

SPACEDOCK

STARSHIP RECOGNITION MANUAL - VOLUME THREE

SHIPS OF THE KLINGON EMPIRE

“‘TO BE, OR NOT TO BE.’ THAT IS THE QUESTION WHICH
PREOCCUPIES OUR PEOPLE...”

-GENERAL CHANG, STAR TREK VI: THE UNDISCOVERED COUNTRY

THE SHIP RECOGNITION MANUAL, VOLUME THREE: STARSHIPS OF THE KLINGON EMPIRE

Author: Steven S. Long

Icon System™ Design: Christian Moore, Steven S. Long *with* Kenneth Hite, Ross Isaacs

Layout: Christopher Huth

Special Thanks To: Christopher Huth, for stepping up and doing a great job with the layout; and Don Mappin, for making this book available via TrekRPG.Net.

Testreaders: Special thanks to the fans who took the time to read over the manuscript for this book and help me make it better still: David Broussard; Aaron Canning; Daniel da Costa Bezerra; Eric Dawson; Fred Davis; John Dutka; Bruce Ford; Marc-André "Anarchy Bob" Gagné; Pat Gamblin; Matt Hegarty; Scott MacGregor et al.; Ben "CmdrBluejeans" Pollack; Bill Ramsey; Scott "qerlin" Rhymer; Marko Sertic; Paul "Legate Legion" Short; Steven "SIRSIG" Sigley; Thomas Silver; Chris Stansbury; Andrew Timson; Daulton Wurdrich; Tyler Yaehne

All original material copyright © 2001 by Steven S. Long

STAR TREK™, ® & ©2001 Paramount Pictures. All Rights Reserved. STAR TREK and related marks are Trademarks of Paramount Pictures. Used Without Permission.

First Release – August 2001

Visit the Official Star Trek RPG fan site on the web at <http://www.trekrpg.net>

TABLE OF CONTENTS

INTRODUCTION	1	CHAPTER THREE: THE KLINGON SHIP REGISTRY	13
CHAPTER ONE: KLINGON SHIP CLASSIFICATION ...	2	<i>BaH'reth</i> -Class Frigate	14
Klingon Vessel Classifications	2	<i>Brakt</i> -Class Fast Attack Ship	17
Battleships	2	<i>B'rel</i> -Class Light Warship	20
Warships	2	<i>De'nat</i> -Class Battle Cruiser	23
Cruisers	3	<i>Denn'lar</i> -Class Armored Transport	27
Frigates	3	<i>Felg'ra</i> -Class Warship	30
Fast Attack Ships	4	<i>Gel'joQ</i> -Class Battleship	34
Destroyers	5	<i>Goralis</i> -Class Incursion Cruiser	38
Escorts	5	<i>Jen'thar</i> -Class Assault Cruiser	41
Scouts	6	<i>Kelirax</i> -Class Scout	44
Specialized, Support, and Auxiliary Vessels	6	<i>Kel'var</i> -Class Heavy Frigate	47
Klingon Starship Names	7	<i>Kleg-Ta</i> -Class Surveyor	50
CHAPTER TWO: KLINGON SHIP CONSTRUCTION	8	<i>K'mpek</i> -Class Heavy Warship	53
Starship Construction Basics	8	<i>K'tinga</i> -Class Battle Cruiser	57
Hulls and Hull Systems	8	<i>K'Vort</i> -Class Warship	60
Outer and Inner Hulls	8	<i>Negh'Var</i> (flagship of the Klingon Empire)	63
Ablative Armor	8	<i>Neg'lorn</i> -Class Armed Courier	67
Personnel Systems	9	<i>Pa'chag</i> -Class Assault Cruiser	70
<i>Table: Klingon Crew Breakdowns</i>	9	<i>Qa'cheng</i> -Class Strike Frigate	73
<i>Table: Average Number of Klingon Crewmen By Ship Type</i>	9	<i>Qlj'tagh</i> -Class Heavy Escort	76
Crew Quarters	9	<i>Sompek</i> -Class Heavy Destroyer	79
Medical Facilities and Systems	10	<i>Suv'tiS</i> -Class Fighter	82
Recreation Facilities	10	<i>Torath</i> -Class Heavy Warship	85
<i>Sidebar: Klingon Recreation Rating</i>	10	<i>Toron</i> -Class Warp Shuttle	88
Propulsion Systems	10	<i>Tro'Qa</i> -Class Destroyer	90
Warp Propulsion System	10	<i>VodleQ</i> -Class Heavy Cruiser	93
Warp Nacelles	10	<i>Vor'cha</i> -Class Heavy Warship	96
Operations Systems	10	<i>Huc'ta'</i> -Class Merchant Vessel	99
Computer Systems	11	<i>Chut'Duj</i> -Class System Patrol Ship	102
Tactical Systems	12		
Auxiliary Spacecraft Systems	12		
<i>Sidebar: Suggested Klingon Shuttle Complements</i>	12		
<i>Sidebar: Klingon Ship Construction Rules Changes</i>	12		

INTRODUCTION

Through the over three decades of Star Trek, one species, more than any other, has captured the imagination of the fans: the Klingons. Countless thousands of words have been written about their culture, language, history, and weapons. Now their starships are receiving the same treatment.

The Ship Recognition Manual, Vol. Three: Starships of the Klingon Empire tells you everything you ever wanted to know about Klingon ships, from the tiniest shuttle to the largest battleship. It's got new technology, new rules for Klingon ships, and of course plenty of Starship Templates for Klingon vessels.

To use this book, you should also have Spacedock: The Advanced Starship Construction and Combat Manual, available as a download from TrekRPG.Net. Otherwise the Starship Templates may prove somewhat confusing. You'll probably also find it helpful to have the first two SRMs, which cover canon Starfleet vessels and Cardassian vessels, respectively.

SRM3: Klingons includes several ships that previously appeared elsewhere, such as the Vor'cha and K'Vort classes. Any Starship Templates in this book supercede those published in earlier volumes. The versions in this book use Klingon-specific rules and, where necessary, correct errors in the original templates.

Chapter One, Klingon Ship Classification, describes how the Klingons classify their starships. It includes lists of representative classes of ships for each ship category.

Chapter Two, Klingon Ship Construction, provides special rules and guidelines for constructing Klingon ships. Though you generally build Klingon ships using the standard Spacedock rules, there are a few important changes to reflect the nature of the Empire's starship technology.

Chapter Three, The Klingon Ship Registry, contains Starship Templates for nearly 30 vessels of the Klingon Empire—warships, cruisers, destroyers, you name it.
Qapla'!

Steven S. Long
April, 2001

CHAPTER ONE: KLINGON SHIP CLASSIFICATION

For centuries, the species of the Alpha and Beta Quadrants have known, and often feared, Klingon starships. The appearance of a Klingon battle cruiser or bird of prey on ships' or planets' sensors has signalled the beginning of invasions, the arrival of "pacification forces" sent by the High Council, or a "showing of the colors" intended to keep the peace or scare off some perceived enemy. With their powerful ships, the Klingons have expanded the boundaries of their empire, kept tight control over their territories, and achieved their greatest victories.

During the 23rd century, the Klingons had relatively few types of vessels, most of which did not vary significantly from one another. But the changing political and economic climate within the Empire since 2293 has allowed the Klingons to expand the size and diversity of their fleets tremendously. To some observers, it seems as if each of the Great Houses has created its own unique ships, building vessels designed to take advantage of their resources and favored tactics. In fact, most Klingon ship designers work from blueprints widely available throughout the Empire for years, modifying the standard designs to suit their (and their employers') own preferences.

Thanks to their alterations, the ships may appear slightly different from House to House, but for the most part they have the same capabilities. A Goralis-class Light Cruiser built by the House of Chang may not look exactly the same as one built by the House of Toghuss, but it typically has the same systems (perhaps arranged slightly differently within the hull) and the same tolerances. On the other hand, the ongoing political and military competition between the Great Houses sometimes spurs each House to try to develop its own "superior" ships by devising just the right series of modifications to basic ship types.

