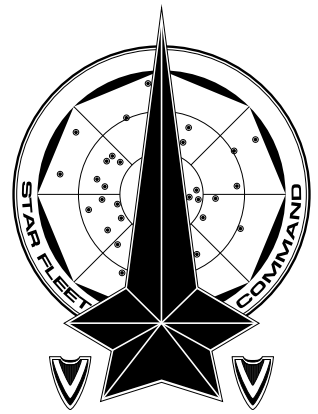


IMPERIAL KLINGON STATES

1

SHIP RECOGNITION MANUAL
VOLUME 1





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.

CHANGES TO THIS MANUAL

Users of this manual are required to submit changes in the information in this publication pursuant to SFOPS. MAN. 307/A45T. Such changes or other comments regarding this publication must be keyed to the specific page, paragraph, and line of text in which the change is recommended. Reasons should be provided for each comment to insure understanding and complete evaluation.

Comments should be prepared using SFRD form 2028 (*Recommended Changes to Publication*) and forwarded directly to:

STAR FLEET INTELLIGENCE COMMAND

Assistant Chief of Staff
Klingon Sector Intelligence
Williams Port, Titan 01.714

FOR AUTHORIZED USE ONLY

Unauthorized use, possession, or disclosure of the contents of this manual is strictly prohibited. All violations are treasonous acts against the United Federation of Planets. Failure to comply with directives regarding the use of this manual will result in imprisonment, death or both.

Classified Document Directive 998.21C

IKS SHIP RECOGNITION MANUAL I

INTRODUCTION	4
COMBAT VESSELS	
Assault Ships	
T-1A (Embroider).....	5
Battleships	
A-1 (Warslayer's Victory).....	6
Cruisers	
I-1 (Mattarra).....	7
I-15 (Rebirth).....	9
D-3A (Darkstrike).....	10
D-5G (Imposer).....	11
D-7A (Flame of Retaliation).....	12
D-7M (Blade of Vigilance).....	13
D-8A (Vandalizer).....	14
D-10A (Avenger).....	15
D-12A (Bloodspiller).....	16
D-20A (Agonizer).....	17
D-27A (Freedom).....	18
D-32B (Devastation).....	19
D-43D (Restrainer).....	20
D-60G (Liberty).....	21
D-116A (Warblade of Justice).....	22
V-8 (Victor's Dawn).....	23
Destroyers	
X-1 (Winds of Truth).....	24
D-2G (Acclaimer).....	25
D-16A (Assault).....	26
D-17C (Avalanche).....	27
D-18A (Conqueror).....	28
D-30A (Malicious).....	29
D-67D (Glorious).....	30
Escorts	
K-23B (Mistruster).....	31
Frigates	
L-3A (Hateful).....	32
L-9F (Challenger).....	33
Loknar (Slave of Justice).....	34
Gunboats	
K-3A (Fateful).....	35
K-4B (Wriststriker).....	36
K-5B (Pulsar).....	37
K-6G (Dominion).....	38
Scouts	
N-17 (Night Stalker).....	39
K-11A (Ragefist).....	40
K-14A (Steelblade).....	41
K-15A (Painmaster).....	42
K-22E (Reaver).....	43
K-31E (Panicstalker).....	44
SUPPORT VESSELS	
Freighters	
G-1E (Majestic).....	45
G-2B (Covetous).....	46
G-3A (Annotator).....	47
Transports	
G-6A (Originator).....	48
Tenders	
S-4A (Legitimate).....	49



CREDITS

Original Design

Forest G. Brown

Illustrations & Designs

Aridas Sofia
 Atolm
 Brad R. Torgersen
 Christopher Cornelius
 Dana Knutson
 David Carson
 Eric "Soundwave"
 Falcon01
 Forest G. Brown
 Josh Spencer
 Kenneth G.R. Minick
 Kleeve
 Marc E. Shamma'a
 Michael Morrissette
 Morgan Donovan
 Nilo Rodis
 P.T. Riley
 Rat on Pier
 Ron Swearingen
 Terry D. Shannon
 Todd Guenther
 Tourangeau
 Travis J. Offenberger

Art Patron

Art Braune

INTRODUCTION

THE IKS NAVY

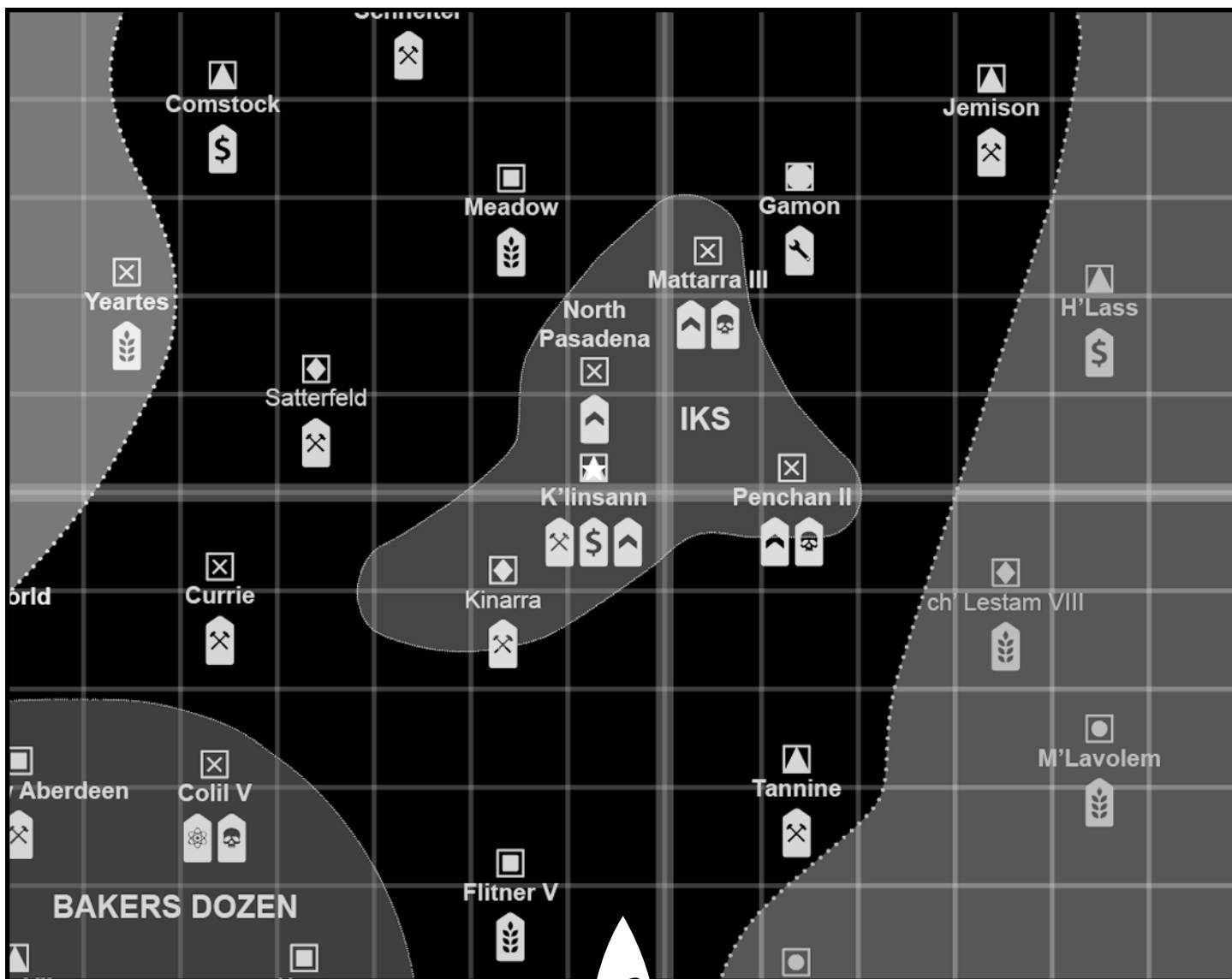
The Imperial Klingon States, born from the failed attempt to take control of the Klingon Empire during the Four-Years War, maintained an active and dangerous deep space fleet of repaired native vessels and newly designed vessels that continued to plague the space lanes from 2260 until the reincorporation of the IKS into the home Empire in 2378 following the Dominion War. These vessels patrolled the IKS and surrounding space, lead an unprecedented number of raids against targets in the Triangle, Federation, Klingon Empire and Romulan Star Empire. Even after the creation of the Federation/Klingon Alliance, the IKS continued to trade with a significant number of entities in the Triangle, unscrupulous Federation members and even Klingon throughout the home Empire, only to later raid these very same worlds.

Over its 100+ years of operation, the IKS leadership continued to try and balance expansion, conquest and trade with the ever increasing need to acquire resources for a final push against the home-world. With much of it's focus on the Federation and the Klingon Empire, the IKS continued to be a significant danger to the Alliance and much of the Triangle.

SCOPE OF THIS MANUAL

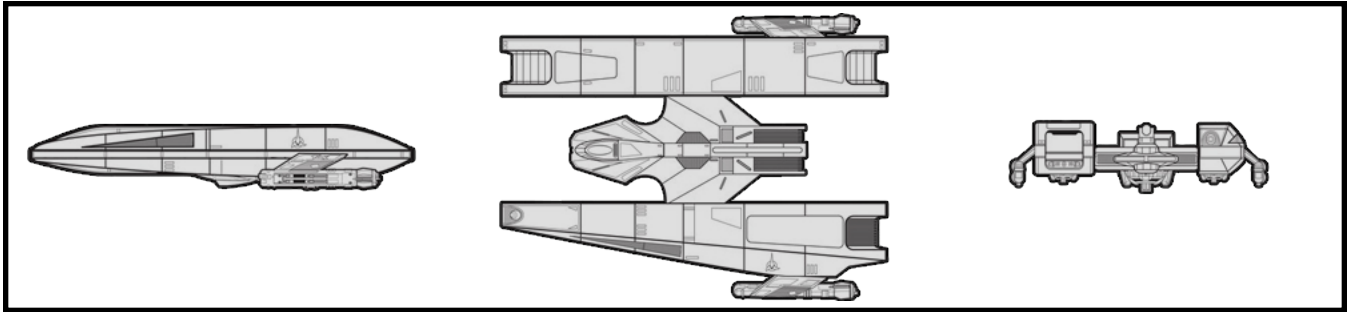
This manual describes the major ships of the Imperial Klingon States' Navy on a classified bases, providing an overview to authorized Star Fleet Operation personnel and line officers concerned with the IKS Navy. An effort has been made to provide a comprehensive and objective presentation despite the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

A historical background for vessels that defected from the Klingon Empire as well as unique designs associated with the IKS from it's founding to it's eventual absorption into the Klingon Empire is provided. 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.





T-1A (EMBROILER) CLASS V ASSAULT SHIP



Construction Data:

<i>Model Numbers</i> —	Variant-1	Variant-2	Variant-3	Variant-4	Variant-5
<i>Ship Class</i> —	V	V	V	V	V
<i>Date Entering Service</i> —	2273-2290	2292-2316	2318-2340	2341-2359	2362-2368
<i>Number Constructed</i> —	1	Refit	Refit	Refit	Refit

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
Displacement —	56,320 mt	58,690 mt	59,290 mt	59,640 mt	59,660 mt
<i>Cargo:</i>					
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-4	ZD-4	ZD-4	ZI-1	ZI-1
<i>Transporters:</i>					
standard 6-person —	3	3	3	3	3
combat 22-person —	12	12	12	12	12
emergency 22-person —	10	10	10	10	10
cargo —	8	8	8	8	8

Other Data:

<i>Crew</i> —	119	119	119	119	119
<i>Troops</i> —	295	295	295	295	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> —	32	32	32	36	36
<i>Movement Point Ratio</i> —	3/1	3/1	3/1	3/1	3/1
<i>Warp Engine Type</i> —	KWB-3	KWB-3	KWB-3	KWB-3	KWB-3
Number —	2	2	2	2	2
Power Units Available —	13 ea.	13 ea.	13 ea.	13 ea.	13 ea.
Stress Chart —	Q/Q	Q/Q	Q/Q	Q/Q	Q/Q
Maximum Safe Cruising Speed —	Warp 5	Warp 5	Warp 5	Warp 5	Warp 5
Emergency Speed —	Warp 6	Warp 6	Warp 6	Warp 6	Warp 6
<i>Impulse Engine Type</i> —	KID-1	KID-1	KID-1	OID-3	OID-3
Power Units Available —	6	6	6	10	10

Weapons And Firing Data:

<i>Beam Weapon Type</i> —	KD-2	KD-5	KD-5	KD-6	KD-13
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	P	P	T	X
Maximum Power —	4	4	4	6	5
Damage Modifiers —					
+3	(-)	(-)	(-)	(-)	(1-7)
+2	(-)	(1-10)	(1-10)	(1-18)	(8-15)
+1	(1-10)	(11-18)	(11-18)	(-)	(16-22)
<i>Beam Weapon Type</i> —	-	-	KD-6	KD-6	KD-6
Number —	-	-	1	1	1
Firing Arcs —	-	-	1 f	1 f	1 f
Firing Chart —	-	-	T	T	T
Maximum Power —	-	-	6	6	6
Damage Modifiers —					
+3	-	-	(-)	(-)	(-)
+2	-	-	(1-18)	(1-18)	(1-18)
+1	-	-	(-)	(-)	(-)
<i>Missile Weapon Type</i> —	KP-1	KP-1	KP-1	KP-3	KP-8
Number —	1	1	1	1	1
Firing Arcs —	1 f	1 f	1 f	1 f	1 f
Firing Chart —	F	F	F	R	S
Power To Arm —	1	1	1	2	2
Damage —	6	6	6	15	24

Shield Data:

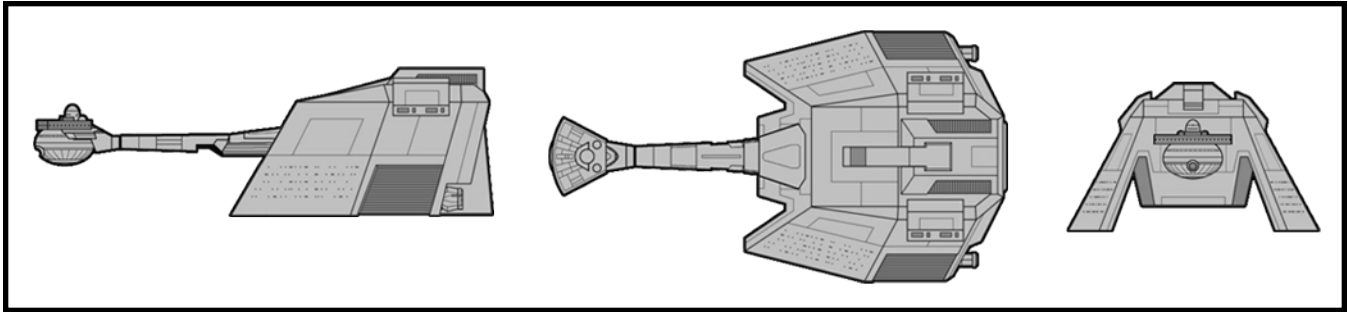
<i>Deflector Shield Type</i> —	KSN	KSN	KSN	KSV	KSW
Shield Point Ratio —	2/3	2/3	2/3	1/2	1/2
Maximum Shield Power —	15	15	15	20	32

Combat Efficiency:

<i>D</i> —	73.6	73.6	73.6	91.6	109.6
<i>WDF</i> —	9.3	19.5	24.6	44.7	53.1



A-1 (WARSLAYER'S VICTORY) CLASS XII BATTLESHIP



Construction Data:

Model Numbers —	Variant-1 XII	Variant-2 XII
Ship Class —	2276-2342	2342-2378
Date Entering Service —	4	Refit
Number Constructed —		

Hull Data:

Superstructure Points —	50	50
Damage Chart —	C	C
Size:		
Length —	340.8 m	340.8 m
Width —	186.2 m	186.2 m
Height —	112.4 m	112.4 m
Displacement —	195,860 mt	200,168 mt

Cargo:

Cargo Units —	683 SCU	683 SCU
Cargo Capacity —	34,150 mt	34,150 mt
Landing Capacity —	None	None

Equipment Data:

Control Computer Type —	ZD-8	ZD-11
Transporters:		
standard 6-person —	5	5
combat 22-person —	3	3
emergency 22-person —	4	4
cargo —	4	4
Cloaking Device Type:	-	KCE
Power Requirements —	-	72

Other Data:

Crew —	372	372
Troops —	120	120
Passengers —	22	22
Shuttlecraft —	9	9

Engines And Power Data:

Total Power Units Available —	86	96
Movement Point Ratio —	4/1	4/1
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 7
Emergency Speed —	Warp 8	Warp 8
Impulse Engine Type —	KIF-2 (x2)	KIG-1 (x2)
Power Units Available —	23 ea.	28 ea.

Weapons And Firing Data:

Beam Weapon Type —	KD-8	KD-16
Number —	7	7
Firing Arcs —	2 f/p, 2 f/s, 1 p, 1 s, 1 a	2 f/p, 2 f/s, 1 p, 1 s, 1 a
Firing Chart —	Y	Y
Maximum Power —	7	6
Damage Modifiers —		
+3	(1-7)	(1-9)
+2	(8-15)	(10-17)
+1	(16-20)	(18-22)
Beam Weapon Type —	KD-6	KD-6
Number —	9	9
Firing Arcs —	3 p, 3 s, 3 a	3 p, 3 s, 3 a
Firing Chart —	T	T
Maximum Power —	6	6
Damage Modifiers —		
+3	(-)	(-)
+2	(1-18)	(1-18)
+1	(-)	(-)
Missile Weapon Type —	KP-4	KP-16
Number —	4	4
Firing Arcs —	2 f, 2 a	2 f, 2 a
Firing Chart —	Q	Q
Power To Arm —	2	2
Damage —	18	36

Shield Data:

Deflector Shield Type —	KSP	KSR
Shield Point Ratio —	1/3	1/3
Maximum Shield Power —	15	45

Combat Efficiency:

D —	184.0	238.0
WDF —	127.8	174.4

NOTES:

Known Sphere Of Operation: Triangle; Federation and Romulan Border

Data Reliability: C

Major Data Source: Triangle Sector Intelligence

The A-1 was one of the IKS's first attempts to build a full-scale battleship from the ground up. Based heavily on the L-13 *Fat Man* battleship, the A-1's resemblance is notable in both its appearance and its capabilities. As with many IKS vessels, the A-1 exceeded the original L-13's firepower and military capability more out of necessity than actual engineering skill. With limited resources, engineers were forced to produce a vessel that could survive multiple battles and remain effective as a combat platform.

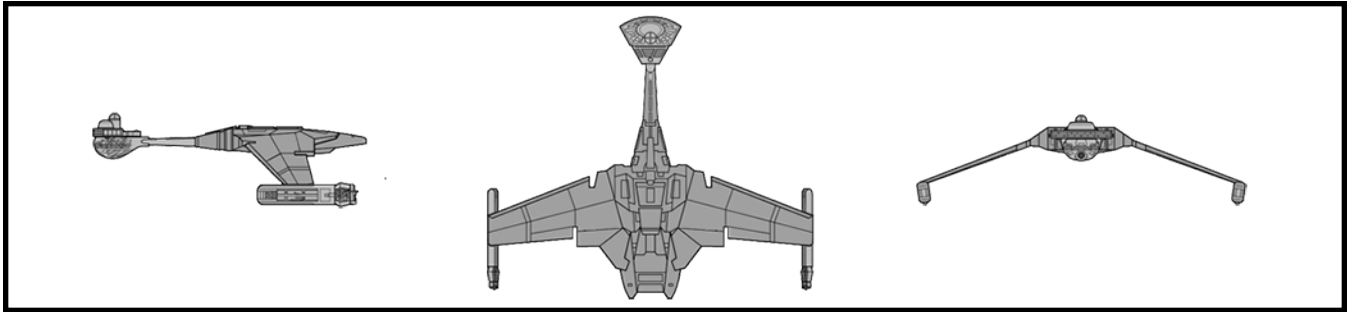
While the A-1 was larger than its original cousin, the crew complement was lower than other heavy combat platforms, with much of the vessel being highly automated. The original design remained in operation for over 60 years before sufficient resources were available to upgrade these large vessels.

The second variant saw a significant improvement to the shield system, as well as an increase in the overall firepower of the vessel. The inclusion of a cloaking device gave these large vessels an excellent stealth capability.

Of the four A-1s built, 1 was destroyed, 1 was scrapped after combat and 2 Variant-2s were eventually repatriated and sold to Ranking Klingon Families after 2378.



I-1 (MATTARRA) CLASS IX BATTLECRUISER



Construction Data:			
<i>Model Numbers</i> —	Variant-1	Variant-2	Variant-3
<i>Ship Class</i> —	IX	IX	IX
<i>Date Entering Service</i> —	2273-2290	2277-2300	2287-2378
<i>Number Constructed</i> —	15	3	2
Hull Data:			
<i>Superstructure Points</i> —	25	25	28
<i>Damage Chart</i> —	C	C	C
Size:			
Length —	219.0 m	219.0 m	219.0 m
Width —	253.0 m	253.0 m	253.0 m
Height —	51.0 m	51.0 m	51.0 m
Displacement —	122,745 mt	126,260 mt	129,240 mt
Cargo:			
Cargo Units —	300 SCU	300 SCU	300 SCU
Cargo Capacity —	15,000 mt	15,000 mt	15,000 mt
<i>Landing Capacity</i> —	None	None	None
Equipment Data:			
<i>Control Computer Type</i> —	ZD-6	ZD-7	ZD-7
Transporters:			
standard 6-person —	3	3	3
emergency 22-person —	3	3	3
cargo —	4	4	4
Other Data:			
<i>Crew</i> —	330	340	345
<i>Passengers</i> —	20	20	20
<i>Shuttlecraft</i> —	2	2	2
Engines And Power Data:			
<i>Total Power Units Available</i> —	44	55	59
<i>Movement Point Ratio</i> —	3/1	3/1	3/1
Warp Engine Type —			
Number —	KWF-1	KWF-1	KWF-2
Power Units Available —	2	2	2
Stress Chart —	16 ea.	16 ea.	18 ea.
Maximum Safe Cruising Speed —	H/J	H/J	H/J
Emergency Speed —	Warp 8	Warp 8	Warp 8
<i>Impulse Engine Type</i> —	Warp 9	Warp 9	Warp 9
Power Units Available —	KIE-2	KIF-2	KIF-2
	12	23	23
Weapons And Firing Data:			
Beam Weapon Type —			
Number —	KD-6	KD-8	KD-17
Firing Arcs —	4	4	4
Firing Chart —	2 f/p, 2 f/s	2 f/p, 2 f/s	2 f/p, 2 f/s
Maximum Power —	T	U	X
Damage Modifiers —	6	7	9
+3	(-)	(1-7)	(1-12)
+2	(1-18)	(8-15)	(13-17)
+1	(-)	(16-20)	(18-22)
Beam Weapon Type —			
Number —	KD-2	KD-7	KD-7
Firing Arcs —	4	4	4
Firing Chart —	2 f, 1 p/a, 1 s/a	2 f, 1 p/a, 1 s/a	2 f, 1 p/a, 1 s/a
Maximum Power —	G	L	L
Damage Modifiers —	4	7	7
+3	(-)	(-)	(-)
+2	(-)	(1-6)	(1-6)
+1	(1-10)	(7-12)	(7-12)
Missile Weapon Type —			
Number —	KP-3	KP-6	KP-6
Firing Arcs —	2	2	2
Firing Chart —	1 f, 1 a	1 f, 1 a	1 f, 1 a
Power To Arm —	R	R	R
Damage —	2	2	2
	15	20	20
Shield Data:			
<i>Deflector Shield Type</i> —	KSK	KSL	KSL
Shield Point Ratio —	1/2	1/3	1/3
Maximum Shield Power —	12	14	14
Combat Efficiency:			
<i>D</i> —	93.8	133.3	143.5
<i>WDF</i> —	43.6	63.2	74.8

NOTES:

Known Sphere of Operation: Triangle

Data Reliability: C

Major Data Source: Operation Bremerton; Triangle Sector Intelligence

By far one of the most unusual design histories in known space, the I-1 is believed to be the first production vessel to be built independently by the IKS. And yet the Mattarra class is not actually an IKS design – but a modification of a custom built Orion raider.

The I-1 was first conceived after IKS Captain Krelesk encountered an oddly unique design, the Orion raider Mongrel while conducting trade operations with local Orion pirates. It was clear that the Mongrel was a Frankenstein's hodgepodge of captured Klingon components and what appeared to be the main body of a Romulan V-7. Krelesk was impressed by what he saw and convinced the Orion captain, Drock the Dangerous, for a base schematic of the ship. Fearing that Krelesk would back out of the lucrative trade deal he had brokered, Drock turned over a first draft set of plans for the Mongrel. While its final configuration was quite different from the plans Krelesk took back with him, the simple layout of the vessel would prove easy for the IKS to produce with its limited shipyard capability.

While the shipyards at Mattarra were only 25% complete when the I-1 was first proposed as a production vessel, it was clear to IKS engineers and leadership that, once refined, the ship would be easier to produce than the standard Klingon designs known to the IKS. But at the time, there were not enough skilled engineers to refine the design. To keep production secret from the Empire, the Federation and the Romulans, the IKS secretly contracted for JA Fisher Shiplines to complete the engineering and design schematics. Since Klingon and Romulan designs were commonly copied throughout the Triangle, JA Fisher easily finished the designs with the specs requested. By early 2270, the IKS had the plans back in their hands, and production of the first three hulls was started.

Even as the IKS continued to grow, gaining more members from the Klingon Empire and purchasing various vessels from other governments, the I-1 production was often put on hold in favor of repair to more traditional Klingon vessels. Base components were now being produced, albeit at a limited rate. Yet parts were often used to repair vessels damaged by overzealous ship commanders who raid, while successful, often did not net sufficient resources to counter the damage to their ships. In early 2272, the IKS halted all raiding, and turned their energies to finishing the shipyards at Mattarra and completing the I-1 design.

By late 2273, all three I-1 hulls were finished, and the IKS commissioned all three simultaneously. Immediately released for raiding duty, the I-1 quickly became a favorite among IKS commanders. The basic A model used the well established KWF-1 drive system which proved easier to produce than the more powerful and larger drives produced within the Empire. The KWF-1 also used the less refined dilithium that was readily available to the IKS. While fuel consumption was greater, contracts with local Orions meant a fairly steady supply of anti-deuterium. The KIE-2 impulse drive was also deliberately underpowered, allowing for quick and easy mass production. Only the main weapons, the sturdy KD-6's proved difficult to manufacture. Components were often scavenged from the growing number of non-functioning Klingon ships that the IKS continued to amass. None the less, production continued at a steady pace of three per year until 2277. Even as the IKS began looking to take Gamon or Meadow as their next conquest, IKS officers began to hear rumors of a new Imperial battlecruiser that was quickly becoming the standard in the home Empire. Worried that the IKS may have attracted undue attention, Admiral Kepel ordered an upgrade to the I-1.

The I-1 Variant-2 incorporated KD-8 taken from damaged Klingon vessels to up-gun the basic model. The Variant-2 also saw incorporation of the KD-7 as a secondary beam weapon system.

But the most significant system upgrade was the use of the KSL shielding system. A successful raid by the IKS two years earlier had yielded both generator components and coolant that the IKS needed desperately. In the end, only five fully functioning systems could be completed, but the design specs were quickly added to the IKS inventory and the I-1 Variant-2 was soon under construction. While the Variant-2 model, like its predecessor, was extremely powerful, the vessel was crew intensive to build and equally crew intensive to maintain. The IKS had over 100 combat vessels in its arsenal, but could only field 40 or so vessels in combat condition. At first the problem was academic, as crews from damaged vessels were used to shore ship personnel. But as time went on, more personnel were needed in the repair yards, as well as the farms and production facilities. The huge crew requirements of the Variant-1 and Variant-2 models ensured the I-1 was able to withstand significant combat operations, but pulled vital personnel from the IKS infrastructure. While 40 Variant-1 models and 20 Variant-2 models were initially planned for, production halted after 15 Variant-1s and only 3 Variant-2s were completed. Repairs to older vessels again took precedence.

In 2281, after the loss of an I-1 Variant-1 and two of his vital D-18s, Kepel and members of the IKS High Council ordered construction halted on the IKS dry-dock at Mattarra and detailed engineers to improve the home squadron of I-1s. The result was the I-1 Variant-3. The Variant-3 model used the KWF-2 warp drive, which was in fact a modified KWF-1. The KWF-2 was more powerful, stable and less fuel intensive. While production time for the warp coils for the KWF-2 was longer, this was offset by the increased power and lower fuel requirements. Also added to the I-1 was the more powerful KD-17 disruptor. Only one set of plans was obtained for the KD-17 initially, but the schematics proved sufficient to allow production within the IKS. In mid-2283, the KD-17's were tested successfully, and engineers began fitting several systems to three existing I-1 Variant-1 hulls.

