

## D-29 (Devil) Class X Heavy Battlecruiser



### Construction Data

<i>Model Numbers</i>	A	B
<i>Date Entering Service</i>	2269 (2/13)-2293 (2/29)	2285 (2/22)
<i>Number Constructed</i>	49	20

### Hull Data

<i>Superstructure Points</i>	27	30
<i>Damage Chart</i>	C	C
<i>Size</i>		
Length	275 m	275 m
Width	220 m	220 m
Height	35 m	35 m
Weight	150,850 mt	157,020 mt

### Cargo

Cargo Units	2000 SCU	2500 SCU
Cargo Capacity	100,000 mt	125,000 mt
Landing Capability	None	None

### Equipment Data

<i>Control Computer Type</i>	ZD-7	ZD-9
<i>Transporters</i>		
standard 6-person	8	8
combat 22-person	10	15
assault 50-person	5	8
emergency 18-person	4	6
cargo large	4	5
cargo small	8	10
<i>Cloaking Device Type</i>	KCD	KCD
Power Requirement	48	48

### Other Data

<i>Crew</i>	550	700
<i>Troops Contingent</i>	1200 functional 3800 in hypothermia capsules	2400 functional 2600 in hypothermia capsules
<i>Shuttlecraft</i>	42	84
light assault PAV-1	3	6
med. assault PAV-2	14	28
hvy. assault PAV-3	3	6
J-1 courier	2	4
J-2 administrative	3	6
J-3 transport	6	12
J-4 aquatic	1	2
J-5 cargo	6	12
J-6 heavy cargo	4	8

### Engines and Power Data

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

### Weapons and Firing Data

<i>Beam Weapon Type</i>	KD-8	KD-8
Number	6	7
Firing Arcs	2f, 2f/p, 2f/s	3f/p, 3f/s, 1a/p/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
<i>Missile Weapon Type</i>	KP-4	KP-6
Number	4	4
Firing Arcs	2f, 2a	2f, 2a
Firing Chart	Q	R
Power To Arm	2	2
Damage	18	20

### Shields Data

<i>Deflector Shield Type</i>	KSL	KSP
Shield Point Ratio	1/3	1/3
Maximum Shield Power	14	15

### Combat Efficiency

<i>D--</i>	112.1	153.9
<i>WDF--</i>	76.5	90.7
<i>CE--</i>	85.7	139.6

### Notes:

*Known Sphere of Operation:* Empire-wide use  
*Data Reliability:* C for A for model A, D for model B  
*Major Data Source:* Klingon and Triangle 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-29A* 'Devil' Heavy Battlecruiser was originally commissioned late in 2269, though actual construction of 2 ships per year began in 2265. Debate over the most effective interior layout related to the standard mission profile for the class caused delays in the actual commissioning. Another cause for the delay in the commissioning of the *D-29* occurred when the KCD cloaking device became available in 2268. High Command decided that it was imperative that cloaking devices be installed in the new class. However, the ship's heavy weapon load created problems in utilizing the full capabilities of the KSD cloak in the A model. While many attempts were made to overcome the problems associated with the installation of the KCD cloak, in the end, the device was modified to cloak the vessel from enemy sensors but could not provide invisibility from normal sight. Despite this deficiency, KCD cloaks were installed in all A models. All 10 *D-29s* under construction between 2265 and 2269 entered service at approximately the same time at the close of 2269.

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. It's 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 3800 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-29A* does carry a standard number of hypothermic capsules to accommodate its normal contingent of 1200 troops should it be necessary to embark on an extended mission that requires conservation of ship resources to reach the objective.

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 1200 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.

In situations where beaming of troops is impractical or impossible, the *D-29* carries a large number of shuttlecraft including PAV series planetary assault shuttles to land troops and a full compliment of J-series shuttles to conduct support operations for the PAVs. Two large hanger bays at the rear of the vessel allows for simultaneous shuttle launch and recovery operations.

The *B* model, introduced in 2285, improved on the capabilities of the *D-29* with the installation of the ZD-9 control computer. Control improvements associated with the ZD-9 allowed engineers to reconfigure the KWE-3 warp engines retained from the *A* model for better maneuverability and higher warp capability. Coupled with the installation of the KIF-2 impulse engine, which nearly doubled impulse power output, the *D-29B* maintained its status as one of the most formidable cruisers in the Klingon fleet. Improvements in the weapons systems also increased the lethality of the class. The installation of the more powerful KP-6 torpedo and an additional KD-8 disruptor capable of firing in the aft/port/starboard arcs were installed. The 2 forward-only firing KD-8s of the *A* model were reconfigured to fire forward/port and forward/starboard respectively to improve firepower in the port and starboard arcs. The installation of the ZD-9 also allowed the KCD cloaking device to work at full capability, providing sensor and visual invisibility. Defensive capability was also improved with an increase in the superstructure strength in the *B* model and the installation of the KSP shielding system.