But from House to House, any Klingon who builds a ship almost certainly focuses on military missions when designing it. Unlike Starfleet ships, which the ASDB designs to fill many different (and mostly non-military) roles, the Klingons create virtually all of their vessels with military uses in mind. Even civilian ships (such as freighters or transports) have much stronger shields and heavier weapons than comparative Federation, Cardassian, or Romulan ships. In times of war, owners of civilian vessels can quickly convert them into military ships with just a few upgrades and other modifications, thus giving the Empire a "shadow fleet" that some military analysts overlook when evaluating its strength. Although some

experts consider the Klingon obsession with matters military a weakness, any officer who's faced a Klingon ship on the field of battle understands Klingon ship design wisdom all too well.

KLINGON VESSEL CLASSIFICATIONS

Klingons organize their ships into ten classes defined by size, firepower, systems capabilities, and other performance factors. From largest/most powerful to smallest/least powerful (generally speaking), the classes are: Battleships; Warships; Cruisers; Frigates; Fast Attack Ships; Destroyers; Escorts; Scouts; Specialized; and Support/Auxiliary.

It should come as no surprise to anyone familiar with Klingon culture that the Klingons build few ships for exploration, science and research, or similar endeavors. The larger Klingon ships do have some laboratory facilities, of course, but the Klingons always regard such functions as secondary to military missions. Medical vessels are unheard of in the Klingon fleet; the sickbays on Klingon ships are so primitive that injured Klingons usually have to depend as much on their own recuperative powers as the abilities of their ships' doctors.

BATTLESHIPS

Battleships (may'Duj) are the largest, most powerful ships in the Klingon fleet. The Klingons often organize them into may'Duj ghomey, or "battleship groups." Battleship groups form the core of larger ship formations, anchoring the Klingon lines so enemies cannot pass. Many Klingon commanders use battleships as their flagships, though some (such as General, now Chancellor, Martok) prefer the greater maneuverability of Warships.

Surprisingly, as of 2376 the Klingons have only two types of Battleships in active service: the Negh'Var and Gel'joQ. The former is a unique ship, the Empire's flagship: the ship commanded by the Chancellor (or his designate) should he choose to enter battle. Almost all other Battleships in the Klingon fleet are Gel'joQs, but they performed so well in the Dominion War that many warriors have called for the Empire to build some newer, more powerful types of Battleships. The two proposals currently under consideration are: the Cho'nek class, a ship based on the Gel'joQ but more streamlined and technologically advanced; and the Voodieh class, a ship incorporating design

elements from the Negh'Var and various Romulan and Dominion vessels which would be the largest non-unique ship ever built by the Klingon Empire. Adherents of both designs have argued fiercely for them in front of the High Council, but neither the Council nor Chancellor Martok has expressed any preference yet. A third faction wants to phase out the Gel'joQ (an easy task, given wartime losses), build more Negh'Vars, and design an entirely new flagship for the Chancellor using, in part, technology derived from samples obtained from Dominion ships.

Klingon Battleships played a crucial role during the Dominion War, especially during the terrifying period in which only Klingon ships could withstand the Breen energy dissipator. Most large Klingon forces used battleship groups of Gel'joQs as the center point of their main formation, or as the leading edge of attacks designed to punch through the Dominion alliance's strongest defensive lines.

Like other Klingon ships, Battleships have few creature comforts, but compared to most Klingon vessels they seem quite roomy. Many warriors regard a posting to a Battleship as a mark of distinction and a reward for loyal and competent service.

KLINGON BATTLESHIPS CURRENTLY IN SERVICE (REPRESENTATIVE SELECTION)

Class	Classification Code
Negh'Var	BA (unique; Imperial flagship)
Gel'joQ	BA
Mornat	BA (retired from general service among most fleets)
Cho'nek (proposed)	BA
Voodieh (proposed)	BA

WARSHIPS

Most of the ships in the IKDF and Great House fleets are Warships, whether they be the small but versatile B'rel-class Light Warship, its larger brother the K'Vort-class Warship, or the powerful Vor'cha- or Torath-class Heavy Warships which serve as most Houses' flagships. Some Klingons, and other species, refer to the Warships as "Battle Cruisers."

Because they participated in so many battles during the Dominion War, the ranks of the Klingon Warships are sadly depleted. Few ships remain completely undamaged, and all are undergoing repairs (and, as time and resources allow, upgrading). Until the repairs are finished—which will take several years in the case of some Houses: most Klingon fleets will be significantly

KLINGON WARSHIPS CURRENTLY IN SERVICE (REPRESENTATIVE SELECTION)

Class	Classification Code
B'rel	WL
Felg'ra	WA
K'mpec	WH
K'Vort	WA
Qethla'	WA
Torath	WH
Vor'cha	WH

weaker than they were prior to the War. But even a weak Klingon fleet often proves more than a match for a full-strength foe. Additionally, to fill some of the gaps, both in numbers of ships and technological capabilities, the Empire recently began manufacturing the first warships of a long-planned new class, the K'mpec-class Heavy Warship.

The Klingons design most of their Warships with their standard "winged shaft" configuration: a main body with nacelles on wing-like pylons to either side, and a central shaft projecting forward to hold a command hull (and usually a forward disruptor cannon). Some, such as the K'Vort and B'rel, embed their warp nacelles within the main body and use the wings to hold weapons. Many Klingon starship designers have pointed out that the narrow forward shaft creates a tactical weakness, since it's easily severed, and when that happens, the ship's bridge becomes separated from its main body. However, Klingon tradition, or perhaps the stubbornness of generals and House leaders, perpetuates this basic design model.

CRUISERS

Klingon Cruisers fill a much broader set of roles and functions within the Klingon fleets than either Battleships or Warships. Warriors use those larger, combat-oriented ships for their pure offensive might, ability to intimidate enemies, and the like. Cruisers, on the other hand, possess greater maneuverability and adaptability, making them ideal for infiltration runs, raids, stealth-oriented assignments, military courier duties, and similar missions.

In battle, Cruisers typically function as support vessels, backing up larger ships and rounding out a fleet's formations. They lead squadrons of fighters and other small ships, escort and guard larger vessels, and assault the enemy's weak points while fending off the more powerful attacks from the Warships and Battleships.

During the Dominion War, Cruisers, often working together with Fast Attack Ships, frequently engaged groups of Jem'Hadar Attack

SHIPS OF THE KLINGON EMPIRE

KLINGON CRUISERS CURRENTLY IN SERVICE (REPRESENTATIVE SELECTION)

Class	Classification Code
De'nat	CB (Battle Cruiser)
DughHegh	CA
Fel'keth	CB
Goralis	CI (Incursion Cruiser)
Jen'thar	CAA (Assault Cruiser)
K'y'inga	CB
Lat'eh	CA
Ngapej	CI
Pa'chag	CAA
QaDlej	CB
Ro'qul	CL
Tormag	CL
VodleQ	CH

Ships. By doing so they freed larger Klingon ships to fight enemy Battle Cruisers and Carriers. Cruiser crew casualties sometimes reached enormous proportions, especially during the latter stages of the War when desperation drove the Jem'Hadar to resort to use suicide ramming attacks more frequently, but thousands of Klingons served aboard Cruisers with honor, distinction, and pride, scorning the dangers for the chance to serve the Empire.

Klingons use the same standard, Heavy, Light, Battle, Assault, and Incursion (or Fast) subtypes of Cruiser common to other governments and species. Heavy and Battle Cruisers differ so little that the distinctions between them really only matter to engineers. Most Klingons describe their Assault Cruisers as "larger, more powerful fighters," and in fact they often lead fighter squadrons during battles or patrols. Some of the larger ones also function as carriers. Incursion Cruisers (similar to Starfleet's "Fast Cruiser"), the swiftest of the Klingon Cruisers, command Fast Attack Ships on raids and recon missions into enemy-held territory. Light Cruisers often perform courier and combat support duties.