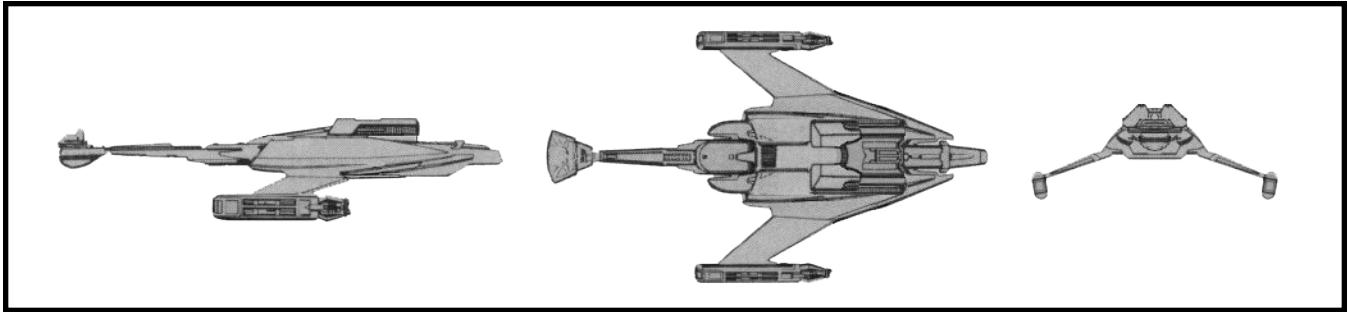
Only two of the proposed three I-1 Variant-3s would enter service. Drock the Dangerous, whose own vessel was the inspiration for the I-1, had quickly worn out his welcome among elements of the Orion Syndicate. Proving his cunning, Drock managed to fool nearly everyone into believing he was operating out of the Triangle, near the IKS. While the I-1s were known raiders within the Triangle, few knew their origin, and fewer still that they were actually IKS vessels. Syndicate spies eventually located one of the dry-docks where the last I-1 Variant-3 was being produced. Fearing that Drock's family and the IKS had somehow joined forces, Syndicate leaders launched a suicide attack on the partially finished vessel. While seven raiders were destroyed by IKS forces before reaching the unfinished ship, an eighth did manage to ram the dry dock and destroy the I-1 Variant-3. Kepel and the IKS never learned the reason why the Orions attacked this shipyard, but extracted a hefty toll from local Orion pirates after the disaster. The Syndicate eventually discovered the ruse and was forced to placate Kepel with ships and slaves to stabilize local trade and piracy. The remaining I-1 Variant-3s were launched in early 2284 and have become very popular among IKS naval officers.

The IKS is nearing completion of six more dry-docks at Mattarra and have recently commissioned two dry-docks at K'Linsann. Production of the I-1 and other IKS vessels is expected to increase significantly in the near future. Of the 20 produced, 13 Variant-1s, 3 Variant-2's and 2 Variant-3s are on active duty. One Variant-1 has been destroyed and one has been sold to the OFMA.





I-15 (REBIRTH) CLASS IX RAIDER



Construction Data:

<i>Model Numbers</i> —	Variant-1	Variant-2
<i>Ship Class</i> —	IX	IX
<i>Date Entering Service</i> —	2317-2378	2317-2378
<i>Number Constructed</i> —	15	9

Hull Data:

<i>Superstructure Points</i> —	32	32
<i>Damage Chart</i> —	B	B
<i>Size:</i>		
Length —	272.1 m	272.1 m
Width —	156.3 m	156.3 m
Height —	63.8 m	63.8 m
Displacement —	137,455 mt	137,775 mt

Cargo:

<i>Cargo Units</i> —	379 SCU	379 SCU
<i>Cargo Capacity</i> —	18,950 mt	18,950 mt
<i>Landing Capacity</i> —	None	None

Equipment Data:

<i>Control Computer Type</i> —	ZD-9	ZD-9
<i>Transporters:</i>		
standard 6-person —	3	3
combat 22-person —	3	3
emergency 22-person —	2	2
cargo —	3	3
<i>Cloaking Device Type:</i>	-	KCC
<i>Power Requirements</i> —	-	32

Other Data:

<i>Crew</i> —	256	256
<i>Troops</i> —	120	120
<i>Passengers</i> —	5	5
<i>Shuttlecraft</i> —	4	4

Engines And Power Data:

<i>Total Power Units Available</i> —	59	59
<i>Movement Point Ratio</i> —	3/1	3/1
<i>Warp Engine Type</i> —	KWF-2	KWF-2
Number —	2	2
Power Units Available —	18 ea.	18 ea.
Stress Chart —	H/J	H/J
Maximum Safe Cruising Speed —	Warp 8	Warp 8
Emergency Speed —	Warp 9	Warp 9
<i>Impulse Engine Type</i> —	KIF-2	KIF-2
Power Units Available —	23	23

Weapons And Firing Data:

<i>Beam Weapon Type</i> —	KD-16	KD-17
Number —	8	8
Firing Arcs —	2 f/p, 2 f/s, 1 p, 1 s, 2 a	2 f/p, 2 f/s, 1 p, 1 s, 2 a
Firing Chart —	Y	X
Maximum Power —	6	9
Damage Modifiers —		
+3	(1-9)	(1-12)
+2	(10-17)	(13-17)
+1	(18-22)	(18-22)
<i>Missile Weapon Type</i> —	KP-8	KP-8
Number —	3	3
Firing Arcs —	2 f, 1 a	2 f, 1 a
Firing Chart —	S	S
Power To Arm —	2	2
Damage —	24	24

Shield Data:

<i>Deflector Shield Type</i> —	KSS	KSS
Shield Point Ratio —	1/3	1/3
Maximum Shield Power —	26	26

Combat Efficiency:

<i>D</i> —	167.3	167.3
<i>WDF</i> —	101.8	117.0

NOTES:

Known Sphere Of Operation:
Triangle; Federation, Klingon and Romulan Border

Data Reliability: D

Major Data Source: Triangle Sector Intelligence

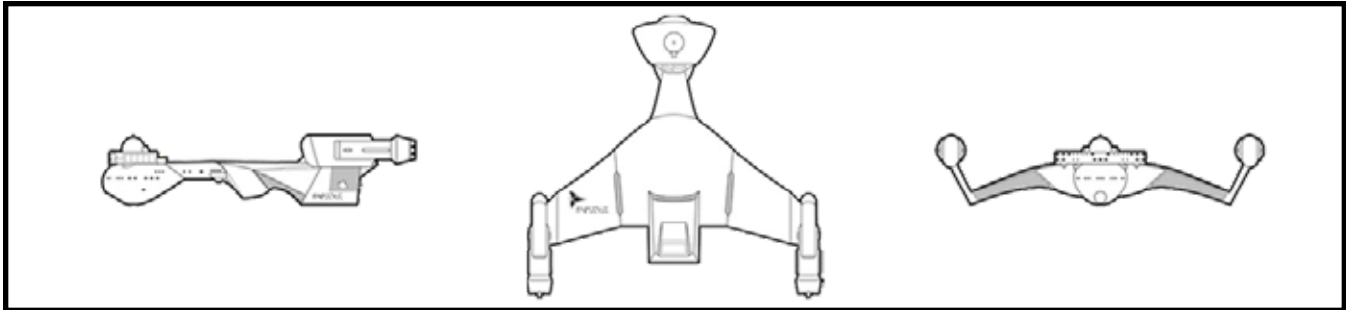
The *I-15* was one of several cruiser designs fielded by the IKS to offset the increased pressure from Imperial *D-7s* following the peace treaty with the Federation. Although both versions were fielded at the same time, production was slow and only 24 were ever fielded.

The *I-15* was noted for it's dual forward torpedo tube, giving it increased forward strike capabilities. However, production of torpedoes and installation of cloaking devices were limited, and many *I-15* were know to operate with limited attack capabilities.

Of the 24 *I-15s* built, 3 Varian-1s and 2 Variant-2s were destroyed. 1 Variant-1 was captured by Federation forces. 3 Variant-1s and Variant-2s are listed as missing. 2 Variant-1s and 1 Variant 2 have been scrapped. 3 of each variant were traded to interests in the Triangle. 3 Variant-1s and 1 Variant-2 were repatriated and sold to ranking Imperial families in the Empire.



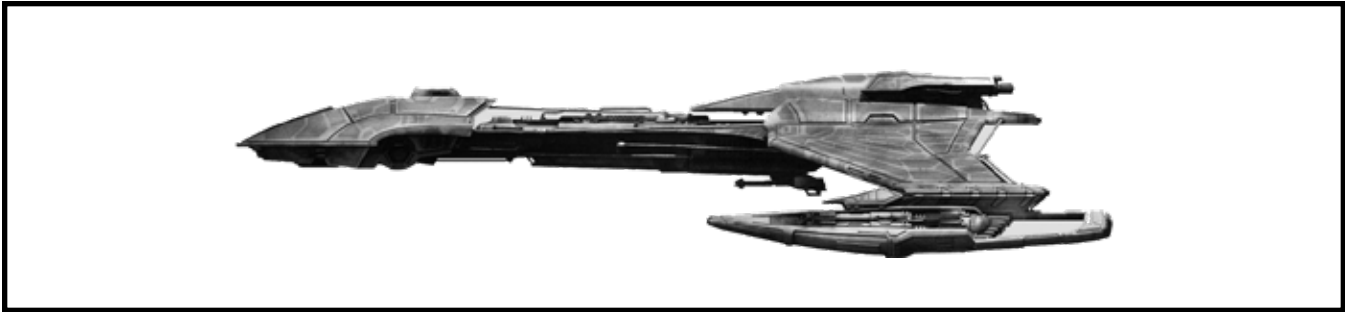
D-3A (DARKSTRIKE) CLASS VII LIGHT CRUISER



Construction Data:	Variant-1	Variant-2	Variant-3	Variant-4	Variant-5
<i>Model Numbers —</i>	VII	VII	VII	VII	VII
<i>Ship Class —</i>	VII	VII	VII	VII	VII
<i>Date Entering Service —</i>	2258-2267	2269-2273	2274-2294	2296-2344	2346-2378
<i>Number Constructed —</i>	1	Refit	Refit	Refit	Refit
Hull Data:					
<i>Superstructure Points —</i>	16	16	20	20	24
<i>Damage Chart —</i>	C	C	C	C	C
<i>Size:</i>					
Length —	128.8 m	128.8 m	128.8 m	128.8 m	128.8 m
Width —	134.0 m	134.0 m	134.0 m	134.0 m	134.0 m
Height —	28.0 m	28.0 m	28.0 m	28.0 m	28.0 m
Displacement —	83,035 mt	83,335 mt	92,590 mt	93,720 mt	97,440 mt
<i>Cargo:</i>					
Cargo Units —	70 SCU	70 SCU	70 SCU	70 SCU	70 SCU
Cargo Capacity —	3,500 mt	3,500 mt	3,500 mt	3,500 mt	3,500 mt
Landing Capacity —	None	None	None	None	None
Equipment Data:					
<i>Control Computer Type —</i>	ZD-5	ZD-5	ZD-6	ZD-6	ZI-2
<i>Transporters:</i>					
standard 6-person —	2	2	2	2	2
combat 22-person —	0	0	0	0	0
emergency 22-person —	2	2	2	2	2
cargo —	1	1	1	1	1
<i>Cloaking Device Type:</i>	-	RCC	RCC	KCC	KCC
<i>Power Requirements —</i>	-	15	15	32	32
Other Data:					
<i>Crew —</i>	65	65	65	65	65
<i>Troops —</i>	45	45	45	45	45
<i>Passengers —</i>	20	20	20	20	20
<i>Shuttlecraft —</i>	2	2	2	2	2
Engines And Power Data:					
<i>Total Power Units Available —</i>	46	46	46	46	46
<i>Movement Point Ratio —</i>	4/1	4/1	4/1	4/1	4/1
<i>Warp Engine Type —</i>	KWC-1	KWC-1	KWC-1	KWC-1	KWC-1
Number —	2	2	2	2	2
Power Units Available —	14 ea.	14 ea.	14 ea.	14 ea.	14 ea.
Stress Chart —	L/O	L/O	L/O	L/O	L/O
Maximum Safe Cruising Speed —	Warp 7	Warp 7	Warp 7	Warp 7	Warp 7
Emergency Speed —	Warp 8	Warp 8	Warp 8	Warp 8	Warp 8
<i>Impulse Engine Type —</i>	KIE-3	KIE-3	KIE-3	KIE-3	KIE-3
Power Units Available —	18	18	18	18	18
Weapons And Firing Data:					
<i>Beam Weapon Type —</i>	OD-4	OD-4	OD-4	KD-17	KD-17
Number —	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
Firing Chart —	T	T	T	X	X
Maximum Power —	6	6	6	9	9
Damage Modifiers —					
+3	(-)	(-)	(-)	(1-12)	(1-12)
+2	(1-18)	(1-18)	(1-18)	(13-17)	(13-17)
+1	(-)	(-)	(-)	(18-22)	(18-22)
<i>Missile Weapon Type —</i>	-	OP-1	KP-6	KP-8	KP-17
Number —	-	1	1	1	1
Firing Arcs —	-	1 f	1 f	1 f	1 f
Firing Chart —	-	L	R	S	R
Power To Arm —	-	1	2	2	2
Damage —	-	10	20	24	38
Shield Data:					
<i>Deflector Shield Type —</i>	OSI	OSM	OSR	OSR	KSU
Shield Point Ratio —	1/3	1/3	1/4	1/4	1/4
Maximum Shield Power —	6	8	11	11	32
Combat Efficiency:					
<i>D —</i>	81.4	84.4	110.6	110.6	146.3
<i>WDF —</i>	20.4	24.8	32.2	51.0	58.6



D-5G (IMPOSER) CLASS VII BATTLECRUISER



Construction Data:

<i>Model Numbers</i> —	Variant-1	Variant-2	Variant-3	Variant-4	Variant-5
<i>Ship Class</i> —	VII	VII	VII	VII	VII
<i>Date Entering Service</i> —	2273-2298	2299-2317	2318-2347	2348-2359	2361-2378
<i>Number Constructed</i> —	1	Refit	Refit	Refit	Refit

Hull Data:

<i>Superstructure Points</i> —	22	22	22	24	24
<i>Damage Chart</i> —	C	C	C	C	C
<i>Size:</i>					
Length —	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
Height —	44.0 m	44.0 m	44.0 m	44.0 m	44.0 m
Displacement —	93,830 mt	97,265 mt	97,090 mt	99,675 mt	99,320 mt
<i>Cargo:</i>					
Cargo Units —	269 SCU	269 SCU	269 SCU	269 SCU	269 SCU
Cargo Capacity —	13,450 mt	13,450 mt	13,450 mt	13,450 mt	13,450 mt
Landing Capacity —	None	None	None	None	None

Equipment Data:

<i>Control Computer Type</i> —	ZD-5	ZD-6	ZD-6	ZI-2	ZI-2
<i>Transporters:</i>					
standard 6-person —	3	3	3	3	3
combat 22-person —	4	4	4	4	4
emergency 22-person —	1	1	1	1	1
cargo —	2	2	2	2	2
<i>Cloaking Device Type:</i>	-	-	-	KCC	KCC
<i>Power Requirements</i> —	-	-	-	32	32

Other Data:

<i>Crew</i> —	181	181	181	181	181
<i>Troops</i> —	80	80	80	80	80
<i>Passengers</i> —	10	10	10	10	10
<i>Shuttlecraft</i> —	5	5	5	5	5

Engines And Power Data:

<i>Total Power Units Available</i> —	34	54	54	54	64
<i>Movement Point Ratio</i> —	3/1	3/1	3/1	3/1	3/1
<i>Warp Engine Type</i> —	KWC-1	KWC-2	KWC-2	KWC-2	KWC-3
Number —	2	2	2	2	2
Power Units Available —	14 ea.	18 ea.	18 ea.	18 ea.	23 ea.
Stress Chart —	L/O	L/O	L/O	L/O	L/O
Maximum Safe Cruising Speed —	Warp 7	Warp 8	Warp 8	Warp 8	Warp 8
Emergency Speed —	Warp 8	Warp 9	Warp 9	Warp 9	Warp 9
<i>Impulse Engine Type</i> —	KIE-1	KIE-3	KIE-3	KIE-3	KIE-3
Power Units Available —	6	18	18	18	18

Weapons And Firing Data:

<i>Beam Weapon Type</i> —	KD-9	KD-9	KD-17	KD-17	KD-17
Number —	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
Firing Chart —	W	W	X	X	X
Maximum Power —	5	5	9	9	9
Damage Modifiers —					
+3	(1-7)	(1-7)	(1-12)	(1-12)	(1-12)
+2	(8-15)	(8-15)	(13-17)	(13-17)	(13-17)
+1	(16-20)	(16-20)	(18-22)	(18-22)	(18-22)
<i>Beam Weapon Type</i> —	KD-3	KD-3	KD-3	KD-13	KD-16
Number —	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
Firing Chart —	I	I	I	X	Y
Maximum Power —	5	5	5	5	6
Damage Modifiers —					
+3	(-)	(-)	(-)	(1-7)	(1-9)
+2	(-)	(-)	(-)	(8-15)	(10-17)
+1	(1-12)	(1-12)	(1-12)	(16-22)	(18-22)
<i>Missile Weapon Type</i> —	KP-5	KP-6	KP-6	KP-16	KP-16
Number —	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
Firing Chart —	Q	R	Q	Q	Q
Power To Arm —	1	2	2	2	2
Damage —	10	20	20	36	36

Shield Data:

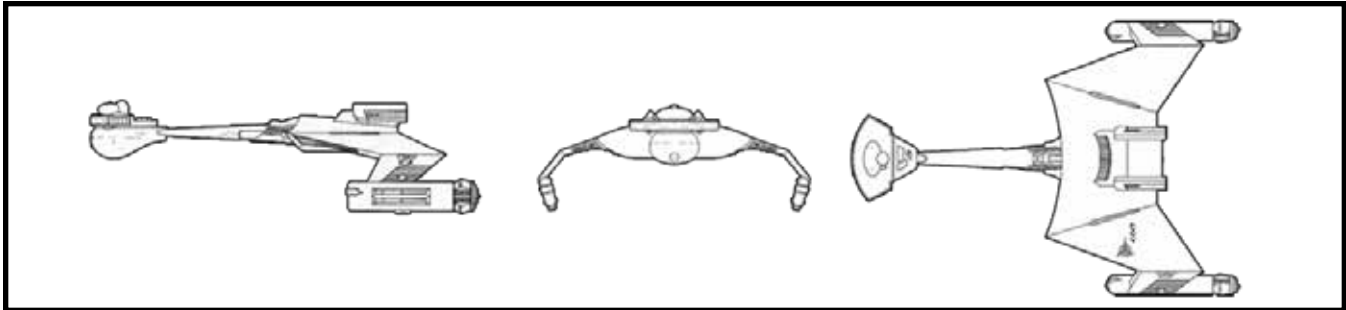
<i>Deflector Shield Type</i> —	KSK	KSK	KSP	KST	KNSB
Shield Point Ratio —	1/2	1/2	1/3	1/3	1/4
Maximum Shield Power —	13	13	15	32	38

Combat Efficiency:

<i>D</i> —	82.5	100.5	129.0	155.8	208.3
<i>WDF</i> —	30.8	43.4	50.4	79.4	85.8



D-7A (RETALIATION) CLASS VIII BATTLECRUISER



Construction Data:

Model Numbers —	Variant-1	Variant-2
Ship Class —	VIII	VIII
Date Entering Service —	2255-2276	2276-2289
Number Constructed —	1	Refit

Hull Data:

Superstructure Points —	24	24
Damage Chart —	C	C
Size:		
Length —	216.0 m	216.0 m
Width —	152.0 m	152.0 m
Height —	55.0 m	55.0 m
Displacement —	105,223 mt	106,008 mt
Cargo:		
Cargo Units —	120 SCU	120 SCU
Cargo Capacity —	6,000 mt	6,000 mt
Landing Capacity —	None	None

Equipment Data:

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

Other Data:

Crew —	198	203
Troops —	20	20
Shuttlecraft —	4	4

Engines And Power Data:

Total Power Units Available —	40	40
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	KIC-2
Power Units Available —	4	4

Weapons And Firing Data:

Beam Weapon Type —	KD-6	OD-5
Number —	1	4
Firing Arcs —	1 f/s	2 f/p, 2 f/s
Firing Chart —	T	U
Maximum Power —	6	7
Damage Modifiers —		
+3	(-)	(-)
+2	(1-18)	(1-10)
+1	(-)	(11-20)
Beam Weapon Type —	OD-4	-
Number —	3	-
Firing Arcs —	2 f/p, 1 f/s	-
Firing Chart —	T	-
Maximum Power —	6	-
Damage Modifiers —		
+3	(-)	-
+2	(1-18)	-
+1	(-)	-
Missile Weapon Type —	KP-1	FRP-7
Number —	1	1
Firing Arcs —	1 f	1 f
Firing Chart —	F	S
Power To Arm —	1	3
Damage —	6	20

Shield Data:

Deflector Shield Type —	KSC	FSK
Shield Point Ratio —	1/1	1/2
Maximum Shield Power —	8	16

Combat Efficiency:

D —	60.3	86.3
WDF —	21.9	34.9

NOTES:

Known Sphere Of Operation: Triangle

Data Reliability: B

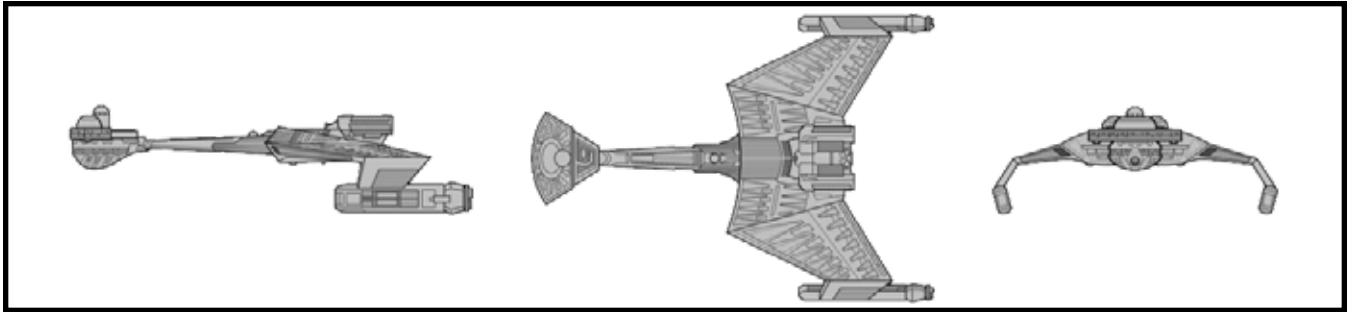
Major Data Source: Triangle Sector Intelligence

The *Retaliation* was another of the original vessels that accompanied Komato when he fled the Klingon Empire after his failed coup. While much of the vessel was still intact upon the founding of the IKS, her main disruptor were badly damaged. For nearly a year, the *Retaliation* patrol the fledgling IKS area with a single disruptor and her torpedo as her only armament. However, IKS planners were able to purchase several Orion disruptors and the ships was soon fully operational.

However, in early 2276, the *Retaliation* was badly damaged in a battle with Federation forces. Although some in the IKS wanted to simply scrap the *Retaliation*, her captain was given permission to trade with Orion gunrunners for what ever equipment he could scrounge. The Variant-2 was re-launched in 2276 and continued operating until her final destruction in 2289 while engaging Star Fleet forces along the Federation border.



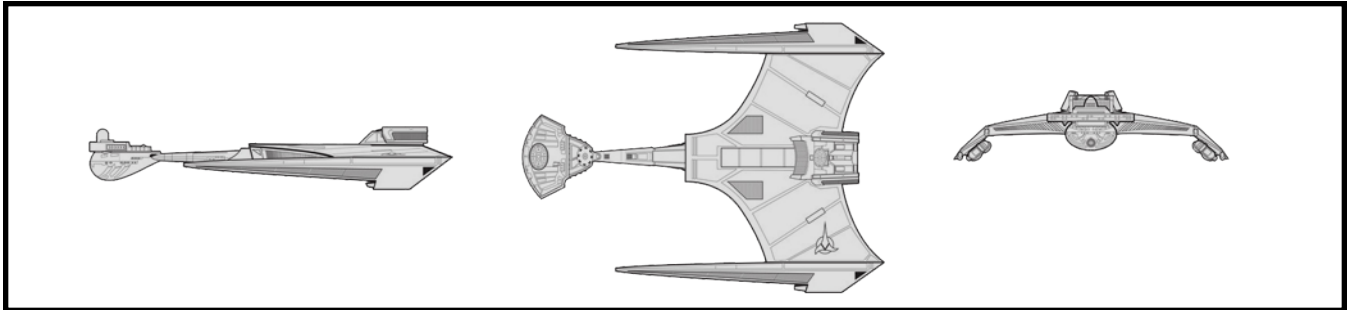
D-7M (BLADE OF VIGILANCE) CLASS IX BATTLECRUISER



Construction Data:				
Model Numbers —	Variant-1	Variant-2	Variant-3	Variant-4
Ship Class —	IX	IX	IX	IX
Date Entering Service —	2276-2289	2291-2316	2317-2345	2346-2358
Number Constructed —	1	Refit	Refit	Refit
Hull Data:				
Superstructure Points —	22	30	32	32
Damage Chart —	C	C	C	C
Size:				
Length —	221.0 m	221.0 m	221.0 m	221.0 m
Width —	156.0 m	156.0 m	156.0 m	156.0 m
Height —	62.0 m	62.0 m	62.0 m	62.0 m
Displacement —	139,520 mt	134,730 mt	137,645 mt	137,581 mt
Cargo:				
Cargo Units —	331 SCU	331 SCU	331 SCU	331 SCU
Cargo Capacity —	16,550 mt	16,550 mt	16,550 mt	16,550 mt
Landing Capacity —	None	None	None	None
Equipment Data:				
Control Computer Type —	ZD-6	ZD-7	ZD-9	ZI-3
Transporters:				
standard 6-person —	3	3	3	3
combat 22-person —	2	2	2	2
emergency 22-person —	2	2	2	2
cargo —	2	2	2	2
Cloaking Device Type:	-	KCC	KCC	KCC
Power Requirements —	-	32	32	32
Other Data:				
Crew —	265	265	265	265
Troops —	60	60	60	60
Passengers —	15	15	15	15
Shuttlecraft —	5	5	5	5
Engines And Power Data:				
Total Power Units Available —	63	59	59	62
Movement Point Ratio —	3/1	3/1	3/1	3/1
Warp Engine Type —	KWE-3	KWF-2	KWF-2	KWF-2
Number —	2	2	2	2
Power Units Available —	20 ea.	18 ea.	18 ea.	18 ea.
Stress Chart —	J/M	H/J	H/J	H/J
Maximum Safe Cruising Speed —	Warp 8	Warp 8	Warp 8	Warp 8
Emergency Speed —	Warp 9	Warp 9	Warp 9	Warp 9
Impulse Engine Type —	KIF-2	KIF-2	KIF-2	KIK-1
Power Units Available —	23	23	23	26
Weapons And Firing Data:				
Beam Weapon Type —	KD-8	KD-8	KD-19	KD-25
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 —	U	U	X	Y
Maximum Power —	7	7	12	12
Damage Modifiers —				
+3	(1-7)	(1-7)	(1-14)	(1-7)
+2	(8-15)	(8-15)	(15-18)	(8-14)
+1	(16-20)	(16-20)	(19-22)	(15-20)
Beam Weapon Type —	KD-4	KD-15	KD-17	KD-17
Number —	2	2	2	2
Firing Arcs —	1 p/a, 1 s/a	1 p/a, 1 s/a	1 p/a, 1 s/a	1 p/a, 1 s/a
Firing Chart —	J	T	X	X
Maximum Power —	4	10	9	9
Damage Modifiers —				
+3	(-)	(-)	(1-12)	(1-12)
+2	(-)	(1-18)	(13-17)	(13-17)
+1	(1-10)	(-)	(18-22)	(18-22)
Missile Weapon Type —	KP-3	KP-8	KP-11	KP-17
Number —	2	2	2	2
Firing Arcs —	1 f, 1 a	1 f, 1 a	1 f, 1 a	1 f, 1 a
Firing Chart —	R	S	R	R
Power To Arm —	2	2	1	2
Damage —	15	24	26	38
Shield Data:				
Deflector Shield Type —	KSP	KSP	KSS	KSZ
Shield Point Ratio —	1/3	1/3	1/3	1/3
Maximum Shield Power —	15	15	26	50
Combat Efficiency:				
D —	142.5	147.9	167.3	206.3
WDF —	46.4	69.8	94.8	111.6



D-8A (VANDALIZER) CLASS VI BATTLECRUISER



Construction Data:

	Variant-1	Variant-2	Variant-3	Variant-4
<i>Model Numbers —</i>	VI	VI	VI	VI
<i>Ship Class —</i>	VI	VI	VI	VI
<i>Date Entering Service —</i>	2267-2275	2277-2309	2312-2346	2347-2378
<i>Number Constructed —</i>	1	Refit	Refit	Refit

Hull Data:

	Variant-1	Variant-2	Variant-3	Variant-4
<i>Superstructure Points —</i>	34	34	34	36
<i>Damage Chart —</i>	C	C	C	C
<i>Size:</i>				
Length —	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
Height —	36.0 m	36.0 m	36.0 m	36.0 m
Displacement —	72,550 mt	75,190 mt	73,225 mt	74,595 mt
<i>Cargo:</i>				
Cargo Units —	267 SCU	267 SCU	267 SCU	267 SCU
Cargo Capacity —	13,350 mt	13,350 mt	13,350 mt	13,350 mt
<i>Landing Capacity —</i>	None	None	None	None

Equipment Data:

	Variant-1	Variant-2	Variant-3	Variant-4
<i>Control Computer Type —</i>	ZD-5	ZD-5	ZD-5	ZI-1
<i>Transporters:</i>				
standard 6-person —	3	3	3	3
combat 22-person —	2	2	2	2
emergency 22-person —	2	2	2	2
cargo —	2	2	2	2
<i>Cloaking Device Type:</i>	-	KCC	KCC	KCC
<i>Power Requirements —</i>	-	32	32	32

Other Data:

	Variant-1	Variant-2	Variant-3	Variant-4
<i>Crew —</i>	153	153	153	153
<i>Troops —</i>	44	44	44	44
<i>Shuttlecraft —</i>	3	3	3	3

Engines And Power Data:

	Variant-1	Variant-2	Variant-3	Variant-4
<i>Total Power Units Available —</i>	36	40	52	52
<i>Movement Point Ratio —</i>	3/1	3/1	3/1	3/1
<i>Warp Engine Type —</i>	OWA-2	OWA-2	OWA-2	OWA-2
Number —	2	2	2	2
Power Units Available —	17 ea.	17 ea.	17 ea.	17 ea.
Stress Chart —	G/F	G/F	G/F	G/F
Maximum Safe Cruising Speed —	Warp 6	Warp 6	Warp 6	Warp 6
Emergency Speed —	Warp 7	Warp 7	Warp 7	Warp 7
<i>Impulse Engine Type —</i>	KIB-2	KID-1	KIE-3	KIE-3
Power Units Available —	2	6	18	18

Weapons And Firing Data:

	Variant-1	Variant-2	Variant-3	Variant-4
<i>Beam Weapon Type —</i>	KD-7	KD-8	KD-16	KD-30
Number —	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
Firing Chart —	L	U	Y	Y
Maximum Power —	7	7	6	10
Damage Modifiers —				
+3	(-)	(1-7)	(1-9)	(1-9)
+2	(1-6)	(8-15)	(10-17)	(10-18)
+1	(7-12)	(16-20)	(18-22)	(19-24)

Shield Data:

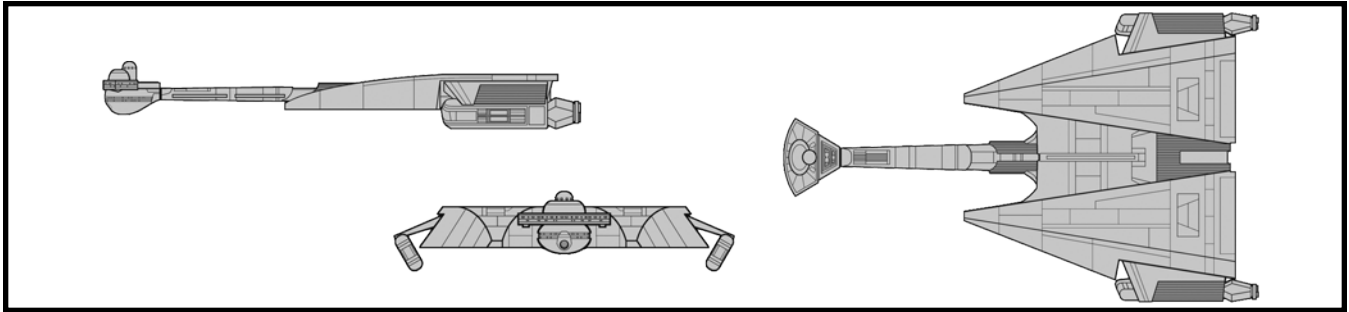
	Variant-1	Variant-2	Variant-3	Variant-4
<i>Deflector Shield Type —</i>	KSK	KSK	KSK	KST
Shield Point Ratio —	1/2	1/2	1/2	1/3
Maximum Shield Power —	13	13	13	32

Combat Efficiency:

	Variant-1	Variant-2	Variant-3	Variant-4
<i>D —</i>	100.6	104.6	115.6	170.0
<i>WDF —</i>	19.0	30.5	35.5	53.5



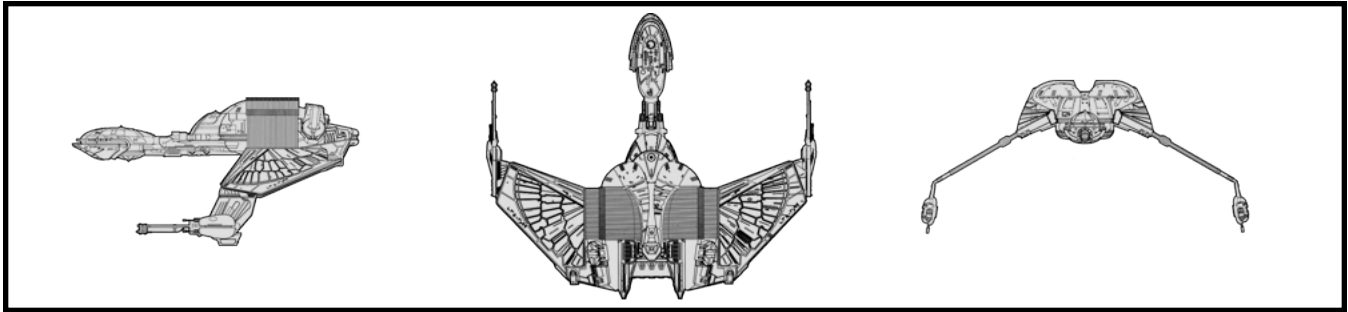
D-10A (AVENGER) CLASS VIII HEAVY CRUISER



Construction Data:	Variant-1	Variant-2	Variant-3	Variant-4
<i>Model Numbers —</i>	VIII	VIII	VIII	VIII
<i>Ship Class —</i>	2255-2268	2268-2289	2289-2327	2327-2362
<i>Date Entering Service —</i>	1	Refit	Refit	Refit
<i>Number Constructed —</i>				
Hull Data:				
<i>Superstructure Points —</i>	28	30	34	42
<i>Damage Chart —</i>	C	C	C	C
<i>Size:</i>				
<i>Length —</i>	262.0 m	262.0 m	262.0 m	262.0 m
<i>Width —</i>	157.0 m	157.0 m	157.0 m	157.0 m
<i>Height —</i>	30.0 m	30.0 m	30.0 m	30.0 m
<i>Displacement —</i>	114,509 mt	117,657 mt	117,235 mt	118,735 mt
<i>Cargo:</i>				
<i>Cargo Units —</i>	245 SCU	245 SCU	245 SCU	245 SCU
<i>Cargo Capacity —</i>	12,250 mt	12,250 mt	12,250 mt	12,250 mt
<i>Landing Capacity —</i>	None	None	None	None
Equipment Data:				
<i>Control Computer Type —</i>	ZD-5	ZD-5	Mark IIIa	Mark IIIa
<i>Transporters:</i>				
<i>standard 6-person —</i>	2	2	2	2
<i>combat 22-person —</i>	2	2	2	2
<i>emergency 22-person —</i>	1	1	1	1
<i>cargo —</i>	2	2	2	2
Other Data:				
<i>Crew —</i>	188	188	188	188
<i>Passengers —</i>	10	10	10	10
<i>Shuttlecraft —</i>	5	5	5	5
Engines And Power Data:				
<i>Total Power Units Available —</i>	38	44	44	64
<i>Movement Point Ratio —</i>	4/1	4/1	4/1	4/1
<i>Warp Engine Type —</i>	KWD-1	KWD-1	KWD-1	KWC-3
<i>Number —</i>	2	2	2	2
<i>Power Units Available —</i>	18 ea.	18 ea.	18 ea.	23 ea.
<i>Stress Chart —</i>	L/N	L/N	L/N	L/O
<i>Maximum Safe Cruising Speed —</i>	Warp 6	Warp 6	Warp 6	Warp 7
<i>Emergency Speed —</i>	Warp 8	Warp 8	Warp 8	Warp 8
<i>Impulse Engine Type —</i>	KIB-2	OIE-2	OIE-2	KIE-3
<i>Power Units Available —</i>	2	8	8	18
Weapons And Firing Data:				
<i>Beam Weapon Type —</i>	KD-6	KD-6	OD-11	OD-11
<i>Number —</i>	4	4	7	7
<i>Firing Arcs —</i>	1 f/p, 1 f, 2 f/s	1 f/p, 1 f, 2 f/s	2 f/p, 2 f, 2 f/s, 1 a	2 f/p, 2 f, 2 f/s, 1 a
<i>Firing Chart —</i>	T	T	U	U
<i>Maximum Power —</i>	6	6	8	8
<i>Damage Modifiers —</i>				
+3	(-)	(-)	(-)	(-)
+2	(1-18)	(1-18)	(1-20)	(1-20)
+1	(-)	(-)	(-)	(-)
<i>Beam Weapon Type —</i>	KD-3	KD-3	-	-
<i>Number —</i>	1	1	-	-
<i>Firing Arcs —</i>	1 a	1 a	-	-
<i>Firing Chart —</i>	I	I	-	-
<i>Maximum Power —</i>	5	5	-	-
<i>Damage Modifiers —</i>				
+3	(-)	(-)	-	-
+2	(-)	(-)	-	-
+1	(1-12)	(1-12)	-	-
<i>Beam Weapon Type —</i>	NPD-6	NPD-10	-	-
<i>Number —</i>	2	2	-	-
<i>Firing Arcs —</i>	1 f/p, 1 f	1 f/p, 1 f	-	-
<i>Firing Chart —</i>	S	U	-	-
<i>Maximum Power —</i>	5	6	-	-
<i>Damage Modifiers —</i>				
+3	(1-3)	(1-4)	-	-
+2	(4-6)	(5-9)	-	-
+1	(7-16)	(10-20)	-	-
<i>Missile Weapon Type —</i>	TPT-1	FRP-3	OP-8	KP-3
<i>Number —</i>	1	1	2	2
<i>Firing Arcs —</i>	1 f	1 f	1 f, 1 a	1 f, 1 a
<i>Firing Chart —</i>	D	Q	K	R
<i>Power To Arm —</i>	3	1	2	2
<i>Damage —</i>	8	12	16	15
Shield Data:				
<i>Deflector Shield Type —</i>	OKSB	OKSB	OSZ	KST
<i>Shield Point Ratio —</i>	1/1	1/1	1/2	1/3
<i>Maximum Shield Power —</i>	16	16	16	32
Combat Efficiency:				
<i>D —</i>	76.5	81.9	103.6	174.1
<i>WDF —</i>	32.6	39.3	59.6	64.2



D-12A (BLOODSPILLER) CLASS IX CRUISER



Construction Data:

<i>Model Numbers</i> —	Variant-1	Variant-2	Variant-3	Variant-4	Variant-5
<i>Ship Class</i> —	IX	IX	IX	IX	IX
<i>Date Entering Service</i> —	2283-2315	2316-2340	2342-2351	2352-2367	2368-2378
<i>Number Constructed</i> —	1	Refit	Refit	Refit	Refit

Hull Data:

<i>Superstructure Points</i> —	40	40	40	42	44
<i>Damage Chart</i> —	C	C	C	C	C
<i>Size:</i>					
Length —	230.0 m	230.0 m	230.0 m	230.0 m	230.0 m
Width —	262.0 m	262.0 m	262.0 m	262.0 m	262.0 m
Height —	122.7 m	122.7 m	122.7 m	122.7 m	122.7 m
Displacement —	130,990 mt	130,085 mt	130,005 mt	132,875 mt	137,355 mt
<i>Cargo:</i>					
Cargo Units —	364 SCU	364 SCU	364 SCU	364 SCU	364 SCU
Cargo Capacity —	18,200 mt	18,200 mt	18,200 mt	18,200 mt	18,200 mt
Landing Capacity —	None	None	None	None	None

Equipment Data:

<i>Control Computer Type</i> —	ZD-7	ZD-9	ZD-9	ZD-9	ZI-3
<i>Transporters:</i>					
standard 6-person —	3	3	3	3	3
emergency 22-person —	2	2	2	2	2
cargo —	4	4	4	4	4
<i>Cloaking Device Type:</i>	KCC	KCC	KCC	KCC	KCC
<i>Power Requirements</i> —	32	32	32	32	32

Other Data:

<i>Crew</i> —	257	257	257	257	257
<i>Troops</i> —	0	0	0	0	0
<i>Passengers</i> —	25	25	25	25	25
<i>Shuttlecraft</i> —	6	6	6	6	6

Engines And Power Data:

<i>Total Power Units Available</i> —	59	59	62	62	62
<i>Movement Point Ratio</i> —	3/1	3/1	3/1	3/1	3/1
<i>Warp Engine Type</i> —	KWC-2	KWC-2	KWC-2	KWC-2	KWC-2
Number —	2	2	2	2	2
Power Units Available —	18 ea.	18 ea.	18 ea.	18 ea.	18 ea.
Stress Chart —	L/O	L/O	L/O	L/O	L/O
Maximum Safe Cruising Speed —	Warp 8	Warp 8	Warp 8	Warp 8	Warp 8
Emergency Speed —	Warp 9	Warp 9	Warp 9	Warp 9	Warp 9
<i>Impulse Engine Type</i> —	KIF-2	KIF-2	KIK-1	KIK-1	KIK-1
Power Units Available —	23	23	26	26	26

Weapons And Firing Data:

<i>Beam Weapon Type</i> —	KD-8	KD-17	KD-17	KD-17	KD-26
Number —	6	6	6	6	6
Firing Arcs —	2 f/p, 2 f/s, 2 a	2 f/p, 2 f/s, 2 a	2 f/p, 2 f/s, 2 a	2 f/p, 2 f/s, 2 a	2 f/p, 2 f/s, 2 a
Firing Chart —	U	X	X	X	Y
Maximum Power —	7	9	9	9	13
Damage Modifiers —					
+3	(1-7)	(1-12)	(1-12)	(1-12)	(1-7)
+2	(8-15)	(13-17)	(13-17)	(13-17)	(8-10)
+1	(16-20)	(18-22)	(18-22)	(18-22)	(11-24)
<i>Beam Weapon Type</i> —	KD-15	KD-15	KD-15	KD-17	KD-17
Number —	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
Firing Chart —	T	T	T	X	X
Maximum Power —	10	10	10	9	9
Damage Modifiers —					
+3	(-)	(-)	(-)	(1-12)	(1-12)
+2	(1-18)	(1-18)	(1-18)	(13-17)	(13-17)
+1	(-)	(-)	(-)	(18-22)	(18-22)
<i>Missile Weapon Type</i> —	KP-6	KP-8	KP-11	KP-16	KP-22
Number —	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
Firing Chart —	R	S	R	Q	R
Power To Arm —	2	2	1	2	2
Damage —	20	24	26	36	40

Shield Data:

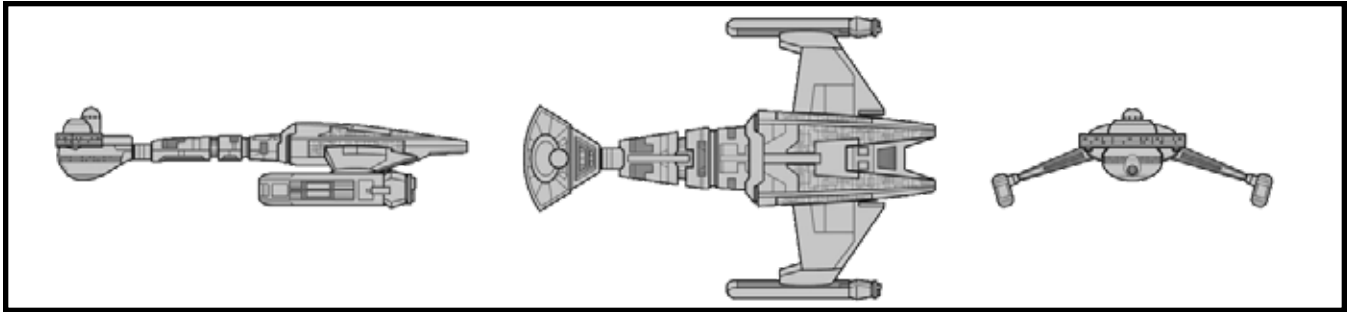
<i>Deflector Shield Type</i> —	KSP	KSS	KSX	KNSB	KNSH
Shield Point Ratio —	1/3	1/3	1/4	1/4	1/4
Maximum Shield Power —	15	26	32	38	50

Combat Efficiency:

<i>D</i> —	162.2	178.7	221.2	232.1	252.9
<i>WDF</i> —	75.6	99.4	100.2	111.4	143.6



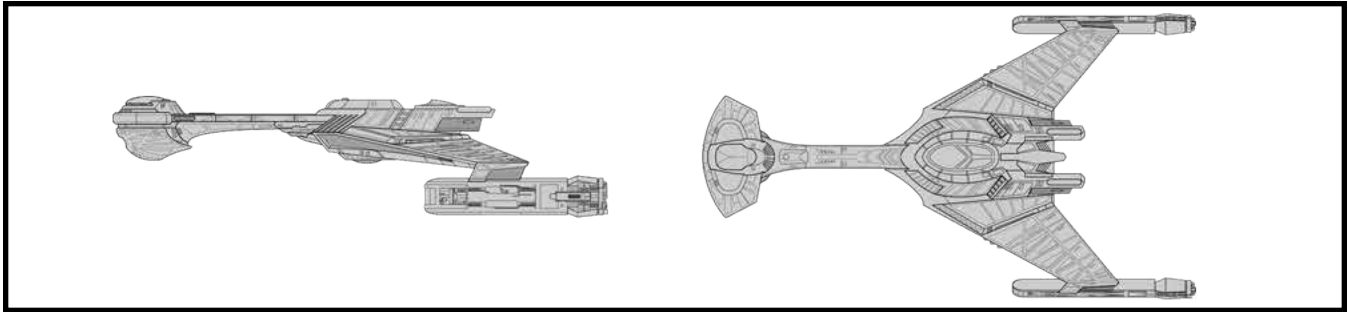
D-20A (AGONIZER) CLASS VII LIGHT CRUISER



	Variant-1	Variant-2	Variant-3	Variant-4
Construction Data:				
<i>Model Numbers —</i>	VII	VII	VII	VII
<i>Ship Class —</i>	2272-2280	2280-2300	2300-2315	2315-2332
<i>Date Entering Service —</i>	1	Refit	Refit	Refit
<i>Number Constructed —</i>				
Hull Data:				
<i>Superstructure Points —</i>	22	22	24	24
<i>Damage Chart —</i>	C	C	C	C
<i>Size:</i>				
Length —	160.0 m	160.0 m	160.0 m	160.0 m
Width —	110.0 m	110.0 m	110.0 m	110.0 m
Height —	22.0 m	22.0 m	22.0 m	22.0 m
Displacement —	93,458 mt	93,578 mt	96,763 mt	97,328 mt
<i>Cargo:</i>				
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-5
<i>Transporters:</i>				
standard 6-person —	3	3	3	3
combat 22-person —	1	1	1	1
emergency 22-person —	1	1	1	1
cargo —	2	2	2	2
Other Data:				
<i>Crew —</i>	156	156	156	156
<i>Passengers —</i>	30	30	30	30
<i>Shuttlecraft —</i>	4	4	4	4
Engines And Power Data:				
<i>Total Power Units Available —</i>	46	46	46	46
<i>Movement Point Ratio —</i>	4/1	4/1	4/1	4/1
<i>Warp Engine Type —</i>				
Number —	KWC-1	KWC-1	KWC-1	KWC-1
Power Units Available —	2	2	2	2
Stress Chart —	14 ea.	14 ea.	14 ea.	14 ea.
Maximum Safe Cruising Speed —	L/O	L/O	L/O	L/O
Emergency Speed —	Warp 7	Warp 7	Warp 7	Warp 7
<i>Impulse Engine Type —</i>	Warp 8	Warp 8	Warp 8	Warp 8
Power Units Available —	KIE-3	KIE-3	KIE-3	KIE-3
	18	18	18	18
Weapons And Firing Data:				
<i>Beam Weapon Type —</i>				
Number —	OD-8	OD-10	OD-11	OD-11
Firing Arcs —	4	4	4	4
Firing Chart —	1 f/p, 1 f, 1 f/s, 1 a	1 f/p, 1 f, 1 f/s, 1 a	1 f/p, 1 f, 1 f/s, 1 a	1 f/p, 1 f, 1 f/s, 1 a
Maximum Power —	L	O	U	U
Damage Modifiers —	6	7	8	8
+3	(-)	(-)	(-)	(-)
+2	(-)	(1-7)	(1-20)	(1-20)
+1	(1-12)	(8-14)	(-)	(-)
<i>Beam Weapon Type —</i>				
Number —	KD-5	KD-5	KD-5	KD-5
Firing Arcs —	2	2	2	2
Firing Chart —	1 f/p, 1 f/s	1 f/p, 1 f/s	1 f/p, 1 f/s	1 f/p, 1 f/s
Maximum Power —	P	P	P	P
Damage Modifiers —	4	4	4	4
+3	(-)	(-)	(-)	(-)
+2	(1-10)	(1-10)	(1-10)	(1-10)
+1	(11-18)	(11-18)	(11-18)	(11-18)
<i>Missile Weapon Type —</i>				
Number —	OP-1	OP-1	OP-5	OP-8
Firing Arcs —	1	1	1	1
Firing Chart —	1 f	1 f	1 f	1 f
Power To Arm —	L	L	Q	K
Damage —	1	1	1	2
	10	10	10	16
Shield Data:				
<i>Deflector Shield Type —</i>	FRDS	FRDS	FRDS	FRDS
Shield Point Ratio —	1/2	1/2	1/2	1/2
Maximum Shield Power —	14	14	14	14
Combat Efficiency:				
<i>D —</i>	84.5	84.5	87.3	87.3
<i>WDF —</i>	22.8	28.0	37.9	39.1



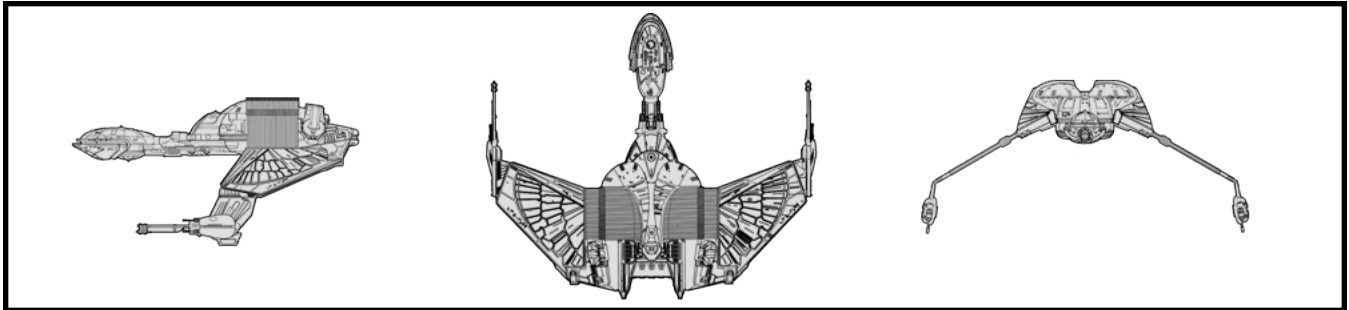
D-27A (FREEDOM) CLASS VIII LIGHT CRUISER



Construction Data:	Variant-1	Variant-2	Variant-3	Variant-4
<i>Model Numbers —</i>	VIII	VIII	VIII	VIII
<i>Ship Class —</i>	2281-2300	2303-2327	2329-2350	2353-2378
<i>Date Entering Service —</i>	1	Refit	Refit	Refit
<i>Number Constructed —</i>				
Hull Data:				
<i>Superstructure Points —</i>	22	22	22	22
<i>Damage Chart —</i>	C	C	C	C
<i>Size:</i>				
Length —	200.0 m	200.0 m	200.0 m	200.0 m
Width —	115.0 m	115.0 m	115.0 m	115.0 m
Height —	63.0 m	63.0 m	63.0 m	63.0 m
Displacement —	114,825 mt	118,620 mt	117,115 mt	115,635 mt
<i>Cargo:</i>				
Cargo Units —	190 SCU	190 SCU	190 SCU	190 SCU
Cargo Capacity —	9,500 mt	9,500 mt	9,500 mt	9,500 mt
Landing Capacity —	None	None	None	None
Equipment Data:				
<i>Control Computer Type —</i>	ZD-5	ZD-6	ZD-6	ZI-2
<i>Transporters:</i>				
standard 6-person —	3	3	3	3
combat 22-person —	0	0	0	0
emergency 22-person —	3	3	3	3
cargo —	4	4	4	4
<i>Cloaking Device Type:</i>	-	KCC	KCC	KCC
<i>Power Requirements —</i>	-	32	32	32
Other Data:				
<i>Crew —</i>	181	181	181	181
<i>Passengers —</i>	20	20	20	20
<i>Shuttlecraft —</i>	6	6	6	6
Engines And Power Data:				
<i>Total Power Units Available —</i>	44	59	59	61
<i>Movement Point Ratio —</i>	3/1	3/1	3/1	3/1
<i>Warp Engine Type —</i>	KWF-1	KWF-2	KWF-2	KWF-2
Number —	2	2	2	2
Power Units Available —	16 ea.	18 ea.	18 ea.	18 ea.
Stress Chart —	H/J	H/J	H/J	H/J
Maximum Safe Cruising Speed —	Warp 8	Warp 8	Warp 8	Warp 8
Emergency Speed —	Warp 9	Warp 9	Warp 9	Warp 9
<i>Impulse Engine Type —</i>	KIE-2	KIF-2	KIF-2	KIM-3
Power Units Available —	12	23	23	25
Weapons And Firing Data:				
<i>Beam Weapon Type —</i>	KD-9	KD-8	KD-16	KD-17
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 —	W	U	Y	X
Maximum Power —	5	7	6	9
Damage Modifiers —				
+3	(1-7)	(1-7)	(1-9)	(1-12)
+2	(8-15)	(8-15)	(10-17)	(13-17)
+1	(16-20)	(16-20)	(18-22)	(18-22)
<i>Missile Weapon Type —</i>	KP-3	KP-3	KP-3	KP-16
Number —	2	2	2	2
Firing Arcs —	1 f, 1 a	1 f, 1 a	1 f, 1 a	1 f, 1 a
Firing Chart —	R	R	R	Q
Power To Arm —	2	2	2	2
Damage —	15	15	15	36
Shield Data:				
<i>Deflector Shield Type —</i>	KSK	KSP	KST	KST
Shield Point Ratio —	1/2	1/3	1/3	1/3
Maximum Shield Power —	12	15	32	32
Combat Efficiency:				
<i>D —</i>	89.5	136.5	160.5	163.5
<i>WDF —</i>	40.0	42.4	46.4	75.4



D-32B (DEVASTATION) CLASS VII CRUISER



Construction Data:

<i>Model Numbers —</i>	Variant-1	Variant-2	Variant-3	Variant-4
<i>Ship Class —</i>	VII	VII	VII	VII
<i>Date Entering Service —</i>	2285-2301	2303-2326	2328-2348	2350-2378
<i>Number Constructed —</i>	1	Refit	Refit	Refit

Hull Data:

<i>Superstructure Points —</i>	22	22	24	30
<i>Damage Chart —</i>	C	C	C	C
<i>Size:</i>				
Length —	110.0 m	110.0 m	110.0 m	110.0 m
Width —	161.0 m	161.0 m	161.0 m	161.0 m
Height —	21.0 m	21.0 m	21.0 m	21.0 m
Displacement —	97,525 mt	98,760 mt	99,865 mt	95,210 mt
<i>Cargo:</i>				
Cargo Units —	30 SCU	30 SCU	30 SCU	30 SCU
Cargo Capacity —	1,500 mt	1,500 mt	1,500 mt	1,500 mt
Landing Capacity —	None	None	None	None

Equipment Data:

<i>Control Computer Type —</i>	ZD-6	ZD-6	ZD-6	ZI-2
<i>Transporters:</i>				
standard 6-person —	2	2	2	2
combat 22-person —	1	1	1	1
emergency 22-person —	2	2	2	2
cargo —	1	1	1	1
<i>Cloaking Device Type:</i>	KCC	KCC	KCC	KCC
<i>Power Requirements —</i>	32	32	32	32

Other Data:

<i>Crew —</i>	142	142	142	142
<i>Passengers —</i>	5	5	5	5
<i>Shuttlecraft —</i>	1	1	1	1

Engines And Power Data:

<i>Total Power Units Available —</i>	46	46	54	54
<i>Movement Point Ratio —</i>	4/1	4/1	4/1	4/1
<i>Warp Engine Type —</i>	KWC-1	KWC-1	KWC-2	KWH-2
Number —	2	2	2	2
Power Units Available —	14 ea.	14 ea.	18 ea.	18 ea.
Stress Chart —	L/O	L/O	L/O	K/L
Maximum Safe Cruising Speed —	Warp 7	Warp 7	Warp 7	Warp 7
Emergency Speed —	Warp 8	Warp 8	Warp 8	Warp 9
<i>Impulse Engine Type —</i>	KIE-3	KIE-3	KIE-3	KIE-3
Power Units Available —	18	18	18	18

Weapons And Firing Data:

<i>Beam Weapon Type —</i>	KD-9	KD-8	KD-17	KD-19
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 —	W	U	X	X
Maximum Power —	5	7	9	12
Damage Modifiers —				
+3	(1-7)	(1-7)	(1-12)	(1-14)
+2	(8-15)	(8-15)	(13-17)	(15-18)
+1	(16-20)	(16-20)	(18-22)	(19-22)
<i>Missile Weapon Type —</i>	KP-3	KP-4	KP-10	KP-16
Number —	2	2	2	2
Firing Arcs —	1 f, 1 a	1 f, 1 a	1 f, 1 a	1 f, 1 a
Firing Chart —	R	Q	Q	Q
Power To Arm —	2	2	1	2
Damage —	15	18	22	36

Shield Data:

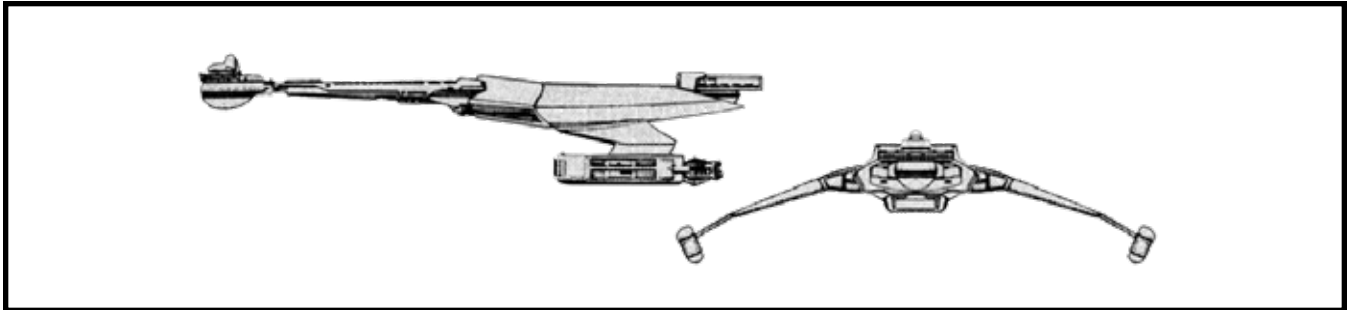
<i>Deflector Shield Type —</i>	KSH	KSP	KST	KSX
Shield Point Ratio —	1/3	1/3	1/3	1/4
Maximum Shield Power —	13	15	32	32

Combat Efficiency:

<i>D —</i>	99.0	102.0	137.8	166.9
<i>WDF —</i>	40.0	44.0	60.0	85.4



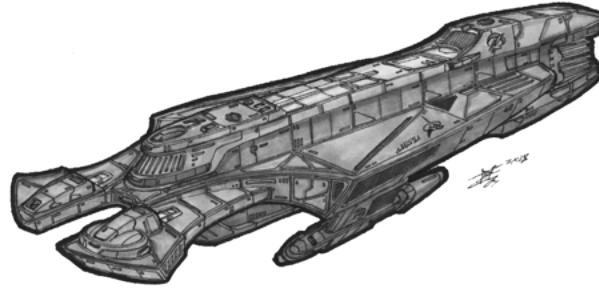
D-43B (RESTRAINER) CLASS XI TROOP CRUISER



Construction Data:	D-43D	D-43D	D-43D
<i>Model Numbers</i> —	Variant-1	Variant-2	Variant-3
<i>Ship Class</i> —	XI	XI	XI
<i>Date Entering Service</i> —	2348-2359	2360-2370	2371-2378
<i>Number Constructed</i> —	1	Refit	Refit
Hull Data:			
<i>Superstructure Points</i> —	42	48	52
<i>Damage Chart</i> —	C	C	C
<i>Size:</i>			
Length —	294.0 m	294.0 m	294.0 m
Width —	225.0 m	225.0 m	225.0 m
Height —	70.0 m	70.0 m	70.0 m
Displacement —	178,730 mt	166,729 mt	176,739 mt
<i>Cargo:</i>			
Cargo Units —	650 SCU	650 SCU	650 SCU
Cargo Capacity —	32,500 mt	32,500 mt	32,500 mt
<i>Landing Capacity</i> —	None	None	None
Equipment Data:			
<i>Control Computer Type</i> —	ZI-4	ZI-4	ZI-5
<i>Transporters:</i>			
standard 6-person —	3	3	3
combat 22-person —	5	5	5
emergency 22-person —	2	2	2
cargo —	4	4	4
<i>Cloaking Device Type:</i>	KCD	KCD	KCD
<i>Power Requirements</i> —	48	48	48
Other Data:			
<i>Crew</i> —	547	547	547
<i>Troops</i> —	220	220	220
<i>Passengers</i> —	5	5	5
<i>Shuttlecraft</i> —	8	8	8
Engines And Power Data:			
<i>Total Power Units Available</i> —	70	66	66
<i>Movement Point Ratio</i> —	4/1	4/1	4/1
<i>Warp Engine Type</i> —	KWE-3	KWF-2	KWF-2
Number —	2	2	2
Power Units Available —	20 ea.	18 ea.	18 ea.
Stress Chart —	J/M	H/J	H/J
Maximum Safe Cruising Speed —	Warp 7	Warp 7	Warp 7
Emergency Speed —	Warp 8	Warp 9	Warp 9
<i>Impulse Engine Type</i> —	KIK-2	KIK-2	KIK-2
Power Units Available —	30	30	30
Weapons And Firing Data:			
<i>Beam Weapon Type</i> —	KD-19	KD-25	KD-25
Number —	6	6	6
Firing Arcs —	2 p/f/s, 1 f/p, 1 f/s, 2 a	2 p/f/s, 1 f/p, 1 f/s, 2 a	2 p/f/s, 1 f/p, 1 f/s, 2 a
Firing Chart —	X	Y	Y
Maximum Power —	12	12	12
Damage Modifiers —			
+3	(1-14)	(1-7)	(1-7)
+2	(15-18)	(8-14)	(8-14)
+1	(19-22)	(15-20)	(15-20)
<i>Missile Weapon Type</i> —	KP-16	KP-16	KP-17
Number —	5	5	5
Firing Arcs —	3 f, 2 a	3 f, 2 a	3 f, 2 a
Firing Chart —	Q	Q	R
Power To Arm —	2	2	2
Damage —	36	36	38
Shield Data:			
<i>Deflector Shield Type</i> —	KST	KNSB	KNSH
Shield Point Ratio —	1/3	1/4	1/4
Maximum Shield Power —	32	37	50
Combat Efficiency:			
<i>D</i> —	180.1	216.6	242.4
<i>WDF</i> —	167.5	171.1	185.6



D-606 (LIBERTY) CLASS IX AUXILIARY CRUISER



Construction Data:

<i>Model Numbers —</i>	Variant-1	Variant-2	Variant-3	Variant-4
<i>Ship Class —</i>	IX	IX	IX	IX
<i>Date Entering Service —</i>	2272-2289	2290-2313	2315-2344	2345-2354
<i>Number Constructed —</i>	1	Refit	Refit	Refit

Hull Data:

<i>Superstructure Points —</i>	39	39	39	39
<i>Damage Chart —</i>	C	C	C	C
<i>Size:</i>				
Length —	241.0 m	241.0 m	241.0 m	241.0 m
Width —	66.0 m	66.0 m	66.0 m	66.0 m
Height —	47.0 m	47.0 m	47.0 m	47.0 m
Displacement —	132,500 mt	134,100 mt	136,435 mt	138,795 mt
<i>Cargo:</i>				
Cargo Units —	350 SCU	350 SCU	350 SCU	350 SCU
Cargo Capacity —	17,500 mt	17,500 mt	17,500 mt	17,500 mt
Landing Capacity —	None	None	None	None

Equipment Data:

<i>Control Computer Type —</i>	ZD-6	ZD-7	ZD-9	ZI-3
<i>Transporters:</i>				
standard 6-person —	4	4	4	4
combat 22-person —	3	3	3	3
emergency 22-person —	2	2	2	2
cargo —	4	4	4	4
<i>Cloaking Device Type:</i>	-	-	KCC	KCC
<i>Power Requirements —</i>	-	-	32	32

Other Data:

<i>Crew —</i>	258	258	258	258
<i>Troops —</i>	60	60	60	60
<i>Passengers —</i>	30	30	30	30
<i>Shuttlecraft —</i>	4	4	4	4

Engines And Power Data:

<i>Total Power Units Available —</i>	48	48	59	62
<i>Movement Point Ratio —</i>	3/1	3/1	3/1	3/1
<i>Warp Engine Type —</i>	OWI-2	OWI-2	OWI-2	OWI-2
Number —	2	2	2	2
Power Units Available —	18 ea.	18 ea.	18 ea.	18 ea.
Stress Chart —	N/P	N/P	N/P	N/P
Maximum Safe Cruising Speed —	Warp 6	Warp 6	Warp 6	Warp 6
Emergency Speed —	Warp 7	Warp 7	Warp 7	Warp 7
<i>Impulse Engine Type —</i>	KIE-2	KIE-2	KIF-2	KIK-1
Power Units Available —	12	12	23	26

Weapons And Firing Data:

<i>Beam Weapon Type —</i>	KD-8	KD-8	KD-16	KD-19
Number —	4	4	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	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 —	U	U	Y	X
Maximum Power —	7	7	6	12
Damage Modifiers —				
+3	(1-7)	(1-7)	(1-9)	(1-14)
+2	(8-15)	(8-15)	(10-17)	(15-18)
+1	(16-20)	(16-20)	(18-22)	(19-22)
<i>Beam Weapon Type —</i>	KD-5	KD-7	KD-8	KD-8
Number —	5	5	5	5
Firing Arcs —	2 f/p, 2 f/s, 1 a	2 f/p, 2 f/s, 1 a	2 f/p, 2 f/s, 1 a	2 f/p, 2 f/s, 1 a
Firing Chart —	P	L	U	U
Maximum Power —	4	7	7	7
Damage Modifiers —				
+3	(-)	(-)	(1-7)	(1-7)
+2	(1-10)	(1-6)	(8-15)	(8-15)
+1	(11-18)	(7-12)	(16-20)	(16-20)
<i>Missile Weapon Type —</i>	KP-5	KP-6	KP-8	KP-17
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 —	Q	R	S	R
Power To Arm —	1	2	2	2
Damage —	10	20	24	38

Shield Data:

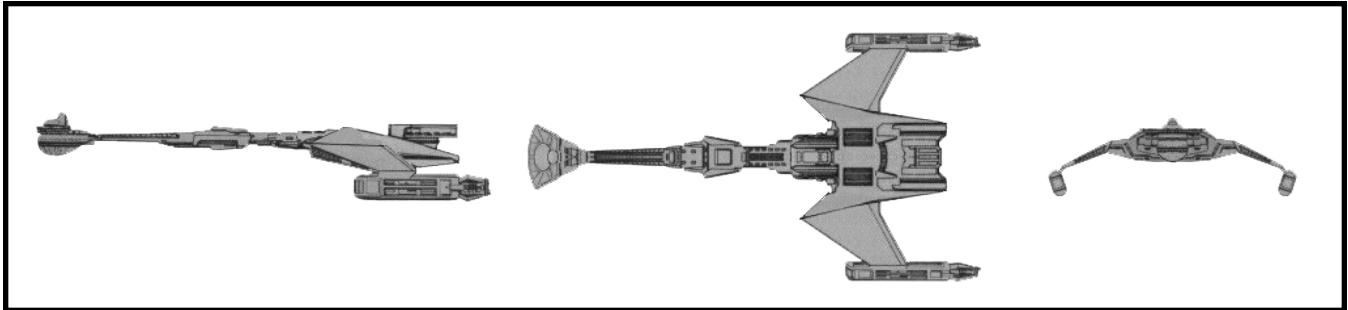
<i>Deflector Shield Type —</i>	KSK	KSL	KSS	KSY
Shield Point Ratio —	1/2	1/3	1/3	1/3
Maximum Shield Power —	12	14	26	36

Combat Efficiency:

<i>D —</i>	117.8	142.8	177.3	195.3
<i>WDF —</i>	55.9	78.8	103.9	144.3



D-116A (WARBLADE OF JUSTICE) CLASS VI LIGHT CRUISER



Construction Data:

Model Numbers —	Variant-1	Variant-2
Ship Class —	VI	VI
Date Entering Service —	2279-2298	2299-2319
Number Constructed —	1	Refit

Hull Data:

Superstructure Points —	13	19
Damage Chart —	C	C
Size:		
Length —	196.1 m	196.1 m
Width —	102.3 m	102.3 m
Height —	29.1 m	29.1 m
Displacement —	79,620 mt	75,525 mt
Cargo:		
Cargo Units —	143 SCU	143 SCU
Cargo Capacity —	7,150 mt	7,150 mt
Landing Capacity —	None	None

Equipment Data:

Control Computer Type —	ZD-5	ZD-5
Transporters:		
standard 6-person —	2	2
emergency 22-person —	1	1
cargo —	1	1
Cloaking Device Type:	KCC	KCC
Power Requirements —	32	32

Other Data:

Crew —	148	148
Passengers —	5	5
Shuttlecraft —	3	3

Engines And Power Data:

Total Power Units Available —	46	46
Movement Point Ratio —	3/1	3/1
Warp Engine Type —	KWVC-1	KWH-1
Number —	2	2
Power Units Available —	14 ea.	14 ea.
Stress Chart —	L/O	K/L
Maximum Safe Cruising Speed —	Warp 7	Warp 7
Emergency Speed —	Warp 8	Warp 9
Impulse Engine Type —	KIE-3	KIE-3
Power Units Available —	18	18

Weapons And Firing Data:

Beam Weapon Type —	KD-3	KD-7
Number —	6	6
Firing Arcs —	2 f/p, 2 f/s, 2 a	2 f/p, 2 f/s, 2 a
Firing Chart —	I	L
Maximum Power —	5	7
Damage Modifiers —		
+3	(-)	(-)
+2	(-)	(1-6)
+1	(1-12)	(7-12)
Missile Weapon Type —	KP-6	KP-6
Number —	1	1
Firing Arcs —	1 f, 1 a	1 f, 1 a
Firing Chart —	R	R
Power To Arm —	2	2
Damage —	20	20

Shield Data:

Deflector Shield Type —	KSG	KSK
Shield Point Ratio —	1/2	1/2
Maximum Shield Power —	11	13

Combat Efficiency:

D —	78.6	89.2
WDF —	25.0	34.6

NOTES:

Known Sphere Of Operation:

Triangle; Klingon border

Data Reliability: D

Major Data Source: Klingon Sector Intelligence

Frustrated by the under-gunned nature of his ship, the captain of the *Warblade of Justice* continually requested upgrades to his ship. Unfortunately for him and his crew, there seems no escape and by 2277, the crew that could leave had transferred and those that couldn't elected to join the IKS.

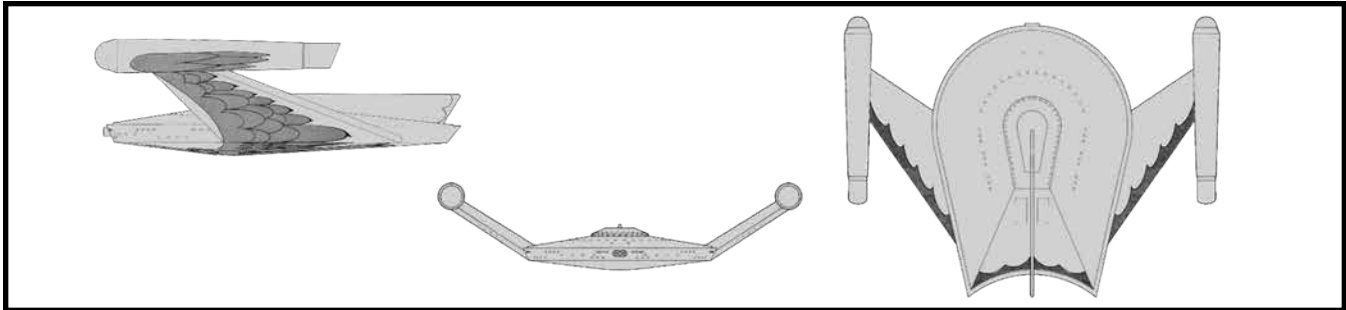
To counter the under-gunned nature of the D-116 class, a powerful KP-6 was swapped for the weak KP-1. While the ship received several internal changes, few other primary systems were changed. Surprisingly, this simple change was sufficient for both captain and crew, and the *Warblade of Justice* quickly became a successful patrol cruiser.

Most of the *Warblade's* career was spent defending against Orion raiders who constantly attempted to plunder IKS resources. By the mid-2290s, The IKS was able to produce a number of native Klingon systems, and the *Warblade* was placed on the schedule to have her weapons upgraded.

The Variant-2 was relaunched in 2299 and continued to server as a patrol vessel until 2319 when she was sold.



V-8 (NIGHTSTORM) CLASS VI LIGHT CRUISER



Construction Data:

<i>Model Numbers</i> —	Variant-1	Variant-2	Variant-3	Variant-4
<i>Ship Class</i> —	VI	VI	VI	VI
<i>Date Entering Service</i> —	2266-2298	2302-2334	2336-2350	2351-2363
<i>Number Constructed</i> —	1	Refit	Refit	Refit

Hull Data:

<i>Superstructure Points</i> —	22	22	22	22
<i>Damage Chart</i> —	B	B	B	B
<i>Size:</i>				
Length —	136.0 m	136.0 m	136.0 m	136.0 m
Width —	199.0 m	199.0 m	199.0 m	199.0 m
Height —	47.0 m	47.0 m	47.0 m	47.0 m
Displacement —	79,035 mt	74,335 mt	75,870 mt	77,231 mt

Cargo:

<i>Cargo Units</i> —	140 SCU	140 SCU	140 SCU	140 SCU
<i>Cargo Capacity</i> —	7,000 mt	7,000 mt	7,000 mt	7,000 mt
<i>Landing Capacity</i> —	None	None	None	None

Equipment Data:

<i>Control Computer Type</i> —	R-4M	R-4M	R-4M	ZI-1
<i>Transporters:</i>				
standard 6-person —	1	1	1	1
combat 22-person —	0	0	0	0
emergency 22-person —	1	1	1	1
cargo —	2	2	2	2
<i>Cloaking Device Type:</i>	KCC	KCC	KCC	KCC
<i>Power Requirements</i> —	32	32	32	32

Other Data:

<i>Crew</i> —	147	147	147	144
---------------	-----	-----	-----	-----

Engines And Power Data:

<i>Total Power Units Available</i> —	42	46	54	54
<i>Movement Point Ratio</i> —	3/1	3/1	3/1	3/1
<i>Warp Engine Type</i> —	RWC-1	KWH-1	KWH-2	KWH-2
Number —	2	2	2	2
Power Units Available —	12 ea.	14 ea.	18 ea.	18 ea.
Stress Chart —	M/P	K/L	K/L	K/L
Maximum Safe Cruising Speed —	Warp 6	Warp 7	Warp 7	Warp 7
Emergency Speed —	Warp 7	Warp 9	Warp 9	Warp 9
<i>Impulse Engine Type</i> —	KIE-3	KIE-3	KIE-3	KIE-3
Power Units Available —	18	18	18	18

Weapons And Firing Data:

<i>Beam Weapon Type</i> —	KD-8	KD-16	KD-20	KD-27
Number —	2	2	2	2
Firing Arcs —	2 p/f/s	2 p/f/s	2 p/f/s	2 p/f/s
Firing Chart —	U	Y	X	X
Maximum Power —	7	6	15	20
Damage Modifiers —				
+3	(1-7)	(1-9)	(1-7)	(1-7)
+2	(8-15)	(10-17)	(8-15)	(8-15)
+1	(16-20)	(18-22)	(16-22)	(16-22)
<i>Missile Weapon Type</i> —	RPL-2	KPL-2	KPL-2	KPL-2
Number —	1	1	1	1
Firing Arcs —	1 f	1 f	1 f	1 f
Firing Chart —	M	M	M	M
Power To Arm —	15	15	15	15
Damage —	RL-2	RL-2	RL-2	RL-2

Shield Data:

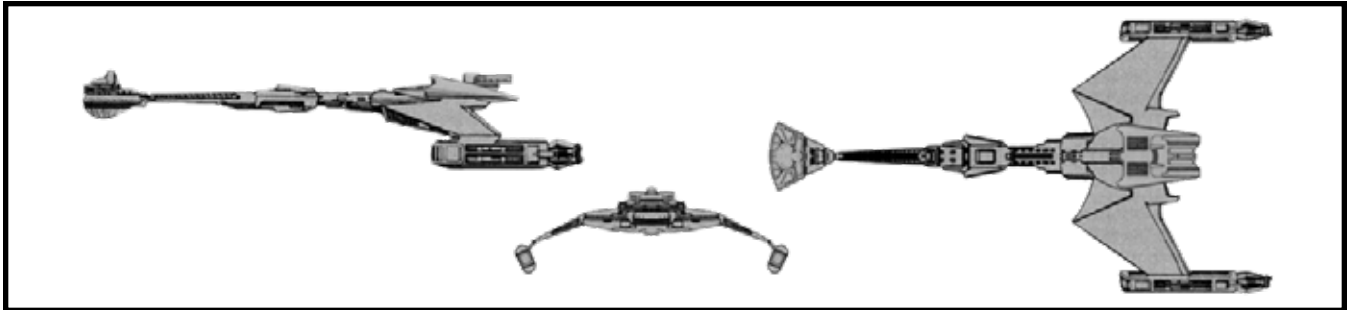
<i>Deflector Shield Type</i> —	RSE	KSK	KSV	KST
Shield Point Ratio —	1/2	1/2	1/2	1/3
Maximum Shield Power —	8	13	20	32

Combat Efficiency:

<i>D</i> —	83.5	93.5	110.5	153.0
<i>WDF</i> —	23.3	25.3	38.1	46.1



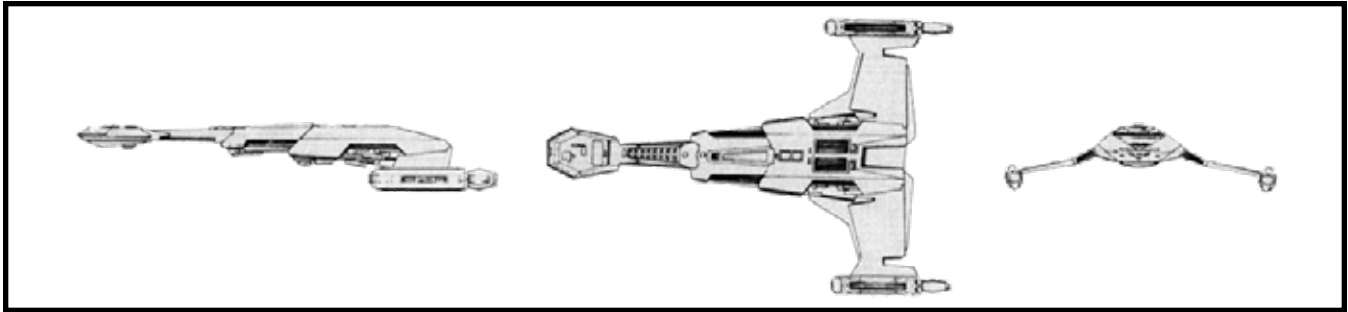
X-1 (WINDS OF TRUTH) CLASS VI DESTROYER



Construction Data:				
<i>Model Numbers —</i>	Variant-1	Variant-2	Variant-3	Variant-4
<i>Ship Class —</i>	VI	VI	VI	VI
<i>Date Entering Service —</i>	2274-2300	2282-2345	2339-2355	2352-2379
<i>Number Constructed —</i>	13	25	Refit	Refit
Hull Data:				
<i>Superstructure Points —</i>	24	24	28	28
<i>Damage Chart —</i>	C	C	C	C
Size:				
<i>Length —</i>	190.3 m	190.3 m	190.3 m	190.3 m
<i>Width —</i>	100.5 m	100.5 m	100.5 m	100.5 m
<i>Height —</i>	38.8 m	38.8 m	38.8 m	38.8 m
<i>Displacement —</i>	65,753 mt	67,265 mt	74,270 mt	70,230 mt
Cargo:				
<i>Cargo Units —</i>	138 SCU	138 SCU	138 SCU	138 SCU
<i>Cargo Capacity —</i>	6,900 mt	6,900 mt	6,900 mt	6,900 mt
<i>Landing Capacity —</i>	None	None	None	None
Equipment Data:				
<i>Control Computer Type —</i>	ZD-5	ZD-5	ZD-5	ZI-1
Transporters:				
<i>standard 6-person —</i>	2	2	2	2
<i>emergency 22-person —</i>	1	1	1	1
<i>cargo —</i>	1	1	1	1
Cloaking Device Type:				
<i>Power Requirements —</i>	-	-	KCC	KCB
			32	22
Other Data:				
<i>Crew —</i>	138	138	138	138
<i>Passengers —</i>	10	10	10	10
<i>Shuttlecraft —</i>	1	1	1	1
Engines And Power Data:				
<i>Total Power Units Available —</i>	30	32	44	44
<i>Movement Point Ratio —</i>	3/1	3/1	3/1	3/1
Warp Engine Type —				
<i>Number —</i>	2	2	2	2
<i>Power Units Available —</i>	13 ea.	13 ea.	13 ea.	13 ea.
<i>Stress Chart —</i>	Q/Q	Q/Q	Q/Q	Q/Q
<i>Maximum Safe Cruising Speed —</i>	Warp 7	Warp 7	Warp 7	Warp 7
<i>Emergency Speed —</i>	Warp 8	Warp 8	Warp 8	Warp 8
Impulse Engine Type —				
<i>Power Units Available —</i>	KIC-2	KID-1	KIE-3	KIE-3
	4	6	18	18
Weapons And Firing Data:				
Beam Weapon Type —				
<i>Number —</i>	KD-7	KD-6	KD-8	KD-16
<i>Firing Arcs —</i>	4	4	4	4
<i>Firing Chart —</i>	3 p/f/s, 1 a	3 p/f/s, 1 a	3 p/f/s, 1 a	3 p/f/s, 1 a
<i>Maximum Power —</i>	L	T	U	Y
<i>Damage Modifiers —</i>	7	6	7	6
<i>+3</i>	(-)	(-)	(1-7)	(1-9)
<i>+2</i>	(1-6)	(1-18)	(8-15)	(10-17)
<i>+1</i>	(7-12)	(-)	(16-20)	(18-22)
Missile Weapon Type —				
<i>Number —</i>	KP-2	KP-4	KP-11	KP-17
<i>Firing Arcs —</i>	1	1	1	1
<i>Firing Chart —</i>	1 f	1 f	1 f	1 f
<i>Power To Arm —</i>	H	Q	R	R
<i>Damage —</i>	1	2	1	2
	10	18	26	38
Shield Data:				
Deflector Shield Type —				
<i>Shield Point Ratio —</i>	KSG	KSK	KSV	KSV
<i>Maximum Shield Power —</i>	1/2	1/2	20	20
	11	13		
Combat Efficiency:				
<i>D —</i>	79.3	83.3	110.0	110.0
<i>WDF —</i>	18.4	30.2	39.8	51.0



D-2G (ACCLAIMER) CLASS VI MISSILE DESTROYER



Construction Data:

Model Numbers —	Variant-1	Variant-2
Ship Class —	VI	VI
Date Entering Service —	2348-2362	2363-2370
Number Constructed —	1	Refit

Hull Data:

Superstructure Points —	30	30
Damage Chart —	C	C
Size:		
Length —	205.0 m	205.0 m
Width —	135.0 m	135.0 m
Height —	30.0 m	30.0 m
Displacement —	66,485 mt	64,749 mt
Cargo:		
Cargo Units —	103 SCU	103 SCU
Cargo Capacity —	5,150 mt	5,150 mt
Landing Capacity —	None	None

Equipment Data:

Control Computer Type —	ZI-1	Mark VI
Transporters:		
standard 6-person —	2	2
emergency 22-person —	2	2
cargo —	1	1
Cloaking Device Type:	KCB	KCB
Power Requirements —	22	22

Other Data:

Crew —	124	124
Passengers —	13	13
Shuttlecraft —	4	4

Engines And Power Data:

Total Power Units Available —	52	52
Movement Point Ratio —	3/1	3/1
Warp Engine Type —	OWA-2	OWA-2
Number —	2	2
Power Units Available —	17 ea.	17 ea.
Stress Chart —	G/F	G/F
Maximum 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-18	KD-30
Number —	2	2
Firing Arcs —	1 p/f/s, 1 p/a/s	1 p/f/s, 1 p/a/s
Firing Chart —	U	Y
Maximum Power —	11	10
Damage Modifiers —		
+3	(1-7)	(1-9)
+2	(8-15)	(10-18)
+1	(16-20)	(19-24)
Missile Weapon Type —	KP-3	KP-10
Number —	4	4
Firing Arcs —	4 f	4 f
Firing Chart —	R	Q
Power To Arm —	2	1
Damage —	15	22

Shield Data:

Deflector Shield Type —	KST	KST
Shield Point Ratio —	1/3	1/3
Maximum Shield Power —	32	32

Combat Efficiency:

D —	161.4	161.4
WDF —	53.6	69.4

NOTES:

Known Sphere Of Operation: Triangle

Data Reliability: D

Major Data Source: Triangle Sector Intelligence

The *Acclaimer* arrived within IKS territory in 2347 and within 8 months was assigned to deep space penetration missions, gathering resources for the expanding Empire. Engineers used a recently purchased Orion warp drive to quickly return the *Acclaimer* to active duty. The OWA system was easy to install and integrate into the existing native Klingon systems.