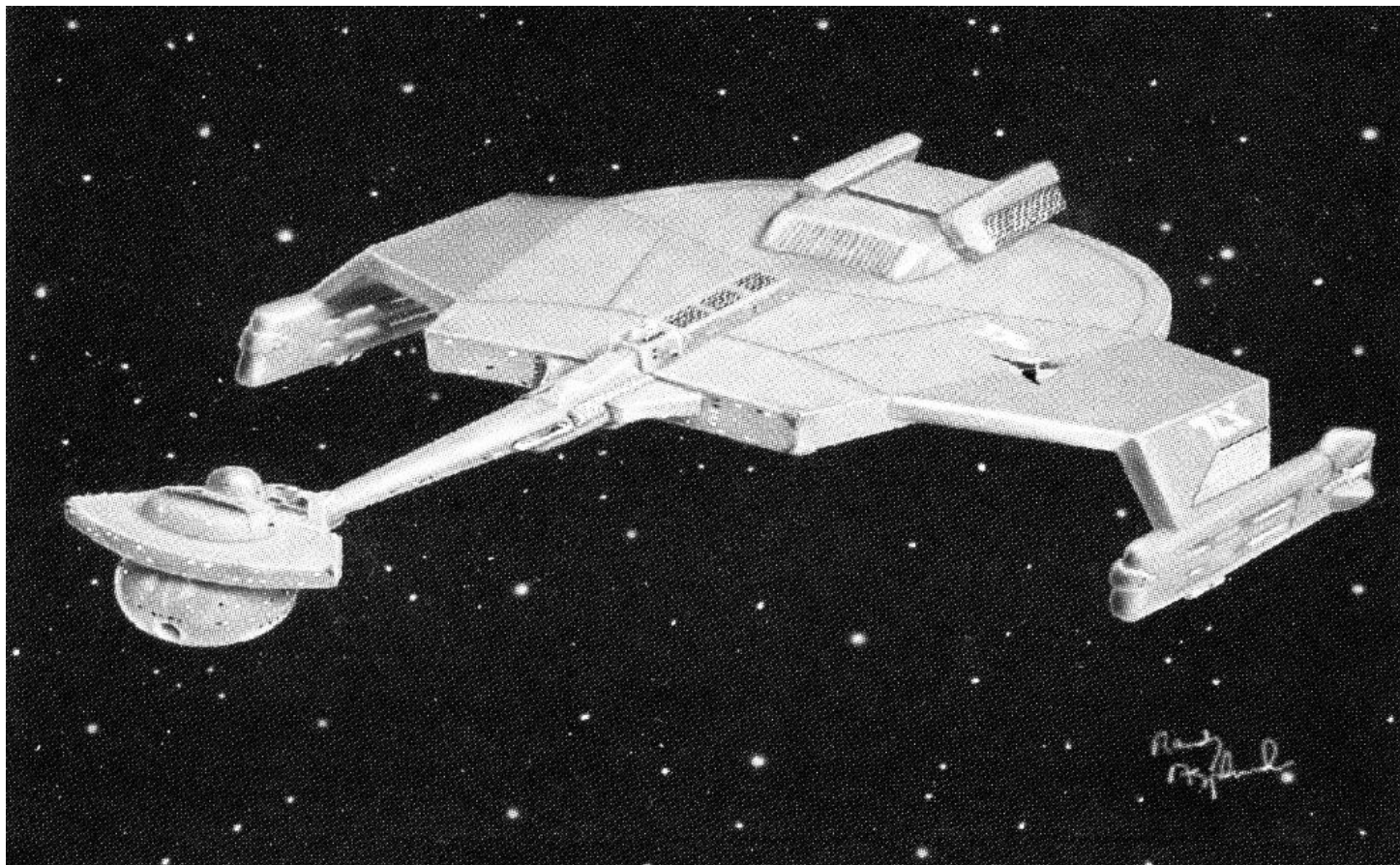
The most obvious difference between the *D-29A* and *B* models is the addition of a through-deck hanger installed on the ventral surface of the main hull. This allows for even more efficient shuttle launch and recovery operations and also gives the *B* model the capacity to carry twice the number of shuttlecraft carried by the *A* model. The addition of the through-deck hanger also allowed the number of functional troops to be doubled to 2400 in the *B* model as the old hanger space in the main hull was converted into additional troop accommodation and training areas. The number of transporters was also increased to help accommodate the deployment of the additional troops.

The number of *D-29s* constructed has remained relatively small throughout its production run. Of 69 *D-29s* built, 52 remain in active service. 6 *A* models and 3 *B* models have been confirmed destroyed. 2 *A* models are listed as missing and 1 *B* model has been scrapped. 5 *A* models have been refit to *B* model specifications. The *A* model was produced at a rate of 2 per year until the introduction of the *B* model in 2285 at which point production of the *A* model was cut back to 1 per year. Further construction of the *A* model was ceased after the Praxis disaster in 2293. The *B* model was produced at a rate of 2 per year until 2293. Budget constraints due to the Praxis disaster forced production of the *B* model down to only 1 per year after 2293. Both models of the *D-29* are (and were) produced at Mustaka.