Since they perform so many different types

KLINGON FRIGATES CURRENTLY IN SERVICE (REPRESENTATIVE SELECTION)

Class	Classification Code
BaH'reth	FR
HajHal	FR
Kel'var	FH
Qa'cheng	FS (Strike Frigate)
Sa'var	FL
To'beq	FH
Yotwl	FS

of missions, Cruisers often vary from the typical "winged shaft" Klingon ship design—so much so that the uninformed may not initially realize they are Klingon vessels. For example, the De'nat-class Battle Cruiser has a large, almost bulbous, main hull with no central "shaft" and four warp nacelles drawn in close to the body of the ship. This facilitates the ship's role as a carrier, improves the efficiency of its cloaking device, and minimizes its vulnerabilities to enemy attack. The Pa'chag (described in Chapter Three) provides another excellent example.

FRIGATES

Klingon Frigates perform secondary military duties—patrol and defense of peaceful frontiers or trade lanes, escorting transports and other ships, courier missions, reconnaissance and scouting runs, and so forth. If necessary, Klingons convert Frigates for frontline military duty by upgrading their weapons and shields. Klingon Frigates come in a wide variety of configurations, from vessels with "winged shaft" designs to ships resembling enlarged shuttlecraft.

Klingon Heavy Frigates resemble Cruisers in some ways; they often carry weapons and shields nearly as powerful as those of a Cruiser. The IKDF and House fleets usually assign them to extended border patrols and other long-term, relatively dangerous missions. Strike Frigates (roughly equivalent to Starfleet's Fast Frigates) are built for a combination of high speed and fairly potent offensive "punch." Klingons use them for scouting, raids, reconnaissance, and similar missions; in major battles, they usually join Fast Attack Ship wings. Light Frigates carry fewer weapons and weaker shields than other Frigates (though they usually still outgun comparative Federation ships). But they're easier and cheaper to manufacture than other Frigates, so they appeal to some resource-poor Houses.

Many Klingon commanders regard duty aboard a Frigate as a punishment of sorts, and thus use postings to them as a way of maintaining discipline. Since they rarely get into combat, and often don't survive when they do, Frigates usually represent a dead-end job for the disgraced, the aged, and soldiers with disciplinary problems. Thus, Frigate crews have a rather poor reputation among Klingons. They're considered troublemakers and incompetents; in some circles, the very designation (qughwl'Hom beq, or "Frigate crewman") constitutes a mild insult when used out of context. During the Dominion War, Frigate duty provided General Martok and his staff with a way to give failures and disciplinary cases something to do, while getting them away from the front lines.

FAST ATTACK SHIPS

Small, swift, maneuverable, and lightly armed (for a Klingon vessel, anyway), Fast Attack Ships fill a vital niche in Klingon tactical forces. They harass larger ships, combat enemy fighters, raid enemy outposts, perform swift courier missions, and attack enemy supply convoys. Many Klingons consider them sleek and “sexy,” not only because of their speed, but because they provide an opportunity to earn honor. The pilot of a Fast Attack Ship lacks the firepower and strength of a capital ship, but since he has only himself (and perhaps a few crewmates or his fellow squadron members) to rely on, he has a greater chance to distinguish himself in battle.

The Klingons optimize some of their Fast Attack Ships for specific mission profiles. For example, Perimeter Defense Ships patrol the perimeters of Klingon starbases, planets, and large fleets, reporting anomalous conditions and, if necessary and feasible, engaging attackers. Fighters dart in and out of large ship formations, using numbers to make up for their individual lack of firepower. The Suv'tiS-class Fighter, with its twin torpedo launchers, can devastate the ranks of enemy fleets with its deft maneuvering and thunderbolt-like attacks. Reconnaissance Ships have enhanced sensor packages and cloaking devices for their behind-the-lines scouting missions; after detecting an enemy fleet and gathering data on its composition, they return to their own fleet to provide combat support for larger ships.

During the Dominion War, Klingon Fast Attack craft opposed their counterparts among the Dominion and Cardassian fleets. The Dominion, with its tactical emphasis on Fighters, proved a tenacious and audacious enemy; the Jem'Hadar attacks strained Klingon Fighter pilots' ingenuity and skills to the utmost.

Klingons usually construct their Fast Attack Ships with the standard “winged shaft” configuration; for example, the popular Grendoq-class Fighter resembles a one-man-sized version of the

KLINGON FAST ATTACK SHIPS CURRENTLY IN SERVICE (REPRESENTATIVE SELECTION)

Class	Classification Code
A'leth	FAS-R (Fast Attack Ship/Reconnaissance Ship)
Brakt	FAS
Grendoq	XF
May'nom	FAS
Suv'tiS	XF
Veldak	FAS-PD (Fast Attack Ship/Perimeter Defense Ship)

B'rel-class Light Warship. Others, designed for a minimal profile and more effective use of their cloaking devices, lack “wings” and mount their weapons directly on the ship's main body.

DESTROYERS

Destroyers—small, frontline military ships about the size of a Frigate, but often as heavily armed as a Cruiser (or even a Light Warship)—come in standard and Heavy versions. The Klingons use them as support craft for larger capital vessels (particularly Heavy Warships and Battleships). In peacetime they sometimes function as escorts or patrol ships, but they perform pure combat duties best.

The Dominion War gave Klingon Destroyers (and their crews) a true chance to shine. As the most intense and significant war fought by the Empire during the 24th century (and perhaps ever), it required the utmost effort from every warrior and ship. Since the Empire could build Destroyers more quickly and easily than larger ships, it constructed them by the hundreds and formed entire Destroyer squadrons to bolster formations and support Battleships and Warships. Their combination of firepower and maneuverability allowed the Destroyers to account for far more enemy casualties than they suffered themselves.

Most Klingon Destroyers have a compact design that lacks “wing” pylons, or uses much shorter pylons. Most designs draw the warp nacelles in close to the ship's body, or embed them. All have a minimum of two disruptors and one torpedo launcher.

KLINGON DESTROYERS CURRENTLY IN SERVICE (REPRESENTATIVE SELECTION)

Class	Classification Code
Bach'chunD	DA (Destroyer)
DeSjoH	DA
Po'gach	DH (Heavy Destroyer)
Sompek	DH
Tro'Qa	DA

ESCORTS

Escorts often provide young Klingon warriors with their first chances to serve the Empire. After a suitable career on an Escort, most Klingons progress to bigger, more powerful ships; a few, however, find that Escort duty suits them, and remain where they are.

Most Klingon Escorts share design elements and systems with Destroyers and Heavy Frigates; in general, Klingons do not use Escorts

as testbeds for new design ideas or systems. After all, their primary mission profile—escorting another ship into or through a dangerous area—does not require innovation, it requires proven, durable systems able to get the job done time after time.

During the Dominion War, Escorts protected Federation alliance supply convoys, sometimes using their cloaks to make the convoy appear unprotected so they could surprise attackers. In battle, commanders usually assigned them to defend damaged capital ships from the enemy and buy those ships' crews the time to effect emergency repairs. Standard Klingon Escorts, such as the Drenok class, also served as troop transports when necessary.

The Klingon Escort fleet leans strongly towards Heavy and Destroyer Escorts. Most Klingons consider standard and Light Escorts too fragile and puny for "a true warrior."

KLINGON ESCORTS CURRENTLY IN SERVICE (REPRESENTATIVE SELECTION)

Class	Classification Code
Bla'koth	EH
DorHub	EH
Drenok	ES
QIj'tagh	EH
Vel'taS	ED (Destroyer Escort)
Ver'graH	ED

SCOUTS

For much of their history, the Klingons made relatively little use of Scouts, preferring heavier ships (such as Frigates) for what exploration and reconnaissance they needed to do. However, the large-scale conflicts of the 23rd century, and the internecine House warfare of the 24th century, both diminished the Empire's resources and provided a greater need for timely information about an enemy's military capabilities and activities. Thus, the Klingons began to design and build more Scouts—one- or two-person ships with relatively light weaponry, but able to fly at fast speeds.

