier to produce, could easily be constructed in large numbers to allow heavier patrol vessels to continue to push the boundaries of the frontier. Many of the major houses put fourth designs intended to make use of quick construction processes that each house claimed they would implement. After considerable debate, the decision was made to use the basic design specs of the now aged but popular D-16 destroyer.

The D-34A was officially introduced in 2263, but would not see full production until 2267. Political infighting and a failed second attempt at war with the Federation continued to hamper production of the D-34. While the design did prove adequate in its major role, the vessel was already outclassed by several other newer ships. In total, only 30 D-34A's were produced.

In 2276, High Council members were looking for ways to streamline the military budget, even as they planned for war with the Romulans and the Federation. Numerous designs were slated to end production early, with the D-34 being one of them. House Dok'Marr and Jurris both continued to back the D-34 and presented several design upgrades in the hopes of keeping the design alive. The D-34B would prove to be a far more effective design with the inclusion of the powerful KIE-3 impulse drive. An enlarged computer allowed for the use of the KSO shield as well as an upgrade to the major tactical systems. Launched in 2278, the D-34B would again proved adequate in it's patrol role throughout the Empire.

While funding for an additional 100 D-34B's was approved, both Dok'Marr and Jurris realized that the more popular D-32 was far outpacing the D-34. Only 33 additional D-34's were built before production was ended and fund re-appropriated to the Bird-of-Prey design. All D-34A's were converted to D-34B, however. Of the 63 D-34B's placed in service, 4 have been destroyed, all after combat with the Romulans. 2 are listed as missing and 1 has been scrapped. The D-34 was produced at the Mustaka shipyards.

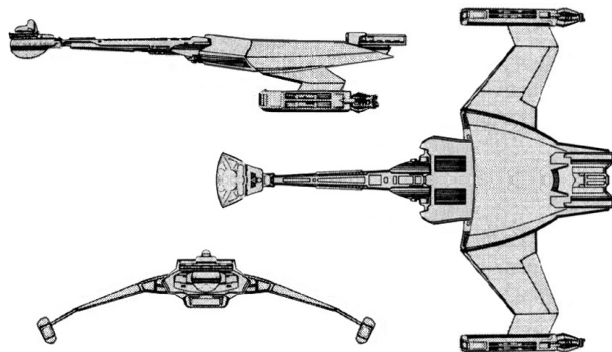
D-36 (Adjudicator) Class VIII Attack Cruiser



Construction Data:			
Model Numbers —	a	b	c
Ship Class —	VIII	VIII	VIII
Date Entering Service —	2263	2267	2272
Number Constructed —	45	25	47
Hull Data:			
Superstructure Points —	24	24	24
Damage Chart —	C	C	C
Size:			
Length —	203.0 m	203.0 m	203.0 m
Width —	136.0 m	136.0 m	136.0 m
Height —	34.0 m	34.0 m	34.0 m
Weight —	101,258 mt	103,110 mt	101,965 mt
Cargo:			
Cargo Units —	265 SCU	265 SCU	265 SCU
Cargo Capacity —	13,250 mt	13,250 mt	13,250 mt
Landing Capacity —	None	None	None
Equipment Data:			
Control Computer Type —	ZD-6	ZD-6	ZD-6
Transporters:			
standard 6-person —	5	5	5
combat 22-person —	3	3	3
emergency 18-person —	4	4	4
cargo —	3	3	3
Other Data:			
Crew —	338	342	346
Troops —	110	110	110
Passengers —	15	15	15
Shuttlecraft —	5	5	5
Engines And Power Data:			
Total Power Units Available —	50	50	58
Movement Point Ratio —	4/1	4/1	4/1
Warp Engine Type —	KWC-3	KWC-3	KWC-3
Number —	2	2	2
Power Units Available —	23 ea.	23 ea.	23 ea.
Stress Chart —	L/O	L/O	L/O
Maximum Safe Cruising Speed —	Warp 7	Warp 7	Warp 7
Emergency Speed —	Warp 8	Warp 8	Warp 8
Impulse Engine Type —	KIC-2	KID-2	KIE-2
Power Units Available —	4	4	12
Weapons And Firing Data:			
Beam Weapon Type —	KD-5	KD-6	KD-13
Number —	4	4	4
Firing Arcs —	1 f/p, 1 f/s, 1 p, 1 s	1 f/p, 1 f/s, 1 p, 1 s	1 f/p, 1 f/s, 1 p, 1 s
Firing Chart —	P	T	X
Maximum Power —	4	6	5
Damage Modifiers —			
+3	-	-	(1 - 7)
+2	(1 - 10)	(1 - 18)	(8 - 15)
+1	(11 - 18)	-	(16 - 22)
Beam Weapon Type —	KD-3	KD-5	KD-7
Number —	4	4	4
Firing Arcs —	2 p/a, 2 s/a	2 p/a, 2 s/a	2 p/a, 2 s/a
Firing Chart —	L	P	L
Maximum Power —	5	4	7
Damage Modifiers —			
+2	-	(1 - 10)	(1 - 6)
+1	(1 - 12)	(11 - 18)	(7 - 12)
Missile Weapon Type —	KP-3	KP-4	KP-4
Number —	1	1	1
Firing Arcs —	1 f	1 f	1 f
Firing Chart —	R	Q	Q
Power To Arm —	2	2	2
Damage —	15	18	18
Missile Weapon Type —	KP-2	KP-2	KP-5
Number —	2	2	2
Firing Arcs —	1 f, 1 a	1 f, 1 a	1 f, 1 a
Firing Chart —	H	H	Q
Power To Arm —	1	1	1
Damage —	10	10	10
Shield Data:			
Deflector Shield Type —	KSN	KSO	KSP
Shield Point Ratio —	2/3	1/2	1/3
Maximum Shield Power —	14	15	15
Combat Efficiency:			
D —	81.6	92.3	116.8
WDF —	36.2	48.6	58



D-43 (Warhammer) Class XI Torpedo Cruiser



Construction Data:

Model Numbers —	a
Ship Class —	XI
Date Entering Service —	2280
Number Constructed —	9

Hull Data:

Superstructure Points —	32
Damage Chart —	C
Size:	
Length —	294.0 m
Width —	225.0 m
Height —	70.0 m
Weight —	161,110 mt

Cargo:

Cargo Units —	650 SCU
Cargo Capacity —	32,500 mt
Landing Capacity —	None

Equipment Data:

Control Computer Type —	ZD-8
Transporters:	
standard 6-person —	3
combat 22-person —	5
emergency 18-person —	2
cargo —	4
Cloaking Device Type —	KCD
Power Requirements —	48

Other Data:

Crew —	535
Troops —	220
Passengers —	5
Shuttlecraft —	8

Engines And Power Data:

Total Power Units Available —	63
Movement Point Ratio —	4/1
Warp Engine Type —	KWE-3
Number —	2
Power Units Available —	20 ea.
Stress Chart —	J/M
Maximum Safe Cruising Speed —	Warp 7
Emergency Speed —	Warp 8
Impulse Engine Type —	KIF-2
Power Units Available —	23

Weapons And Firing Data:

Beam Weapon Type —	KD-8
Number —	5
Firing Arcs —	1 p/f/s, 1 t/p, 1 f/s, 2 a
Firing Chart —	U
Maximum Power —	7
Damage Modifiers —	
+3	(1 - 7)
+2	(8 - 15)
+1	(16 - 20)
Missile Weapon Type —	KP-6
Number —	5
Firing Arcs —	3 f, 2 a
Firing Chart —	R
Power To Arm —	2
Damage —	20

Shield Data:

Deflector Shield Type —	KSO
Shield Point Ratio —	1/2
Maximum Shield Power —	14

Combat Efficiency:

D —	109.8
WDF —	89.5



Notes:

Known Sphere Of Operation: Empire-wide use

Data Reliability: C

Major Date Source: Klingon Sector Intelligence

The *D-43* is a popular heavy cruiser used mainly to attack larger targets that require significant firepower to destroy. Five separate torpedo tubes give the *D-43* a powerful first-strike capability that can damage even the strongest of enemy vessels. The *D-43* is also well reinforced with significant armor plating.

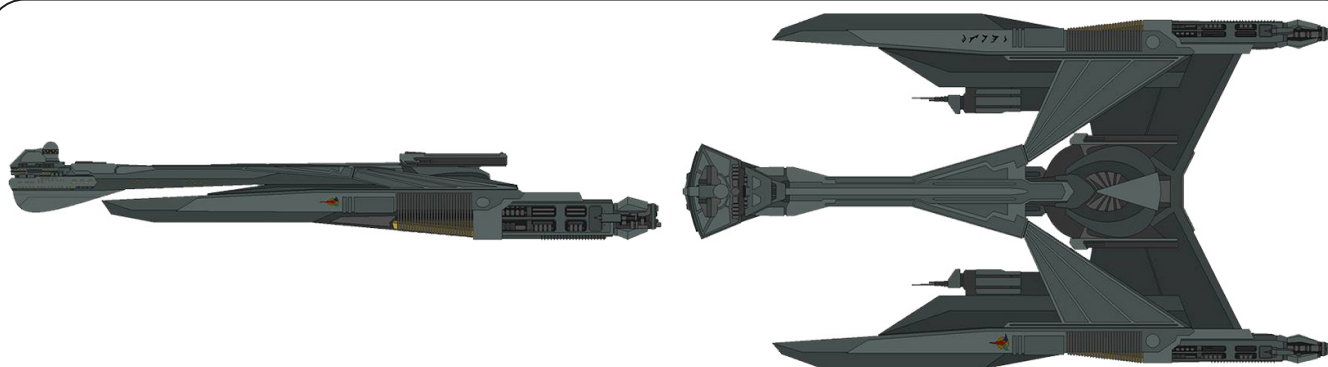
The ship's main power source is the KWE-3 power-plant supplemented with the high powered KIF-2 impulse system. This gives the ships sufficient strength to arm all of its weapons and raise its shields when needed. Scans show that the ship has multiple stores of torpedoes as well as four separate cargo bays. Nearly half of the ship's troop complement is kept in hypothermia capsules, with the remaining troops available instantly.

The *D-43* is a difficult ship to build and maintain. Its large size and significant internal requirements mean that production is limited, with only nine vessels known to be in service. The ship's heavy firepower has made it popular with fleet commanders, with all nine now assigned as command ships for battle-fleets along the Federation and Romulan border. One is known to be operating as a command cruiser in the expanding conflict between the Cardassians and the Klingons. Due to this ship's heavy firepower, Star Fleet has had to assign significant resources to counter any possible attack from these ships.

Surprisingly, there appears to be some internal debate in the Klingon halls of power concerning this class. While information is vague at best, it seems that whatever controversy is associated with this ship, only 20 have been approved. Intelligence operatives in the Empire indicate that the disagreement stems from a political rivalry, and those ships built so far have been exclusively produced by only one influential house. Should this internal strife end, mass production of these vessels could prove problematic at best for both the Federation and Romulan Empire.

Of the 9 *D-43*s built, one is known to have been destroyed along the Cardassian border. Star Fleet does know the whereabouts of seven others, although an eighth has not been tracked for some time. All known examples of this ship have been launched from the Q'onoS shipyards.

D-55 (Qatlh) Class X Heavy Battlecruiser



Construction Data:

Model Numbers —
Ship Class —
Date Entering Service —
Number Constructed —

a
X
2249
39

b
X
2253
66

d
X
2269
74

Hull Data:

Superstructure Points —
Damage Chart —
Size:

26
C
Length —
Width —
Height —
Weight —
338.1 m
185.5 m
51.3 m
141,148 mt

26
C
Length —
Width —
Height —
Weight —
338.1 m
185.5 m
51.3 m
144,368 mt

28
C
Length —
Width —
Height —
Weight —
338.1 m
185.5 m
51.3 m
149,338 mt

Cargo:
Cargo Units —
Cargo Capacity —
Landing Capacity —

265 SCU
13,250 mt
None

265 SCU
13,250 mt
None

265 SCU
13,250 mt
None

Equipment Data:

Control Computer Type —
Transporters:
standard 6-person —
combat 22-person —
emergency 18-person —
cargo —

ZD-5
4
3
2
3

ZD-6
4
3
2
3

ZD-6
4
3
2
3

Other Data:

Crew —
Troops —
Passengers —
Shuttlecraft —

421
110
20
5

432
110
20
5

438
110
20
5

Engines And Power Data:

Total Power Units Available —
Movement Point Ratio —
Warp Engine Type —
Number —
Power Units Available —
Stress Chart —
Maximum Safe Cruising Speed —
Emergency Speed —
Impulse Engine Type —
Power Units Available —

40
4/1
KWVE-2
2
18 ea.
J/M
Warp 7
Warp 8
KIC-2
4

41
4/1
KWVE-2
2
18 ea.
J/M
Warp 7
Warp 8
KIC-3
5

44
4/1
KWVE-2
2
18 ea.
J/M
Warp 7
Warp 8
KIC-4
8

Weapons And Firing Data:

Beam Weapon Type —
Number —
Firing Arcs —
Firing Chart —
Maximum Power —
Damage Modifiers —

KD-6
4
1 f/p 1 f/s, 1 p, 1 s
T
6

KD-6
4
1 f/p, 1 f/s, 1 p, 1 s
T
6

KD-6
4
1 f/p, 1 f/s, 1 p, 1 s
T
6

+2
Beam Weapon Type —
Number —
Firing Arcs —
Firing Chart —
Maximum Power —
Damage Modifiers —

(1 - 18)
KD-3
3
1 f, 1 p/a, 1 s/a
I
5

(1 - 18)
KD-3
4
2 f, 1 p/a, 1 s/a
I
5

(1 - 18)
KD-5
4
2 f, 1 p/a, 1 s/a
P
4

+1
Beam Weapon Type —
Number —
Firing Arcs —
Firing Chart —
Maximum Power —
Damage Modifiers —

(1 - 12)
KD-7
2
2 f
L
7

(1 - 12)
KD-7
2
2 f
L
7

(1 - 10)
KD-7
2
2 f
L
7

+2
Missile Weapon Type —
Number —
Firing Arcs —
Firing Chart —
Power To Arm —
Damage —

(1 - 6)
KP-1
2
1 f, 1 a
F
1
6

(1 - 6)
KP-2
2
1 f, 1 a
H
1
10

(1 - 6)
KP-3
2
1 f, 1 a
R
2
15

Shield Data:

Deflector Shield Type —
Shield Point Ratio —
Maximum Shield Power —

KSF
2/3
8

KSG
1/2
8

KSO
1/2
15

Combat Efficiency:

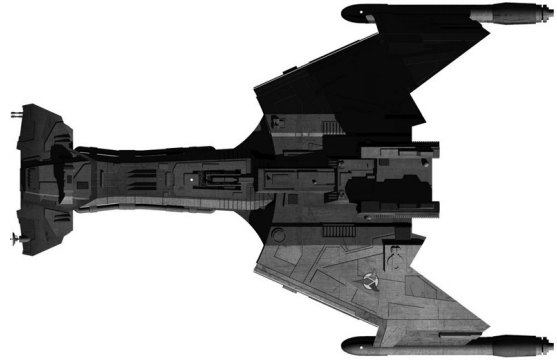
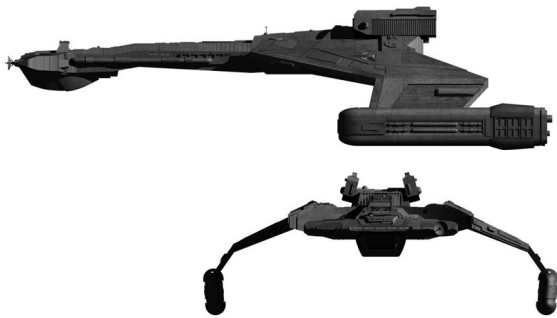
D —
WDF —

70.2
37.6

79.2
43.2

94
58

D-63 (Hammerhead) Class X Exploration Cruiser



Construction Data:

Model Numbers —	a
Ship Class —	X
Date Entering Service —	2284
Number Constructed —	24

Hull Data:

Superstructure Points —	30
Damage Chart —	C
Size:	
Length —	237.3 m
Width —	154.2 m
Height —	62.4 m
Weight —	150,076 mt

Cargo:

Cargo Units —	340 SCU
Cargo Capacity —	17,000 mt
Landing Capacity —	None

Equipment Data:

Control Computer Type —	ZD-6
Transporters:	
standard 6-person —	2
emergency 18-person —	3
cargo —	4

Other Data:

Crew —	598
Passengers —	60
Shuttlecraft —	6

Engines And Power Data:

Total Power Units Available —	52
Movement Point Ratio —	4/1
Warp Engine Type —	KWE-2
Number —	2
Power Units Available —	18 ea.
Stress Chart —	J/M
Maximum Safe Cruising Speed —	Warp 7
Emergency Speed —	Warp 8
Impulse Engine Type —	KIC-4 (x2)
Power Units Available —	8 ea.