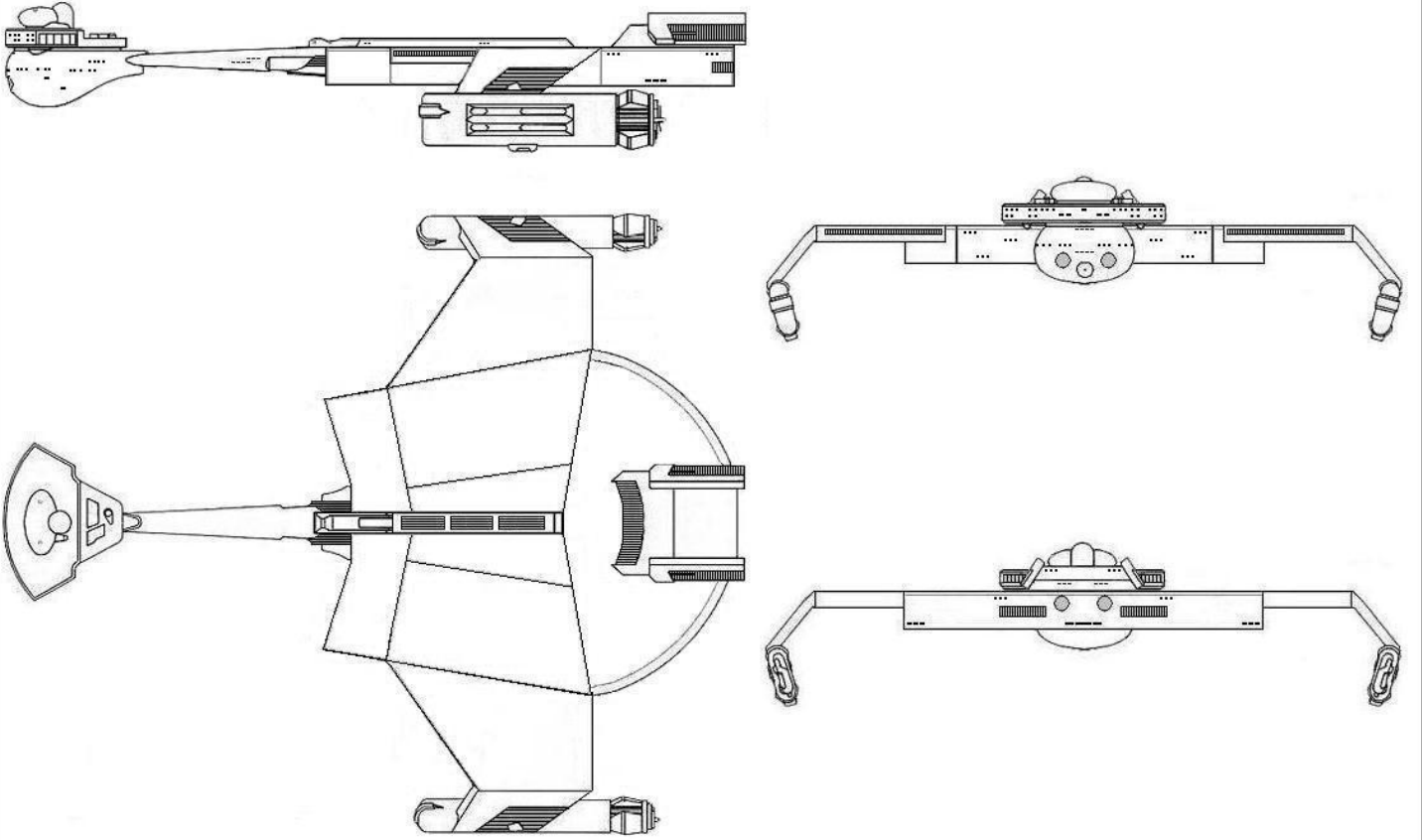
The class name is from the Klingon *Fek'lhr* (*veglargh* in Klingonese). *Fek'lhr* is a figure from Klingon mythology, a humanoid beast resembling a feral, monstrous Klingon that guards the gates of *Gre'thor*, the Klingon version of Hell. While not a direct analog of the human 'Devil', most translations from Klingonese to Terran refer to *Fek'lhr* as a devil. Given the fearsome reputation of the *D-29*, few argue the appropriateness of the class name.

**Game notes:** The *D-29* is a FASA version of the LUG *D-9* from Last Unicorn Game's TOS Star Trek RPG Core Game Manual. All efforts have been made to incorporate as much of the statistical information from the original LUG *D-9* as possible. The *D-9* is redesignated here as the *D-29 'Devil'* to avoid confusion with the existing *D-9 'Seeker'* in the FASA system. When using the *D-29A* under cloak, players attempting to detect the vessel get a +1 to detect and to hit due to the less efficient operation of the KCD cloak installed in the *A* model.

Stats by Terry D. Shannon. Schematic graphics adapted by Terry D. Shannon from various sources. *D-9 'Devil'* graphic from LUG's TOS Star Trek RPG Core Game Book. Compiled by Terry D. Shannon V. 1.0



D-29 (Devil) Class X Battlecruiser Model 'A'



D-29 (Devil) Class X Heavy Battlecruiser Model 'B'