Klingons typically perform scouting missions under cover of cloak, which also dictates a need for powerful engines but not for heavy weapons. With their sensors optimized for gathering military data (as opposed to Starfleet's more exploration-oriented Scouts), they learn as much as they can about the enemy without being detected, then return to their own lines, or use their sophisticated communications systems to transmit information back to their commanders.

During the Dominion War, all Klingon

KLINGON SCOUTS CURRENTLY IN SERVICE (REPRESENTATIVE SELECTION)

Class	Classification Code
Duq'cha	SH
Kelirax	SS
Zha'greq	SS

Scouts and their pilots worked together, perhaps for the first time. Instead of spying on each other's Houses, they found themselves side by side, confronting an enemy in the ancient game of cat-and-mouse. Whether this cooperation will lead to greater understanding between the Houses remains to be seen.

SPECIALIZED, SUPPORT AND AUXILIARY VESSELS

Like every other major spacefaring civilization, the Klingons have a diverse fleet of vessels designed for highly specialized uses (such as scientific surveys or courier duty) or for various support and auxiliary purposes (transports, freighters, shuttles, and the like). In fact, because the Klingons have such a large military, they also have one of the largest support fleets in the Alpha and Beta Quadrants.

Klingon Couriers tend to be heavier and more powerful than Couriers fielded by other species, but their powerful engines require them to sacrifice little of the speed for which such vessels are known. During the Dominion War, Klingon Armed Couriers in particular proved their worth by ferrying messages and personnel between the members of the Federation alliance. Far Couriers sometimes made return journeys to Qo'noS for very important reasons, but due to the distances involved this was rare.

KLINGON SPECIALIZED, SUPPORT, AND AUXILIARY VESSELS CURRENTLY IN SERVICE (REPRESENTATIVE SELECTION)

Class	Classification Code
Denn'lar	TTA
Ga'ras	SCF (Far Courier)
Geth'tonn	TMF (Military Freighter)
Ked'Nar	SRS/SRL
Kleg-Ta	SV
Neg'lorn	SCA (Armed Courier)
QeD'yuQ	SV
SoQa	IS
Ta'SuS	SRS/SRL
Toron	WS
Tro'gahl	TTO (Occupation Transport)
Yo'QaH	TNF (Fleet Tender)

The Empire has fewer Surveyors and Research/Laboratory vessels, both in type and number, than any of the other major galactic civilizations. Though they understand the value of expansion and knowledge, they simply don't appreciate the need for or enjoy exploration as much as the Federation, the Romulans, or the Cardassians do. Few Klingon warriors regard an extended tour on a Surveyor or laboratory ship as anything more than a thinly-disguised reprimand.

Klingon support and auxiliary vessels showed their worth during the Dominion War, when ships like Military Freighters, Armored Transports, Occupation Transports, and the ubiquitous SoQa- and Toron-class shuttlecraft proved their ability to withstand more punishment than comparative Federation or Romulan vessels. Without them, the Federation alliance would have found it much more difficult to keep its supply lines open.

KLINGON STARSHIP NAMES

Most Klingon ships use the prefix I.K.S. (Imperial Klingon Ship), even if they belong to one of the Great House fleets. For reasons of tradition and politics, most Klingon commanders prefer to maintain the fiction that the Emperor ultimately rules them and owns their ships. They do not have registry numbers displayed on their hulls the way Starfleet vessels do, preferring to restrict that information to identification beacons and the like. Ship names are chosen by the ship's designer, commissioner, or first captain, depending upon circumstances and House tradition.

CHAPTER TWO: KLINGON STARSHIP CONSTRUCTION

Roughly speaking, Klingon ships do not differ substantially from Starfleet, Romulan, or Cardassian vessels. All propel themselves and generate power with controlled matter/antimatter reactions, fight with energy projection weapons and antimatter-type or plasma-based torpedoes, and surround themselves with energy shields to obtain protection from those weapons. But the Fek'lh'r, as always, is in the details. When compared to other species's ships at a more detailed level, Klingon ships often have differences—some trivial, some important. For example, Klingon ships have warp drives, but they use slightly different forms of technology to achieve and regulate the matter/antimatter reaction. Most of the time, those differences only concern engineers. But they assumed enormous significance at the end of the Dominion War, when Klingon ships could protect themselves from the effects of the Breen energy disruptor by adjusting their tritium intermix.

In Spacedock ship design terms, you use the same systems for Klingon ships that you do for other ships—most of the time. As detailed below, the Klingons use different rules for some ship systems. Some cost more (or fewer) SUs, or function a little differently, or are subject to particular malfunctions or upgrades. Unless noted otherwise below, use the normal Spacedock rules when building Klingon ships.

Of course, technical minutia aside, Klingon vessels “feel” differently from other species's ships. They have their own special interior arrangements and decor, often deriving from the needs or preferences of Klingon physiology and psychology. For example, where Klingons design their ships for maximum military use of the interior space, Starfleet builds in a wide variety of equipment and facilities (much of which Klingons consider superfluous). Klingons build vessels solely to fulfill a particular type of mission or missions, not to entertain the crewmembers or keep them comfortable and entertained. Starfleet officers consider Klingon vessels dark, spartan, and harsh.

HOUSE VARIATIONS

For centuries, the Klingons have governed themselves, to one extent or another, through a feudalistic system of Great Houses. Each House maintains its own fleet, troops, and materiel, with the larger, more powerful Houses having correspondingly larger, more powerful military forces.

Some Houses even have their own corps of starship design engineers to create new ship types and refine old designs.

When a House introduces a new ship into its fleet, other Klingons pay close attention to it. Successful designs quickly disseminate throughout the Empire via alliance, industrial espionage, reverse engineering, and copying; unsuccessful ones find themselves consigned to the junkheap of history. But since each House has its own tactical doctrines, preferences, and strengths, it tends to adapt ships to its unique way of doing things. Sometimes this means making changes, be they major or minor, to a design's systems, structures, weaponry, or the like. Thus, a Torath-class Warship flown by one House may differ in many small ways from one flown by another House.

To simulate this, Narrators should occasionally make changes to the Starship Templates in Chapter Three to reflect House differentiation. Upgrade a system or two, downgrade a couple others, maybe swap out a disruptor for a torpedo launcher or the like. This helps distinguish between the various Houses—and keeps the players on their toes.

HULL SYSTEMS

ABLATIVE ARMOR

The Klingons obtained ablative armor technology from their Federation allies shortly before the beginning of the Dominion War, but have not yet had time to introduce it into the fleet as a whole. IKDF engineers have equipped only a few ships with it as a test project. Once the Klingons determine how best to employ this new defensive technology, they will undoubtedly install it on as many ships as possible, since extra protection makes victory that much more likely.

ATMOSPHERIC AND PLANETFALL CAPABILITY

Since they regard the ability to enter atmospheres and land on planets as a tactical advantage, the Klingons often provide their smaller ships with these hulls. Klingon pilots fighting near planets have learned they can duck in and out of atmospheres to lose pursuers, hide from an enemy's sensors, or ambush unwary opponents.

PERSONNEL SYSTEMS

The accompanying tables provide information on Klingon crew complements. The statistics represent average percentages by department; individual ships' complements may vary considerably from these figures.

Compared to an equivalent Starfleet vessel, a Klingon ship usually has a much smaller number of officers. Since every Klingon crewmember should know how to do many different things aboard a ship (a well-rounded warrior is a more dangerous crewmember, after all), and how to perform his duties without excessive instruction from superiors, the Klingons find they require fewer officers to keep their ships running smoothly. Klingon ships also have fewer medical, scientific, and operations personnel than comparative Starfleet vessels, and far more tactical and security crewmembers.