Weapons And Firing Data:

Beam Weapon Type —	KD-16
Number —	4
Firing Arcs —	1 f/p, 2 f, 1 f/s
Firing Chart —	Y
Maximum Power —	6
Damage Modifiers —	
+3	(1 – 9)
+2	(10 – 17)
+1	(18 – 22)
Beam Weapon Type —	KD-3
Number —	5
Firing Arcs —	2 p, 2 s, 1 a
Firing Chart —	I
Maximum Power —	5
Damage Modifiers —	
+1	(1 – 12)
Missile Weapon Type —	KP-3
Number —	2
Firing Arcs —	1 f, 1 a
Firing Chart —	R
Power To Arm —	2
Damage —	15

Shield Data:

Deflector Shield Type —	KSO
Shield Point Ratio —	1/2
Maximum Shield Power —	15

Combat Efficiency:

D —	101.9
WDF —	57.4



Notes:

Known Sphere Of Operation: Border Areas

Data Reliability: C

Major Date Source: Klingon Sector Intelligence

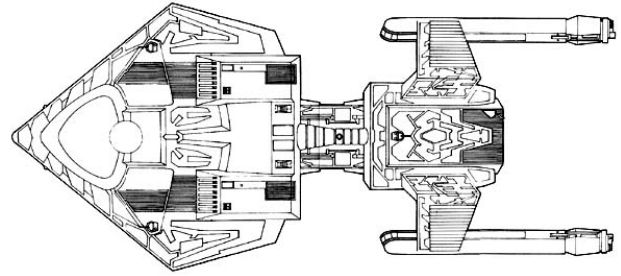
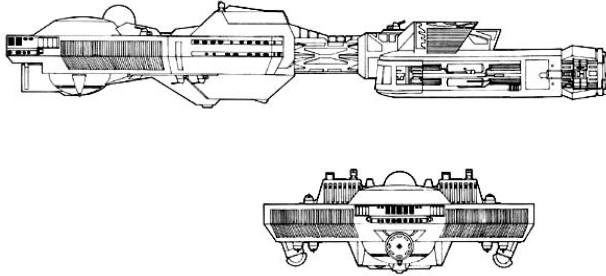
Few vessels have proved as unpopular a command as the D-63 Exploration Cruiser. Unlike even the D-9 research cruiser, the D-63 is consistently assigned to pure exploration operations. Sophisticated sensors and other research capabilities that mimic much of the Federation's vaunted research capability are found throughout the ship. Nearly half the crew assigned are not naval warriors, but scientists and research specialists. This is known to produce some tension on ships assigned to pure research missions.

Surprisingly, the D-63 is more than capable as a warship. Vessels fielded are known to use the new KD-16 long range disruptors. This is the only vessel currently known to use this dangerous weapon and Star Fleet Intelligence has made it a priority to learn more about this system.

These ships are found almost exclusively along unexplored borders of the Empire and are known to have engaged Cardassian, Breen and Talarian forces in their short service lives. Star Fleet has only encountered two of these ships to date, but have tracked nearly 22 others since 2284. It is not known if these vessels are assigned to other areas of the Empire.

The D-63 derives its name from a large predatory mammal found in the Southerner hemisphere of Q'ronoS. It's wide, flat head houses several sensory organs it uses when hunting deep-forest Bregits. The Hammerhead Hunter can be tough to kill due to its hardened hide and spiked shoulders.

D-13 (K'T'Orr) Class VI Destroyer



Construction Data:

Model Numbers —	a	b
Ship Class —	VI	VI
Date Entering Service —	2270	2284
Number Constructed —	236	50

Hull Data:

Superstructure Points —	22	24
Damage Chart —	C	C
Size:		
Length —	125.8 m	125.8 m
Width —	56.0 m	56.0 m
Height —	21.3 m	21.3 m
Weight —	65,565 mt	67,575 mt

Cargo:		
Cargo Units —	110 SCU	110 SCU
Cargo Capacity —	5,500 mt	5,500 mt
Landing Capacity —	None	None

Equipment Data:

Control Computer Type —	ZD-5	ZD-5
Transporters:		
standard 6-person —	2	2
emergency 18-person —	3	2
cargo —	2	2
Cloaking Device Type —	-	KCC
Power Requirements —	-	32

Other Data:

Crew —	120	120
Passengers —	8	8
Shuttlecraft —	2	2

Engines And Power Data:

Total Power Units Available —	44	44
Movement Point Ratio —	3/1	3/1
Warp Engine Type —	KWB-3	KWB-3
Number —	2	2
Power Units Available —	13 ea.	13 ea.
Stress Chart —	Q/Q	Q/Q
Max. Safe Cruising Speed —	Warp 7	Warp 7
Emergency Speed —	Warp 8	Warp 8
Impulse Engine Type —	KIE-3	KIE-3
Power Units Available —	18	18

Weapons And Firing Data:

Beam Weapon Type —	KD-6	KD-6
Number —	2	2
Firing Arcs —	1 f/p/a, 1 f/s/a	1 f/p/a, 1 f/s/a
Firing Chart —	T	T
Maximum Power —	6	6
Damage Modifiers —		
+2	(1 – 18)	(1 – 18)
Beam Weapon Type —	KD-5	KD-7
Number —	5	5
Firing Arcs —	1 f/p, 2 f, 1 f/s, 1 p/a/s	1 f/p, 2 f, 1 f/s, 1 p/a/s
Firing Chart —	P	L
Maximum Power —	4	7
Damage Modifiers —		
+2	(1 – 10)	(1 – 6)
+1	(11 – 18)	(7 – 12)
Missile Weapon Type —	KP-5	KP-5
Number —	1	1
Firing Arcs —	1 f	1 f
Firing Chart —	Q	Q
Power To Arm —	1	1
Damage —	10	10

Shield Data:

Deflector Shield Type —	KSD	KSK
Shield Point Ratio —	1/2	1/2
Maximum Shield Power —	10	13

Combat Efficiency:

D —	87.5	94.3
WDF —	30.7	34.7



Notes:

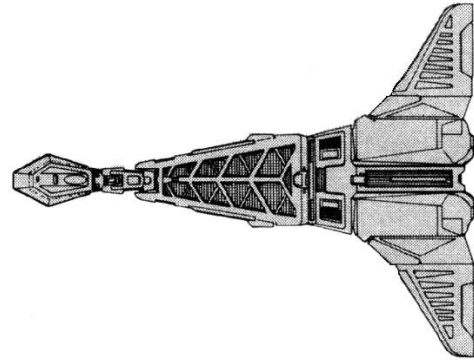
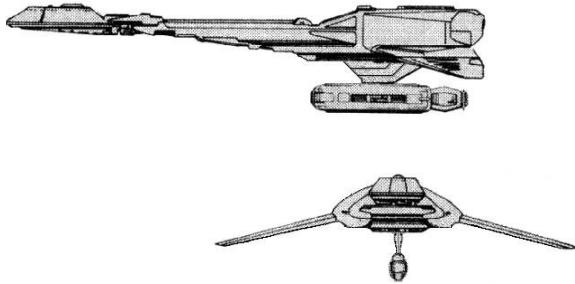
Known Sphere Of Operation: Empire-wide use

Data Reliability: A

Major Date Source: D-13A and D-13B in Star Fleet possession; Klingon Sector Intelligence

Of the 236 D-13A's fielded, 3 have been captured (2 by Star Fleet and 1 by the Orions), 7 have been destroyed, 2 have been scrapped, 4 are listed as missing, 38 are in reserve fleets, 16 are in service to ranking families of the Empire, and 20 were traded to the Romulans.

D-14 (Stinger) Class VI Destroyer



Construction Data:

Model Numbers —	a	b
Ship Class —	VI	VI
Date Entering Service —	2271	2279
Number Constructed —	142	66

Hull Data:

Superstructure Points —	16	16
Damage Chart —	C	C
Size:		
Length —	220.0 m	220.0 m
Width —	170.0 m	170.0 m
Height —	42.0 m	42.0 m
Weight —	60,110 mt	60,410 mt

Cargo:

Cargo Units —	80 SCU	80 SCU
Cargo Capacity —	4,000 mt	4,000 mt
Landing Capacity —	None	None

Equipment Data:

Control Computer Type —	ZD-5	ZD-5
Transporters:		
standard 6-person —	2	3
emergency 18-person —	2	2
cargo —	1	1
Cloaking Device Type —	-	KCB
Power Requirements —	-	22

Other Data:

Crew —	285	292
Passengers —	30	30
Shuttlecraft —	2	2

Engines And Power Data:

Total Power Units Available —	40	40
Movement Point Ratio —	3/1	3/1
Warp Engine Type —	KWC-3	KWC-3
Number —	1	1
Power Units Available —	22	22
Stress Chart —	L/M	L/M
Maximum Safe Cruising Speed —	Warp 6	Warp 6
Emergency Speed —	Warp 7	Warp 7
Impulse Engine Type —	KIE-3	KIE-3
Power Units Available —	18	18

Weapons And Firing Data:

Beam Weapon Type —	KD-6	KD-6
Number —	4	4
Firing Arcs —	2 p/f/s, 1 p/a, 1 s/a	2 p/f/s, 1 p/a, 1 s/a
Firing Chart —	T	T
Maximum Power —	6	6
Damage Modifiers —		
+2	(1 – 18)	(1 – 18)
Missile Weapon Type —	KP-1	KP-2
Number —	2	2
Firing Arcs —	1 f, 1 a	1 f, 1 a
Firing Chart —	F	H
Power To Arm —	1	1
Damage —	6	10

Shield Data:

Deflector Shield Type —	KSG	KSG
Shield Point Ratio —	1/2	1/2
Maximum Shield Power —	11	11

Combat Efficiency:

D —	75.9	75.9
WDF —	23.4	26.8



Notes:

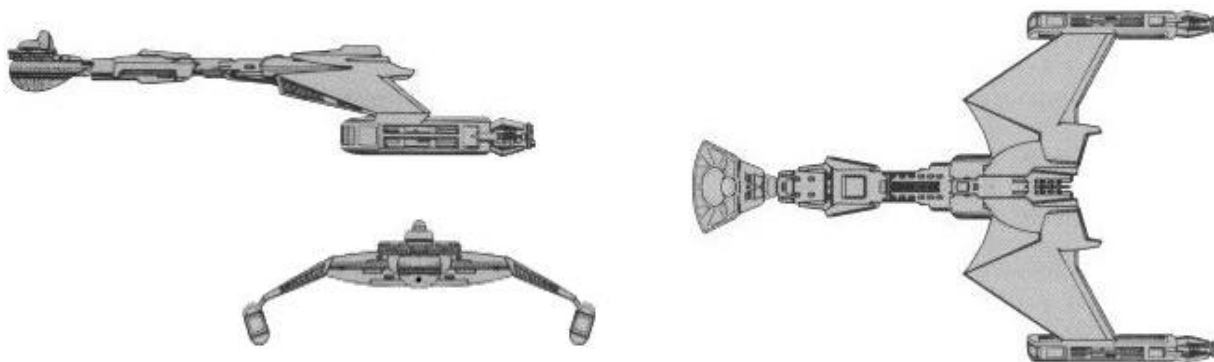
Known Sphere Of Operation: Federation and Triangle Borders
Data Reliability: C

Major Date Source: Triangle Sector Intelligence

Two models of this destroyer have been produced. Twelve *D-14Bs* are equipped with the KCB cloaking device. The class name, from the Klingon *desta kar*, refers to a predator on the planet *Nogunda*; this creature immobilizes its prey by injecting a paralyzing agent through its stinger.

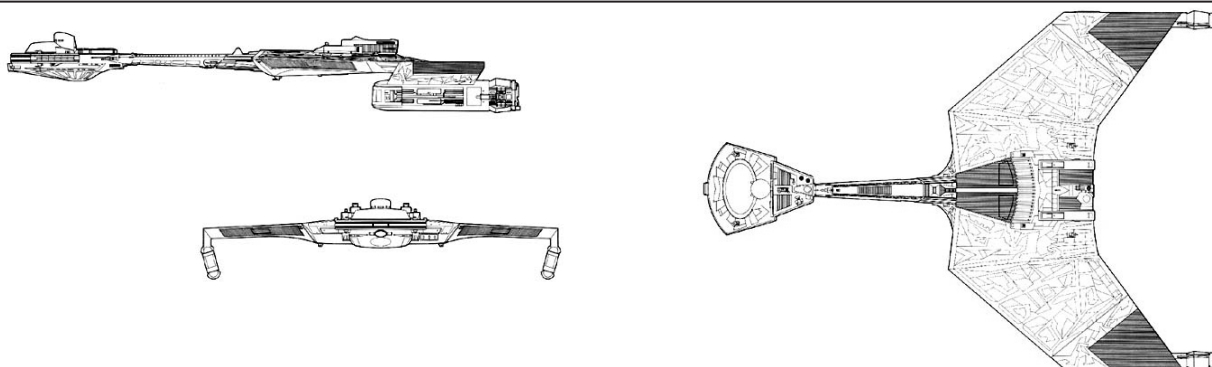
Of the 208 *D-14s* built, 119 *As* and 61 *Bs* remain in active service; 20 *As* and 1 *B* have been destroyed; 2 *As* and 1 *B* have been listed as missing; and 1 *B* has been traded to the Romulans, 1 *A* has been sold to the Orions, and 2 *Bs* have been sold to private interests in the Triangle. The *D-14* is under production at Taamar, H'renn, and Fonawl. The combined annual rate is 20 of each type.