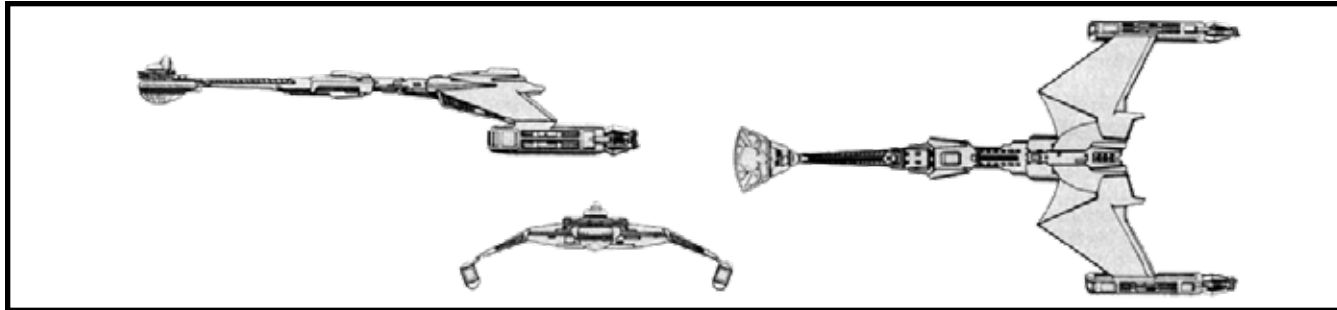
The vessel was seriously damaged in 2362 and engineers used an Orion Mark VI to quickly return the *Acclaimer* for operational condition.

The *Acclaimer* was destroyed while raiding a Klingon outpost in 2370.





D-16A (ASSAULT) CLASS VI DESTROYER



Construction Data:

<i>Model Numbers —</i>	Variant-1	Variant-2	Variant-3	Variant-4
<i>Ship Class —</i>	VI	VI	VI	VI
<i>Date Entering Service —</i>	2256-2272	2273-2300	2301-2334	2335-2360
<i>Number Constructed —</i>	1	Refit	Refit	Refit

Hull Data:

<i>Superstructure Points —</i>	13	13	18	20
<i>Damage Chart —</i>	C	C	C	C
<i>Size:</i>				
Length —	190.0 m	190.0 m	190.0 m	190.0 m
Width —	100.0 m	100.0 m	100.0 m	100.0 m
Height —	28.0 m	28.0 m	28.0 m	28.0 m
Displacement —	78,330 mt	79,080 mt	74,495 mt	78,390 mt
<i>Cargo:</i>				
Cargo Units —	146 SCU	146 SCU	146 SCU	146 SCU
Cargo Capacity —	7,300 mt	7,300 mt	7,300 mt	7,300 mt
Landing Capacity —	None	None	None	None

Equipment Data:

<i>Control Computer Type —</i>	ZD-5	ZD-5	ZD-5	ZD-5
<i>Transporters:</i>				
standard 6-person —	2	2	2	2
emergency 22-person —	1	1	1	1
cargo —	1	1	1	1
<i>Cloaking Device Type:</i>	-	-	KCC	KCC
<i>Power Requirements —</i>	-	-	32	32

Other Data:

<i>Crew —</i>	146	146	146	146
<i>Passengers —</i>	10	10	10	10
<i>Shuttlecraft —</i>	1	1	1	1

Engines And Power Data:

<i>Total Power Units Available —</i>	30	34	46	46
<i>Movement Point Ratio —</i>	3/1	3/1	3/1	3/1
<i>Warp Engine Type —</i>	KWC-1	KWC-1	KWH-1	KWH-1
Number —	2	2	2	2
Power Units Available —	14 ea.	14 ea.	14 ea.	14 ea.
Stress Chart —	L/O	L/O	K/L	K/L
Maximum Safe Cruising Speed —	Warp 7	Warp 7	Warp 7	Warp 7
Emergency Speed —	Warp 8	Warp 8	Warp 8	Warp 8
<i>Impulse Engine Type —</i>	KIB-2	KID-1	KIE-3	KIE-3
Power Units Available —	2	6	18	18

Weapons And Firing Data:

<i>Beam Weapon Type —</i>	KD-2	KD-3	KD-6	KD-8
Number —	4	4	4	4
Firing Arcs —	3 p/f/s, 1 a	3 p/f/s, 1 a	3 p/f/s, 1 a	3 p/f/s, 1 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)
<i>Missile Weapon Type —</i>	KP-2	KP-3	KP-8	KP-8
Number —	1	1	1	1
Firing Arcs —	1 f	1 f	1 f	1 f
Firing Chart —	H	R	S	S
Power To Arm —	1	2	2	2
Damage —	10	15	24	24

Shield Data:

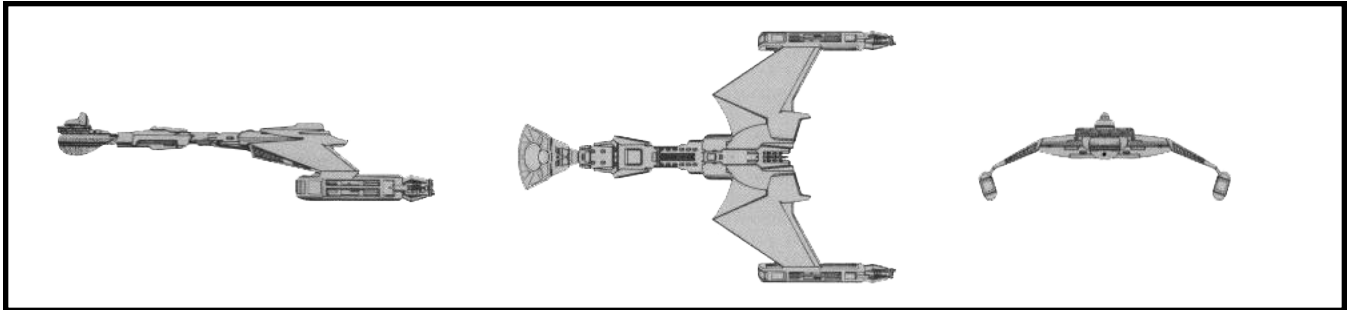
<i>Deflector Shield Type —</i>	KSG	KSK	KSK	KSV
Shield Point Ratio —	1/2	1/2	1/2	1/2
Maximum Shield Power —	11	13	13	20

Combat Efficiency:

<i>D —</i>	63.6	69.6	87.7	100.6
<i>WDF —</i>	8.4	17.8	35.4	39.4



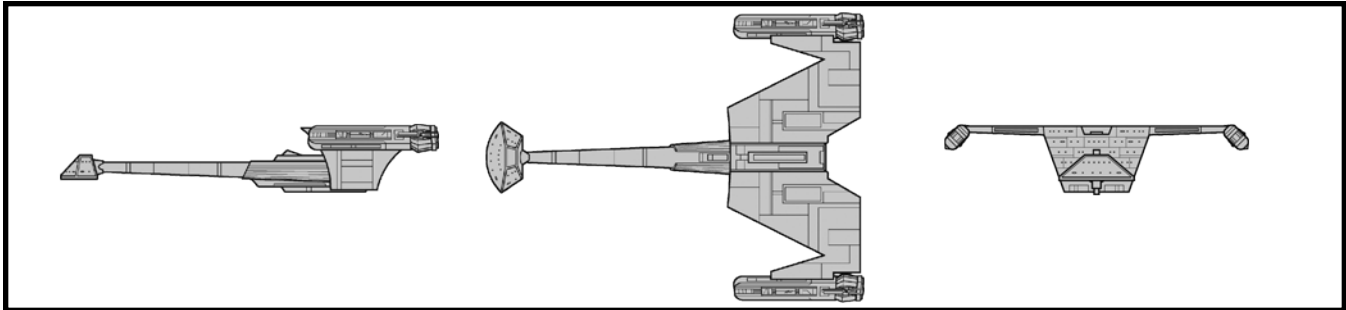
D-17C (AVALANCHE) CLASS VII DESTROYER



Construction Data:				
Model Numbers —	Variant-1	Variant-2	Variant-3	Variant-4
Ship Class —	VII	VII	VII	VII
Date Entering Service —	2276-2292	2294-2315	2316-2345	2347-2353
Number Constructed —	1	Refit	Refit	Refit
Hull Data:				
Superstructure Points —	20	20	20	20
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
Displacement —	90,890 mt	92,075 mt	93,660 mt	94,155 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-6	ZD-6
Transporters:				
standard 6-person —	2	2	2	2
combat 22-person —	1	1	1	1
emergency 22-person —	2	2	2	2
cargo —	1	1	1	1
Cloaking Device Type:				
Power Requirements —	-	-	KCC	KCC
	-	-	32	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 —	42	54	54	64
Movement Point Ratio —	3/1	3/1	3/1	3/1
Warp Engine Type —	KWC-2	KWC-2	KWC-2	KWC-3
Number —	2	2	2	2
Power Units Available —	18 ea.	18 ea.	18 ea.	23 ea.
Stress Chart —	L/O	L/O	L/O	L/O
Maximum Safe Cruising Speed —	Warp 8	Warp 8	Warp 8	Warp 8
Emergency Speed —	Warp 9	Warp 9	Warp 9	Warp 9
Impulse Engine Type —	KID-1	KIE-3	KIE-3	KIE-3
Power Units Available —	6	18	18	18
Weapons And Firing Data:				
Beam Weapon Type —				
Number —	KD-6	KD-8	KD-17	KD-17
Firing Arcs —	4	4	4	4
Firing Chart —	2 p/f/s, 2 a	2 p/f/s, 2 a	2 p/f/s, 2 a	2 p/f/s, 2 a
Maximum Power —	T	U	X	X
Damage Modifiers —	6	7	9	9
+3	(-)	(1-7)	(1-12)	(1-12)
+2	(1-18)	(8-15)	(13-17)	(13-17)
+1	(-)	(16-20)	(18-22)	(18-22)
Missile Weapon Type —				
Number —	KP-5	KP-3	KP-8	KP-17
Firing Arcs —	1	1	1	1
Firing Chart —	1 f	1 f	1 f	1 f
Power To Arm —	Q	R	S	R
Damage —	1	2	2	2
	10	15	24	38
Shield Data:				
Deflector Shield Type —	KSK	KSK	KSP	KST
Shield Point Ratio —	1/2	1/2	1/3	1/3
Maximum Shield Power —	13	13	15	32
Combat Efficiency:				
D —	86.6	97.6	126.1	163.6
WDF —	25.9	33.4	51.0	58.6



D-18A (CONQUEROR) CLASS VII HEAVY DESTROYER



Construction Data:

<i>Model Numbers —</i>	Variant-1	Variant-2	Variant-3	Variant-4	Variant-5
<i>Ship Class —</i>	VII	VII	VII	VII	VII
<i>Date Entering Service —</i>	2264-2274	2274-2293	2293-2314	2314-2340	2340-2362
<i>Number Constructed —</i>	1	Refit	Refit	Refit	Refit

Hull Data:

<i>Superstructure Points —</i>	18	18	18	18	20
<i>Damage Chart —</i>	C	C	C	C	C
<i>Size:</i>					
Length —	215.0 m	215.0 m	215.0 m	215.0 m	215.0 m
Width —	159.0 m	159.0 m	159.0 m	159.0 m	159.0 m
Height —	38.0 m	38.0 m	38.0 m	38.0 m	38.0 m
Displacement —	97,052 mt	97,652 mt	97,352 mt	97,802 mt	98,852 mt

Cargo:

Cargo Units —	65 SCU	65 SCU	65 SCU	65 SCU	65 SCU
Cargo Capacity —	3,250 mt	3,250 mt	3,250 mt	3,250 mt	3,250 mt
Landing Capacity —	None	None	None	None	None

Equipment Data:

<i>Control Computer Type —</i>	ZD-5	ZD-5	ZD-5	ZD-5	ZI-1
<i>Transporters:</i>					
standard 6-person —	2	2	2	2	2
emergency 22-person —	2	2	2	2	2
cargo —	1	1	1	1	1

Other Data:

<i>Crew —</i>	152	152	152	152	152
<i>Passengers —</i>	20	20	20	20	20
<i>Shuttlecraft —</i>	12	12	12	12	12

Engines And Power Data:

<i>Total Power Units Available —</i>	48	48	48	48	54
<i>Movement Point Ratio —</i>	4/1	4/1	4/1	4/1	4/1
<i>Warp Engine Type —</i>	KWD-1	KWD-1	KWD-1	KWD-1	KWD-1
Number —	2	2	2	2	2
Power Units Available —	18 ea.	18 ea.	18 ea.	18 ea.	18 ea.
Stress Chart —	L/N	L/N	L/N	L/N	L/N
Maximum Safe Cruising Speed —	Warp 6	Warp 6	Warp 6	Warp 6	Warp 6
Emergency Speed —	Warp 8	Warp 8	Warp 8	Warp 8	Warp 8
<i>Impulse Engine Type —</i>	KIE-2	KIE-2	KIE-2	KIE-2	KIE-3
Power Units Available —	12	12	12	12	18

Weapons And Firing Data:

<i>Beam Weapon Type —</i>	KD-6	KD-8	KD-18	KD-19	KD-19
Number —	3	3	3	3	4
Firing Arcs —	1 f/p, 1 f/s, 1 a	1 f/p, 1 f/s, 1 a	1 f/p, 1 f/s, 1 a	1 f/p, 1 f/s, 1 a	1 f/p, 1 f, 1 f/s, 1 a
Firing Chart —	T	U	U	X	X
Maximum Power —	6	7	11	12	12
Damage Modifiers —					
+3	(-)	(1-7)	(1-7)	(1-14)	(1-14)
+2	(1-18)	(8-15)	(8-15)	(15-18)	(15-18)
+1	(-)	(16-20)	(16-20)	(19-22)	(19-22)

Shield Data:

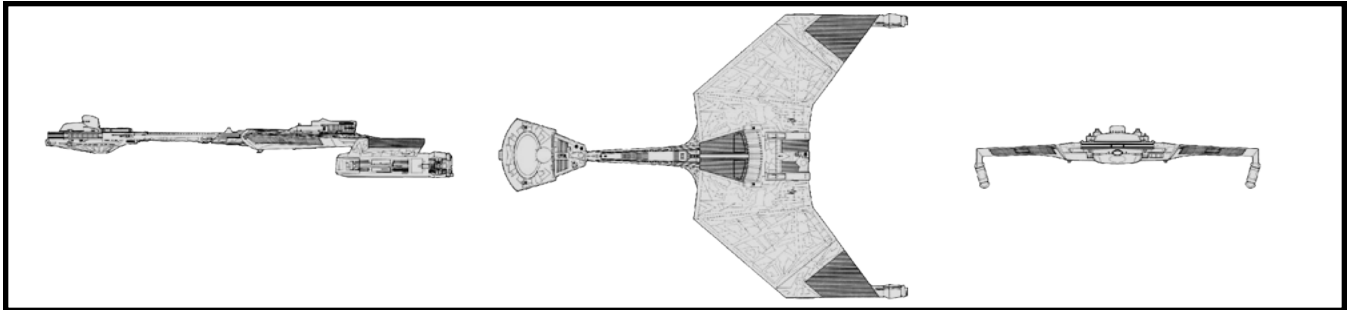
<i>Deflector Shield Type —</i>	NDC	NDC	NDC	NDC	NDC
Shield Point Ratio —	1/3	1/3	1/3	1/3	1/3
Maximum Shield Power —	11	11	11	11	11

Combat Efficiency:

<i>D —</i>	91.7	91.7	91.7	91.7	102.1
<i>WDF —</i>	15.3	18.3	26.4	34.5	46.0



D-30A (MALICIOUS) CLASS VIII DESTROYER



Construction Data:

<i>Model Numbers —</i>	Variant-1	Variant-2	Variant-3	Variant-4
<i>Ship Class —</i>	VIII	VIII	VIII	VIII
<i>Date Entering Service —</i>	2271-2294	2296-2335	2336-2356	2356-2378
<i>Number Constructed —</i>	1	Refit	Refit	Refit

Hull Data:

<i>Superstructure Points —</i>	28	28	28	28
<i>Damage Chart —</i>	C	C	C	C
<i>Size:</i>				
Length —	251.0 m	251.0 m	251.0 m	251.0 m
Width —	174.0 m	174.0 m	174.0 m	174.0 m
Height —	39.0 m	39.0 m	39.0 m	39.0 m
Displacement —	119,875 mt	118,170 mt	117,915 mt	118,840 mt
<i>Cargo:</i>				
Cargo Units —	393 SCU	393 SCU	393 SCU	393 SCU
Cargo Capacity —	19,650 mt	19,650 mt	19,650 mt	19,650 mt
Landing Capacity —	None	None	None	None

Equipment Data:

<i>Control Computer Type —</i>	ZD-6	ZD-6	ZD-6	ZI-2
<i>Transporters:</i>				
standard 6-person —	2	2	2	2
emergency 22-person —	2	2	2	2
cargo —	3	3	3	3
<i>Cloaking Device Type:</i>	KCC	KCC	KCC	KCC
<i>Power Requirements —</i>	32	32	32	32

Other Data:

<i>Crew —</i>	258	258	258	258
<i>Troops —</i>	26	26	26	26
<i>Passengers —</i>	30	30	30	30
<i>Shuttlecraft —</i>	8	8	8	8

Engines And Power Data:

<i>Total Power Units Available —</i>	54	59	59	61
<i>Movement Point Ratio —</i>	4/1	4/1	4/1	4/1
<i>Warp Engine Type —</i>	KWD-1	KWD-1	KWD-1	KWD-1
Number —	2	2	2	2
Power Units Available —	18 ea.	18 ea.	18 ea.	18 ea.
Stress Chart —	L/N	L/N	L/N	L/N
Maximum Safe Cruising Speed —	Warp 6	Warp 6	Warp 6	Warp 6
Emergency Speed —	Warp 8	Warp 8	Warp 8	Warp 8
<i>Impulse Engine Type —</i>	KIE-3	KIF-2	KIF-2	KIM-3
Power Units Available —	18	23	23	25

Weapons And Firing Data:

<i>Beam Weapon Type —</i>	KD-5	KD-7	KD-7	KD-5
Number —	10	10	10	10
Firing Arcs —	2 f/p, 2 f/s, 1 f/p/a, 1 f/s/a, 1p, 1 s, 1 p/a, 1 s/a	2 f/p, 2 f/s, 1 f/p/a, 1 f/s/a, 1p, 1 s, 1 p/a, 1 s/a	2 f/p, 2 f/s, 1 f/p/a, 1 f/s/a, 1p, 1 s, 1 p/a, 1 s/a	2 f/p, 2 f/s, 1 f/p/a, 1 f/s/a, 1p, 1 s, 1 p/a, 1 s/a
Firing Chart —	P	L	L	P
Maximum Power —	4	7	7	4
Damage Modifiers —				
+3	(-)	(-)	(-)	(-)
+2	(1-10)	(1-6)	(1-6)	(1-10)
+1	(11-18)	(7-12)	(7-12)	(11-18)
<i>Missile Weapon Type —</i>	KP-3	KP-4	KP-15	KP-17
Number —	2	2	2	2
Firing Arcs —	1 f, 1 a	1 f, 1 a	1 f, 1 a	1 f, 1 a
Firing Chart —	R	Q	T	R
Power To Arm —	2	2	2	2
Damage —	15	18	16	38

Shield Data:

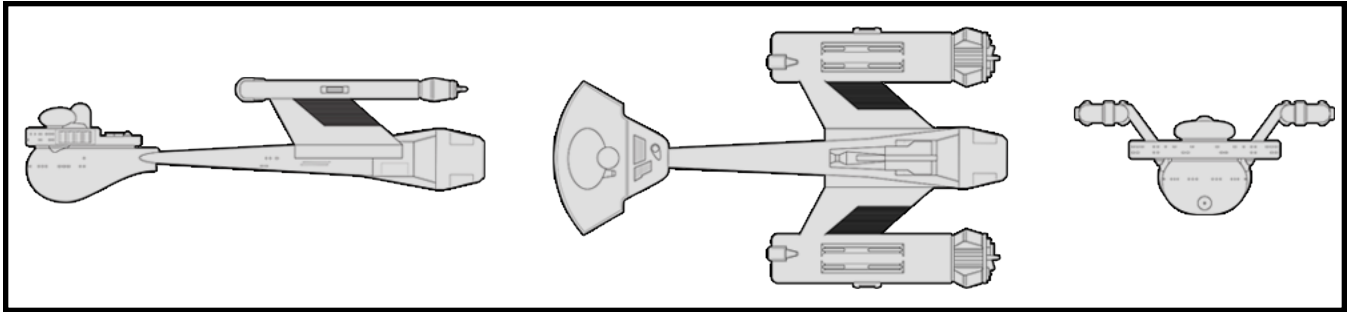
<i>Deflector Shield Type —</i>	KSH	KSP	KST	KSX
Shield Point Ratio —	1/3	1/3	1/3	1/4
Maximum Shield Power —	12	15	32	32

Combat Efficiency:

<i>D —</i>	115.0	124.0	148.0	174.0
<i>WDF —</i>	48.0	57.6	58.2	75.2



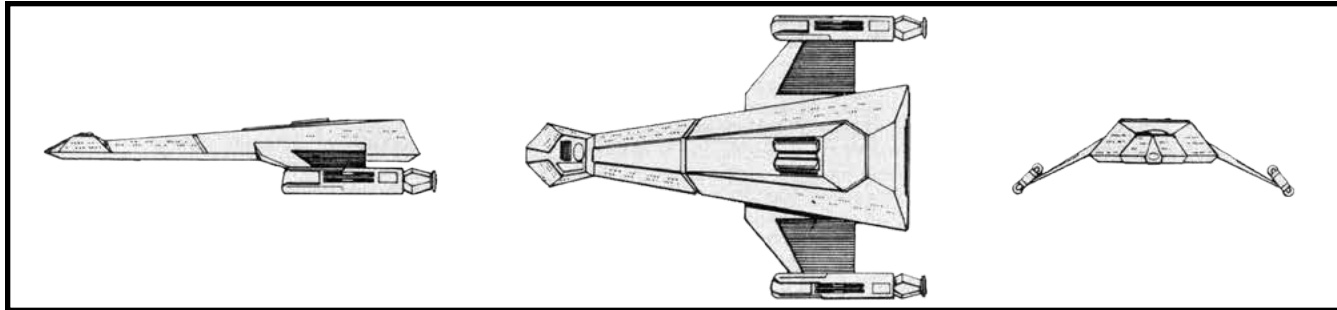
D-67D (GLORIOUS) CLASS V DESTROYER



Construction Data:			
<i>Model Numbers</i> —	Variant-1	Variant-2	Variant-3
<i>Ship Class</i> —	V	V	V
<i>Date Entering Service</i> —	2270-2306	2308-2340	2342-2352
<i>Number Constructed</i> —	1	Refit	Refit
Hull Data:			
<i>Superstructure Points</i> —	20	20	20
<i>Damage Chart</i> —	C	C	C
<i>Size:</i>			
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
Displacement —	57,480 mt	57,705 mt	57,765 mt
<i>Cargo:</i>			
Cargo Units —	109 SCU	109 SCU	109 SCU
Cargo Capacity —	5,450 mt	5,450 mt	5,450 mt
Landing Capacity —	None	None	None
Equipment Data:			
<i>Control Computer Type</i> —	ZD-4	ZD-4	ZI-1
<i>Transporters:</i>			
standard 6-person —	2	2	2
cargo —	2	2	2
<i>Cloaking Device Type:</i>	-	KCB	KCB
<i>Power Requirements</i> —	-	22	22
Other Data:			
<i>Crew</i> —	107	107	107
<i>Passengers</i> —	10	10	10
<i>Shuttlecraft</i> —	1	1	1
Engines And Power Data:			
<i>Total Power Units Available</i> —	32	32	32
<i>Movement Point Ratio</i> —	3/1	3/1	3/1
<i>Warp Engine Type</i> —	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
Maximum Safe Cruising Speed —	Warp 7	Warp 7	Warp 7
Emergency Speed —	Warp 8	Warp 8	Warp 8
<i>Impulse Engine Type</i> —	KID-1	KID-1	KID-1
Power Units Available —	6	6	6
Weapons And Firing Data:			
<i>Beam Weapon Type</i> —	KD-5	KD-5	KD-17
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 —	P	P	X
Maximum Power —	4	4	9
Damage Modifiers —			
+3	(-)	(-)	(1-12)
+2	(1-10)	(1-10)	(13-17)
+1	(11-18)	(11-18)	(18-22)
<i>Missile Weapon Type</i> —	KP-2	KP-6	KP-6
Number —	1	1	1
Firing Arcs —	1 f	1 f	1 f
Firing Chart —	H	R	R
Power To Arm —	1	2	2
Damage —	10	20	20
Shield Data:			
<i>Deflector Shield Type</i> —	KSD	KSD	KSV
Shield Point Ratio —	1/2	1/2	1/2
Maximum Shield Power —	11	11	20
Combat Efficiency:			
<i>D</i> —	75.6	75.6	87.6
<i>WDF</i> —	15.2	23.8	47.8