CREW QUARTERS

Klingon warriors eschew the "creature comforts" so common on Starfleet and Romulan

vessels. Instead, they prefer to demonstrate their strength, stamina, and toughness by making things as hard on themselves as possible. For this reason, and not coincidentally because of the small size of many Klingon ships, Spartan quarters (each housing two persons) predominate on the vessels of the Empire. Basic, Expanded, and Luxury quarters are typically reserved for officers, older crewmembers whose backs and bones no longer tolerate cold, hard bunks so well, diplomats, and visitors.

BARRACKS

SU Cost: 1 SU per 60 crewmembers

Power Cost: None

Klingons build their ships to carry a lot of passengers—typically troops on their way to battle or a new posting. To house all those doughty warriors, they use barracks, quarters with multiple bunks arranged in racks. Most Klingon barracks feature ten racks of bunks, each containing six bunks arranged in a 3x2 column.

KLINGON CREW BREAKDOWNS

Branch	Battleship	Warship	Cruiser	Frigate	FAS/Destroyer	Escort/Scout
Command	20	19	18	17	20	18
Operations						
Engineering/Technical	14	14	17	17	16	21
Operations, General	21	21	22	20	21	22
Security/Tactical	25	24	23	25	28	31
Science						
Medical/Support	10	11	09	13	07	06
Science/Research	10	11	11	08	08	02
Officers/Enlisted	21/79	20/80	27/73	18/82	19/81	42/58

AVERAGE NUMBER OF KLINGON CREWMEMBERS BY SHIP TYPE

Ship Type	Average Number of Crewmen per 100 SUs
Battleship	25
Courier	1
Cruiser	19
Destroyer	6
Escort	17
Frigate	15
Scout	1
Surveyor	2
Warship	28

On Klingon vessels, a ship's Passenger complement often greatly exceeds its crew, sometimes by as much as 200-500%. This reflects the way Klingons use their ships to transport large numbers of troops. A ship's Evac complement typically ranges from 5-15 times the size of its Crew (again, this may vary from ship to ship).

SHIPS OF THE KLINGON EMPIRE

MEDICAL FACILITIES

Klingon ships have shockingly poor medical facilities-Starfleet and Romulan officers consider them primitive and crude. For cultural reasons, the Klingons have never developed their medical science to the extent other species have; they prefer to rely on their natural toughness (including brak'lul, or vital organ duplication). They expect an injured warrior to bear the pain of his wounds and continue to perform his duty properly in spite of them. Klingon facilities have few resources for treating patients of other species.

In game terms, Klingon ships rarely have Medical ratings above 4 or 5. Only ships that transport important officials or which see a lot of combat (by Klingon standards) have ratings of 6 or 7. Klingon ships other than dedicated Medical vessels (of which the Empire has few) cannot have Medical ratings higher than 7. The Klingons do not have EMH technology; they consider it

foolish.

RECREATION FACILITIES

The Klingons scorn advanced recreation facilities the same way they do comfortable quarters. To them, a gymnasium or combat practice area is all the recreation they need. Their ships rarely have holodecks (except for use in training) or dining facilities other than simple mess halls.

Klingon ships do not have Recreation ratings higher than 8. Use the accompanying tables to determine the recreation facilities on a Klingon ship. Note that the SU and Power costs per rating do not change from that for Starfleet vessels.

PROPULSION SYSTEMS

The Klingons use standard matter/antimatter warp propulsion technology and impulse propulsion systems. They have conducted a few experiments with transwarp drive and other advanced forms of superluminal travel, but have never even come close to developing practical working models of such technology.

WARP NACELLES

Although they have not developed it to the extent the Cardassians have, the Klingons have used embedded nacelle technology for over a century. Two of the Empire's most common ships, the B'rel and K'Vort, both have embedded nacelles. While the Klingons can appreciate the value of speed, they appreciate stronger shields even more. Occasionally one may encounter a vessel without standard embedded nacelles which has been reconfigured and rebuilt for them. See page 35 of Spacedock for more information on embedded nacelles.

The maximum speed attainable by Klingon vessels as of 2376 is Warp 9.8.

OPERATIONS SYSTEMS

THE BRIDGE

SU Cost: 5.5 x Size

Power Cost: None

Klingon bridges are "crowded"-more tightly packed with equipment and consoles than most species's ships. They lack large, open area where crewmembers walk or stand; instead, anyone traversing the bridge has to wind his way past duty stations, banks of control panels, and even girders. Most panels have triangular, rhomboidal, or hexagonal screens which use a red, black, and yellow color scheme, providing a garish glow for the dark and gloomy bridge.

Typically a Klingon commander sits in a chair directly in front of the viewscreen. Behind

KLINGON RECREATION RATING

Rating	SUs	Notes
1	8	No holodecks; a spartan mess hall; no lounges; an exercise room or gym
2	16	No holodecks; a spartan mess hall; 1 gym; 1 combat practice area
3	24	No holodecks; a spartan mess hall; 2 gyms; 2 combat practice areas
4	32	No holodecks; a large mess hall; 2 gyms; 2 combat practice areas
5	40	No holodecks; 2 large mess halls; 2 gyms; 2 combat practice areas; one additional gym or combat practice area
6	48	1 main holodeck; 2 large mess halls; 3 gyms; 3 combat practice areas
7	56	1 main holodeck; 1 personal holodeck; 3 large mess halls; 3 gyms; 3 combat practice areas; one additional gym or combat practice area
8	64	1 main holodeck; 2 personal holodecks; 4 large mess halls; 4 gyms; 4 combat practice areas

Ship Type	Typical Recreation Rating
Battleship	2-8
Courier	1-2
Cruiser	2-6
Destroyer	2-6
Escort	1-4
Frigate	1-6
Medical	2-6
Research/Laboratory	2-6
Scout	1-2
Surveyor	2-6
Transport	2-8
Warship	2-7

SHIPS OF THE KLINGON EMPIRE

CHAPTER TWO: KLINGON SHIP CONSTRUCTION

him and to his sides are the crew's duty stations: Tactical (weapons, shields, and the cloaking device), Communications, Helm, and Navigation, among others. Note that the Klingons maintain a distinction between Helm and Navigation, much like Starfleet did in the 23rd century; the Helmsman and Navigator fulfill the functions that the Flight Control and Operations officers do on a Starfleet ship. The Communications officer can assist them with their duties if necessary (by, for example, taking control of the sensors during a difficult piloting situation).

Most Klingon ships also have a ready room for the captain just off the bridge. Larger vessels also have a war room, where the senior staff can meet with the commander to plan activities and determine the best response to crises.

To reflect the "denser," more equipment-packed nature of Klingon bridges, they cost slightly more SUs than standard bridges: 5.5 x Size, rather than the usual 5 x Size.

Klingon ships often place their bridges in special "bridge module" superstructures, usually attached at the forward end of the central shaft or along the centerline of the main hull. This does not increase their vulnerability to attack or decrease their SUs in any way.

SEPARATION SYSTEMS

The Klingons employ two types of separation systems: the detachable forward module; and the detachable bridge module. They have not, as yet, installed detachable warheads on any of their ships (preferring to simply ram the entire ship into the target), and do not have access to multivector assault mode technology.

DETACHABLE FORWARD MODULE

SU Cost: 1 x Size
Power Cost: None

The Klingons frequently build their ships using a "winged shaft" configuration, in which a central shaft attaches to a main hull that fares out to the side to form wing-like pylons for carrying nacelles or weapons. On some vessels, such as the Vor'cha-class Heavy Warship, the forward end of the central shaft holds a detachable forward module. This module typically contains the ship's largest disruptor cannon, and often a torpedo launcher (or other weapons) as well. If necessary, the ship can detach the forward module; this requires a Timed Action by any officer, but does not involve a Test or the expenditure of Power. The detachment process propels the module a few kilometers forward of the ship; any attempt to target it at something specific requires a Challenging (10) Shipboard Systems (Tactics) Test.