D-17 (Strong Wind) Class VII Destroyer



Construction Data:	a	b	c	d
Model Numbers —	VII	VII	VII	VII
Ship Class —	2254	2264	2274	2284
Date Entering Service —	97	91	78	76
Number Constructed —				
Hull Data:				
Superstructure Points —	15	15	15	18
Damage Chart —	C	C	C	C
Size:				
Length —	156.0 m	156.0 m	156.0 m	156.0 m
Width —	104.0 m	104.0 m	104.0 m	104.0 m
Height —	37.0 m	37.0 m	37.0 m	37.0 m
Weight —	81,303 mt	83,293 mt	83,390 mt	91,785 mt
Cargo:				
Cargo Units —	50 SCU	50 SCU	50 SCU	50 SCU
Cargo Capacity —	2,500 mt	2,500 mt	2,500 mt	2,500 mt
Landing Capacity —	None	None	None	None
Equipment Data:				
Control Computer Type —	ZD-5	ZD-5	ZD-5	ZD-6
Transporters:				
standard 6-person —	2	2	2	2
combat 22-person —	1	1	1	1
emergency 18-person —	2	2	2	2
cargo —	1	1	1	1
Cloaking Device Type —	-	-	-	KCC
Power Requirements —	-	-	-	32
Other Data:				
Crew —	180	180	180	180
Troops —	22	22	22	22
Shuttlecraft —	1	1	1	1
Engines And Power Data:				
Total Power Units Available —	32	40	42	52
Movement Point Ratio —	3/1	3/1	3/1	3/1
Warp Engine Type —	KWC-1	KWC-2	KWC-2	KWC-3
Number —	2	2	2	2
Power Units Available —	14 ea.	18 ea.	18 ea.	23 ea.
Stress Chart —	L/O	L/O	L/O	L/O
Maximum Safe Cruising Speed —	Warp 7	Warp 8	Warp 8	Warp 8
Emergency Speed —	Warp 8	Warp 9	Warp 9	Warp 9
Impulse Engine Type —	KIC-2	KIC-2	KID-1	KID-1
Power Units Available —	4	4	6	6
Weapons And Firing Data:				
Beam Weapon Type —	KD-2	KD-5	KD-6	KD-8
Number —	4	4	4	4
Firing Arcs —	2 p/f/s, 2 a	2 p/f/s, 2 a	2 p/f/s, 2 a	2 p/f/s, 2 a
Firing Chart —	G	P	T	U
Maximum Power —	4	4	6	7
Damage Modifiers —				
+3	-	-	-	(1 - 7)
+2	-	(1 - 10)	(1 - 18)	(8 - 15)
+1	(1 - 10)	(11 - 18)	-	(16 - 20)
Missile Weapon Type —	KP-1	KP-2	KP-5	KP-6
Number —	1	1	1	1
Firing Arcs —	1 f	1 f	1 f	1 f
Firing Chart —	F	H	Q	R
Power To Arm —	1	1	1	2
Damage —	6	10	10	20
Shield Data:				
Deflector Shield Type —	KSC	KSN	KSK	KSO
Shield Point Ratio —	1/1	2/3	1/2	1/2
Maximum Shield Power —	9	15	13	15
Combat Efficiency:				
D —	50	71.7	79.5	96.7
WDF —	6.7	15.2	25.9	36.2

D-30 (K'Teremny) Class VIII-IX Destroyer



Construction Data:

Model Numbers —	a	b	c
Ship Class —	VIII	IX	IX
Date Entering Service —	2267	2271	2275
Number Constructed —	211	153	150

Hull Data:

Superstructure Points —	24	26	28
Damage Chart —	C	C	C
Size:			
Length —	251.0 m	251.0 m	251.0 m
Width —	174.0 m	174.0 m	174.0 m
Height —	39.0 m	39.0 m	39.0 m
Weight —	113,375 mt	127,025 mt	132,820 mt

Cargo:

Cargo Units —	360 SCU	400 SCU	420 SCU
Cargo Capacity —	18,000 mt	20,000 mt	21,000 mt
Landing Capacity —	None	None	None

Equipment Data:

Control Computer Type —	ZD-6	ZD-6	ZD-7
Transporters:			
standard 6-person —	2	2	2
emergency 18-person —	2	2	2
cargo —	3	4	4
Cloaking Device Type —	KCC	KCC	KCC
Power Requirements —	32	32	32

Other Data:

Crew —	400	440	460
Passengers —	20	20	20
Shuttlecraft —	8	10	10

Engines And Power Data:

Total Power Units Available —	48	44	55
Movement Point Ratio —	4/1	3/1	3/1
Warp Engine Type —	KWD-1	KWF-1	KWF-1
Number —	2	2	2
Power Units Available —	18 ea.	16 ea.	16 ea.
Stress Chart —	L/N	H/J	H/J
Maximum Safe Cruising Speed —	Warp 6	Warp 8	Warp 8
Emergency Speed —	Warp 8	Warp 9	Warp 9
Impulse Engine Type —	KIE-2	KIE-2	KIF-2
Power Units Available —	12	12	23

Weapons And Firing Data:

Beam Weapon Type —	KD-5	KD-8	KD-8
Number —	10	8	8
Firing Arcs —	2 f/p, 2 f/s, 1 f/p/a, 1 f/s/a, 1 p, 1 s, 1 p/a, 1 s/a	2 f/p, 2 f/s, 1 f/p/a, 1 f/s/a, 1 p/a, 1 s/a	2 f/p, 2 f/s, 1 f/p/a, 1 f/s/a, 1 p/a, 1 s/a
Firing Chart —	P	U	U
Maximum Power —	4	7	7
Damage Modifiers —			
+3	-	(1 - 7)	(1 - 7)
+2	(1 - 10)	(8 - 15)	(8 - 15)
+1	(11 - 18)	(16 - 20)	(16 - 20)
Missile Weapon Type —	KP-5	KP-5	KP-4
Number —	2	2	2
Firing Arcs —	1 f, 1 a	1 f, 1 a	1 f, 1 a
Firing Chart —	Q	Q	Q
Power To Arm —	1	1	2
Damage —	10	10	18

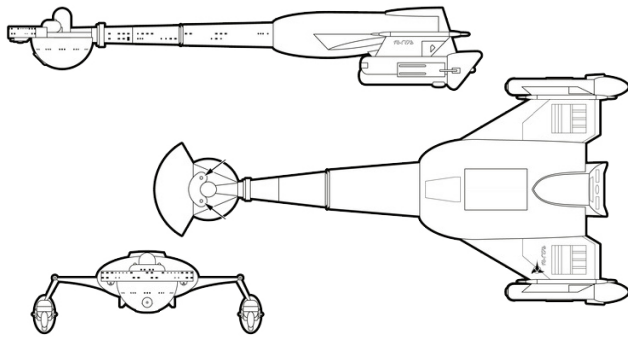
Shield Data:

Deflector Shield Type —	KSH	KSH	KSP
Shield Point Ratio —	1/3	1/3	1/3
Maximum Shield Power —	12	11	15

Combat Efficiency:

D —	103.3	113.7	139
WDF —	41	59.8	68.4

D-37 (Kivord) Class VII Destroyer



Construction Data:

Model Numbers —	a	b
Ship Class —	VII	VII
Date Entering Service —	2242	2253
Number Constructed —	113	107

Hull Data:

Superstructure Points —	17	16
Damage Chart —	C	C
Size:		
Length —	259.5 m	259.5 m
Width —	123.7 m	123.7 m
Height —	42.9 m	42.9 m
Weight —	85,098 mt	84,015 mt
Cargo:		
Cargo Units —	190 SCU	190 SCU
Cargo Capacity —	9,500 mt	9,500 mt
Landing Capacity —	None	None

Equipment Data:

Control Computer Type —	ZD-5	ZD-5
Transporters:		
standard 6-person —	2	2
combat 22-person —	6	6
emergency 18-person —	1	1
cargo —	1	1

Other Data:

Crew —	126	129
Troops —	500	500
Passengers —	10	10
Shuttlecraft —	6	6

Engines And Power Data:

Total Power Units Available —	32	34
Movement Point Ratio —	3/1	3/1
Warp Engine Type —	KWC-1	KWC-1
Number —	2	2
Power Units Available —	14 ea.	14 ea.
Stress Chart —	L/O	L/O
Maximum Safe Cruising Speed —	Warp 7	Warp 7
Emergency Speed —	Warp 8	Warp 8
Impulse Engine Type —	KIC-2	KID-1
Power Units Available —	4	6

Weapons And Firing Data:

Beam Weapon Type —	KD-1	KD-2
Number —	4	4
Firing Arcs —	1 f/p, 1 f/s, 1 p/a, 1 s/a	1 f/p, 1 f/s, 1 p/a, 1 s/a
Firing Chart —	B	G
Maximum Power —	4	4
Damage Modifiers —		
+1	-	(1 - 10)
Beam Weapon Type —	KD-2	KD-3
Number —	4	4
Firing Arcs —	2 f, 2 a	2 f, 2 a
Firing Chart —	G	I
Maximum Power —	4	5
Damage Modifiers —		
+1	(1 - 10)	(1 - 12)
Missile Weapon Type —	KP-1	KP-1
Number —	2	2
Firing Arcs —	1 f, 1 a	1 f, 1 a
Firing Chart —	F	F
Power To Arm —	1	1
Damage —	6	6

Shield Data:

Deflector Shield Type —	KSB	KSC
Shield Point Ratio —	1/1	1/1
Maximum Shield Power —	6	9

Combat Efficiency:

D —	48.3	52.4
WDF —	11	17



Notes:

Known Sphere Of Operation: Empire-wide use, frequently operates in Spinward frontiers and the Triangle

Data Reliability: A for D-37A; C for D-37B

Major Date Source: D-37A in Star Fleet possession; Klingon Sector Intelligence

The *D-37* was a powerful, deadly and capable attack platform that was a favorite among front line destroyer commanders for years. Unlike many other vessels of the day, the *D-37* pushed the envelope of Klingon design, producing a heavy destroyer that was the equal of (and often surpassed) many other more main-stream designs.

The basic design of the *D-37* followed the standardized Klingon ship lines found on many popular combat vessels, but opted for a more utilitarian and simplistic look over the more menacing appearance of other front line ships. The *D-37A* was fielded with no less than 8 disruptor banks as well as the first models of the 2nd generation KP-1. This updated version of the far older KP-1 helped improve antimatter handling and damage focusing. Unfortunately, this version of the KP-1 still showed tenancies to loose tracking and speed during combat operation.

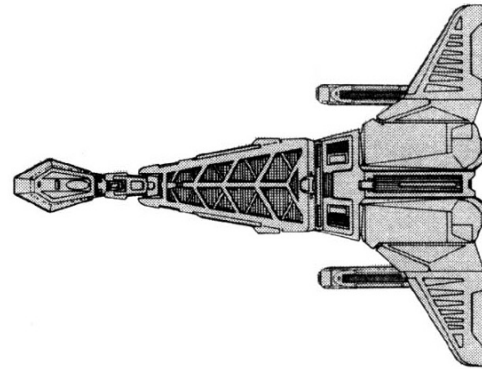
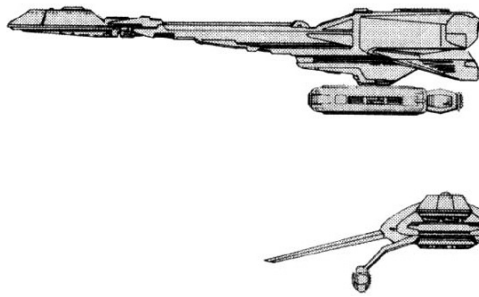
A total of 113 *D-37As* were fielded. 4 have been captured (3 by Star Fleet, 1 by the Romulans), 58 have been destroyed, 7 have been scrapped, 8 are listed as missing (7 of which have been confirmed operating with the IKS), 20 are in service to ranking families, 10 are in reserve fleets. 2 have been sold (1 to the Nausiccans and 1 to the Orions), and 4 were traded to the Romulans.

In 2253, the *D-37B* was first fielded in the hopes of supplementing the *D-7* and *D-4* classes. The *D-37B* proved more effective than most destroyers, but was difficult to construct and was only available in limited numbers during the Four-Years War. The *D-37B*, like the A model, had a very limited revival capability for the large number of on-board troops. While other front-line vessels could revive their hypothermic troops in less than an hour, the *D-37* required four or more hours to complete revival of it's troops. Reports show that most *D-37s* would be fielded with less than 100 troops; many entered service with no troops on-board.

Of the 107 *D-37Bs* fielded, 4 have been captured (2 by Star Fleet, 1 by the Romulans and 1 by Suliban forces), 43 have been destroyed, 4 have been scrapped, 3 are listed as missing, 8 are in service to ranking families, and 20 are in reserve fleets. 12 were traded to the Romulans and 3 were traded to the Orions. 6 have been sold to Orion interests, 1 has been sold to the MCA, 1 was sold to the Suliban, and 2 were sold to Nausiccan interests.

The *D-37* was produced at the Taamar and Gnuu Re' facilities at an indeterminate rate.