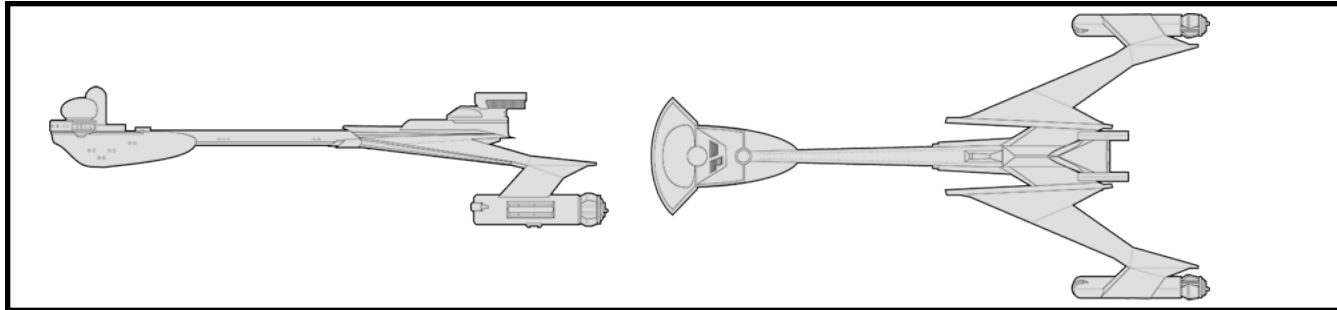
K-23B (MISTRUSTER) CLASS VII ESCORT



Construction Data:	Variant-1	Variant-2	Variant-3	Variant-4
<i>Model Numbers —</i>	2275-2314	2316-2349	2351-2362	2363-2378
<i>Ship Class —</i>	VII	VII	VII	VII
<i>Date Entering Service —</i>	1	Refit	Refit	Refit
<i>Number Constructed —</i>	1	1	1	1
Hull Data:				
<i>Superstructure Points —</i>	17	17	17	17
<i>Damage Chart —</i>	C	C	C	C
<i>Size:</i>				
Length —	194.0 m	194.0 m	194.0 m	194.0 m
Width —	138.0 m	138.0 m	138.0 m	138.0 m
Height —	38.0 m	38.0 m	38.0 m	38.0 m
Displacement —	95,808 mt	99,695 mt	99,025 mt	97,190 mt
<i>Cargo:</i>				
Cargo Units —	45 SCU	45 SCU	45 SCU	45 SCU
Cargo Capacity —	2,250 mt	2,250 mt	2,250 mt	2,250 mt
<i>Landing Capacity —</i>	None	None	None	None
Equipment Data:				
<i>Control Computer Type —</i>	ZD-5	ZD-6	ZD-6	ZI-2
<i>Transporters:</i>				
standard 6-person —	2	2	2	2
emergency 22-person —	1	1	1	1
cargo —	1	1	1	1
Other Data:				
<i>Crew —</i>	175	175	175	175
<i>Troops —</i>	20	20	20	20
<i>Shuttlecraft —</i>	2	2	2	2
Engines And Power Data:				
<i>Total Power Units Available —</i>	40	54	54	54
<i>Movement Point Ratio —</i>	4/1	4/1	4/1	4/1
<i>Warp Engine Type —</i>	KWD-1	KWD-1	KWD-1	KWD-1
Number —	2	2	2	2
Power Units Available —	18 ea.	18 ea.	18 ea.	18 ea.
Stress Chart —	L/N	L/N	L/N	L/N
Maximum Safe Cruising Speed —	Warp 6	Warp 6	Warp 6	Warp 6
Emergency Speed —	Warp 8	Warp 8	Warp 8	Warp 8
<i>Impulse Engine Type —</i>	KIC-2	KIE-3	KIE-3	KIE-3
Power Units Available —	4	18	18	18
Weapons And Firing Data:				
<i>Beam Weapon Type —</i>	KD-6	KD-8	KD-17	KD-17
Number —	3	3	3	5
Firing Arcs —	1 f/p, 1 f, 1 f/s	1 f/p, 1 f, 1 f/s	1 f/p, 1 f, 1 f/s	1 f/p, 1 f, 1 f/s
Firing Chart —	T	U	X	X
Maximum Power —	6	7	9	9
Damage Modifiers —				
+3	(-)	(1-7)	(1-12)	(1-12)
+2	(1-18)	(8-15)	(13-17)	(13-17)
+1	(-)	(16-20)	(18-22)	(18-22)
<i>Missile Weapon Type —</i>	KP-6	KP-8	KP-20	KP-20
Number —	1	1	1	1
Firing Arcs —	1 f	1 f	1 f	1 f
Firing Chart —	R	S	R	R
Power To Arm —	2	2	1	1
Damage —	20	24	30	30
Shield Data:				
<i>Deflector Shield Type —</i>	KSD	KSH	KST	KSX
Shield Point Ratio —	1/2	1/3	1/3	1/4
Maximum Shield Power —	10	13	32	32
Combat Efficiency:				
<i>D —</i>	67.3	100.8	127.8	148.3
<i>WDF —</i>	27.1	33.3	44.8	62.8



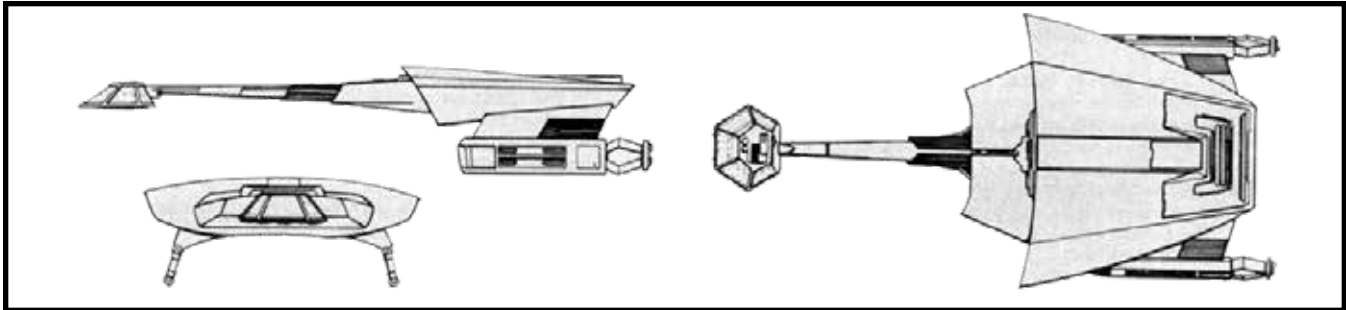
L-3A (HATEFUL) CLASS VII FRIGATE



Construction Data:	Variant-1	Variant-2	Variant-3	Variant-4
<i>Model Numbers —</i>	VII	VII	VII	VII
<i>Ship Class —</i>	2269-2296	2298-2327	2329-2348	2350-2378
<i>Date Entering Service —</i>	1	Refit	Refit	Refit
<i>Number Constructed —</i>				
Hull Data:				
<i>Superstructure Points —</i>	23	23	23	23
<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
Displacement —	97,805 mt	97,230 mt	98,945 mt	99,197 mt
<i>Cargo:</i>				
Cargo Units —	272 SCU	272 SCU	272 SCU	272 SCU
Cargo Capacity —	13,600 mt	13,600 mt	13,600 mt	13,600 mt
Landing Capacity —	None	None	None	None
Equipment Data:				
<i>Control Computer Type —</i>	Mark VI	Mark VI	Mark VI	Mark VI
<i>Transporters:</i>				
standard 6-person —	3	3	3	3
combat 22-person —	3	3	3	3
emergency 22-person —	2	2	2	2
cargo —	2	2	2	2
<i>Cloaking Device Type:</i>	-	KCC	KCC	KCC
<i>Power Requirements —</i>	-	32	32	32
Other Data:				
<i>Crew —</i>	186	186	186	186
<i>Troops —</i>	70	70	70	70
<i>Passengers —</i>	15	15	15	15
<i>Shuttlecraft —</i>	5	5	5	5
Engines And Power Data:				
<i>Total Power Units Available —</i>	54	54	54	54
<i>Movement Point Ratio —</i>	3/1	3/1	3/1	3/1
<i>Warp Engine Type —</i>	OWI-2	OWI-2	OWI-2	OWI-2
Number —	2	2	2	2
Power Units Available —	18 ea.	18 ea.	18 ea.	18 ea.
Stress Chart —	N/P	N/P	N/P	N/P
Maximum Safe Cruising Speed —	Warp 6	Warp 6	Warp 6	Warp 6
Emergency Speed —	Warp 7	Warp 7	Warp 7	Warp 7
<i>Impulse Engine Type —</i>	KIE-3	KIE-3	KIE-3	KIE-3
Power Units Available —	18	18	18	18
Weapons And Firing Data:				
<i>Beam Weapon Type —</i>	OD-11	OD-11	KD-17	KD-17
Number —	4	4	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	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 —	U	U	X	X
Maximum Power —	8	8	9	9
Damage Modifiers —				
+3	(-)	(-)	(1-12)	(1-12)
+2	(1-20)	(1-20)	(13-17)	(13-17)
+1	(-)	(-)	(18-22)	(18-22)
<i>Beam Weapon Type —</i>	KD-8	KD-17	KD-19	KD-29
Number —	2	2	2	2
Firing Arcs —	2 f	2 f	2 f	2 f
Firing Chart —	U	X	X	W
Maximum Power —	7	9	12	18
Damage Modifiers —				
+3	(1-7)	(1-12)	(1-14)	(-)
+2	(8-15)	(13-17)	(15-18)	(1-16)
+1	(16-20)	(18-22)	(19-22)	(17-20)
Shield Data:				
<i>Deflector Shield Type —</i>	KSK	KSP	KST	KST
Shield Point Ratio —	1/2	1/3	1/3	1/3
Maximum Shield Power —	13	15	32	32
Combat Efficiency:				
<i>D —</i>	101.9	130.4	154.4	154.4
<i>WDF —</i>	38.6	44.4	59	66.4



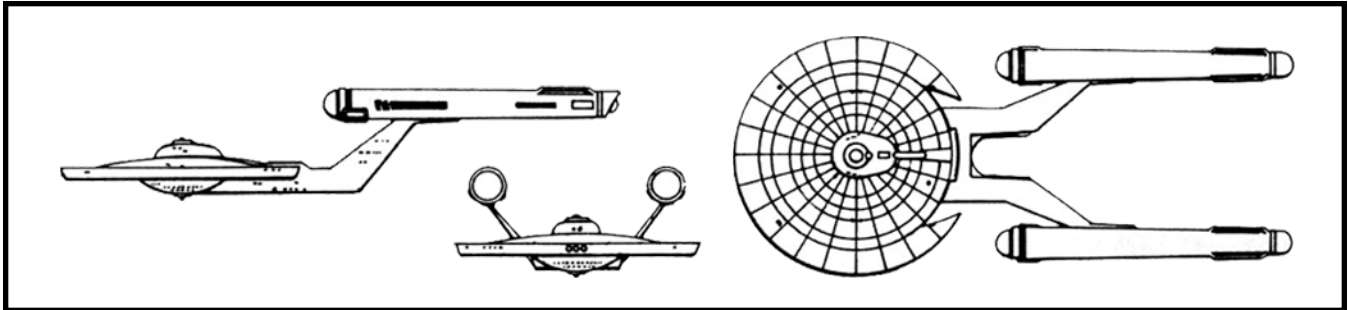
L-9F (CHALLENGER) CLASS X FRIGATE



Construction Data:	Variant-1	Variant-2	Variant-3	Variant-4
<i>Model Numbers —</i>	X	X	X	X
<i>Ship Class —</i>	X	X	X	X
<i>Date Entering Service —</i>	2290-2314	2314-2337	2338-2353	2354-2361
<i>Number Constructed —</i>	1	Refit	Refit	Refit
Hull Data:				
<i>Superstructure Points —</i>	48	48	48	48
<i>Damage Chart —</i>	C	C	C	C
<i>Size:</i>				
Length —	224.0 m	224.0 m	224.0 m	224.0 m
Width —	106.0 m	106.0 m	106.0 m	106.0 m
Height —	50.0 m	50.0 m	50.0 m	50.0 m
Displacement —	142,900 mt	140,765 mt	141,565 mt	144,807 mt
<i>Cargo:</i>				
Cargo Units —	306 SCU	306 SCU	306 SCU	306 SCU
Cargo Capacity —	15,300 mt	15,300 mt	15,300 mt	15,300 mt
Landing Capacity —	None	None	None	None
Equipment Data:				
<i>Control Computer Type —</i>	ZD-7	ZD-9	ZD-9	ZI-4
<i>Transporters:</i>				
standard 6-person —	3	3	3	3
combat 22-person —	2	2	2	2
emergency 22-person —	2	2	2	2
cargo —	4	4	4	4
<i>Cloaking Device Type:</i>	-	KCD	KCD	KCD
<i>Power Requirements —</i>	-	48	48	48
Other Data:				
<i>Crew —</i>	269	269	269	269
<i>Troops —</i>	40	40	40	40
<i>Passengers —</i>	10	10	10	10
<i>Shuttlecraft —</i>	5	5	5	5
Engines And Power Data:				
<i>Total Power Units Available —</i>	48	59	59	62
<i>Movement Point Ratio —</i>	4/1	4/1	4/1	4/1
<i>Warp Engine Type —</i>	KWC-2	KWC-2	KWC-2	KWC-2
Number —	2	2	2	2
Power Units Available —	18 ea.	18 ea.	18 ea.	18 ea.
Stress Chart —	L/O	L/O	L/O	L/O
Maximum Safe Cruising Speed —	Warp 7	Warp 7	Warp 7	Warp 7
Emergency Speed —	Warp 8	Warp 8	Warp 8	Warp 8
<i>Impulse Engine Type —</i>	KIE-2	KIF-2	KIF-2	KIK-1
Power Units Available —	12	23	23	26
Weapons And Firing Data:				
<i>Beam Weapon Type —</i>	KD-8	KD-17	KD-17	KD-25
Number —	8	8	8	8
Firing Arcs —	2 f/p, 2 f, 2 f/s, 2 a	2 f/p, 2 f, 2 f/s, 2 a	2 f/p, 2 f, 2 f/s, 2 a	2 f/p, 2 f, 2 f/s, 2 a
Firing Chart —	U	X	X	Y
Maximum Power —	7	9	9	12
Damage Modifiers —				
+3	(1-7)	(1-12)	(1-12)	(1-7)
+2	(8-15)	(13-17)	(13-17)	(8-14)
+1	(16-20)	(18-22)	(18-22)	(15-20)
<i>Missile Weapon Type —</i>	KP-8	KP-11	KP-16	KP-17
Number —	2	2	2	2
Firing Arcs —	1 f, 1 a	1 f, 1 a	1 f, 1 a	1 f, 1 a
Firing Chart —	S	R	Q	R
Power To Arm —	2	1	2	2
Damage —	24	26	36	38
Shield Data:				
<i>Deflector Shield Type —</i>	KSP	KSS	KSS	KSX
Shield Point Ratio —	1/3	1/3	1/3	1/4
Maximum Shield Power —	15	26	26	32
Combat Efficiency:				
<i>D —</i>	140.6	169.1	169.1	202.6
<i>WDF —</i>	78.8	102.8	111.4	142.0



LOKNAR (SLAVE OF JUSTICE) CLASS VIII FRIGATE



Construction Data:

<i>Model Numbers</i> —	Variant-1	Variant-2	Variant-3	Variant-4
<i>Ship Class</i> —	VIII	VIII	VIII	VIII
<i>Date Entering Service</i> —	2255-2286	2291-2319	2322-2356	2357-2369
<i>Number Constructed</i> —	1	Refit	Refit	Refit

Hull Data:

<i>Superstructure Points</i> —	20	20	22	22
<i>Damage Chart</i> —	C	C	C	C
<i>Size:</i>				
Length —	290.0 m	290.0 m	290.0 m	290.0 m
Width —	127.0 m	127.0 m	127.0 m	127.0 m
Height —	56.0 m	56.0 m	56.0 m	56.0 m
Displacement —	117,980 mt	110,960 mt	119,025 mt	115,465 mt

Cargo:

<i>Cargo Units</i> —	280 SCU	280 SCU	280 SCU	280 SCU
<i>Cargo Capacity</i> —	14,000 mt	14,000 mt	14,000 mt	14,000 mt
<i>Landing Capacity</i> —	None	None	None	None

Equipment Data:

<i>Control Computer Type</i> —	M-2	ZD-5	ZD-6	ZI-2
<i>Transporters:</i>				
standard 6-person —	3	3	3	3
emergency 22-person —	1	1	1	1
cargo —	1	1	1	1

Other Data:

<i>Crew</i> —	76	106	106	106
<i>Troops</i> —	22	22	22	22
<i>Passengers</i> —	4	4	4	4
<i>Shuttlecraft</i> —	2	2	2	2

Engines And Power Data:

<i>Total Power Units Available</i> —	19	35	44	54
<i>Movement Point Ratio</i> —	3/1	3/1	3/1	3/1
<i>Warp Engine Type</i> —	FWE-1	KWF-1	KWF-1	KWF-2
Number —	2	2	2	2
Power Units Available —	8 ea.	16 ea.	16 ea.	18 ea.
Stress Chart —	G/K	H/J	H/J	H/J
Maximum Safe Cruising Speed —	Warp 7	Warp 8	Warp 8	Warp 8
Emergency Speed —	Warp 9	Warp 9	Warp 9	Warp 9
<i>Impulse Engine Type</i> —	FIC-2	FIC-2	KIE-2	KIE-3
Power Units Available —	3	3	12	18

Weapons And Firing Data:

<i>Beam Weapon Type</i> —	FL-4	KD-6	KD-8	KD-17
Number —	4	4	4	4
Firing Arcs —	4 p/f/s	4 p/f/s	4 p/f/s	4 p/f/s
Firing Chart —	G	T	U	X
Maximum Power —	3	6	7	9
Damage Modifiers —				
+3	(-)	(-)	(1-7)	(1-12)
+2	(-)	(1-18)	(8-15)	(13-17)
+1	(1-4)	(-)	(16-20)	(18-22)
<i>Missile Weapon Type</i> —	FAC-2	KP-5	KP-6	KP-18
Number —	1	3	3	3
Firing Arcs —	1 f	3 f	3 f	3 f
Firing Chart —	G	Q	R	S
Power To Arm —	4	1	2	1
Damage —	10	10	20	25

Shield Data:

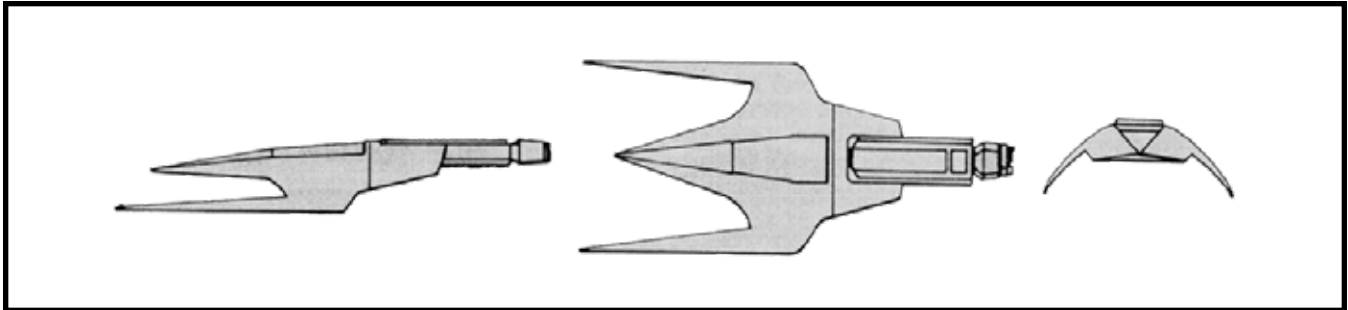
<i>Deflector Shield Type</i> —	FSH	FSH	KSH	KST
Shield Point Ratio —	1/2	1/2	1/3	1/3
Maximum Shield Power —	12	12	12	32

Combat Efficiency:

<i>D</i> —	63.6	78.6	109.5	153.0
<i>WDF</i> —	6.7	36.9	59.8	82.8



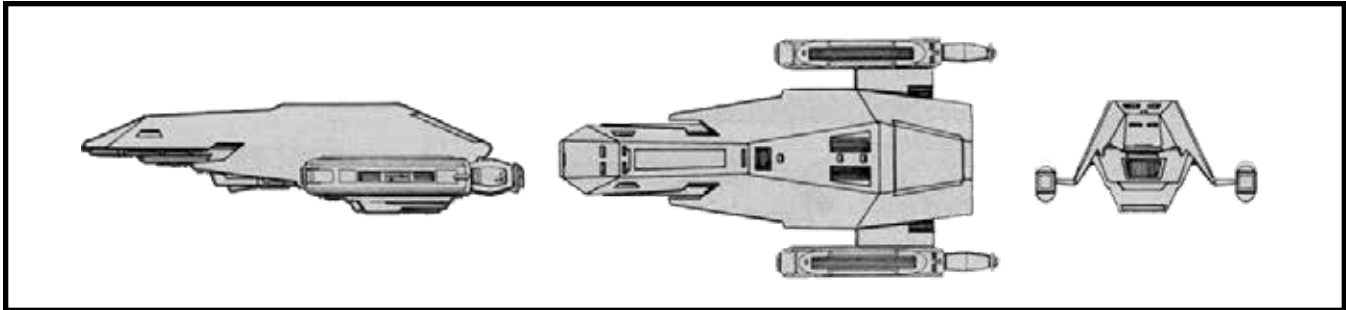
K-3A (FATEFUL) CLASS II GUNBOAT



Construction Data:	Variant-1	Variant-2	Variant-3	Variant-4	Variant-5
<i>Model Numbers —</i>	II	II	II	II	II
<i>Ship Class —</i>	2255-2271	2273-2292	2293-2313	2316-2346	2347-2360
<i>Date Entering Service —</i>	1	Refit	Refit	Refit	Refit
<i>Number Constructed —</i>					
Hull Data:					
<i>Superstructure Points —</i>	4	4	4	4	4
<i>Damage Chart —</i>	C	C	C	C	C
<i>Size:</i>					
Length —	53.0 m	53.0 m	53.0 m	53.0 m	53.0 m
Width —	23.0 m	23.0 m	23.0 m	23.0 m	23.0 m
Height —	9.0 m	9.0 m	9.0 m	9.0 m	9.0 m
Displacement —	10,223 mt	9,773 mt	13,933 mt	14,433 mt	13,993 mt
<i>Cargo:</i>					
Cargo Units —	2 SCU	2 SCU	2 SCU	2 SCU	2 SCU
Cargo Capacity —	100 mt	100 mt	100 mt	100 mt	100 mt
Landing Capacity —	Yes	Yes	Yes	Yes	Yes
Equipment Data:					
<i>Control Computer Type —</i>	Mark Ia	Mark Ia	Mark III	Mark III	Mark III
<i>Transporters:</i>					
standard 6-person —	1	1	1	1	1
Other Data:					
<i>Crew —</i>	10	10	10	10	10
Engines And Power Data:					
<i>Total Power Units Available —</i>	12	12	17	17	17
<i>Movement Point Ratio —</i>	1/1	1/1	1/1	1/1	1/1
<i>Warp Engine Type —</i>	KWA-2	KWA-2	OWA-1	OWA-1	OWA-1
Number —	1	1	1	1	1
Power Units Available —	10	10	15	15	15
Stress Chart —	P/Q	P/Q	E/D	E/D	E/D
Maximum Safe Cruising Speed —	Warp 6	Warp 6	Warp 8	Warp 8	Warp 8
Emergency Speed —	Warp 7	Warp 7	Warp 10	Warp 10	Warp 10
<i>Impulse Engine Type —</i>	KIA-2	KIA-2	KIA-2	KIA-2	KIA-2
Power Units Available —	2	2	2	2	2
Weapons And Firing Data:					
<i>Beam Weapon Type —</i>	KD-5	KD-7	KD-7	KD-9	KD-16
Number —	2	2	2	2	2
Firing Arcs —	2 f	2 f	2 f	2 f	2 f
Firing Chart —	P	L	L	W	Y
Maximum Power —	4	7	7	5	6
Damage Modifiers —					
+3	(-)	(-)	(-)	(1-7)	(1-9)
+2	(1-10)	(1-6)	(1-6)	(8-15)	(10-17)
+1	(11-18)	(7-12)	(7-12)	(16-20)	(18-22)
Shield Data:					
<i>Deflector Shield Type —</i>	KSB	KSB	KSB	KSB	KSB
Shield Point Ratio —	1/1	1/1	1/1	1/1	1/1
Maximum Shield Power —	10	10	10	10	10
Combat Efficiency:					
<i>D —</i>	36.7	36.7	44.2	44.2	44.2
<i>WDF —</i>	6.0	7.6	7.6	11.0	14.2



K-4B (WRISTSTRIKER) CLASS II GUNBOAT



Construction Data:

Model Numbers —	Variant-1	Variant-2	Variant-3
Ship Class —	II	II	II
Date Entering Service —	2272-2293	2293-2314	2315-2343
Number Constructed —	1	Refit	Refit

Hull Data:

Superstructure Points —	6	6	6
Damage Chart —	C	C	C
Size:			
Length —	56.0 m	56.0 m	56.0 m
Width —	28.0 m	28.0 m	28.0 m
Height —	14.0 m	14.0 m	14.0 m
Displacement —	14,203 mt	14,878 mt	14,978 mt

Cargo:

Cargo Units —	4 SCU	4 SCU	4 SCU
Cargo Capacity —	200 mt	200 mt	200 mt
Landing Capacity —	Yes	Yes	Yes

Equipment Data:

Control Computer Type —	ZD-2	Mark III	Mark III
Transporters:			
standard 6-person —	1	1	1
Cloaking Device Type:	-	-	KCA
Power Requirements —	-	-	12

Other Data:

Crew —	12	12	12
--------	----	----	----

Engines And Power Data:

Total Power Units Available —	12	13	13
Movement Point Ratio —	1/2	1/2	1/2
Warp Engine Type —	KWA-1	KWA-1	KWA-1
Number —	2	2	2
Power Units Available —	5 ea.	5 ea.	5 ea.
Stress Chart —	O/P	O/P	O/P
Maximum Safe Cruising Speed —	Warp 7	Warp 7	Warp 7
Emergency Speed —	Warp 8	Warp 8	Warp 8
Impulse Engine Type —	KIA-2	KIA-3	KIA-3
Power Units Available —	2	3	3

Weapons And Firing Data:

Beam Weapon Type —	KD-3	KD-7	KD-7
Number —	2	2	2
Firing Arcs —	2 p/f/s	2 p/f/s	2 p/f/s
Firing Chart —	I	L	L
Maximum Power —	5	7	7
Damage Modifiers —			
+3	(-)	(-)	(-)
+2	(-)	(1-6)	(1-6)
+1	(1-12)	(7-12)	(7-12)
Missile Weapon Type —	KP-1	KP-5	KP-10
Number —	1	1	1
Firing Arcs —	1 f	1 f	1 f
Firing Chart —	F	Q	Q
Power To Arm —	1	1	1
Damage —	6	10	22

Shield Data:

Deflector Shield Type —	OSE	OSF	OSF
Shield Point Ratio —	1/2	1/3	1/3
Maximum Shield Power —	7	7	7

Combat Efficiency:

D —	86.6	130.1	130.1
WDF —	5.9	13.1	19.6

NOTES:

Known Sphere Of Operation: Triangle

Data Reliability: D

Major Data Source: Triangle Sector Intelligence

The *Wristbreaker* was one of several gunboats that defected from the Klingon Empire due to a lack of glory and adventure. While the life of a gunboat crew was considered exciting (and often short), some crews had the misfortune to be assigned to posts that provided little combat and less glory.

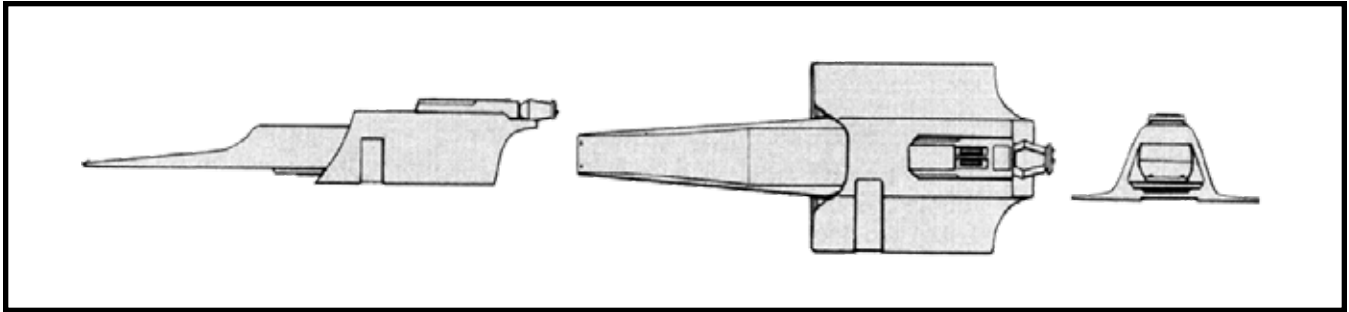
Like most Imperial gunboats, the *Wristbreaker* had shields so inefficient that they were considered useless. IKS engineers easily refit the vessel with an Orion OSE system. Twice as efficient, the OSE gave the *Wristbreaker* additional combat power and allowed for the installation of a light torpedo.

The Variant-2, launched in 2293 replaced the main computer that had been damaged in combat earlier that year. This allowed the increase in the primary weapons, torpedo and shield systems, although it did not address the increasing underpowered nature of the shields. The *Wristbreaker* returned again in 2315 to have her torpedo improved as well as a KCA cloaking device installed.

The *Wristbreaker* continued its operations, defending IKS territory and conducting shipping raids until 2343. She would remain in reserve status until being repatriated in 2378.