Detaching the forward module has two effects. First, by lightening the mass of the ship, it provides a +0.1c increase to Sustainable and Maximum impulse speeds (maximum of .95c). This does not cost additional Power. Second, the ship can rig the detached module to explode, either on command or when it comes into proximity with other ships. The explosion does 50 points of damage for every rating of the module's largest disruptor array (for example, a module with a Type 10 array does 500 SUs damage; one with a Type 12 does 600 SUs damage). The explosion affects all ships in a 1 MU radius. An officer must use a Timed Action to detonate the module on command, or to establish conditions for automatic detonation, but this does not require a Test or cost any Power.

DETACHABLE BRIDGE MODULE

SU Cost: 2 x Size
Power Cost: None

The Negh'Var and some other ships can detach their bridge modules, which have the ability to maneuver under their own impulse power. This allows the command crew to escape the destruction of the ship, or sometimes to make a sneak attack against an unprepared enemy.

A detached bridge has the equivalent of a Type 3A impulse engine for purposes of maneuvering. This impulse engine, along with auxiliary and emergency Power equivalent to those of the full ship, provides Power for life support, fight weapons, sensors, and the like. The detached bridge should be considered to have systems equivalent to those of the full ship, except where the Narrator feels this would be illogical.

COMPUTERS

The Klingons do not possess bio-neural computer technology, though they could probably obtain it from the Federation if they felt a strong need for it.

TRANSPORTERS

The Klingons use transporter technology which allows them to more easily convert their cargo transporters into quantum-level personnel transporters, primarily so they can beam as many troops onto the battlefield as quickly as possible. The difficulty for the task of converting the system is only Routine (5), and when successfully accomplished allows the cargo transporter to safely transport one person per 200 kg of capacity. (See Spacedock, page 59, for more information.)

The Klingons do not have access to advanced and alternate forms of transporter technology.

SHIPS OF THE KLINGON EMPIRE

CLOAKING DEVICE

Almost all Klingon ships carry cloaking devices. For all their bluster about how a warrior should confront his enemies directly, without deception or evasion, the Klingons quickly recognized the tactical advantages of the cloaking device. Since the mid-23rd century, they've used them extensively, even going so far as to attempt to develop ships which could fire their weapons while still cloaked. Although that goal still eludes them (systems developed by the infamous General Chang in the late 23rd century proved too failure-prone and dangerous for general adoption), the Klingons have mastered a wide variety of cloaking-based offensive and defensive ship tactics.

SCIENCE SYSTEMS

Compared to other species's vessels, Klingon ships have relatively low science ratings and relatively primitive research facilities. While the Klingons recognize the value of science, they prefer to perform their experiments on dedicated scientific ships. Ships meant for fighting should fight, not spend a week analyzing the stellar anomalies of the Bre'thak Cluster!

TACTICAL SYSTEMS

Klingon ships use the same rules for tactical systems as other vessels. They just tend to have more, and more powerful, tactical systems on their ships than other species do. Klingon commanders are also far more inclined to fire multiple weapons, even if they have to shut off "trivial" systems (like life support to unused areas of the ship, food replicators, and transporters) to do so.

TARGETING PERISCOPE

SU Cost: 3 SUs, except when the ship already has a Class Delta TA/T/TS or better, in which case it costs 10 SUs

Power Cost: 1 Power per round

Some Klingon ships, such as the older D12 variant of the B'rel-class Light Warship, have special targeting "periscopes" which allow the user (typically, the captain) to fire the ship's weapons with greater accuracy. The periscope lowers itself in front of the user's chair until its bottom viewport becomes level with the user's eyes; it takes one round for the periscope to deploy. Once deployed, it provides a +1 bonus to the vessel's Shipboard Systems (Tactical) Tests to hit targets. However, because it requires the user's complete attention, he suffers a -1 Test Result penalty on all other Tests he makes in any round in which he uses it (except for initiative Tests).

A ship may have more than one targeting periscope, but can never receive more than a +1 Test Result bonus from them regardless of how many scopes it has.

AUXILIARY SPACECRAFT SYSTEMS

The accompanying table lists suggested shuttlecraft complements for various types of Klingon ships.

SUGGESTED KLINGON SHUTTLE COMPLEMENTS

The following guidelines indicate the average number of Size 2 ships (shuttlecraft, typically of the *SoQa* or *Toron* classes) that Klingon starships tend to carry (they can also carry Size 1 shuttlepods). A ship may substitute other small vessels, with the Narrator's permission.

Battleship: 30-60

Courier: 0-1

Cruiser: 22-40

Escort: 0-3

Destroyer: 0-12

Frigate: 10-30

Medical: 1-11

Research/Laboratory: 1-12

Scout: 0-1

Surveyor: 5-10

Transport: 0-2

Warship: 25-45

KLINGON SHIP CONSTRUCTION RULES CHANGES

Here's a quick summary of the main rules changes for building Klingon ships:

-Warp travel: Warp 9.8 maximum

-Bridge: 5.5 x Size

-Computers: No bio-neurals

SHIPS OF THE KLINGON EMPIRE

CHAPTER TWO: KLINGON SHIP CONSTRUCTION

CHAPTER THREE: KLINGON SHIP REGISTRY

This chapter provides Spacedock writeups for nearly thirty Klingon vessels, most of them military ships. These ships supercede earlier Klingon ship writeups in *The Ship Recognition Manual, Volume 1: The Ships of Starfleet, Part 1* and *The Dominion War Sourcebook*, since these Starship Templates make use of the new rules in this book for Klingon ships and, where necessary, correct errors.

BAH'RETH CLASS

Class and Type: *Bah'reth*-Class Frigate
Commissioning Date: 2357

HULL SYSTEMS

SIZE: 5

Length: 167.28 meters
 Beam: 72.31 meters
 Height: 36.75 meters
 Decks: 7
 Mass: 268,500 metric tonnes
 SUs Available: 1,900
 SUs Used: 1,761

HULL

Outer 20
 Inner 20

RESISTANCE

Outer Hull: 8
 Inner Hull: 8

STRUCTURAL INTEGRITY FIELD

Main: Class 4 (Protection 70/110) [1 Power/10 Protection/round] 26
 Backup: Class 4 (Protection 35) [1 Power/10 Protection/round] 13
 Backup: Class 4 (Protection 35) [1 Power/10 Protection/round] 13

PERSONNEL SYSTEMS

CREW/PASSENGERS/EVAC: 187/346/4,850

CREW QUARTERS

Barracks: House 180 crewmembers 3
 Spartan: 160 8
 Basic: 60 6
 Expanded: 15 3
 Luxury: 3 3
 Unusual: None

ENVIRONMENTAL SYSTEMS

Basic Life Support [11 Power/round] 20
 Reserve Life Support [6 Power/round] 10
 Emergency Life Support (30 emergency shelters) 10
 Gravity [3 Power/round] 5
 Consumables: 2 years' worth 10
 Replicator Systems 5
 Food Replicators [5 Power/round] 5
 Industrial Replicators 8
 Type: Network of small replicators [2 Power/round]
 Type: 1 large unit [2 Power/replicator/round]
 Medical Facilities: 4 (+1) [4 Power/round] 20
 Recreation Facilities: 3 [6 Power/round] 24
 Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round] 15
 Fire Suppression System [1 Power/round when active] 5
 Cargo Holds: 2,500 cubic meters 1
 Locations: Four locations throughout ship
 Escape Pods 7
 Number: 120
 Capacity: 8 persons per pod

PROPULSION SYSTEMS

WARP DRIVE

Nacelles: Type 6C 100
 Speed: 6.0/9.0/9.2 [1 Power/.2 warp speed]
 PIS: Type H (12 hours of Maximum warp) 16

IMPULSE ENGINE

Type: Class 5 (.7c/.9c) [7/9 Power/round] 25
 Acceleration Upgrading: Class Alpha (66% acceleration) [1 Power/round when active] 2
 Location: Aft

IMPULSE ENGINE

Type: Class 5 (.7c/.9c) [7/9 Power/round] 25
 Acceleration Upgrading: Class Alpha (66% acceleration) [1 Power/round when active] 2
 Location: Aft, port and starboard