D-41 (Nogunda) Class VI Destroyer



Construction Data:

Model Numbers —	a	b
Ship Class —	VI	VI
Date Entering Service —	2271	2279
Number Constructed —	142	54

Hull Data:

Superstructure Points —	20	20
Damage Chart —	C	C
Size:		
Length —	220.0 m	220.0 m
Width —	170.0 m	170.0 m
Height —	42.0 m	42.0 m
Weight —	60,110 mt	60,410 mt

Cargo:		
Cargo Units —	80 SCU	80 SCU
Cargo Capacity —	4,000 mt	4,000 mt
Landing Capacity —	None	None

Equipment Data:

Control Computer Type —	ZD-5	ZD-5
Transporters:		
standard 6-person —	3	3
emergency 18-person —	2	2
cargo —	1	1
Cloaking Device Type —	KCB	KCB
Power Requirements —	22	22

Other Data:

Crew —	361	372
Passengers —	15	15
Shuttlecraft —	2	2

Engines And Power Data:

Total Power Units Available —	44	44
Movement Point Ratio —	3/1	3/1
Warp Engine Type —	KWB-3	KWB-3
Number —	2	2
Power Units Available —	13 ea.	13 ea.
Stress Chart —	Q/Q	Q/Q
Max. Safe Cruising Speed —	Warp 7	Warp 7
Emergency Speed —	Warp 8	Warp 8
Impulse Engine Type —	KIE-3	KIE-3
Power Units Available —	18	18

Weapons And Firing Data:

Beam Weapon Type —	KD-7	KD-7
Number —	4	4
Firing Arcs —	2 p/f/s, 1 p/a, 1 s/a	2 p/f/s, 1 p/a, 1 s/a
Firing Chart —	L	L
Maximum Power —	7	7
Damage Modifiers —		
+2	(1 – 6)	(1 – 6)
+1	(7 – 12)	(7 – 12)
Missile Weapon Type —	KP-1	KP-2
Number —	2	2
Firing Arcs —	1 f, 1 a	1 f, 1 a
Firing Chart —	F	H
Power To Arm —	1	1
Damage —	6	10

Shield Data:

Deflector Shield Type —	KSG	KSG
Shield Point Ratio —	1/2	1/2
Maximum Shield Power —	11	11

Combat Efficiency:

D —	86.6	86.6
WDF —	18.2	21.6



Notes:

Known Sphere Of Operation: Empire-wide use, frequently operates in Spinward frontiers and the Triangle

Data Reliability: C for D-41A; D for D-41B

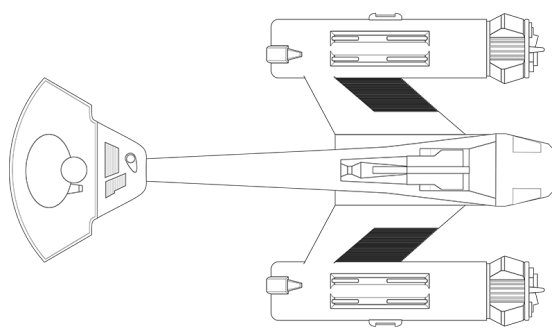
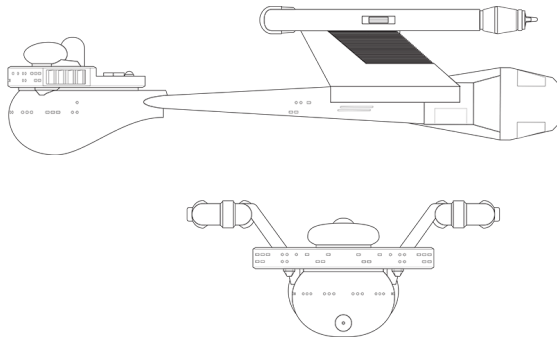
Major Date Source: Klingon Sector Intelligence

So similar in appearance and function to its heavier single-engine cousin the "Stinger", the *D-41* was for many year mistaken for the more popular *D-14*. The design lineage of the two ships was developed and implemented at exactly the same time, with ship production numbers paralleling each other for years. The ship was designed by house Drexia, with one of the most unusual rivalries in the Empire fueling the production. The initial design was proposed by the youngest brother and eldest sister of the house – twins who had both become successful ship designers in their own right. The brother would go on to support the single engine *D-14* while the sister insisted on the twin engine *D-41* design.

The *D-41A* proved to be a slightly more efficient design, with a 10% increased power curve. The *D-41* also used the heavier KD-7 disruptors, increasing overall weapon power by nearly 16%. However, while the KD-7 was less expensive to produce and easier to maintain, its effective range was shorter than its rivals KD-6s. The *D-41* was also fitted with a cloaking device at the outset – a design feature later added to the *D-14*. The *D-41* also required a larger crew to maintain the twin engines, making them somewhat less popular than the *D-14*. None the less, the two rival vessels would continue to be produced in tandem for the next 70 years.

The *D-41B*, launched in 2279, was the same expansion of the torpedo bay as the *D-14B*. While initial designs called for an expansion of the shuttle-bay and passenger accommodations, these changes were not incorporated. It was also discovered that the single engine design was far harder to detect while cloaked. The effectiveness of both designs had been proven time and again, with both designs continuing production during the 2280's.

D-67 (Scourge) Class V Destroyer



Construction Data:

Model Numbers —	a	b	d
Ship Class —	V	V	V
Date Entering Service —	2241	2246	2252
Number Constructed —	117	133	181

Hull Data:

Superstructure Points —	14	14	14
Damage Chart —	C	C	C
Size:			
Length —	150.5 m	150.5 m	150.5 m
Width —	85.5 m	85.5 m	85.5 m
Height —	40.6 m	40.6 m	40.6 m
Weight —	40,298 mt	47,555 mt	48,540 mt

Cargo:

Cargo Units —	40 SCU	40 SCU	40 SCU
Cargo Capacity —	2,000 mt	2,000 mt	2,000 mt
Landing Capacity —	None	None	None

Equipment Data:

Control Computer Type —	ZD-4	ZD-4	ZD-4
Transporters:			
standard 6-person —	2	2	2
cargo —	2	2	2

Other Data:

Crew —	154	154	165
Passengers —	10	10	10
Shuttlecraft —	1	1	1

Engines And Power Data:

Total Power Units Available —	28	32	32
Movement Point Ratio —	3/1	3/1	3/1
Warp Engine Type —	KWB-2	KWB-3	KWB-3
Number —	2	2	2
Power Units Available —	12 ea.	13 ea.	13 ea.
Stress Chart —	P/Q	Q/Q	Q/Q
Max. Safe Cruising Speed —	Warp 7	Warp 7	Warp 7
Emergency Speed —	Warp 8	Warp 8	Warp 8
Impulse Engine Type —	KIC-2	KID-1	KID-1
Power Units Available —	4	6	6

Weapons And Firing Data:

Beam Weapon Type —	KD-2	KD-4	KD-5
Number —	4	4	4
Firing Arcs —	1 f/p, 2 f 1 f/s	1 f/p, 2 f 1 f/s	1 f/p, 2 f 1 f/s
Firing Chart —	G	J	P
Maximum Power —	4	4	4
Damage Modifiers —			
+2	-	-	(1 – 10)
+1	(1 – 10)	(1 – 10)	(11 – 18)
Missile Weapon Type —	-	-	KP-2
Number —	-	-	1
Firing Arcs —	-	-	1 f
Firing Chart —	-	-	H
Power To Arm —	-	-	1
Damage —	-	-	10

Shield Data:

Deflector Shield Type —	KSB	KSC	KSF
Shield Point Ratio —	1/1	1/1	2/3
Maximum Shield Power —	7	10	11

Combat Efficiency:

D —	43.5	49.5	59
WDF —	5.2	8	15.2



Notes:

Known Sphere Of Operation: Empire-wide use

Data Reliability: A

Major Date Source: All models in Star Fleet possession

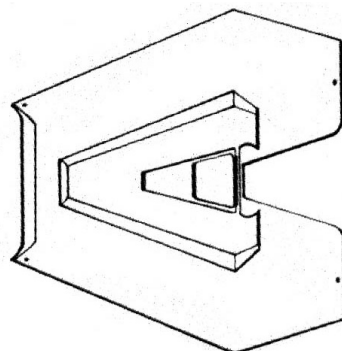
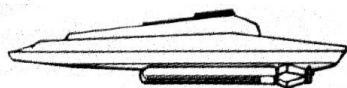
The *D-67* is a simple deep-space destroyer design that had served the Empire well for 40 years. The design's simple layout and small size has made it popular with crews despite its crowded interior and lack of recreation facilities. Because it was able to be produced quickly and inexpensively, the *D-67* was used in significant numbers against the Federation during the Four-Years War.

The *D-67A* was first fielded in 2241 and immediately sent into battle against both the Romulans and the Kinshaya, where it fared well in small 3-ship squadrons. The vessel's high speed and four main disruptors, coupled with its significant hull reinforcement gave the *D-67* an advantage over other destroyers of the era.

By 2246, an improved version, the *D-67B* was fielded. Improved weapons and shield increased the small destroyers' combat capability, but was only seen as a moderate success. Shortly after the beginning of the Four-Years War, the Empire again upgraded the weapons and shield, this time adding a photon torpedo. This gave the *D-67D* a significant advantage in combat and meant that the destroyer was often in the front-lines of combat.

Despite its success, though, the *D-67's* days were numbered. As with other designs, its small size and cramped interior meant it was difficult to upgrade with more modern technology.

K-26 (Talador) Class VII Escort



Construction Data:

Model Numbers —

Ship Class —

Date Entering Service —

Number Constructed —

Hull Data:

Superstructure Points —

Damage Chart —

Size:

Length —

Width —

Height —

Weight —

Cargo:

Cargo Units —

Cargo Capacity —

Landing Capacity —

Equipment Data:

Control Computer Type —

Transporters:

standard 6-person —

combat 22-person —

emergency 18-person —

cargo —

Other Data:

Crew —

Troops —

Passengers —

Shuttlecraft —

Engines And Power Data:

Total Power Units Available —

Movement Point Ratio —

Warp Engine Type —

Number —

Power Units Available —

Stress Chart —

Maximum Safe Cruising Speed —

Emergency Speed —

Impulse Engine Type —

Power Units Available —

Weapons And Firing Data:

Beam Weapon Type —

Number —

Firing Arcs —

Firing Chart —

Maximum Power —

Damage Modifiers —

+3

+2

+1

Shield Data:

Deflector Shield Type —

Shield Point Ratio —

Maximum Shield Power —

Combat Efficiency:

D —

WDF —

a

VII

2271

39

16

C

97.0 m

100.0 m

24.0 m

86,825 mt

180 SCU

9,000 mt

None

ZD-6

1

1

1

2

190

22

12

1

38

3/1

KWC-2

2

18 ea.

L/O

Warp 8

Warp 9

KIB-2

2

KD-6

4

1 f/p, 1 f/s, 1 p/a, 1 s/a

T

6

-

(1 - 18)

-

KSF

2/3

10

64.1

20.4

b

VII

2259

7

18

C

97.0 m

100.0 m

24.0 m

92,268 mt

180 SCU

9,000 mt

None

ZD-6

1

1

1

2

200

22

12

1

40

3/1

KWC-2

2

18 ea.

L/O

Warp 8

Warp 9

KIC-2

4

KD-5

8

2 f/p, 2 f/s, 2 p/a, 2 s/a

P

4

-

(1 - 10)

(11 - 18)

KSF

2/3

10

68.5

24

c

VII

2261

2

20

C

97.0 m

100.0 m

24.0 m

95,615 mt

180 SCU

9,000 mt

None

ZD-6

1

1

1

2

200

22

12

1

42

3/1

KWC-2

2

18 ea.

L/O

Warp 8

Warp 9

KID-1

6

KD-8

6

1 f/p, 1 f/s, 1 f/p/a, 1 f/s/a, 1 p/a, 1 s/a

U

7

(1 - 7)

(8 - 15)

(16 - 20)

KSF

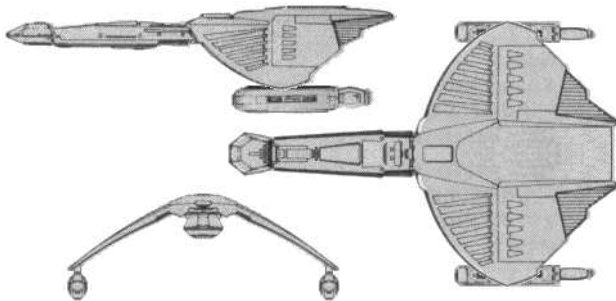
2/3

10

72.9

36.6

K-29 (Hand of Fek'lar) Class VII Heavy Escort



Construction Data:

Model Numbers —	a
Ship Class —	VII
Date Entering Service —	2281
Number Constructed —	70

Hull Data:

Superstructure Points —	22
Damage Chart —	C
Size:	
Length —	160.0 m
Width —	96.0 m
Height —	55.0 m
Weight —	98,175 mt

Cargo:

Cargo Units —	190 SCU
Cargo Capacity —	9,500 mt
Landing Capacity —	None

Equipment Data:

Control Computer Type —	ZD-6
Transporters:	
standard 6-person —	1
combat 22-person —	1
emergency 18-person —	2
cargo —	2
Cloaking Device Type —	KCC
Power Requirements —	32

Other Data:

Crew —	210
Troops —	40
Passengers —	20
Shuttlecraft —	2

Engines And Power Data:

Total Power Units Available —	54
Movement Point Ratio —	3/1
Warp Engine Type —	KWC-2
Number —	2
Power Units Available —	18 ea.
Stress Chart —	L/O
Maximum Safe Cruising Speed —	Warp 8
Emergency Speed —	Warp 9
Impulse Engine Type —	KIE-3
Power Units Available —	18

Weapons And Firing Data:

Beam Weapon Type —	KD-8
Number —	3
Firing Arcs —	1 f/p, 1 f, 1 f/s
Firing Chart —	U
Maximum Power —	7
Damage Modifiers —	
+3	(1 – 7)
+2	(8 – 15)
+1	(16 – 20)
Beam Weapon Type —	KD-6
Number —	2
Firing Arcs —	1 p/a, 1 s/a
Firing Chart —	T
Maximum Power —	6
Damage Modifiers —	
+2	(1 – 18)
Missile Weapon Type —	KP-3
Number —	1
Firing Arcs —	1 f
Firing Chart —	R
Power To Arm —	2
Damage —	15

Shield Data:

Deflector Shield Type —	KSH
Shield Point Ratio —	1/3
Maximum Shield Power —	13

Combat Efficiency:

D —	126
WDF —	37.5



Notes:

Known Sphere Of Operation: Empire-wide use

Data Reliability: A

Major Date Source: Klingon Sector Intelligence

The K-29 was a direct answer to the difficulties faced along the Kinshya boarder after years of military stalemate. When first launched, the K-29 was the equal to any medium cruiser of destroyer of the day, and Star Fleet Intelligence originally classified this vessel as a new cruiser. Reports soon showed that the K-29 was almost exclusively used against the Klingons core-ward enemy, with direct encounter between Star Fleet and a K-29 not happening until 2284.

The K-29 is extremely powerful for a vessel of this type. It utilizes the KWC-2 power-plant coupled with the massive KIE-3 impulse drive. This give the K-29 40% more power than its predecessor, the K-27. The K-29 is also faster, able to react to incidents along known trade and supply routes faster than other escorts. The aft weapons are an improvements over it's predecessor as well.

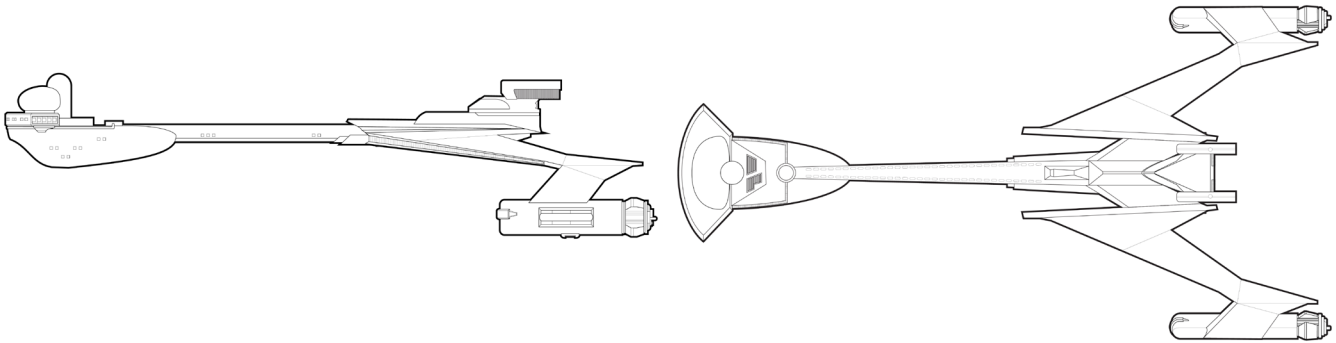
One of the most significant improvements is the additions of a heavy torpedo, the KP-3. This give the K-29 a significant advantage in combat, allowing for a powerful first strike when needed. The K-29 also uses a trinary shield systems, producing excellent defensive shielding and freeing up significant power for other systems. The addition of a cloaking device make the K-29 a significant threat to both the Federation and the Empire's other enemies.