K-5B (PULSAR) CLASS II GUNBOAT



Construction Data:

<i>Model Numbers</i> —	Variant-1	Variant-2
<i>Ship Class</i> —	II	II
<i>Date Entering Service</i> —	2269-2282	2284-2308
<i>Number Constructed</i> —	1	Refit

Hull Data:

<i>Superstructure Points</i> —	3	6
<i>Damage Chart</i> —	C	C
<i>Size:</i>		
Length —	94.0 m	94.0 m
Width —	38.0 m	38.0 m
Height —	18.0 m	18.0 m
Displacement —	12,968 mt	13,848 mt
<i>Cargo:</i>		
Cargo Units —	15 SCU	15 SCU
Cargo Capacity —	750 mt	750 mt
Landing Capacity —	Yes	Yes

Equipment Data:

<i>Control Computer Type</i> —	ZD-2	ZD-2
<i>Transporters:</i>		
standard 6-person —	1	1

Other Data:

<i>Crew</i> —	18	18
---------------	----	----

Engines And Power Data:

<i>Total Power Units Available</i> —	14	13
<i>Movement Point Ratio</i> —	1/1	1/1
<i>Warp Engine Type</i> —	KWB-2	KWA-2
Number —	1	1
Power Units Available —	12	10
Stress Chart —	O/P	P/Q
Maximum Safe Cruising Speed —	Warp 6	Warp 6
Emergency Speed —	Warp 7	Warp 7
<i>Impulse Engine Type</i> —	KIA-2	KIA-3
Power Units Available —	2	3

Weapons And Firing Data:

<i>Beam Weapon Type</i> —	KD-3	KD-5
Number —	2	2
Firing Arcs —	2 f	2 f
Firing Chart —	I	P
Maximum Power —	5	4
Damage Modifiers —		
+3	(-)	(-)
+2	(-)	(1-10)
+1	(1-12)	(11-18)
<i>Beam Weapon Type</i> —	-	KD-1
Number —	-	1
Firing Arcs —	-	1 a
Firing Chart —	-	B
Maximum Power —	-	4
Damage Modifiers —		
+3	-	(-)
+2	-	(-)
+1	-	(-)

Shield Data:

<i>Deflector Shield Type</i> —	KSE	KSE
Shield Point Ratio —	1/1	1/1
Maximum Shield Power —	12	12

Combat Efficiency:

<i>D</i> —	41.3	43.6
<i>WDF</i> —	4.4	6.7

NOTES:

Known Sphere Of Operation:
Triangle; Federation, Klingon and Romulan Border

Data Reliability: D

Major Data Source: Triangle Sector Intelligence

The *Pulsar* arrived at the IKS in 2268 and was immediately refit with the limited spare parts available. The *Pulsar* would continue operating within the Triangle until 2282 when she was damaged in battle.

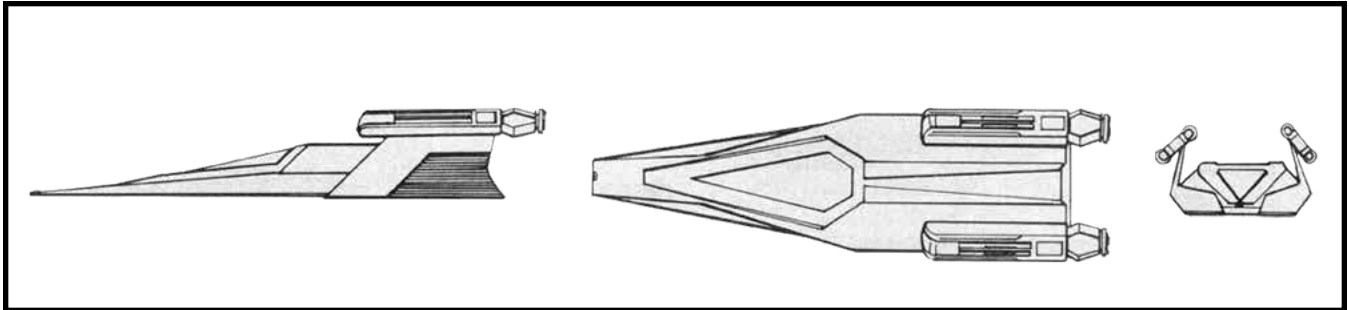
The Variant-2 was fielded with the less powerful KWA-2 warp drive which provided additional space for the larger KIA-3 impulse drive. An additional aft beam weapon was also added which gave the vessel increased combat potential.

The *Pulsar* remain in service until 2308 when she was damaged beyond repair.





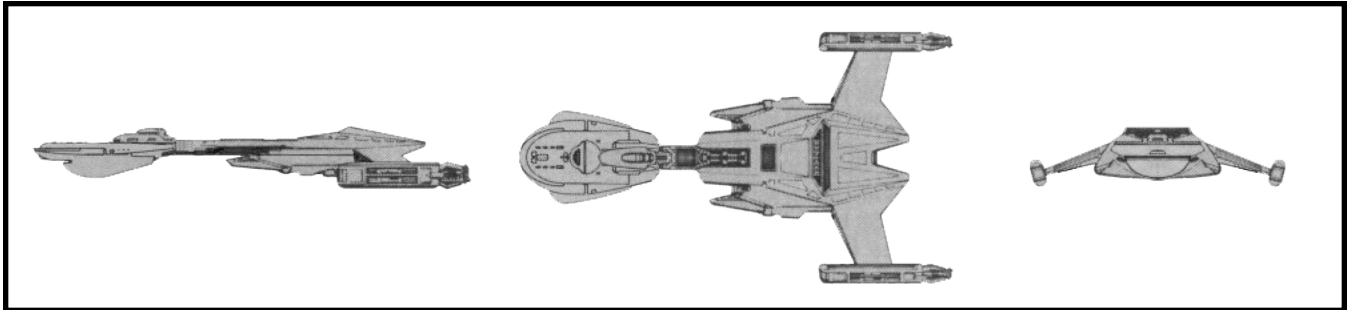
K-6G (DOMINION) CLASS IV GUNBOAT



Construction Data:			
<i>Model Numbers</i> —	Variant-1	Variant-2	Variant-3
<i>Ship Class</i> —	IV	IV	IV
<i>Date Entering Service</i> —	2343-2358	2359-2369	2370-2378
<i>Number Constructed</i> —	1	Refit	Refit
Hull Data:			
<i>Superstructure Points</i> —	13	13	13
<i>Damage Chart</i> —	C	C	C
<i>Size:</i>			
Length —	55.0 m	55.0 m	55.0 m
Width —	23.0 m	23.0 m	23.0 m
Height —	10.0 m	10.0 m	10.0 m
Displacement —	39,213 mt	39,693 mt	39,733 mt
<i>Cargo:</i>			
Cargo Units —	13 SCU	13 SCU	13 SCU
Cargo Capacity —	650 mt	650 mt	650 mt
Landing Capacity —	Yes	Yes	Yes
Equipment Data:			
<i>Control Computer Type</i> —	ZI-1	ZI-1	ZI-1
<i>Transporters:</i>			
standard 6-person —	1	1	1
Other Data:			
<i>Crew</i> —	9	9	9
<i>Passengers</i> —	4	4	4
Engines And Power Data:			
<i>Total Power Units Available</i> —	20	20	20
<i>Movement Point Ratio</i> —	1/1	1/1	1/1
<i>Warp Engine Type</i> —			
Number —	KWB-1	KWB-1	KWB-1
Power Units Available —	2	2	2
Stress Chart —	9 ea.	9 ea.	9 ea.
Maximum Safe Cruising Speed —	O/Q	O/Q	O/Q
Emergency Speed —	Warp 7	Warp 7	Warp 7
<i>Impulse Engine Type</i> —	Warp 8	Warp 8	Warp 8
Power Units Available —	KIC-1	KIC-1	KIC-1
	2	2	2
Weapons And Firing Data:			
<i>Beam Weapon Type</i> —			
Number —	KD-16	KD-17	KD-17
Firing Arcs —	2	2	2
Firing Chart —	2 p/f/s	2 p/f/s	2 p/f/s
Maximum Power —	Y	X	X
Damage Modifiers —	6	9	9
+3	(1-9)	(1-12)	(1-12)
+2	(10-17)	(13-17)	(13-17)
+1	(18-22)	(18-22)	(18-22)
<i>Beam Weapon Type</i> —			
Number —	KD-18	KD-18	KD-18
Firing Arcs —	1	1	1
Firing Chart —	1 a	1 a	1 a
Maximum Power —	U	U	U
Damage Modifiers —	11	11	11
+3	(1-7)	(1-7)	(1-7)
+2	(8-15)	(8-15)	(8-15)
+1	(16-20)	(16-20)	(16-20)
<i>Missile Weapon Type</i> —			
Number —	KP-11	KP-16	KP-17
Firing Arcs —	1	1	1
Firing Chart —	1 f	1 f	1 f
Power To Arm —	R	Q	R
Damage —	1	2	2
	26	36	38
Shield Data:			
<i>Deflector Shield Type</i> —			
Shield Point Ratio —	KST	KST	KST
Maximum Shield Power —	1/3	1/3	1/3
	32	32	32
Combat Efficiency:			
<i>D</i> —	150.6	150.6	150.6
<i>WDF</i> —	38.4	46.5	49.4



N-17 (NIGHT STALKER) CLASS III LIGHT SCOUT



Construction Data:

Model Numbers —	Variant-1
Ship Class —	III
Date Entering Service —	2267-2379
Number Constructed —	15

Hull Data:

Superstructure Points —	8
Damage Chart —	C
Size:	
Length —	155.1 m
Width —	90.3 m
Height —	20.0 m
Displacement —	24,068 mt

Cargo:

Cargo Units —	15 SCU
Cargo Capacity —	750 mt
Landing Capacity —	None

Equipment Data:

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

Other Data:

Crew —	19
Troops —	7
Passengers —	1

Engines And Power Data:

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

Weapons And Firing Data:

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

Shield Data:

Deflector Shield Type —	KSF
Shield Point Ratio —	2/3
Maximum Shield Power —	13

Combat Efficiency:

D —	54.2
WDF —	16.5

NOTES:

Known Sphere Of Operation: Triangle;
Federation Border

Data Reliability: C

Major Data Source: Triangle Sector
Intelligence

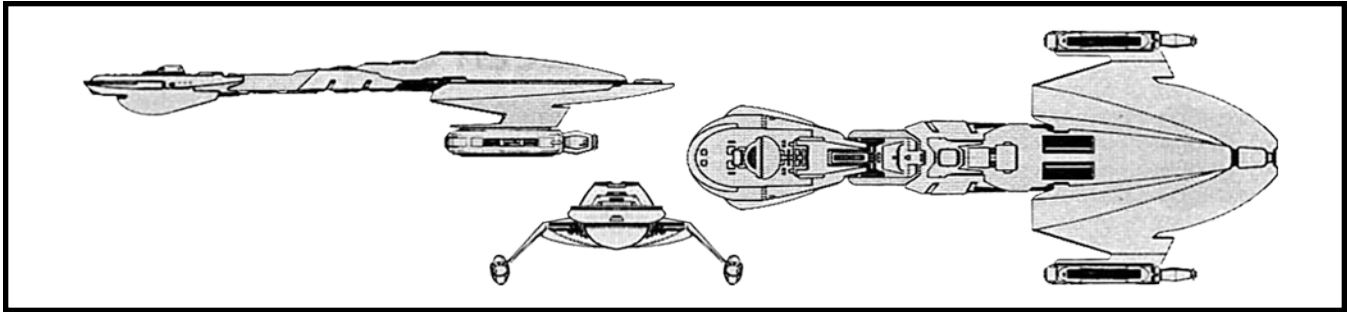
The *N-17* class was derived from a number of *K-17 Death Stalker* scouts obtained from the Empire sometime after 2266. Although unconfirmed, it is rumored that the Romulans obtained nearly a two dozen of these small scouts, giving them to the fledgling IKS as a light raiding vessel. It was hoped that the IKS would use the ships against the Federation and Klingons as well as targets within the Triangle. Other reports indicate that some of these vessels may have been sold to the IKS through clandestine operatives. The IKS quickly upgraded several of these vessels and created the *N-17*.

The *N-17* is virtually identical to its predecessor when scanned at long range. With similar weight distribution and power systems, the *N-17* is only distinguishable by its larger command pod and tactical systems. The enlarged forward section allows for a larger cargo capacity and additional torpedo systems that give the *N-17* superior firepower when compared to its Imperial cousin. A dedicated boarding party is also housed aboard, allowing the *N-17* to quickly capture freighters and transports.

The IKS fielded a total of 15 of these ships, which continued to serve well into the early 2300's. While popular, these ships were soon outclassed by other more traditional scouts and raiders. 1 was captured by the MCA, 1 was scrapped and 3 were sold to entities in the Triangle. 10 were eventually repatriated and give to ranking families in the Empire.



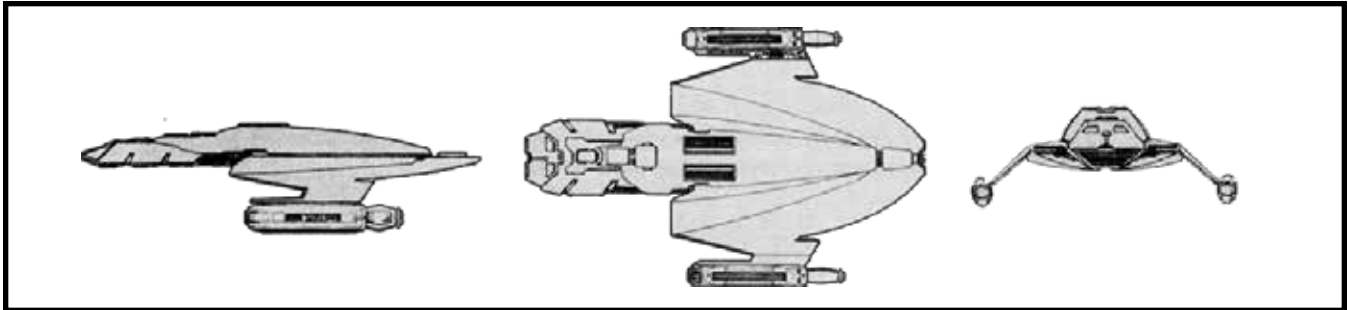
K-11A (RAGEFIST) CLASS V SCOUT



Construction Data:	Variant-1	Variant-2	Variant-3	Variant-4
<i>Model Numbers —</i>	V	V	V	V
<i>Ship Class —</i>	V	V	V	V
<i>Date Entering Service —</i>	2263-2296	2298-2335	2336-2359	2360-2378
<i>Number Constructed —</i>	1	Refit	Refit	Refit
Hull Data:				
<i>Superstructure Points —</i>	20	20	20	20
<i>Damage Chart —</i>	C	C	C	C
<i>Size:</i>				
Length —	112.0 m	112.0 m	112.0 m	112.0 m
Width —	48.0 m	48.0 m	48.0 m	48.0 m
Height —	20.0 m	20.0 m	20.0 m	20.0 m
Displacement —	56,205 mt	56,955 mt	56,025 mt	58,275 mt
<i>Cargo:</i>				
Cargo Units —	24 SCU	24 SCU	24 SCU	24 SCU
Cargo Capacity —	1,200 mt	1,200 mt	1,200 mt	1,200 mt
Landing Capacity —	None	None	None	None
Equipment Data:				
<i>Control Computer Type —</i>	ZD-4	ZD-4	ZD-4	ZI-1
<i>Transporters:</i>				
standard 6-person —	1	1	1	1
emergency 22-person —	1	1	1	1
cargo —	1	1	1	1
Other Data:				
<i>Crew —</i>	34	34	34	34
<i>Shuttlecraft —</i>	1	1	1	1
Engines And Power Data:				
<i>Total Power Units Available —</i>	32	32	32	32
<i>Movement Point Ratio —</i>	3/1	3/1	3/1	3/1
<i>Warp Engine Type —</i>	KWB-3	KWB-3	KWB-3	KWB-3
Number —	2	2	2	2
Power Units Available —	13 ea.	13 ea.	13 ea.	13 ea.
Stress Chart —	Q/Q	Q/Q	Q/Q	Q/Q
Maximum Safe Cruising Speed —	Warp 7	Warp 7	Warp 7	Warp 7
Emergency Speed —	Warp 8	Warp 8	Warp 8	Warp 8
<i>Impulse Engine Type —</i>	KID-1	KID-1	KID-1	KID-1
Power Units Available —	6	6	6	6
Weapons And Firing Data:				
<i>Beam Weapon Type —</i>	KD-6	KD-8	KD-16	KD-19
Number —	2	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	1 p/f/s, 1 p/a/s
Firing Chart —	T	U	Y	X
Maximum Power —	6	7	6	12
Damage Modifiers —				
+3	(-)	(1-7)	(1-9)	(1-14)
+2	(1-18)	(8-15)	(10-17)	(15-18)
+1	(-)	(16-20)	(18-22)	(19-22)
<i>Missile Weapon Type —</i>	OP-1	KP-3	KP-15	KP-17
Number —	1	1	1	1
Firing Arcs —	1 f	1 f	1 f	1 f
Firing Chart —	L	R	T	R
Power To Arm —	1	2	1	2
Damage —	10	15	16	38
Shield Data:				
<i>Deflector Shield Type —</i>	KSD	KSD	KSD	KSV
Shield Point Ratio —	1/2	1/2	1/2	1/2
Maximum Shield Power —	11	11	11	20
Combat Efficiency:				
<i>D —</i>	75.6	75.6	75.6	87.6
<i>WDF —</i>	14.6	21.2	24.3	45.6



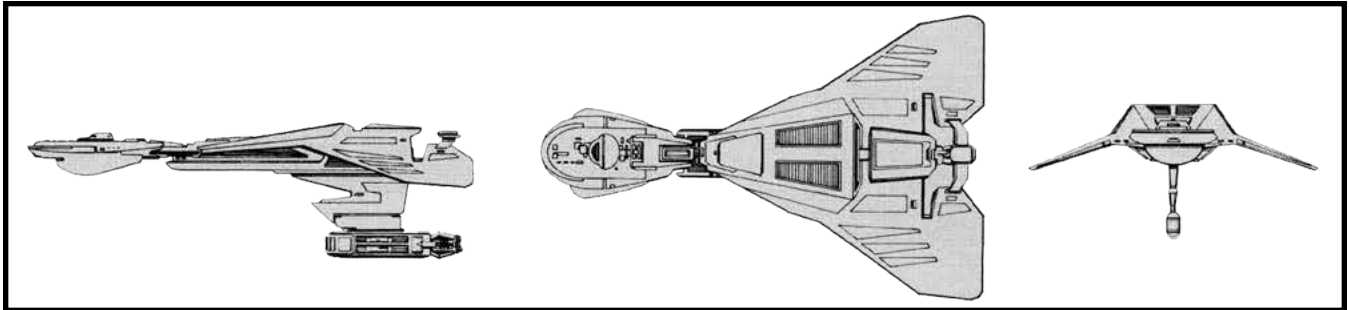
K-14A (STEELBLADE) CLASS IV SCOUT



Construction Data:			
<i>Model Numbers</i> —	Variant-1	Variant-2	Variant-3
<i>Ship Class</i> —	IV	IV	IV
<i>Date Entering Service</i> —	2263-2300	2303-2341	2341-
<i>Number Constructed</i> —	1	Refit	Refit
Hull Data:			
<i>Superstructure Points</i> —	13	13	13
<i>Damage Chart</i> —	C	C	C
<i>Size:</i>			
Length —	145.0 m	145.0 m	145.0 m
Width —	100.0 m	100.0 m	100.0 m
Height —	35.0 m	35.0 m	35.0 m
Displacement —	37,310 mt	37,435 mt	39,545 mt
<i>Cargo:</i>			
Cargo Units —	10 SCU	10 SCU	10 SCU
Cargo Capacity —	500 mt	500 mt	500 mt
Landing Capacity —	Yes	Yes	Yes
Equipment Data:			
<i>Control Computer Type</i> —	ZD-4	ZD-4	ZI-1
<i>Transporters:</i>			
standard 6-person —	1	1	1
<i>Cloaking Device Type:</i>	-	KCB	KCB
<i>Power Requirements</i> —	-	22	22
Other Data:			
<i>Crew</i> —	16	16	16
<i>Shuttlecraft</i> —	1	1	1
Engines And Power Data:			
<i>Total Power Units Available</i> —	23	23	23
<i>Movement Point Ratio</i> —	1/1	1/1	1/1
<i>Warp Engine Type</i> —			
Number —	KWB-1	KWB-1	KWB-1
Power Units Available —	2	2	2
Stress Chart —	9 ea.	9 ea.	9 ea.
Maximum Safe Cruising Speed —	O/Q	O/Q	O/Q
Emergency Speed —	Warp 7	Warp 7	Warp 7
<i>Impulse Engine Type</i> —	Warp 8	Warp 8	Warp 8
Power Units Available —	OID-1	OID-1	OID-1
Weapons And Firing Data:			
<i>Beam Weapon Type</i> —			
Number —	KD-7	KD-7	KD-6
Firing Arcs —	3	3	3
Firing Chart —	2 p/f/s, 1 a	2 p/f/s, 1 a	2 p/f/s, 1 a
Maximum Power —	L	L	T
Damage Modifiers —	7	7	6
+3	(-)	(-)	(-)
+2	(1-6)	(1-6)	(1-18)
+1	(7-12)	(7-12)	(-)
<i>Missile Weapon Type</i> —			
Number —	KP-3	KP-4	KP-17
Firing Arcs —	1	1	1
Firing Chart —	R	Q	R
Power To Arm —	2	2	2
Damage —	15	18	38
Shield Data:			
<i>Deflector Shield Type</i> —			
Shield Point Ratio —	KSD	KSD	KST
Maximum Shield Power —	1/2	1/2	1/3
	11	11	32
Combat Efficiency:			
<i>D</i> —	100.6	100.6	162.6
<i>WDF</i> —	20.4	21.2	37.9



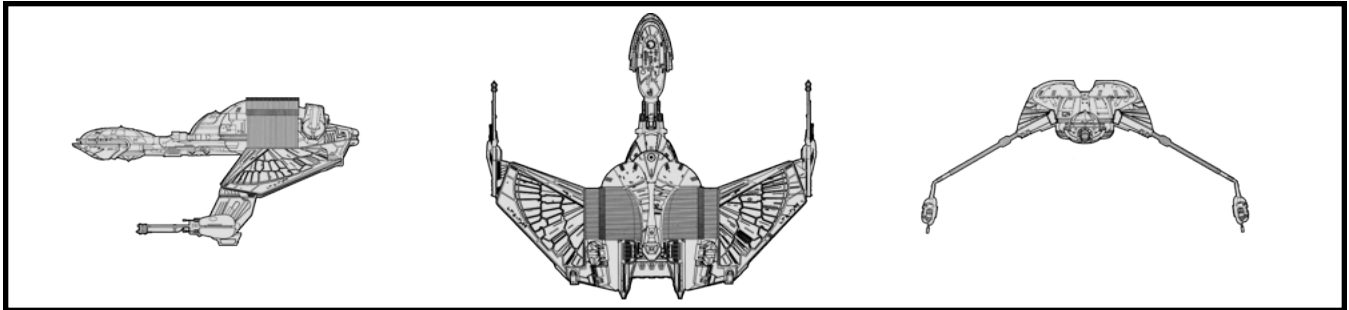
K-15A (PAINMASTER) CLASS IV SCOUT



Construction Data:			
<i>Model Numbers</i> —	Variant-1	Variant-2	Variant-3
<i>Ship Class</i> —	IV	IV	IV
<i>Date Entering Service</i> —	2268-2289	2295-2339	2340-2361
<i>Number Constructed</i> —	1	Refit	Refit
Hull Data:			
<i>Superstructure Points</i> —	7	9	9
<i>Damage Chart</i> —	C	C	C
<i>Size:</i>			
Length —	100.0 m	100.0 m	100.0 m
Width —	155.0 m	155.0 m	155.0 m
Height —	45.0 m	45.0 m	45.0 m
Displacement —	39,065 mt	39,105 mt	38,825 mt
<i>Cargo:</i>			
Cargo Units —	73 SCU	73 SCU	73 SCU
Cargo Capacity —	3,650 mt	3,650 mt	3,650 mt
Landing Capacity —	Yes	Yes	Yes
Equipment Data:			
<i>Control Computer Type</i> —	ZD-3	ZD-4	ZI-1
<i>Transporters:</i>			
standard 6-person —	1	1	1
emergency 22-person —	1	1	1
cargo —	1	1	1
Other Data:			
<i>Crew</i> —	73	73	73
<i>Passengers</i> —	5	5	5
Engines And Power Data:			
<i>Total Power Units Available</i> —	17	17	21
<i>Movement Point Ratio</i> —	2/1	2/1	2/1
<i>Warp Engine Type</i> —			
Number —	KWC-1	KWH-1	KWH-2
Power Units Available —	1	1	1
Stress Chart —	14	14	18
Maximum Safe Cruising Speed —	K/N	J/K	J/K
Emergency Speed —	Warp 7	Warp 7	Warp 7
<i>Impulse Engine Type</i> —	Warp 8	Warp 8	Warp 9
Power Units Available —	KIB-1	KIB-1	KIB-1
Power Units Available —	3	3	3
Weapons And Firing Data:			
<i>Beam Weapon Type</i> —			
Number —	KD-3	KD-12	KD-17
Firing Arcs —	4	4	4
Firing Chart —	2 f, 1 p/a, 1 s/a	2 f, 1 p/a, 1 s/a	2 f, 1 p/a, 1 s/a
Maximum Power —	1	H	X
Damage Modifiers —	5	9	9
+3	(-)	(1-3)	(1-12)
+2	(-)	(4-8)	(13-17)
+1	(1-12)	(9-10)	(18-22)
<i>Missile Weapon Type</i> —			
Number —	KP-1	KP-9	KP-3
Firing Arcs —	1	1	1
Firing Chart —	1 f	1 f	1 f
Power To Arm —	F	L	R
Damage —	1	1	2
	6	8	15
Shield Data:			
<i>Deflector Shield Type</i> —			
Shield Point Ratio —	KSI	KSD	KSV
Maximum Shield Power —	1/1	1/2	1/2
	14	11	20
Combat Efficiency:			
<i>D</i> —	42.0	52.9	70.9
<i>WDF</i> —	10.3	18.3	45.0



K-22E (REAPER) CLASS V SCOUT

**Construction Data:**

<i>Model Numbers</i> —	Variant-1	Variant-2	Variant-3
<i>Ship Class</i> —	V	V	V
<i>Date Entering Service</i> —	2305-2330	2333-2351	2353-2378
<i>Number Constructed</i> —	1	Refit	Refit

Hull Data:

<i>Superstructure Points</i> —	11	11	11
<i>Damage Chart</i> —	C	C	C
<i>Size:</i>			
Length —	109.7 m	109.7 m	109.7 m
Width —	126.8 m	126.8 m	126.8 m
Height —	57.5 m	57.5 m	57.5 m
Displacement —	58,445 mt	58,405 mt	59,915 mt
<i>Cargo:</i>			
Cargo Units —	8 SCU	8 SCU	8 SCU
Cargo Capacity —	400 mt	400 mt	400 mt
Landing Capacity —	Yes	Yes	Yes

Equipment Data:

<i>Control Computer Type</i> —	ZD-4	ZD-4	ZI-1
<i>Transporters:</i>			
standard 6-person —	1	1	1
<i>Cloaking Device Type:</i>	KCB	KCB	KCB
<i>Power Requirements</i> —	22	22	22

Other Data:

<i>Crew</i> —	16	16	16
---------------	----	----	----

Engines And Power Data:

<i>Total Power Units Available</i> —	34	34	34
<i>Movement Point Ratio</i> —	2/1	2/1	2/1
<i>Warp Engine Type</i> —	KWH-1	KWH-1	KWH-1
Number —	2	2	2
Power Units Available —	14 ea.	14 ea.	14 ea.
Stress Chart —	K/L	K/L	K/L
Maximum Safe Cruising Speed —	Warp 8	Warp 8	Warp 8
Emergency Speed —	Warp 9	Warp 9	Warp 9
<i>Impulse Engine Type</i> —	KID-1	KID-1	KID-1
Power Units Available —	6	6	6

Weapons And Firing Data:

<i>Beam Weapon Type</i> —	KD-17	KD-17	KD-17
Number —	2	2	2
Firing Arcs —	1 f/p, 1 f/s	1 f/p, 1 f/s	1 f/p, 1 f/s
Firing Chart —	X	X	X
Maximum Power —	9	9	9
Damage Modifiers —			
+3	(1-12)	(1-12)	(1-12)
+2	(13-17)	(13-17)	(13-17)
+1	(18-22)	(18-22)	(18-22)
<i>Missile Weapon Type</i> —	KP-5	KP-13	KP-17
Number —	1	1	1
Firing Arcs —	1 f	1 f	1 f
Firing Chart —	Q	T	R
Power To Arm —	1	1	2
Damage —	10	9	38

Shield Data:

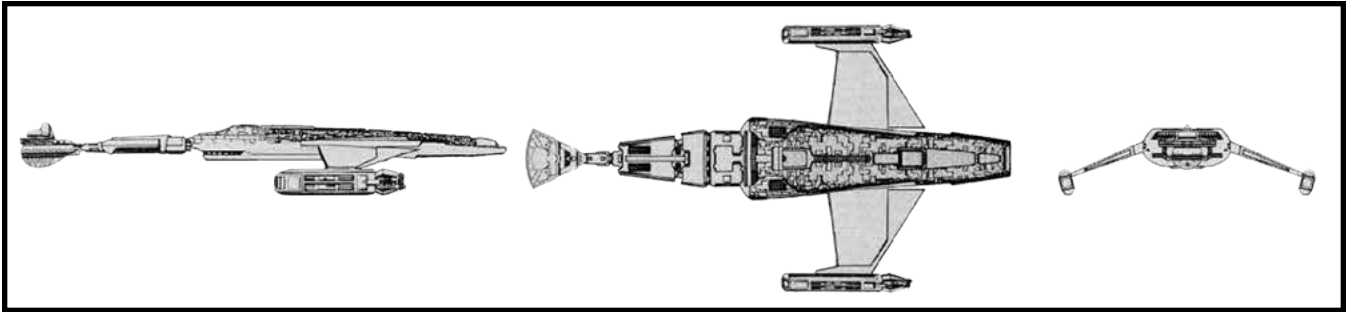
<i>Deflector Shield Type</i> —	KSD	KSD	KSV
Shield Point Ratio —	1/2	1/2	1/2
Maximum Shield Power —	11	11	20

Combat Efficiency:

<i>D</i> —	79.7	79.7	91.7
<i>WDF</i> —	23.5	23.7	40.6



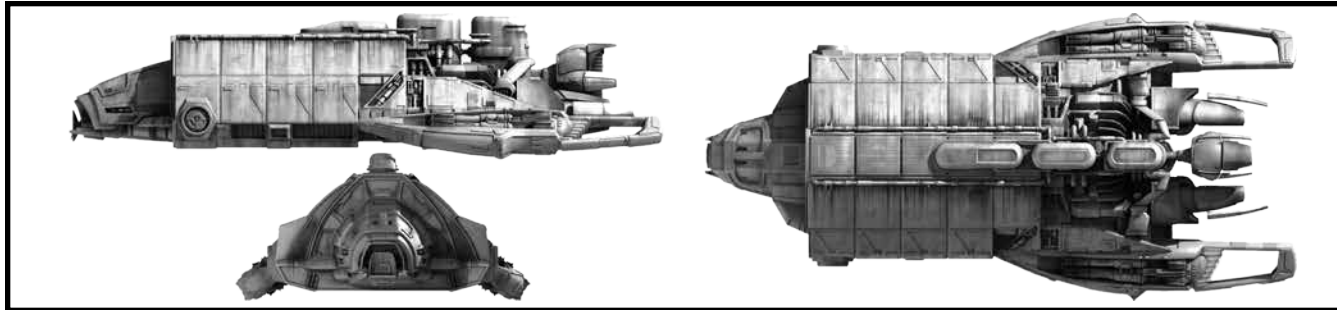
K-31E (PANICSTALKER) CLASS VII SCOUT CRUISER



Construction Data:	Variant-1	Variant-2	Variant-3
<i>Model Numbers —</i>	VII	VII	VII
<i>Ship Class —</i>	2355-2364	2365-2373	2374-2378
<i>Date Entering Service —</i>	1	Refit	Refit
<i>Number Constructed —</i>			
Hull Data:			
<i>Superstructure Points —</i>	24	24	24
<i>Damage Chart —</i>	B	B	B
Size:			
<i>Length —</i>	242.0 m	242.0 m	242.0 m
<i>Width —</i>	134.0 m	134.0 m	134.0 m
<i>Height —</i>	37.0 m	37.0 m	37.0 m
<i>Displacement —</i>	98,545 mt	98,600 mt	98,796 mt
Cargo:			
<i>Cargo Units —</i>	210 SCU	210 SCU	210 SCU
<i>Cargo Capacity —</i>	10,500 mt	10,500 mt	10,500 mt
<i>Landing Capacity —</i>	None	None	None
Equipment Data:			
<i>Control Computer Type —</i>	ZI-2	ZI-2	ZI-2
Transporters:			
<i>standard 6-person —</i>	1	1	1
<i>combat 22-person —</i>	4	4	4
<i>emergency 22-person —</i>	2	2	2
<i>cargo —</i>	2	2	2
<i>Cloaking Device Type:</i>	KCC	KCC	KCC
<i>Power Requirements —</i>	32	32	32
Other Data:			
<i>Crew —</i>	210	210	210
<i>Troops —</i>	70	70	70
<i>Passengers —</i>	5	5	5
<i>Shuttlecraft —</i>	3	3	3
Engines And Power Data:			
<i>Total Power Units Available —</i>	64	64	64
<i>Movement Point Ratio —</i>	3/1	3/1	3/1
<i>Warp Engine Type —</i>	KWVC-3	KWVC-3	KWVC-3
<i>Number —</i>	2	2	2
<i>Power Units Available —</i>	23 ea.	23 ea.	23 ea.
<i>Stress Chart —</i>	L/O	L/O	L/O
<i>Maximum Safe Cruising Speed —</i>	Warp 8	Warp 8	Warp 8
<i>Emergency Speed —</i>	Warp 9	Warp 9	Warp 9
<i>Impulse Engine Type —</i>	KIE-3	KIE-3	KIE-3
<i>Power Units Available —</i>	18	18	18
Weapons And Firing Data:			
<i>Beam Weapon Type —</i>	KD-26	KD-26	KD-43
<i>Number —</i>	4	4	4
<i>Firing Arcs —</i>	1 f/p, 1 f/s, 1 p/a, 1 s/a	1 f/p, 1 f/s, 1 p/a, 1 s/a	1 f/p, 1 f/s, 1 p/a, 1 s/a
<i>Firing Chart —</i>	Y	Y	Y
<i>Maximum Power —</i>	13	13	14
<i>Damage Modifiers —</i>			
+3	(1-7)	(1-7)	(1-12)
+2	(8-10)	(8-10)	(13-15)
+1	(11-24)	(11-24)	(16-18)
<i>Missile Weapon Type —</i>	KP-16	KP-16	KP-16
<i>Number —</i>	1	1	1
<i>Firing Arcs —</i>	1 f	1 f	1 f
<i>Firing Chart —</i>	Q	Q	Q
<i>Power To Arm —</i>	2	2	2
<i>Damage —</i>	36	36	36
Shield Data:			
<i>Deflector Shield Type —</i>	KST	KSX	KSX
<i>Shield Point Ratio —</i>	1/3	1/4	1/4
<i>Maximum Shield Power —</i>	32	32	32
Combat Efficiency:			
<i>D —</i>	169.3	200.3	200.3
<i>WDF —</i>	71.7	71.7	76.1



G-1E (MAJESTIC) CLASS IV LIGHT FREIGHTER



Construction Data:

<i>Model Numbers —</i>	Variant-1	Variant-2	Variant-3	Variant-4
<i>Ship Class —</i>	IV	IV	IV	IV
<i>Date Entering Service —</i>	2255-2279	2280-2311	2313-2349	2350-2378
<i>Number Constructed —</i>	1	Refit	Refit	Refit

Hull Data:

<i>Superstructure Points —</i>	12	12	12	12
<i>Damage Chart —</i>	C	C	C	C
<i>Size:</i>				
Length —	55.0 m	55.0 m	55.0 m	55.0 m
Width —	13.6 m	13.6 m	13.6 m	13.6 m
Height —	27.1 m	27.1 m	27.1 m	27.1 m
Displacement —	32,985 mt	33,815 mt	38,815 mt	39,040 mt
<i>Cargo:</i>	20	20	20	20
Cargo Units —	50 SCU	50 SCU	50 SCU	50 SCU
Cargo Capacity —	2,500 mt	2,500 mt	2,500 mt	2,500 mt
<i>Landing Capacity —</i>	Yes	Yes	Yes	Yes

Equipment Data:

<i>Control Computer Type —</i>	ZD-3	ZD-3	ZD-4	ZI-1
<i>Transporters:</i>				
standard 6-person —	1	1	1	1
emergency 22-person —	1	1	1	1
cargo —	1	1	1	1

Other Data:

<i>Crew —</i>	62	63	72	73
<i>Passengers —</i>	12	12	12	12
	10	10	10	10

Engines And Power Data:

<i>Total Power Units Available —</i>	21	21	27	27
<i>Movement Point Ratio —</i>	3/1	3/1	3/1	3/1
<i>Warp Engine Type —</i>	KWB-1	KWB-1	KWB-2	KWB-2
Number —	2	2	2	2
Power Units Available —	9 ea.	9 ea.	12 ea.	12 ea.
Stress Chart —	O/Q	O/Q	P/Q	P/Q
Maximum Safe Cruising Speed —	Warp 5	Warp 5	Warp 7	Warp 7
Emergency Speed —	Warp 6	Warp 6	Warp 8	Warp 8
<i>Impulse Engine Type —</i>	KIB-1	KIB-1	KIB-1	KIB-1
Power Units Available —	3	3	3	3

Weapons And Firing Data:

<i>Beam Weapon Type —</i>	KD-1	KD-7	KD-6	KD-17
Number —	4	4	4	4
Firing Arcs —	1 f/p, 1 p/f/s, 1 f/s, 1 p/a/s	1 f/p, 1 p/f/s, 1 f/s, 1 p/a/s	1 f/p, 1 p/f/s, 1 f/s, 1 p/a/s	1 f/p, 1 p/f/s, 1 f/s, 1 p/a/s
Firing Chart —	B	L	T	X
Maximum Power —	4	7	6	9
Damage Modifiers —				
+3	(-)	(-)	(-)	(1-12)
+2	(-)	(1-6)	(1-18)	(13-17)
+1	(-)	(7-12)	(-)	(18-22)

Shield Data:

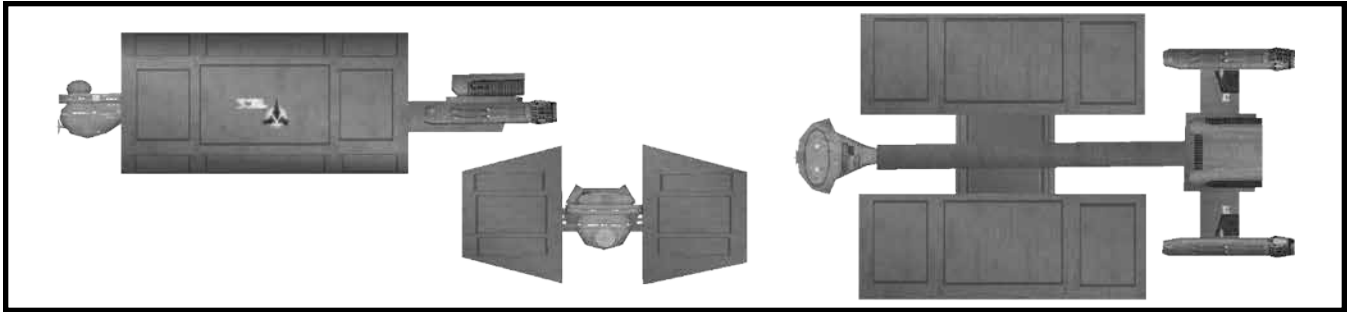
<i>Deflector Shield Type —</i>	KSB	KSC	KSD	KST
Shield Point Ratio —	1/1	1/1	1/2	1/3
Maximum Shield Power —	8	11	11	32

Combat Efficiency:

<i>D —</i>	38.7	43.2	59.2	101.2
<i>WDF —</i>	2.8	15.2	20.4	36.0



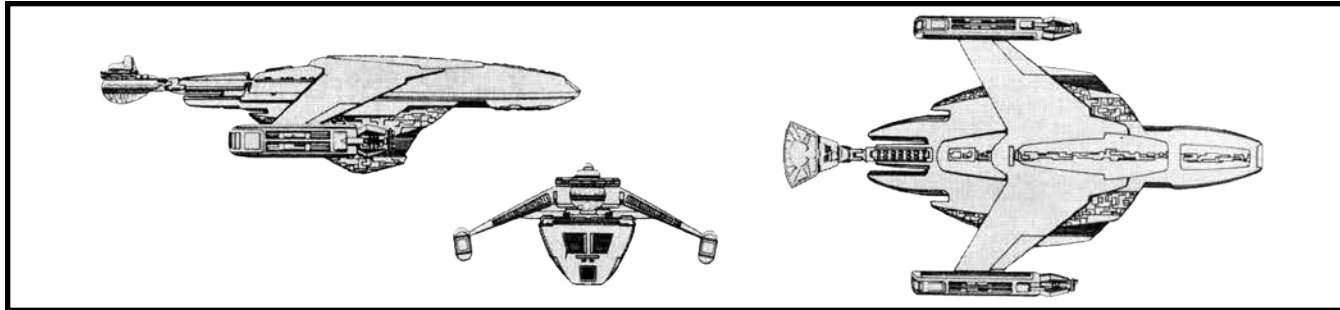
G-2B (COVETOUS) CLASS IV FREIGHTER



Construction Data:			
<i>Model Numbers</i> —	Variant-1	Variant-2	Variant-3
<i>Ship Class</i> —	IV	IV	IV
<i>Date Entering Service</i> —	2257-2295	2297-2339	2341-2378
<i>Number Constructed</i> —	1	Refit	Refit
Hull Data:			
<i>Superstructure Points</i> —	11	11	11
<i>Damage Chart</i> —	C	C	C
<i>Size:</i>			
Length —	374.0 m	374.0 m	374.0 m
Width —	200.0 m	200.0 m	200.0 m
Height —	100.0 m	100.0 m	100.0 m
Displacement —	37,123 mt	37,265 mt	38,535 mt
<i>Cargo:</i>			
Cargo Units —	1,900 SCU	1,900 SCU	1,900 SCU
Cargo Capacity —	95,000 mt	95,000 mt	95,000 mt
Landing Capacity —	None	None	None
Equipment Data:			
<i>Control Computer Type</i> —	ZD-4	ZD-4	ZI-1
<i>Transporters:</i>			
standard 6-person —	2	2	2
emergency 22-person —	1	1	1
cargo —	6	6	6
Other Data:			
<i>Crew</i> —	39	39	39
<i>Passengers</i> —	30	30	30
<i>Shuttlecraft</i> —	8	8	8
Engines And Power Data:			
<i>Total Power Units Available</i> —	26	27	27
<i>Movement Point Ratio</i> —			
unloaded —	3/1	3/1	3/1
loaded —	4/1	4/1	4/1
<i>Warp Engine Type</i> —	KWB-2	KWB-2	KWB-2
Number —	2	2	2
Power Units Available —	12 ea.	12 ea.	12 ea.
Stress Chart —	P/Q	P/Q	P/Q
<i>Maximum Safe Cruising Speed</i> —			
unloaded —	Warp 7	Warp 7	Warp 7
loaded —	Warp 6	Warp 6	Warp 6
<i>Emergency Speed</i> —			
unloaded —	Warp 8	Warp 8	Warp 8
loaded —	Warp 7	Warp 7	Warp 7
<i>Impulse Engine Type</i> —	KIC-1	KIB-1	KIB-1
Power Units Available —	2	3	3
Weapons And Firing Data:			
<i>Beam Weapon Type</i> —	KD-5	KD-6	KD-8
Number —	3	3	3
Firing Arcs —	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 —	P	T	U
Maximum Power —	4	6	7
Damage Modifiers —			
+3	(-)	(-)	(1-7)
+2	(1-10)	(1-18)	(8-15)
+1	(11-18)	(-)	(16-20)
<i>Missile Weapon Type</i> —	KP-1	KP-3	KP-8
Number —	1	1	1
Firing Arcs —	1 f	1 f	1 f
Firing Chart —	F	R	S
Power To Arm —	1	2	2
Damage —	6	15	24
Shield Data:			
<i>Deflector Shield Type</i> —	OSH	KSD	KSD
Shield Point Ratio —	1/2	1/2	1/2
Maximum Shield Power —	7	11	11
Combat Efficiency:			
<i>D</i> —			
unloaded —	50.7	57.7	57.7
loaded —	43.7	50.7	50.7
<i>WDF</i> —	10.5	24.3	33.3



G-3A (ANNOTATOR) CLASS VII FREIGHTER



Construction Data:

<i>Model Numbers</i> —	Variant-1	Variant-2	Variant-3
<i>Ship Class</i> —	VII	VII	VII
<i>Date Entering Service</i> —	2270-2300	2302-2336	2337-2378
<i>Number Constructed</i> —	Refit	Refit	Refit

Hull Data:

<i>Superstructure Points</i> —	16	16	16
<i>Damage Chart</i> —	B	B	B
Size:			
<i>Length</i> —	240.0 m	240.0 m	240.0 m
<i>Width</i> —	140.0 m	140.0 m	140.0 m
<i>Height</i> —	60.0 m	60.0 m	60.0 m
<i>Displacement</i> —	94,590 mt	88,275 mt	87,065 mt
Cargo:			
<i>Cargo Units</i> —	2,000 SCU	2,000 SCU	2,000 SCU
<i>Cargo Capacity</i> —	100,000 mt	100,000 mt	100,000 mt
<i>Landing Capacity</i> —	None	None	None

Equipment Data:

<i>Control Computer Type</i> —	ZD-5	ZD-6	ZD-6
Transporters:			
<i>standard 6-person</i> —	3	3	3
<i>cargo</i> —	16	16	16

Other Data:

<i>Crew</i> —	51	51	51
<i>Troops</i> —	20	20	20
<i>Passengers</i> —	10	10	10
<i>Shuttlecraft</i> —	6	6	6

Engines And Power Data:

<i>Total Power Units Available</i> —	42	42	54
<i>Movement Point Ratio</i> —			
<i>unloaded</i> —	4/1	3/1	3/1
<i>loaded</i> —	6/1	5/1	5/1
<i>Warp Engine Type</i> —	KWVD-1	KWVC-2	KWVC-2
<i>Number</i> —	2	2	2
<i>Power Units Available</i> —	18 ea.	18 ea.	18 ea.
<i>Stress Chart</i> —	L/N	L/O	L/O
<i>Maximum Safe Cruising Speed</i> —			
<i>unloaded</i> —	Warp 6	Warp 8	Warp 8
<i>loaded</i> —	Warp 4	Warp 6	Warp 6
<i>Emergency Speed</i> —			
<i>unloaded</i> —	Warp 8	Warp 9	Warp 9
<i>loaded</i> —	Warp 5	Warp 6	Warp 6
<i>Impulse Engine Type</i> —	KID-1	KID-1	KIE-3
<i>Power Units Available</i> —	6	6	18

Weapons And Firing Data:

<i>Beam Weapon Type</i> —	KD-6	KD-8	KD-17
<i>Number</i> —	4	4	4
<i>Firing Arcs</i> —	1 f/p, 1 f/s, 2 a	1 f/p, 1 f/s, 2 a	1 f/p, 1 f/s, 2 a
<i>Firing Chart</i> —	T	U	X
<i>Maximum Power</i> —	6	7	9
<i>Damage Modifiers</i> —			
+3	(-)	(1-7)	(1-12)
+2	(1-18)	(8-15)	(13-17)
+1	(-)	(16-20)	(18-22)

Shield Data:

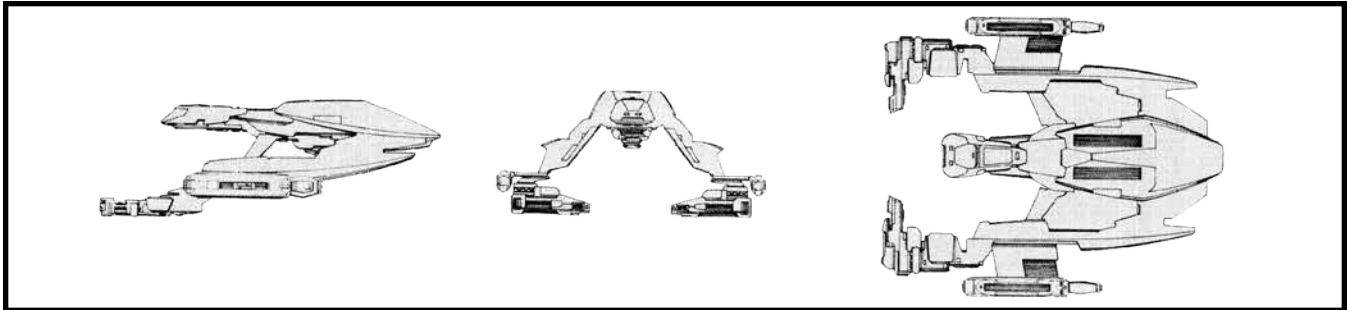
<i>Deflector Shield Type</i> —	KSK	KSP	KST
<i>Shield Point Ratio</i> —	1/2	1/3	1/3
<i>Maximum Shield Power</i> —	13	15	32

Combat Efficiency:

<i>D</i> —			
<i>unloaded</i> —	70.9	103.9	144.4
<i>loaded</i> —	60.9	78.4	112.9
<i>WDF</i> —	20.4	24.4	36



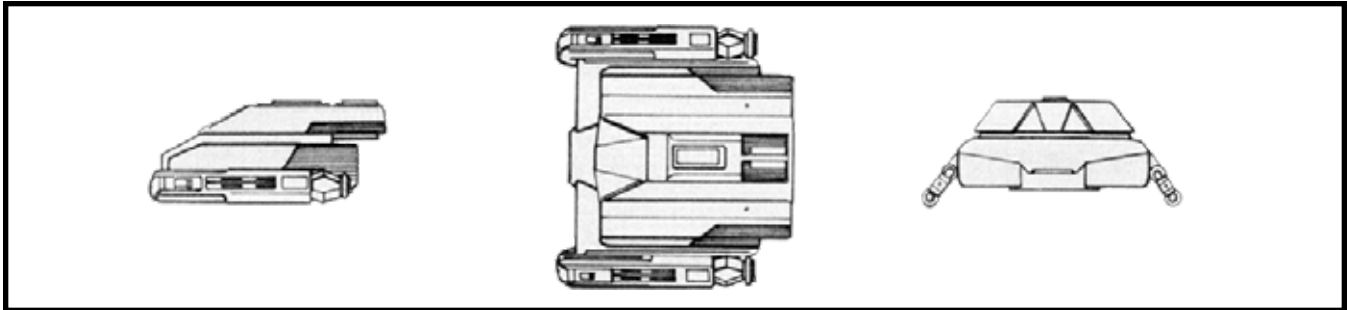
G-6A (ORIGINATOR) CLASS VIII TRANSPORT



Construction Data:			
<i>Model Numbers</i> —	Variant-1	Variant-2	Variant-3
<i>Ship Class</i> —	VIII	VIII	VIII
<i>Date Entering Service</i> —	2273-2311	2313-2343	2344-2378
<i>Number Constructed</i> —	1	Refit	Refit
Hull Data:			
<i>Superstructure Points</i> —	12	16	24
<i>Damage Chart</i> —	B	B	B
<i>Size:</i>			
Length —	120.0 m	120.0 m	120.0 m
Width —	90.0 m	90.0 m	90.0 m
Height —	40.0 m	40.0 m	40.0 m
Displacement —	119,325 mt	106,050 mt	116,130 mt
<i>Cargo:</i>			
Cargo Units —	4,600 SCU	4,600 SCU	4,600 SCU
Cargo Capacity —	230,000 mt	230,000 mt	230,000 mt
Landing Capacity —	None	None	None
Equipment Data:			
<i>Control Computer Type</i> —	ZD-6	ZD-6	ZI-2
<i>Transporters:</i>			
standard 6-person —	1	1	1
cargo —	1	1	1
Other Data:			
<i>Crew</i> —	26	26	26
<i>Passengers</i> —	3	3	3
<i>Shuttlecraft</i> —	2	2	2
Engines And Power Data:			
<i>Total Power Units Available</i> —	52	54	54
<i>Movement Point Ratio:</i>			
unloaded —	3/1	3/1	3/1
loaded —	6/1	6/1	6/1
<i>Warp Engine Type</i> —	KWE-3	KWF-2	KWF-2
Number —	2	2	2
Power Units Available —	20 ea.	18 ea.	18 ea.
Stress Chart —	J/M	H/J	H/J
Maximum Safe Cruising Speed:			
unloaded —	Warp 8	Warp 8	Warp 8
loaded —	Warp 5	Warp 5	Warp 5
Emergency Speed:			
unloaded —	Warp 9	Warp 9	Warp 9
loaded —	Warp 6	Warp 6	Warp 6
<i>Impulse Engine Type</i> —	KIE-2	KIE-3	KIE-3
Power Units Available —	12	18	18
Weapons And Firing Data:			
<i>Beam Weapon Type</i> —	KD-1	KD-17	KD-26
Number —	2	2	2
Firing Arcs —	2 p/f/s	2 p/f/s	2 p/f/s
Firing Chart —	B	X	Y
Maximum Power —	4	9	13
Damage Modifiers —			
+3	(-)	(1-12)	(1-7)
+2	(-)	(13-17)	(8-10)
+1	(-)	(18-22)	(11-24)
Shield Data:			
<i>Deflector Shield Type</i> —	KSH	KSP	KSX
Shield Point Ratio —	1/3	1/3	1/4
Maximum Shield Power —	12	15	32
Combat Efficiency:			
<i>D</i> —			
unloaded —	107.2	120.4	182.3
loaded —	71.2	81.4	130.3
<i>WDF</i> —	1.4	18	26



S-4A (LEGITIMATE) CLASS VI REPAIR TENDER



Construction Data:

<i>Model Numbers</i> —	Variant-1	Variant-2	Variant-3	Variant-4
<i>Ship Class</i> —	VI	VI	VI	VI
<i>Date Entering Service</i> —	2269-2290	2291-2312	2313-2340	2341-2358
<i>Number Constructed</i> —	1	Refit	Refit	Refit

Hull Data:

<i>Superstructure Points</i> —	13	20	20	20
<i>Damage Chart</i> —	B	B	B	B
<i>Size:</i>				
Length —	90.0 m	90.0 m	90.0 m	90.0 m
Width —	101.0 m	101.0 m	101.0 m	101.0 m
Height —	40.0 m	40.0 m	40.0 m	40.0 m
Displacement —	79,318 mt	76,690 mt	76,790 mt	74,560 mt

Cargo:

<i>Cargo Units</i> —	110 SCU	110 SCU	110 SCU	110 SCU
<i>Cargo Capacity</i> —	5,500 mt	5,500 mt	5,500 mt	5,500 mt
<i>Landing Capacity</i> —	None	None	None	None

Equipment Data:

<i>Control Computer Type</i> —	ZD-5	ZD-5	ZD-5	ZI-1
<i>Transporters:</i>				
standard 6-person —	2	2	2	2
cargo —	1	1	1	1
<i>Cloaking Device Type:</i>	None	KCC	KCC	KCC
<i>Power Requirements</i> —	0	32	32	32

Other Data:

<i>Crew</i> —	147	143	143	139
<i>Passengers</i> —	108	108	108	108
<i>Shuttlecraft</i> —	5	5	5	5
	2	2	2	2

Engines And Power Data:

<i>Total Power Units Available</i> —	32	34	34	46
<i>Movement Point Ratio</i> —	3/1	3/1	3/1	3/1
<i>Warp Engine Type</i> —	KWC-1	KWH-1	KWH-1	KWH-1
Number —	2	2	2	2
Power Units Available —	14 ea.	14 ea.	14 ea.	14 ea.
Stress Chart —	L/O	K/L	K/L	K/L
Maximum Safe Cruising Speed —	Warp 7	Warp 7	Warp 7	Warp 7
Emergency Speed —	Warp 8	Warp 8	Warp 8	Warp 8
<i>Impulse Engine Type</i> —	KIC-2	KID-1	KID-1	KIE-3
Power Units Available —	4	6	6	18

Weapons And Firing Data:

<i>Beam Weapon Type</i> —	KD-7	KD-7	KD-7	KD-7
Number —	4	4	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	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 —	L	L	L	L
Maximum Power —	7	7	7	7
Damage Modifiers —				
+3	(-)	(-)	(-)	(-)
+2	(1-6)	(1-6)	(1-6)	(1-6)
+1	(7-12)	(7-12)	(7-12)	(7-12)
<i>Missile Weapon Type</i> —	KP-1	KP-3	KP-6	KP-8
Number —	2	2	2	2
Firing Arcs —	1 f, 1 a	1 f, 1 a	1 f, 1 a	1 f, 1 a
Firing Chart —	F	R	R	S
Power To Arm —	1	2	2	2
Damage —	6	15	20	24

Shield Data:

<i>Deflector Shield Type</i> —	KSF	KSK	KSK	KSV
Shield Point Ratio —	2/3	1/2	1/2	1/2
Maximum Shield Power —	10	13	13	20

Combat Efficiency:

<i>D</i> —	56.1	79.6	79.6	100.6
<i>WDF</i> —	18.2	33.2	38.8	45.2

CLASSIFIED AUTHORIZED PERSONNEL ONLY

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

This manual includes both native designs and modified Imperial vessels whos crews have defected to the IKS.