REACTION CONTROL SYSTEM (.025c) [2 Power/round when in use] 5

POWER SYSTEMS

WARP ENGINE

Type: Class 7/M (generates 350 Power/round) 80

Location: Amidships

Impulse Engine[s]: 2 Class 5 (generate 40 Power/engine/round)

Auxiliary Power: 3 reactors (generate 5 Power/reactor/round) 9

Emergency Power: Type D (generates 40 Power/round) 40

EPS: Standard Power flow, +200 Power transfer/round 45

Standard Usable Power: 430

OPERATIONS SYSTEMS

BRIDGE: Forward end of central shaft 28

COMPUTERS

Core 1: Forward [5 Power/round] 10
 Core 2: Main hull [5 Power/round] 10
 Upgrading: Class Alpha (+1) [1 Power/computer/round] 4
 ODN 15

NAVIGATIONAL DEFLECTOR [5 POWER/ROUND]

Range: 10/20,000/50,000/150,000 20
 Accuracy: 5/6/8/11
 Location: Ventral

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 46
 Range Package: Type 6 (Accuracy 3/4/7/10)
 High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5.0)
 Low Resolution: 164 light-years (1/1.1-5.0/5.1-12.0/12.1-16)
 Strength Package: Class 8 (Strength 8)
 Gain Package: Class Beta (+2)
 Coverage: Standard
 Lateral Sensors [5 Power/round] 22
 Strength Package: Class 8 (Strength 8)
 Gain Package: Class Beta (+2)
 Coverage: Standard

Navigational Sensors [5 Power/round]
 Strength Package: Class 8 (Strength 8)
 Gain Package: Class Beta (+2)
 Probes: 50

Sensors Skill: 4

FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2
 [1 Power/round in use]

Navigational Computer

Main: Class 2 (+1) [1 Power/round]
 Backups: 2

Inertial Damping Field

Main

Strength: 9 [3 Power/round]
 Number: 2

Backup

Strength: 6 [2 Power/round]
 Number: 2

Attitude Control [1 Power/round]

COMMUNICATIONS SYSTEMS

Type: Class 7 [2 Power/round]

Strength: 7

Security: -4 (Class Gamma uprating)

Basic Uprating: Class Alpha (+1)

Emergency Communications: Yes [2 Power/round]

TRACTOR BEAMS

Emitter: Class Gamma [3 Power/Strength used/round]

Accuracy: 4/5/7/10

Location: Aft ventral

Emitter: Class Gamma [3 Power/Strength used/round]

Accuracy: 4/5/7/10

Location: Forward

Emitter: Class Alpha [3 Power/Strength used/round]

Accuracy: 5/6/8/11

Location: Shuttlebay

TRANSPORTERS

Type: Personnel [4 Power/use]

Pads: 4

Emitter/Receiver Array: Personnel Type 6 (40,000 km range)

Energizing/Transition Coils: Class H (Strength 8)

Number and Location: One forward, two in main hull

Type: Emergency [5 Power/use]

Pads: 16

Emitter/Receiver Array: Emergency Type 3 (15,000 km range)

Energizing/Transition Coils: Class H (Strength 8)

Number and Location: One forward, one amidships

Type: Cargo [4 Power/use]

Pads: 400 kg

Emitter/Receiver Array: Cargo Type 3 (40,000 km range)

Energizing/Transition Coils: Class H (Strength 8)

Number and Location: Two in main hull

CLOAKING DEVICE: Class 7 [40 Power/class/round]

SECURITY SYSTEMS

Rating: 4

Anti-Intruder System: Yes [1 Power/round]

Internal Force Fields [1 Power/3 Strength]

20 **SCIENCE SYSTEMS**

Rating 1 (+0) [1 Power/round]

Specialized Systems: None

5 Laboratories: 5

10

2

TACTICAL SYSTEMS

Forward Disruptor Cannon

50

Type: 11

Damage: 240 [24 Power]

Number of Emitters: Up to 5 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Forward

Firing Arc: 360 degrees forward

Firing Modes: Standard, Pulse

11

2

2

20

6

Starboard Wing Disruptor Cannon

45

Type: 10

Damage: 220 [22 Power]

Number of Emitters: Up to 3 shots per disruptor per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Forward tip of starboard wing

Firing Arc: 360 degrees forward (significant arc shadow)

Firing Modes: Standard, Pulse

1

19

1

Port Wing Disruptor Cannon

45

Type: 10

Damage: 220 [22 Power]

Number of Emitters: Up to 3 shots per disruptor per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Forward tip of port wing

Firing Arc: 360 degrees forward (significant arc shadow)

Firing Modes: Standard, Pulse

9

9

3

Dorsal Disruptor Arrays (3)

138

Type: 10

Damage: 220 [22 Power]

Number of Emitters: Up to 3 shots per disruptor per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Dorsal (one on centerline, one on each "wing")

Firing Arc: 360 degrees dorsal

Firing Modes: Standard, Pulse

48

30

Ventral Disruptor Arrays (3)

138

Type: 10

Damage: 220 [22 Power]

Number of Emitters: Up to 3 shots per disruptor per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Ventral (one on centerline, one on each "wing")

Firing Arc: 360 degrees ventral

Firing Modes: Standard, Pulse

26

26

Aft Disruptor Array

Type: 10

Damage: 220 [22 Power]

Number of Emitters: Up to 3 shots per disruptor per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Aft

Firing Arc: 360 degrees aft

Firing Modes: Standard, Pulse

Forward Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage)

Spread: 8

Range: 15/350,000/1,500,000/4,050,000

Targeting System: Accuracy 4/5/7/10

Power: [20 + 5 per torpedo fired]

Location: Forward

Firing Arc: Forward, but are self-guided

Aft Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage)

Spread: 8

Range: 15/350,000/1,500,000/4,050,000

Targeting System: Accuracy 4/5/7/10

Power: [20 + 5 per torpedo fired]

Location: Aft

Firing Arc: Aft, but are self-guided

Torpedoes Carried: 60

6

TA/T/TS: Class Beta [1 Power/round]

9

Strength: 8

Bonus: +1

Weapons Skill: 4

Shields (Forward, Aft, Port, Starboard)

43 (x4)

Shield Generator: Class 4 (Protection 700) [70 Power/shield/round]

Shield Grid: Type B (33% increase to 933 Protection)

Subspace Field Distortion Amplifiers: Class Delta (Threshold 200)

Recharging System: Class 1 (45 seconds)

Backup Shield Generators: 4 (1 per shield)

4

Auto-Destruct System

5

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 8 Size worth of ships

16

Standard Complement: 4 shuttlecraft

Location(s): Aft ventral

Captain's Yacht: No

17

17

6

9

43 (x4)

4

5

16

17

6

9

43 (x4)

4

5

16

17

6

9

43 (x4)

4

5

16

17

6

9

43 (x4)

4

5

16

17

6

9

43 (x4)

4

5

16

17

6

9

43 (x4)

4

5

16

17

6

9

43 (x4)

4

5

16

17

6

9

43 (x4)

4

5

16

17

6

9

43 (x4)

4

5

16

17

6

9

43 (x4)

4

5

16

17

6

9

43 (x4)

4

5

16

17

6

9

43 (x4)

4

5

16

17

6

9

43 (x4)

4

5

16

17

6

9

43 (x4)

4

5

16

17

6

9

43 (x4)

4

5

16

17

6

9

43 (x4)

4

5

16

17

6

9

43 (x4)

4

5

16

17

6

9

43 (x4)

4

5

16

17

6

9

43 (x4)

4

5

16

17

6

9

43 (x4)

4

5

16

17

6

9

43 (x4)

4

5

16

17

6

9

43 (x4)

4

5

16

17

6

9

43 (x4)

4

5

16

17

6

9

43 (x4)

4

5

16

17

6

9

43 (x4)

4

5

16

17

6

9

43 (x4)