Despite it's obvious capabilities, the K-29 does have a number of detractors. The vessel production times are nearly double that of other designs, and few imperial houses are willing to invest the significant resources in producing these ships. The larger crew complement make space a premium on-board, with few luxuries and limited recreational facilities. While crew and junior officers prefer other assignments, senior officers and command crews enjoy the K-29's significant combat prowess.

It is estimated that 70 or so K-29s have been fielded so far. Only about 10 individual ships have been detected along the Federation boarder, with the K-29's similarities to the K-27 making it difficult to positively identify. The remaining 60 or so vessels appear to have been detailed to the Romulan of Kinshya boarder, where they have apparently been successful in a number of ship-to-ship combats.

The K-29 appears to be produced at a wide range of facilities, including Q'ronoS, Taamar and Fonawl. Current production is 10 new hulls per year, although this may increase with the continued success of the design. To date, 1 K-29A has been captured by Star Fleet. The remaining disposition of these ships is unknown at this time.

L-3 (Destruction) Class VII Frigate



Construction Data:

<i>Model Numbers —</i>	a	b	c	e
<i>Ship Class —</i>	VII	VII	VII	VII
<i>Date Entering Service —</i>	2244	2253	2267	2276
<i>Number Constructed —</i>	76	118	78	77

Hull Data:

<i>Superstructure Points —</i>	21	20	20	20
<i>Damage Chart —</i>	C	C	C	C
<i>Size:</i>				
Length —	200.3 m	200.3 m	200.3 m	200.3 m
Width —	102.2 m	102.2 m	102.2 m	102.2 m
Height —	50.0 m	50.0 m	50.0 m	50.0 m
Weight —	91,740 mt	91,348 mt	91,950 mt	95,040 mt

Cargo:

Cargo Units —	200 SCU	200 SCU	200 SCU	200 SCU
Cargo Capacity —	10,000 mt	10,000 mt	10,000 mt	10,000 mt
Landing Capacity —	None	None	None	None

Equipment Data:

<i>Control Computer Type —</i>	ZD-5	ZD-5	ZD-5	ZD-6
<i>Transporters:</i>				
standard 6-person —	3	3	3	3
combat 22-person —	3	3	3	3
emergency 18-person —	2	2	2	2
cargo —	2	2	2	2

Other Data:

<i>Crew —</i>	278	278	289	289
<i>Troops —</i>	110	110	110	110
<i>Passengers —</i>	15	15	15	15
<i>Shuttlecraft —</i>	5	5	4	4

Engines And Power Data:

<i>Total Power Units Available —</i>	30	32	34	42
<i>Movement Point Ratio —</i>	4/1	4/1	4/1	3/1
<i>Warp Engine Type —</i>	KWC-1	KWC-1	KWC-1	KWC-2
Number —	2	2	2	2
Power Units Available —	14 ea.	14 ea.	14 ea.	18 ea.
Stress Chart —	L/O	L/O	L/O	L/O
Maximum Safe Cruising Speed —	Warp 7	Warp 7	Warp 7	Warp 8
Emergency Speed —	Warp 8	Warp 8	Warp 8	Warp 9
<i>Impulse Engine Type —</i>	KIB-2	KIC-2	KID-1	KID-1
Power Units Available —	2	4	6	6

Weapons And Firing Data:

<i>Beam Weapon Type —</i>	KD-4	KD-5	KD-5	KD-6
Number —	6	6	6	6
Firing Arcs —	1 f/p, 2 f, 1 f/s, 1 p/a, 1 s/a	1 f/p, 2 f, 1 f/s, 1 p/a, 1 s/a	1 f/p, 2 f, 1 f/s, 1 p/a, 1 s/a	1 f/p, 2 f, 1 f/s, 1 p/a, 1 s/a
Firing Chart —	J	P	P	T
Maximum Power —	4	4	4	6
Damage Modifiers —				
+2	-	(1 – 10)	(1 – 10)	(1 – 18)
+1	(1 – 10)	(11 – 18)	(11 – 18)	-
<i>Missile Weapon Type —</i>				KP-3
Number —	-	-	1	1
Firing Arcs —	-	-	1 f	1 f
Firing Chart —	-	-	H	R
Power To Arm —	-	-	1	2
Damage —	-	-	10	15

Shield Data:

<i>Deflector Shield Type —</i>	KSA	KSE	KSG	KSH
Shield Point Ratio —	1/1	1/1	1/2	1/3
Maximum Shield Power —	4	10	10	13

Combat Efficiency:

D —	46.5	54.6	66.6	106.6
WDF —	12	18	21.2	39.6

Known sphere Of Operation: Empire Wide Use

Data Reliability: A for A, B, C & E models, C for G model

Major Data Source: A, B, & C models in Star Fleet

Possession, E model in Andorian Home Guard Possession, Klingon Sector Intelligence

NOTES:

The *L-3* frigate was one of the most basic designs fielded by the empire for nearly 100 years. First commissioned in 2244, the *L-3* was simple in design, layout and function. Unlike many designs of the era, the *L-3* was not built to fight the Federation, but instead to combat the Romulans, who's growing aggression along the boarder was drawing needed resources from the impending thrust against the Federation. The initial design called for a full Battalion of troops, but was soon revised downward. Although provisions were made for a Medium Battalion to be billeted aboard, the final decision was made to house a Light Battalion without the use of hypothermia capsules. Internally, the wings of the *L-3* housed support equipment, training facilities and secondary systems for use by the on-board troops. However, the actual barracks were considered very cramped and friction between naval and Marine personnel was a constant on-board the class.

The *L-3A* was considered a capable combat platform when launched in 2244. The *A* model mounted the venerable KWC-1 warp drive which was proven in battle again and again. Because of the large internal crew requirements, the *A* model was equipped with the KIB-2 which was small but adequate for much of the lighter duties of the *L-3*. But where the design flourished was in it's six KD-4 medium disruptor. Mounted on the boom, engine nacelles and aft quarter, the KD-4's gave the *L-3* the ability to concentrate a powerful forward strike when needed. During it's early deployment. Although capable, the *L-3* was not overly powerful.

Only 76 *A* models were commissioned, most of which served along the Romulan boarder. Less than two dozen saw use along the Federation boarder. Of the 76 built, 4 are listed as missing, 17 have been destroyed, 11 have been scrapped, 4 have been captures (1 by Star Fleet, 2 by the Romulans, 1 by Massarites), 10 have been sold (5 to the BCP, 3 to the Romulans, 1 to the AMFO and 1 to the Ferengi), 10 are in service to ranking families in the empire and 20 were converted to *B* models.

The '*B*' model saw a marked increase in the accuracy and efficiency of the *L-3*'s main disruptors. An enlarged computer and more powerful shield system also gave the *B* model greater firepower and survivability. However, the *B* model saw little use against the Federation, even during the Four-Years war. The majority of *L-3*s served along the Romulan boarder to discourage extensive acts of aggression while the war was prosecuted. Nearly 40 saw patrols against the Kinshaya, where they were forced to operate in groups of four to ensure survivability. None the less, the *B* model was produced in larger numbers than the *A* variant. 118 new hulls were fielded along with 20 *A* models that were converted. 2

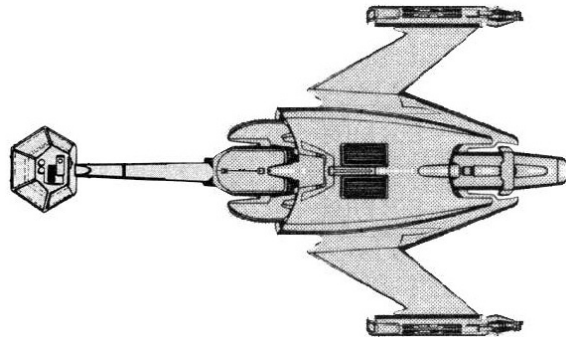
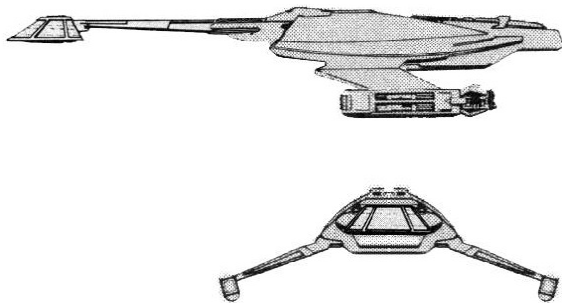
are listed as mission, 23 have been destroyed, 9 have been scrapped, 5 have been captured (2 by Star Fleet and 3 by the Romulans), 20 have been sold (15 to the Romulans and 5 to OFMS forces in the Triangle), 20 have been traded to the Romulans, 15 are in reserve fleets, 5 have been sold to ranking families in the empire and 39 were converted to *C* models.

The *C* model saw the introduction of a larger impulse drive and more efficient shield system, as well as the installation of the third generation version of the KP-1 torpedo. This gave the *L-3* serious sting when needed and allowed the ships to operate alone rather than in small squadrons. The *L-3c* saw limited action against the Federation during the three days of the Organian conflict, but saw extensive action against the Kinshaya. About a dozen *L-3C* also saw action against the Talarians in the early part of the Klingons expansion efforts towards the (as of yet unknown to the Klingons) Cardassian boarder. A total of 117 *C* models were eventually fielded, including 78 new builds and 39 refits. 1 is listed as missing, 7 have been destroyed, 4 have been scrapped, 3 have been captured (1 by Star Fleet, 1 by the Romulans and 1 by indeterminate forces in the Triangle), 8 have been sold to the Orions, 10 were traded to the Romulans and 20 to a Sulliban cabal loyal to the Empire. 50 are in reserve fleets and 10 are in the service of ranking families in the empire. Only 4 *C* were converted to *D* models.

The *D* model had only 5 hulls produced, including the four converted *C* models. In an attempt to mount an aft firing torpedo, the *D* model removed two disruptors, nearly all of the Marine training facilities and several other key combat systems. Although the torpedo system was mounted, space on-board the *L-3* – already at a premium due to the forward torpedo – was now considered to be unacceptable. The *D* never saw combat.

The *E* model saw a number of improvement over earlier designs. An upgrade to the more powerful KWC-2 power-plant gave the *L-3E* far more power while retaining much of it's battle reliability. KD-6 became the main weapon, giving the *L-3* equal firepower to most destroyer and cruiser it encountered in the field. However, the *L-3* had lost some of it's luster, due mainly to political infighting in the upper naval echelons. Despite the backlash, the *L-3E* was a very capable fighting ship and proved popular along the Federation boarder, where it's use skyrocketed. The *L-3E* became a capable pirate hunter, engaging Orion raiders along the Federation and Triangle boarders. Along the expansion boarder, the *L-3e* was used in the conflicts with the Talarians, Cardassians and eventually the Breen. Of the 111 built (and four converted) 10 have been destroyed, 7 have been scrapped, 6 have been captured (1 by Andorian forces, 1 by Cardassian forces, 3 by Romulan forces and 1 by Orion forces), 10 have been sold (5 to Naussican forces and 5 to Private Interests in the Triangle). 30 are listed in Reserve Fleets, 8 are in service to ranking families in the empire.

L-21 (Kut'luch) Class VII Frigate



Construction Data:

Model Numbers —	a	c
Ship Class —	VII	VII
Date Entering Service —	2267	2273
Number Constructed —	44	58

Hull Data:

Superstructure Points —	20	22
Damage Chart —	C	C
Size:		
Length —	266.0 m	266.0 m
Width —	158.0 m	158.0 m
Height —	53.0 m	53.0 m
Weight —	95,185 mt	98,440 mt

Cargo:		
Cargo Units —	175 SCU	175 SCU
Cargo Capacity —	8,750 mt	8,750 mt
Landing Capacity —	None	None

Equipment Data:

Control Computer Type —	ZD-6	ZD-6
Transporters:		
standard 6-person —	2	2
combat 22-person —	6	6
emergency 18-person —	3	3
cargo —	2	2
Cloaking Device Type —	-	KCC
Power Requirements —	-	32

Other Data:

Crew —	312	317
Troops —	120	120
Shuttlecraft —	4	4

Engines And Power Data:

Total Power Units Available —	52	64
Movement Point Ratio —	3/1	3/1
Warp Engine Type —	KWC-3	KWC-3
Number —	2	2
Power Units Available —	23 ea.	23 ea.
Stress Chart —	L/O	L/O
Maximum Safe Cruising Speed —	Warp 8	Warp 8
Emergency Speed —	Warp 9	Warp 9
Impulse Engine Type —	KID-1	KIE-3
Power Units Available —	6	18

Weapons And Firing Data:

Beam Weapon Type —	KD-13	KD-13
Number —	6	6
Firing Arcs —	2 f, 1 p, 1 s, 2 a	2 f, 1 p, 1 s, 2 a
Firing Chart —	X	X
Maximum Power —	5	5
Damage Modifiers —		
+3	(1 - 7)	(1 - 7)
+2	(8 - 15)	(8 - 15)
+1	(16 - 22)	(16 - 22)
Missile Weapon Type —	KP-3	KP-6
Number —	2	2
Firing Arcs —	1 f, 1 a	1 f, 1 a
Firing Chart —	R	R
Power To Arm —	2	2
Damage —	15	20

Shield Data:

Deflector Shield Type —	KSN	KSO
Shield Point Ratio —	2/3	1/2
Maximum Shield Power —	15	15

Combat Efficiency:

D —	87.1	113.5
WDF —	51	56.6



Notes:

Known Sphere Of Operation: Empire-wide use

Data Reliability: B

Major Date Source: Klingon Sector Intelligence, Romulan Sector Intelligence

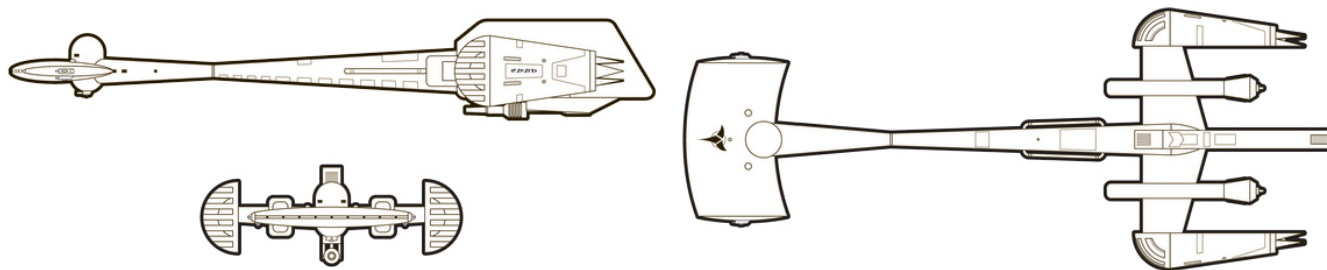
The L-21 was considered a vast improvement over older and heavier frigate designs when it was first launched in 2267. However, a number of shortcomings soon reared their ugly head, reducing the overall efficiency of the simple but powerful design. Unlike other frigate designs, the L-21 did not maintain its troop compliment in hypothermia capsules, instead relying on 'live' troops. This drastically reduced the range and field time of the frigate, with these vessels often posted to invasion squadrons or directly to star-bases or front-line outposts. The overall troop compliment was also reduced. Live troops meant that field commanders could use the L-21 as a fast-reaction vessel, able to deploy troops more quickly than other vessels. The extensive cost and difficulty to maintain these troops did prove prohibitive, and the total number of L-21s built reflects this.

As a warship, the L-21 was ahead of its time. With six long-range disruptors and heavy torpedoes, the L-21's design would influence future cruisers and frigates for years to come. Its excellent maneuverability, using the KWC-3 power-plant, meant the L-21 was able to engage destroyers and other medium craft handily with an excellent chance of success.

A total of 102 L-21s have been built to date. Of those, 2 As and 1 B have been destroyed. 1 each have been listed as missing. 1 A was scrapped after combat. Unconfirmed reports indicate that 5 or more A models have been traded to date.

The L-21B is still in production at a rate of 4 per year.

K-9 (Hegh'Ghop) Class V Hunter Killer



Construction Data:

Model Numbers —	a	b	c	e
Ship Class —	V	V	V	V
Date Entering Service —	2237	2249	2251	2255
Number Constructed —	68	161	107	64

Hull Data:

Superstructure Points —	20	20	20	20
Damage Chart —	C	C	C	C
Size:				
Length —	184.5 m	184.5 m	184.5 m	184.5 m
Width —	73.6 m	73.6 m	73.6 m	73.6 m
Height —	27.5 m	27.5 m	27.5 m	27.5 m
Weight —	40,530 mt	41,448 mt	43,683 mt	45,915 mt

Cargo:

Cargo Units —	5 SCU	5 SCU	5 SCU	5 SCU
Cargo Capacity —	250 mt	250 mt	250 mt	250 mt
Landing Capacity —	None	None	None	None

Equipment Data:

Control Computer Type —	ZD-3	ZD-3	ZD-4	ZD-4
Transporters:				
standard 6-person —	1	1	1	1

Other Data:

Crew —	28	28	28	28
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Engines And Power Data:

Total Power Units Available —	23	24	24	26
Movement Point Ratio —	4/1	4/1	4/1	4/1
Warp Engine Type —	KWA-1	KWA-1	KWA-1	KWA-1
Number —	4	4	4	4
Power Units Available —	5 ea.	5 ea.	5 ea.	5 ea.
Stress Chart —	Q/R	Q/R	Q/R	Q/R
Maximum Safe Cruising Speed —	Warp 6	Warp 6	Warp 6	Warp 6
Emergency Speed —	Warp 7	Warp 7	Warp 7	Warp 7
Impulse Engine Type —	KIB-1	KIC-2	KIC-2	KID-1
Power Units Available —	3	4	4	6

Weapons And Firing Data:

Beam Weapon Type —	KD-1	KD-2	KD-3	KD-5
Number —	4	4	4	4
Firing Arcs —	2 f/p, 2 f/s	2 f/p, 2 f/s	2 f/p, 2 f/s	2 f/p, 2 f/s
Firing Chart —	B	G	I	P
Maximum Power —	4	4	5	4
Damage Modifiers —				
+2	-	-	-	(1 – 10)
+1	-	(1 – 10)	(1 – 12)	(11 – 18)
Beam Weapon Type —	KD-2	KD-3	KD-5	KD-6
Number —	1	1	1	1
Firing Arcs —	1 p/f/s	1 p/f/s	1 p/f/s	1 p/f/s
Firing Chart —	G	I	P	T
Maximum Power —	4	5	4	6
Damage Modifiers —				
+2	-	-	(1 – 10)	(1 – 18)
+1	(1 – 10)	(1 – 12)	(11 – 18)	-
Beam Weapon Type —	KD-3	KD-5	KD-7	KD-8
Number —	1	1	1	1
Firing Arcs —	1 f	1 f	1 f	1 f
Firing Chart —	I	P	L	U
Maximum Power —	5	4	7	7
Damage Modifiers —				
+3	-	-	-	(1 – 7)
+2	-	(1 – 10)	(1 – 6)	(8 – 15)
+1	(1 – 12)	(11 – 18)	(7 – 12)	(16 – 20)

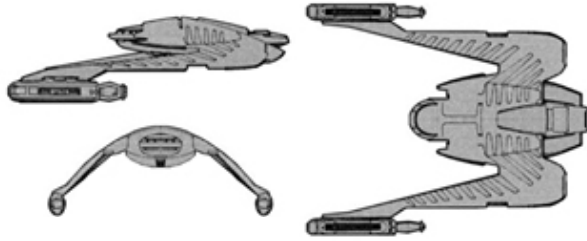
Shield Data:

Deflector Shield Type —	KSA	KSI	KSF	KSN
Shield Point Ratio —	1/1	1/1	2/3	2/3
Maximum Shield Power —	5	13	11	15

Combat Efficiency:

D —	43.6	55.6	57.1	63.9
WDF —	6.3	10.4	15.6	23.2

K-41 (Wolf) Class III Heavy Corvette



K-41

Construction Data:

Model Numbers —	a	b
Ship Class —	III	IV
Date Entering Service —	2277	2277
Number Constructed —	165	55

Hull Data:

Superstructure Points —	8	11
Damage Chart —	A	A
Size:		
Length —	110.0 m	110.0 m
Width —	90.0 m	90.0 m
Height —	34.0 m	34.0 m
Weight —	22,580 mt	36,230 mt

Cargo:

Cargo Units —	5 SCU	5 SCU
Cargo Capacity —	250 mt	250 mt
Landing Capacity —	Yes	Yes

Equipment Data:

Control Computer Type —	ZD-4	ZD-4
Transporters:		
standard 6-person —	1	1
emergency 18-person —	1	1
cargo —	1	1

Other Data:

Crew —	26	28
Troops —	7	7
Passengers —	5	5

Engines And Power Data:

Total Power Units Available —	23	27
Movement Point Ratio —	2/1	2/1
Warp Engine Type —	KWA-2	KWB-2
Number —	2	2
Power Units Available —	10 ea.	12 ea.
Stress Chart —	Q/R	P/Q
Maximum Safe Cruising Speed —	Warp 7	Warp 8
Emergency Speed —	Warp 8	Warp 9
Impulse Engine Type —	KIB-1	KIB-1
Power Units Available —	3	3

Weapons And Firing Data:

Beam Weapon Type —	KPD-2	KPD-2
Number —	2	2
Firing Arcs —	2 f	2 f
Firing Chart —	L	L
Maximum Power —	3	3
Damage Modifiers —		
+3	(1 – 4)	(1 – 4)
+2	(5 – 8)	(5 – 8)
+1	(9 – 12)	(9 – 12)
Missile Weapon Type —	KP-1	KP-5
Number —	2	2
Firing Arcs —	2 f	2 f
Firing Chart —	F	Q
Power To Arm —	1	1
Damage —	6	10

Shield Data:

Deflector Shield Type —	KSM	KSM
Shield Point Ratio —	1/1	1/1
Maximum Shield Power —	15	15

Combat Efficiency:

D —	48.9	56.2
WDF —	7.4	15.4



Notes:

Known Sphere Of Operation: Empire-wide use

Data Reliability: C

Major Date Source: Klingon Sector Intelligence, Triangle Sector Intelligence

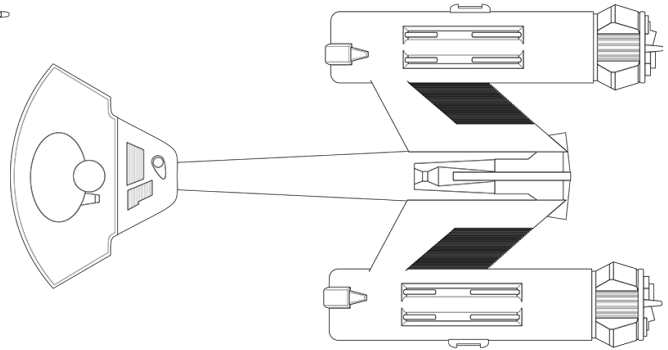
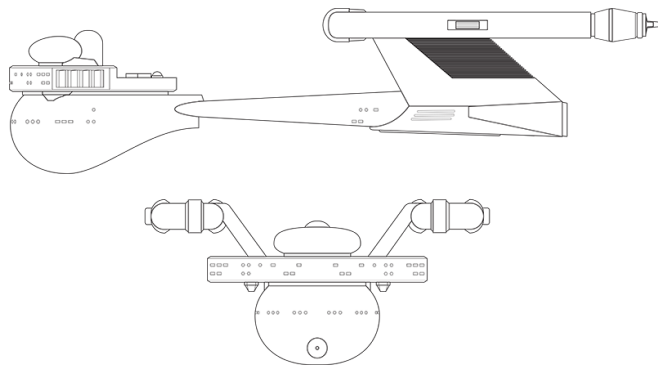
In late 2277, Star Fleet Intelligence received word that the Klingons were introducing a new class of small, warp-capable combat vessel for system defense, customs interdiction and courier duty. Known as Qongbogh, or "the Wolves", the new Klingon corvette quickly spread throughout the Empire and became a familiar site to those freighter captains permitted to operate near or within Klingon territory.

The propulsion system of the *K-41* were considered powerful for both the *A* and *B* models, which were launched simultaneously. The KWA-2 and KWB-2 drives were capable of maintaining excellent speed, allowing the corvettes to respond quickly to any potential interdiction requirements near established ports. Both variants sported the KIB-1 impulse drive, which was well established as a rugged engine. The *A* and *B* models both used the KPD-2 pulse disruptor systems as well as being equipped with twin torpedo launchers. The *A* model was equipped with two KP-1, some of the oldest torpedo technology in the Empire. The *B* model was fitted with the more powerful KP-5, which had become the go-to medium torpedo of the day. These weapon combinations proved more than sufficient to intimidate most civilian ships and more than a few raiders, especially as the *K-41*s were rarely deployed in anything less than a three ship squadron. Field commanders quickly became adept at using swarming tactics when engaging larger foes. For boarding actions, a fully equipped squad of Imperial Marines were billeted on-board.

By 2280, a number of *K-41*s had been spotted in open, or "free space" sectors such as the Triangle, suggesting that the Klingons may have been selling them to favored clients. However, only a handful sold to the OFMA were ever confirmed by Star Fleet.

The *A* models were produced at Q'ronoS at a rate of 15 per year, while the *B* model is produced at H'Rez at a rate of 5 per year. A total of 283 *As* and 97 *Bs* were produced. 8 are listed as missing, including 6 *As* and 2 *Bs*. 14 are listed as destroyed, including 9 *As* and 5 *Bs*. 28 *As* and 7 *Bs* were scrapped, many severely damaged when Praxis exploded. 6 *As* and 2 *Bs* have been captured (3 *As* and 1 *B* by the Romulans, 2 *As* by the Cardassians, and 1 *A* and 1 *B* by Orion forces in the Triangle). 35 *As* were sold, including 20 to the Nausiccans, 5 to the Orions and 5 to the Suliban. 20 *B*' were traded to Son'a. 180 *As* and 40 *Bs* are in reserve fleets. 19 *As* and 21 *Bs* are in service to Ranking families in the Empire.

K-7 (Observer) Class IV Scout



Construction Data:

Model Numbers —	a	b
Ship Class —	IV	IV
Date Entering Service —	2234	2243
Number Constructed —	142	163

Hull Data:

Superstructure Points —	10	11
Damage Chart —	C	C
Size:		
Length —	146.5 m	146.5 m
Width —	77.0 m	77.0 m
Height —	37.1 m	37.1 m
Weight —	29,940 mt	35,705 mt
Cargo:		
Cargo Units —	25 SCU	25 SCU
Cargo Capacity —	1,250 mt	1,250 mt
Landing Capacity —	None	None

Equipment Data:

Control Computer Type —	ZD-3	ZD-4
Transporters:		
standard 6-person —	3	3
cargo —	1	1

Other Data:

Crew —	124	124
Passengers —	15	15
Shuttlecraft —	1	1

Engines And Power Data:

Total Power Units Available —	21	27
Movement Point Ratio —	2/1	2/1
Warp Engine Type —	KWB-1	KWB-2
Number —	2	2
Power Units Available —	9 ea.	12 ea.
Stress Chart —	O/Q	P/Q
Maximum Safe Cruising Speed —	Warp 6	Warp 8
Emergency Speed —	Warp 7	Warp 9
Impulse Engine Type —	KIB-1	KIB-1
Power Units Available —	3	3

Weapons And Firing Data:

Beam Weapon Type —	KD-1	KD-3
Number —	4	4
Firing Arcs —	1 f/p, 2 f 1 f/s	1 f/p, 2 f 1 f/s
Firing Chart —	B	I
Maximum Power —	4	5
Damage Modifiers —		
+1	-	(1 – 12)

Shield Data:

Deflector Shield Type —	KSA	KSC
Shield Point Ratio —	1/1	1/1
Maximum Shield Power —	5	11

Combat Efficiency:

D —	36.3	50.7
WDF —	2.8	8.8



Notes:

Known Sphere Of Operation: Empire-wide use

Data Reliability: A

Major Date Source: K-7A & K-7B in Star Fleet possession;
Klingon Sector Intelligence

One of the oldest scouts in the Empire, the K-7 was as simplistic and easy to build as any vessel fielded. During its fairly lengthy operational life, the K-7 was used as both a scout, escort and light destroyer.

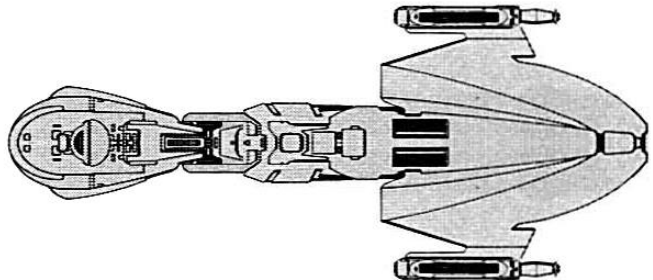
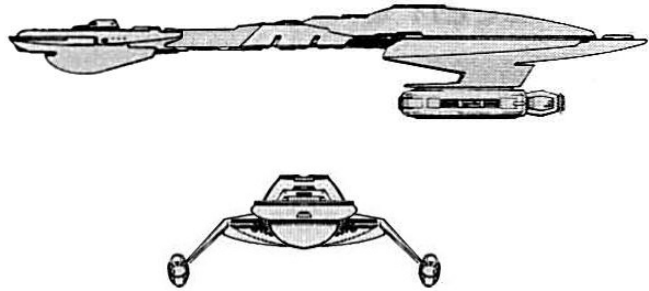
The K-7 was well equipped with four primary disruptor banks. This made it popular with both crews and command staff, allowing the small scout to successfully operate in small groups against larger targets or directly engage light enemy craft with a good chance to be victorious. However, the K-7 still had some shortfalls that would eventually cause its removal from service. Space was as a premium, with hot-bunking and few options for relaxation making long missions difficult. The K-7 also had standard sensors and support systems, reducing the ships chance of long-range detection of enemy vessels.

The K-7A was equipped with the newest improvements to the Klingon disruptor, the KD-1. This fourth generation of weapon systems was a vast improvement over older and bulkier systems, requiring less maintenance and consumables to operate effectively. In 2243, the K-7B was fielded with an improved KD-3 disruptor system. An improved shield and computer also gave the 'b' model an edge over its competitors.

To conserve on space, many of the K-7's internal systems were hard-wired into the vessel, making repairs difficult at best. This also meant that upgrading and refitting required a full tear down of the ship. The ships significant losses against the unknown enemy to the Klingons spin-ward border as well as the ships ineffectiveness during the later parts of the Four-Years War meant designers turned else-ward for a replacement. Production ended in 2255.

The K-7 has become a popular export, though, with over 150 various models traded or sold over the years.

K-11 (Hunter's Blade) Class V Scout



Construction Data:

Model Numbers —	a	b	c
Ship Class —	V	V	V
Date Entering Service —	2250	2265	2275
Number Constructed —	120	50	60

Hull Data:

Superstructure Points —	12	12	12
Damage Chart —	C	C	C
Size:			
Length —	112.0 m	112.0 m	112.0 m
Width —	48.0 m	48.0 m	48.0 m
Height —	20.0 m	20.0 m	20.0 m
Weight —	44,218 mt	44,410 mt	44,800 mt

Cargo:			
Cargo Units —	24 SCU	24 SCU	24 SCU
Cargo Capacity —	1,200 mt	1,200 mt	1,200 mt
Landing Capacity —	None	None	None

Equipment Data:

Control Computer Type —	ZD-4	ZD-4	ZD-4
Transporters:			
standard 6-person —	1	1	1
emergency 18-person —	1	1	1
cargo —	1	1	1

Other Data:

Crew —	34	34	34
Shuttlecraft —	1	1	1

Engines And Power Data:

Total Power Units Available —	30	32	32
Movement Point Ratio —	3/1	3/1	3/1
Warp Engine Type —	KWB-3	KWB-3	KWB-3
Number —	2	2	2
Power Units Available —	13 ea.	13 ea.	13 ea.
Stress Chart —	Q/Q	Q/Q	Q/Q
Max. Safe Cruising Speed —	Warp 7	Warp 7	Warp 7
Emergency Speed —	Warp 8	Warp 8	Warp 8
Impulse Engine Type —	KIC-2	KID-1	KID-1
Power Units Available —	4	6	6

Weapons And Firing Data:

Beam Weapon Type —	KD-5	KD-6	KD-6
Number —	2	2	2
Firing Arcs —	1 p/f/s, 1 p/a/s	1 p/f/s, 1 p/a/s	1 p/f/s, 1 p/a/s
Firing Chart —	P	T	T
Maximum Power —	4	6	6
Damage Modifiers —			
+2	(1 – 10)	(1 – 18)	(1 – 18)
+1	(11 – 18)	-	-
Missile Weapon Type —	KP-2	KP-5	KP-4
Number —	1	1	1
Firing Arcs —	1 f	1 f	1 f
Firing Chart —	H	Q	Q
Power To Arm —	1	1	2
Damage —	10	10	18

Shield Data:

Deflector Shield Type —	KSI	KSM	KSJ
Shield Point Ratio —	1/1	1/1	2/3
Maximum Shield Power —	13	14	14

Combat Efficiency:

D —	50.2	52.7	60.7
WDF —	9.2	15.7	20



Notes:

Known Sphere Of Operation: Empire-wide use

Data Reliability: A for K-11A & K-11B; C for K-11C

Major Date Source: K-11A & K-11B in Star Fleet possession;
Klingon Sector Intelligence, Triangle Sector Intelligence

The K-11 is considered one of the more capable medium scouts found in the Klingon Navy. The K-11 is used both within the Empire's borders for surveys and externally as a long-range scout.

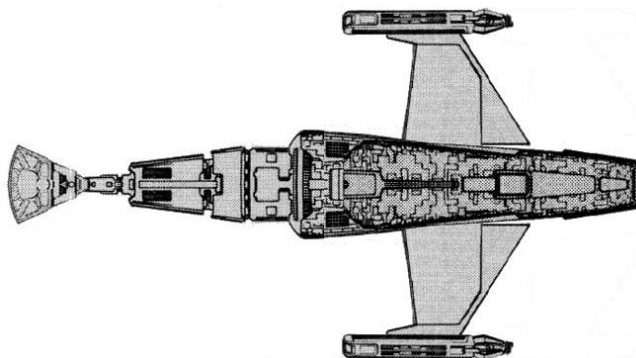
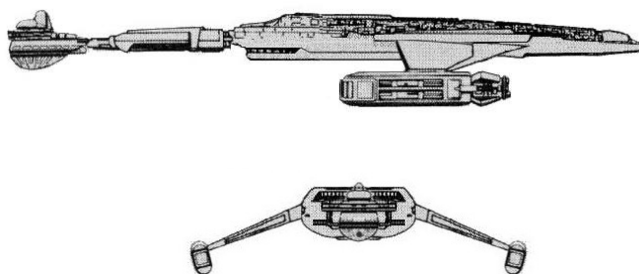
The K-11A is equipped with a powerful forward torpedo, unusual for many Klingon scouts. The KWB-3 power systems give the scout excellent maneuverability and sufficient power for defensive systems. A total of 120 K-11As were built. Of those, 5 have been captured (3 by the Federation, 1 by the Romulans and 1 by Orion pirates), 9 have been destroyed, 5 are listed as missing, 4 have been scrapped, 18 are in service to ranking families, 25 are in reserve fleets and 50 have been traded to various interests.

The K-11B saw in improvement to the main impulse drive, providing additional power for several sub-systems. The main armament was also increased with the replacement of the KD-5's with the more powerful and longer ranged KD-6. The main torpedo was replaced with the longer ranged KP-5. Of the 50 K-11Bs built, 2 have been captured by the Romulans, 2 have been destroyed, 2 have been scrapped, 2 are in service to Ranking Imperial families, 3 are currently listed in reserve fleets and 14 have been traded.

The K-11C saw the replacement of the KP-5 with a far more powerful KP-4. This gave the scout significant teeth when needed and was supplemented with an improved shield system. Of the 60 K-11Cs fielded, 2 have been placed in reserve fleets and 3 have been scrapped.

The K-11C remain in production at a rate of 5 per year. Reports indicate that the class is scheduled to end production in favor of the far more popular K-22 scout.

K-31 (Bold Journey) Class VII Scout Cruiser



Construction Data:

Model Numbers —	a
Ship Class —	VII
Date Entering Service —	2263
Number Constructed —	300

Hull Data:

Superstructure Points —	17
Damage Chart —	B
Size:	
Length —	242.0 m
Width —	134.0 m
Height —	37.0 m
Weight —	87,440 mt

Cargo:

Cargo Units —	210 SCU
Cargo Capacity —	10,500 mt
Landing Capacity —	None

Equipment Data:

Control Computer Type —	ZD-5
Transporters:	
standard 6-person —	1
combat 22-person —	4
emergency 18-person —	2
cargo —	2

Other Data:

Crew —	205
Troops —	70
Passengers —	5
Shuttlecraft —	3

Engines And Power Data:

Total Power Units Available —	42
Movement Point Ratio —	3/1
Warp Engine Type —	KWC-2
Number —	2
Power Units Available —	18 ea.
Stress Chart —	L/O
Maximum Safe Cruising Speed —	Warp 8
Emergency Speed —	Warp 9
Impulse Engine Type —	KID-1
Power Units Available —	6

Weapons And Firing Data:

Beam Weapon Type —	KD-8
Number —	4
Firing Arcs —	1 f/p, 1 f/s, 1 p/a, 1 s/a
Firing Chart —	U
Maximum Power —	7
Damage Modifiers —	
+3	(1 – 7)
+2	(8 – 15)
+1	(16 – 20)
Missile Weapon Type —	KP-3
Number —	1
Firing Arcs —	1 f
Firing Chart —	R
Power To Arm —	2
Damage —	15

Shield Data:

Deflector Shield Type —	KSK
Shield Point Ratio —	1/2
Maximum Shield Power —	13

Combat Efficiency:

D —	82.3
WDF —	33.4



Notes:

Known Sphere Of Operation: Empire-wide use

Data Reliability: B

Major Date Source: Klingon Sector Intelligence

The *K-31* is an unusual cross between scout, long-range cruiser and assault support vessel. The ship is equipped with a multitude of medium and long range sensor systems, many exclusive to the *K-31*. Scans show that the *K-31* also has numerous lab facilities as well as a sophisticated communication array. A small contingent of troops is also stationed on-board although no hypothermia capsules have been detected.

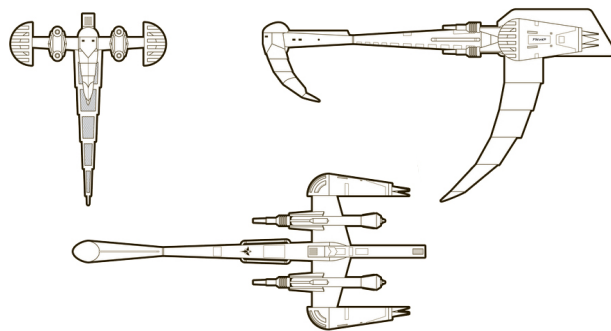
The *K-31* is well armed, with four heavy disruptors and a large torpedo. When launched in 2263, the *K-31* was one of the more powerful vessels in the Klingon arsenal. The *K-31* also seems to be a popular command since many of these ships appear to operate independently.

In late 2269, Star Fleet Intelligence was able to observe a single *K-31* beam down over 70 troops and a number of the ship's crew to assault an Orion pirate outpost. Reports has shown that the Orions, part of the Alemir family, had somehow angered the Klingons. The base and three freighters were captured, although a number of Orions escaped from the system. It is unknown why a vessels whose primary mission appears to be scouting would require such a large number of troop transporters, although some speculate that the large cargo bays may be able to be quickly converted to hold additional troops in times of war.

The *K-31* is built at the Fonawl, Gerly and H'Rez shipyards at a combined rate of 12 per year. Of the 300 known to have been built, reports indicate that 2 have been captured, 19 have been destroyed, 4 are reported as lost, although all are thought to have defected to the IKS. 3 have been scrapped, 4 have been traded to the Suliban and 20 are in service to ranking families within the Empire. 7 are known to be in reserve fleets.

K-37 (Mevak) Class IV Scout

Construction Data:	
Model Numbers —	a
Ship Class —	IV
Date Entering Service —	2246
Number Constructed —	212
Hull Data:	
Superstructure Points —	7
Damage Chart —	C
Size:	
Length —	168.9 m
Width —	73.6 m
Height —	91.3 m
Weight —	39,755 mt
Cargo:	
Cargo Units —	5 SCU
Cargo Capacity —	250 mt
Landing Capacity —	None
Equipment Data:	
Control Computer Type —	ZD-4
Transporters:	
standard 6-person —	1
Other Data:	
Crew —	28
Engines And Power Data:	
Total Power Units Available —	35
Movement Point Ratio —	4/1
Warp Engine Type —	KWB-1
Number —	4
Power Units Available —	8 ea.
Stress Chart —	Q/R
Maximum Safe Cruising Speed —	Warp 7
Emergency Speed —	Warp 8
Impulse Engine Type —	KIB-1
Power Units Available —	3
Weapons And Firing Data:	
Beam Weapon Type —	KD-3
Number —	4
Firing Arcs —	4 f
Firing Chart —	I
Maximum Power —	5
Damage Modifiers —	
+1	(1 – 12)
Shield Data:	
Deflector Shield Type —	KSD
Shield Point Ratio —	1/2
Maximum Shield Power —	11
Combat Efficiency:	
D —	51.0
WDF —	8.8



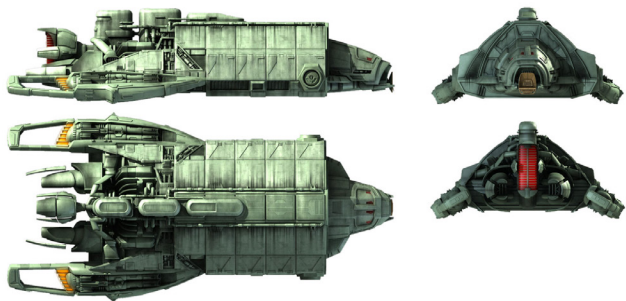
Notes:

Known Sphere Of Operation: Empire-wide use

Data Reliability: A

Major Data Source: Model A in Star Fleet possession; Klingon Sector Intelligence

Of the 212 K-37s built, 71 were destroyed, 11 scrapped, 9 captured (5 by Star Fleet, 3 by Romulans, 1 by unknown forces in the Triangle), 60 were sold (30 to Nausiccans, 20 to individuals in the Triangle and 10 to various Orion clans), 20 were traded to the Romulans and 23 are in service to ranking families in the empire. A group of 15 are listed as missing and believe to have defected to the IKS. 3 more are missing under unknown circumstances. The K-37 was built at the Q'ronoS shipyards.



Notes:

Known Sphere Of Operation: Empire-wide use, frequently operates in the Triangle

Data Reliability: A

Major Data Source: All models in Star Fleet possession; Klingon Sector Intelligence

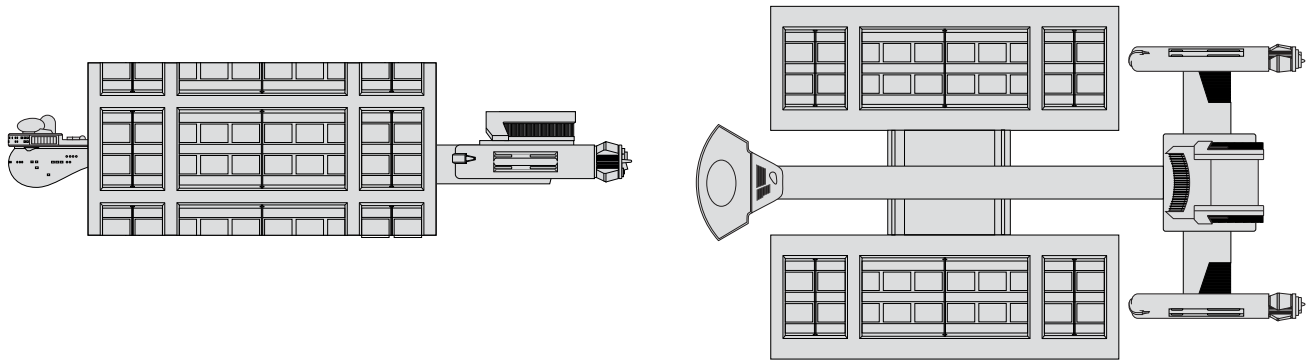
The final variant of the most long-lived Klingon freighter in history, the G-1 is designed to support very small cargoes and allow crews to bring highly specialized cargo to and from a wide range of bases, ships and far flung outposts. The G-1 is one of the few Klingon Naval vessels that are directly supported by various houses throughout the Empire. To date, over 700 G-1v have been fielded. It is believed that over 80% of these ships have been modified, most often with heavier weapons. However, the Empire only officially recognizes and supports the standard 'v' variant at this time.



G-1 (Freightmaster) Class IV Freighter

Construction Data:	
Model Numbers —	v
Ship Class —	IV
Date Entering Service —	2239
Number Constructed —	762
Hull Data:	
Superstructure Points —	10
Damage Chart —	C
Size:	
Length —	55.0 m
Width —	13.6 m
Height —	27.1 m
Weight —	29,685 mt
Cargo:	
Cargo Units —	50 SCU
Cargo Capacity —	2,500 mt
Landing Capacity —	Yes
Equipment Data:	
Control Computer Type —	ZD-3
Transporters:	
standard 6-person —	1
emergency 18-person —	1
cargo —	1
Other Data:	
Crew —	12
Passengers —	30
Engines And Power Data:	
Total Power Units Available —	21
Movement Point Ratio —	3/1
Warp Engine Type —	KWB-1
Number —	2
Power Units Available —	9 ea.
Stress Chart —	O/Q
Maximum Safe Cruising Speed —	Warp 5
Emergency Speed —	Warp 6
Impulse Engine Type —	KIB-1
Power Units Available —	3
Weapons And Firing Data:	
Beam Weapon Type —	KD-1
Number —	2
Firing Arcs —	1 f/p, 1 f/s
Firing Chart —	B
Maximum Power —	4
Shield Data:	
Deflector Shield Type —	KSB
Shield Point Ratio —	1/1
Maximum Shield Power —	8
Combat Efficiency:	
D —	35.8
WDF —	1.4

G-2 (Carrier) Class IV Freighter



Construction Data:

Model Numbers —	a	b	c	d
Ship Class —	IV	IV	IV	IV
Date Entering Service —	2238	2241	2258	2260
Number Constructed —	201	319	317	420

Hull Data:

Superstructure Points —	8	8	8	8
Damage Chart —	C	C	C	C
Size:				
Length —	270.44 m	270.44 m	270.44 m	270.44 m
Width —	120.02 m	120.02 m	120.02 m	120.02 m
Height —	74.79 m	74.79 m	74.79 m	74.79 m
Weight —	30,713 mt	31,118 mt	31,928 mt	31,433 mt

Cargo:

Cargo Units —	1,900 SCU	1,900 SCU	1,900 SCU	1,900 SCU
Cargo Capacity —	95,000 mt	95,000 mt	95,000 mt	95,000 mt
Landing Capacity —	None	None	None	None

Equipment Data:

Control Computer Type —	ZD-4	ZD-4	ZD-4	ZD-4
Transporters:				
standard 6-person —	2	2	2	2
emergency 18-person —	1	1	1	1
cargo —	6	6	6	6

Other Data:

Crew —	37	39	42	46
Passengers —	30	30	30	30
Shuttlecraft —	8	8	8	8

Engines And Power Data:

Total Power Units Available —	26	26	26	26
Movement Point Ratio —				
Unloaded —	3/1	3/1	3/1	3/1
Loaded —	4/1	4/1	4/1	4/1
Warp Engine Type —	KWB-2	KWB-2	KWB-2	KWB-2
Number —	2	2	2	2
Power Units Available —	12 ea.	12 ea.	12 ea.	12 ea.
Stress Chart —	P/Q	P/Q	P/Q	P/Q
Maximum Safe Cruising Speed —				
Unloaded —	Warp 7	Warp 7	Warp 7	Warp 7
Loaded —	Warp 6	Warp 6	Warp 6	Warp 6
Emergency Speed —				
Unloaded —	Warp 8	Warp 8	Warp 8	Warp 8
Loaded —	Warp 7	Warp 7	Warp 7	Warp 7
Impulse Engine Type —	KIC-1	KIC-1	KIC-1	KIC-1
Power Units Available —	2	2	2	2

Weapons And Firing Data:

Beam Weapon Type —	KD-2	KD-2	KD-4	KD-3
Number —	1	3	3	3
Firing Arcs —	1 p/f/s	1 f/p, 1 f/s, 1 p/f/s	1 f/p, 1 f/s, 1 p/f/s	1 f/p, 1 f/s, 1 p/f/s
Firing Chart —	G	G	J	I
Maximum Power —	4	4	4	5
Damage Modifiers —				
+1	(1 – 10)	(1 – 10)	(1 – 10)	(1 – 12)
Missile Weapon Type —	-	-	-	KP-1
Number —	-	-	-	1
Firing Arcs —	-	-	-	1 f
Firing Chart —	-	-	-	F
Power To Arm —	-	-	-	1
Damage —	-	-	-	6

Shield Data:

Deflector Shield Type —	KSA	KSB	KSB	KSB
Shield Point Ratio —	1/1	1/1	1/1	1/1
Maximum Shield Power —	5	8	8	8

Combat Efficiency:

D —				
Unloaded —	30.9	35.4	35.4	35.4
Loaded —	27.4	31.9	31.9	31.9
WDF —	1.3	3.9	6	8.1

Notes:

Known Sphere Of Operation: Empire-wide use

Data Reliability: A

Major Data Source: Klingon Sector Intelligence, Triangle Sector Intelligence

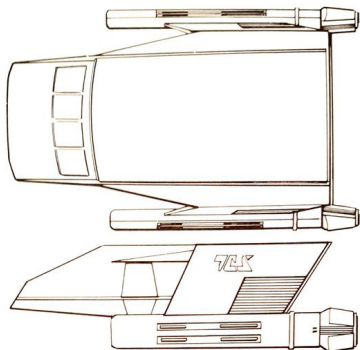
The G-2 is one of the most prolific and hated command of the Klingon Defense Force. Assignment to the G-2 is considered punishment by many, despite it's necessity to support far flung operations.

The G-2 has massive cargo doors as well as multiple transporters to on-load cargo. A number of internal sub-systems allow for the inclusion of varying internal cargo, from livestock to zero-g materials. However, conversion of individual compartments to accommodate these different cargoes is a slow and laborious process.

Despite the G-2's unpopularity, it is often involved in combat due to it's front line nature and armaments. G-2s are one of the few cargo freighters that operate independently and along known pirate routes. Progressively improved weapons have allowed the G-2 to operate in support of military conquest and other high-profile operations. While the G-2 is no warship, it is quite able to defend it's self. It is often used to support invasion forces where larger cargo vessels would be more vulnerable.

The G-2D is still in production at a rate of 15 per year.

W-1 (Hut) Class I Shuttlecraft



Construction Data:

Model Numbers —	a	b
Ship Class —	I	I
Date Entering Service —	2225	2230
Number Constructed —	1,150,000	750,000

Hull Data:

Superstructure Points —	2	2
Damage Chart —	C	C
Size:		
Length —	6.3 m	6.4 m
Width —	3.9 m	3.9 m
Height —	2.4 m	2.4 m
Weight —	4,039 mt	4,613 mt

Cargo:

Cargo Units —	5 SCU	2 SCU
Cargo Capacity —	250 mt	100 mt
Landing Capacity —	Yes	Yes

Equipment Data:

Control Computer Type —	ZD-1	ZD-1
-------------------------	------	------

Other Data:

Crew —	1	2
Troops/ Passengers —	8	6

Engines And Power Data:

Total Power Units Available —	3	3
Movement Point Ratio —	1/2	1/1
Warp Engine Type —	-	KMW-1
Number —	-	2
Power Units Available —	-	1 ea.
Stress Chart —	-	A/A
Max. Safe Cruising Speed —	-	Warp 2
Emergency Speed —	-	Warp 3
Impulse Engine Type —	KIA-1 (x3)	KIA-1
Power Units Available —	1 ea.	1

Weapons And Firing Data:

Beam Weapon Type —	KD-1	KD-1
Number —	2	2
Firing Arcs —	1 f, 1 a	1 f, 1 a
Firing Chart —	B	B
Maximum Power —	4	4

Shield Data:

Deflector Shield Type —	Klingon Nav	Klingon Nav
Shield Point Ratio —	1/1	1/1
Maximum Shield Power —	1	1

Combat Efficiency:

D —	12.9	8.9
WDF —	1.4	1.4



Notes:

Known Sphere Of Operation: Empire-wide use

Data Reliability: A

Major Date Source: A & B models in Star Fleet possession;
Klingon Sector Intelligence

The W-1 is the most basic and mass produced shuttle within the Klingon Empire. They are the standard shuttle found on nearly every deep-space starship and base along both hostile and established routes and also one of the most exported light craft in known space. Estimates place well over 1 million of these craft found across the Empire and into regions unknown.

The W-1 is designed to be used in both a sub-light and warp capability. The ship is equipped with two nacelles that are set up for warp travel. However, the basic vessel does not have a high-powered plasma system installed. These systems are kept in the shuttle bay and can be installed in less than an hour when necessary. Most vessels carry only one of these components although larger vessels are known to be equipped with several. Once installed, this system reduces the cargo capacity or internal seating and requires additional shielding to be installed.

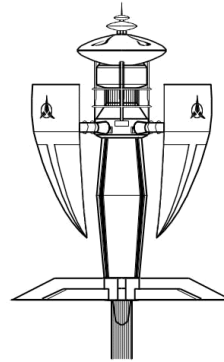
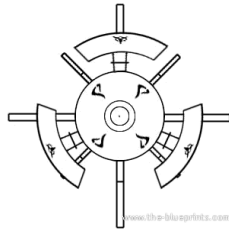
The W-1A is the standard configuration. The primary impulse engine is located along the rear centerline. The two additional impulse drive are found in the aft section of the nacelle housing. These must be swapped out with flux chillers and off-axis inter-coolers when the W-1 is placed in the 'B' configuration.

The W-1, like most Klingon shuttles, is not intended to be a warship, but is armed and capable of defending itself, although to a limited degree. Two disruptor mounts are standard, including one forward and one aft. However, the vessel lacks sufficient power to full charge these weapons. In small groups, these ships can be dangerous, though. More than one report indicate that large swarms of these shuttles are used to defend star-bases and deep space outposts.

While still in the general inventory, the W-1 is being rapidly phased out of operation in favor of newer and more capable designs. Some sources state that over half of all W-1's produced have been sold, with many have a staggering number of variations and upgraded over the years. The Orions alone are believed to have over 30 different configurations in use throughout the Colonies and the Triangle.

The vessel is named for the Klingon phrase "people mover" in reference to its primary duty.

Z-2 (Mateen) Class Deep-Space Station



Construction Data:

Model Numbers —	A	B	C
Ship Class —	Station	Station	Station
Date Entering Service —	2249	2267	2281
Number Constructed —	359	199	35

Hull Data:

Superstructure Points —	50	50	50
Damage Chart —	Station	Station	Station
Size:			
Length —	201.6 m	201.6 m	201.6 m
Width —	201.6 m	201.6 m	201.6 m
Height —	357.4 m	357.4 m	357.4 m
Weight —	230,525 mt	243,500 mt	252,635 mt

Cargo:

Cargo Units —	2,950 SCU	2,950 SCU	2,950 SCU
Cargo Capacity —	147,500 mt	147,500 mt	147,500 mt
Landing Capacity —	None	None	None

Equipment Data:

Control Computer Type —	ZD-5 (x2)	ZD-6 (x2)	ZD-7 (x2)
Transporters:			
standard 6-person —	6	6	6
emergency 18-person —	10	10	10
cargo —	15	15	15

Other Data:

Crew —	968	1,072	1,095
Troops —	440	440	440
Passengers —	160	160	160
Shuttlecraft —	42	42	42

Engines And Power Data:

Total Power Units Available —	104	112	120
Movement Point Ratio —	10/1	10/1	10/1
Dilithium Power Generator Type —	KMAPG-1	KMAPG-1	KMAPG-1
Number —	2	2	2
Power Units Available —	46 ea.	46 ea.	46 ea.
Impulse Power Generator Type —	KIPG-1	KIPG-2	KIPG-3
Power Units Available —	12	20	28

Weapons And Firing Data:

Beam Weapon Type —	KD-7	KD-8	KD-8
Number —	12	12	12
Firing Arcs —	4 per arc	4 per arc	4 per arc
Firing Chart —	L	U	L
Maximum Power —	7	7	7
Damage Modifiers —			
+3	-	(1 - 7)	(1 - 7)
+2	(1 - 6)	(8 - 15)	(8 - 15)
+1	(7 - 12)	(16 - 20)	(16 - 20)
Beam Weapon Type —	KD-3	KD-7	KD-9
Number —	6	6	6
Firing Arcs —	2 per arc	2 per arc	2 per arc
Firing Chart —	L	W	W
Maximum Power —	5	7	5
Damage Modifiers —			
+3	-	-	(1 - 7)
+2	-	(1 - 6)	(8 - 15)
+1	(1 - 12)	(7 - 12)	(16 - 20)
Missile Weapon Type —	KP-1	KP-5	KP-4
Number —	3	3	3
Firing Arcs —	1 per arc	1 per arc	1 per arc
Firing Chart —	F	Q	Q
Power To Arm —	1	1	2
Damage —	6	10	18

Shield Data:

Deflector Shield Type —	KSC	KSF	KSG
Shield Point Ratio —	1/1	2/3	1/2
Maximum Shield Power —	12	14	15

Combat Efficiency:

D —	103.5	115.8	127.5
WDF —	63.3	112.5	135.6



Notes:

Known Sphere Of Operation: Empire-wide use

Data Reliability: C

Major Date Source: Klingon Sector Intelligence

The Z-2 is designed to be a deep-space observation post and resupply station that can monitor multiple sectors and project Klingon influence through out the Empire. Two full sized anti-matter generators give the station excellent power for it's multitude of weapons.

The Z-2 is also one of the few Klingon stations with a dedicated medical section and numerous recovery wards. The station also has a repair capability (although limited) that can return moderately damaged ships to front-line combat duty when necessary. Over 400 troops are also assigned to these stations to replenish losses for cruisers and assault ships.

The Z-2A was used primarily along the Federation and Romulan borders, with only a handful detected along other frontier areas. Rarely found in-system, the majority of these stations were assigned within one light year of each other, allowing support vessels to operate between them.

The Z-2B was first reported in 2267, and appears to have increased the sensor systems, and installed heavier weapons. The final variant, the Z-2C was first notated 2281. This variant seems to have had a significant increase in firepower and is being brought on-line at an alarming rate.

A total of 593 of these station have been brought on-line. 31 As and 26 Bs have been destroyed. 3 As and 4 Bs have been scrapped. 10 As were traded to the Romulans. 3 Bs have been sold to private interests in the Triangle. 310 A models were converted to B models and 5 have been converted to the C model. Production has been significantly curtailed, with 5 new stations completed per year.

CLASSIFIED AUTHORIZED PERSONNEL ONLY

The **Klingon Ship Recognition Manual II** is intended for Star Fleet personnel with a “need to know” concerning information on the Imperial Klingon Navy and the Klingon Defense Force. This comprehensive study discloses all known combat, visual, and historical data on 29 different Klingon ships and their variants. This manual is a must for all *Star Trek* enthusiasts.

Shown on the front cover is a view of the Hammer Head class deep space exploration cruiser. Shown on the back cover is the D-2 destroyer.