4

5

16

17

6

9

43 (x4)

4

5

16

17

6

9

43 (x4)

4

5

16

17

6

9

43 (x4)

4

5

16

17

6

9

43 (x4)

4

5

16

17

6

9

43 (x4)

4

5

16

17

6

9

43 (x4)

4

5

16

17

6

9

43 (x4)

4

5

16

17

6

9

43 (x4)

4

5

16

17

6

9

43 (x4)

4

5

16

17

6

9

43 (x4)

4

5

16

17

6

9

BRAKT CLASS

Class and Type: *Brakt-Class* Fast Attack Ship
Commissioning Date: 2370

HULL SYSTEMS

SIZE: 3

Length: 112.47 meters
 Beam: 25.00 meters
 Height: 14.58 meters
 Decks: 3
 Mass: 58,500 metric tonnes
 SUs Available: 1,000
 SUs Used: 979

HULL

Outer 12
 Inner 12

RESISTANCE

Outer Hull: 6
 Inner Hull: 6

STRUCTURAL INTEGRITY FIELD

Main: Class 3 (Protection 60/90) [1 Power/10 Protection/round] 21
 Backup: Class 3 (Protection 30) [1 Power/10 Protection/round] 11
 Backup: Class 3 (Protection 30) [1 Power/10 Protection/round] 11

PERSONNEL SYSTEMS

CREW/PASSENGERS/EVAC: 4/4/30

CREW QUARTERS

Barracks: None
 Spartan: 10
 Basic: 2
 Expanded: None
 Luxury: None
 Unusual: None

ENVIRONMENTAL SYSTEMS

Basic Life Support [4 Power/round] 12
 Reserve Life Support [2 Power/round] 6
 Emergency Life Support (18 emergency shelters) 6
 Gravity [1 Power/round] 3
 Consumables: 1 years' worth 3
 Replicator Systems 3
 Food Replicators [3 Power/round] 3
 Industrial Replicators 3
 Type: Network of small replicators [2 Power/round]
 Medical Facilities: 3 (+1) [3 Power/round] 15
 Recreation Facilities: 2 [4 Power/round] 16
 Personnel Transport: Jefferies tubes [0 Power/round] 3
 Fire Suppression System [1 Power/round when active] 3
 Cargo Holds: 3,000 cubic meters 1
 Locations: Six locations throughout ship
 Escape Pods 2
 Number: 5
 Capacity: 8 persons per pod

PROPULSION SYSTEMS

WARP DRIVE

Nacelles: Type 6B6 98
 Speed: 6.0/8.6/9.6 [1 Power/.2 warp speed]
 PIS: Type H (12 hours of Maximum warp) 16

IMPULSE ENGINE

Type: Class 6 (.75c/.9c) [7/9 Power/round] 30
 Acceleration Upgrading: Class Alpha (66% acceleration)
 [1 Power/round when active] 2
 Location: Aft

REACTION CONTROL SYSTEM (.025c) [2 Power/round when in use] 3

POWER SYSTEMS

WARP ENGINE

Type: Class 7/M (generates 350 Power/round) 80
 Location: Amidships

Impulse Engine[s]: 1 Class 6 (generate 48 Power/engine/round)

Auxiliary Power: 3 reactors (generate 5 Power/reactor/round) 9

Emergency Power: Type B (generates 30 Power/round) 30

EPS: Standard Power flow, +100 Power transfer/round 25

Standard Usable Power: 398

OPERATIONS SYSTEMS

BRIDGE: Forward bridge module 17

COMPUTERS

Core 1: Engineering [5 Power/round] 6
 ODN 9

NAVIGATIONAL DEFLECTOR [5 Power/round] 12

Range: 10/20,000/50,000/150,000
 Accuracy: 5/6/8/11
 Location: Ventral

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 23
 Range Package: Type 2 (Accuracy 3/4/7/10)

High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)

Low Resolution: 12 light-years (1/1.1-3.0/3.1-8.0/8.1-12)

Strength Package: Class 6 (Strength 6)

Gain Package: Class Alpha (+1)

Coverage: Standard

Lateral Sensors [5 Power/round] 15

Strength Package: Class 6 (Strength 6)

Gain Package: Class Alpha (+1)

Coverage: Standard

Navigational Sensors [5 Power/round] 14

Strength Package: Class 6 (Strength 6)

Gain Package: Class Alpha (+1)

Probes: 40 4

Sensors Skill: 4

FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2
 [1 Power/round in use] 11

Navigational Computer
 Main: Class 2 (+1) [1 Power/round]
 Backups: Two
Inertial Damping Field
 Main
 Strength: 9 [3 Power/round]
 Number: 2
 Backup
 Strength: 6 [2 Power/round]
 Number: 2
 Attitude Control [1 Power/round]

COMMUNICATIONS SYSTEMS

Type: Class 6 [2 Power/round]
 Strength: 6
 Security: -3 (Class Gamma uprating)
 Basic Uprating: Class Alpha (+1)
 Emergency Communications: Yes [2 Power/round]

TRACTOR BEAMS

Emitter: Class Beta [3 Power/Strength used/round]
 Accuracy: 5/6/8/11
 Location: Forward ventral
 Emitter: Class Beta [3 Power/Strength used/round]
 Accuracy: 5/6/8/11
 Location: Aft ventral

TRANSPORTERS

Type: Personnel [4 Power/use]
 Pads: 4
 Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
 Energizing/Transition Coils: Class F (Strength 6)
 Number and Location: One forward
Type: Emergency [5 Power/use]
 Pads: 16
 Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
 Energizing/Transition Coils: Class F (Strength 6)
 Number and Location: One amidships
Type: Cargo [4 Power/use]
 Pads: 400 kg
 Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
 Energizing/Transition Coils: Class F (Strength 6)
 Number and Location: One just aft of engineering

CLOAKING DEVICE: Class 7 [40 Power/class/round]

SECURITY SYSTEMS

Rating: 3
 Anti-Intruder System: Yes [1 Power/round]
 Internal Force Fields [1 Power/3 Strength]

SCIENCE SYSTEMS

Rating 1 (+0) [1 Power/round]
 Specialized Systems: None
 Laboratories: 2

2 TACTICAL SYSTEMS

2	Forward Disruptor Cannon	54
2	Type: 12	
12	Damage: 260 [31 Power; see text]	
	Number of Shots: Up to 5 shots per round	
	Targeting System: Accuracy 4/5/7/10	
4	Range: 10/30,000/100,000/300,000	
	Location: Forward	
	Firing Arc: 360 degrees forward	
1	Firing Modes: Standard, Pulse	
17	Dorsal Disruptor Array	34
17	Type: 7	
	Damage: 160 [16 Power]	
	Number of Emitters: Up to 3 shots per round	
	Targeting System: Accuracy 4/5/7/10	
1	Range: 10/30,000/100,000/300,000	
	Location: Dorsal amidships	
6	Firing Arc: 360 degrees dorsal	
	Firing Modes: Standard, Pulse	
6	Ventral Disruptor Array	34
6	Type: 7	
	Damage: 160 [16 Power]	
	Number of Emitters: Up to 3 shots per round	
	Targeting System: Accuracy 4/5/7/10	
14	Range: 10/30,000/100,000/300,000	
	Location: Ventral amidships	
	Firing Arc: 360 degrees ventral	
	Firing Modes: Standard, Pulse	
13	Forward Torpedo Launcher	17
13	Standard Load: Type II photon torpedo (200 Damage)	
	Spread: 8	
	Range: 15/350,000/1,500,000/4,050,000	
	Targeting System: Accuracy 4/5/7/10	
	Power: [20 + 5 per torpedo fired]	
11	Location: Forward	
	Firing Arc: Forward, but are self-guided	
11	Aft Torpedo Launcher	17
11	Standard Load: Type II photon torpedo (200 Damage)	
	Spread: 8	
	Range: 15/350,000/1,500,000/4,050,000	
	Targeting System: Accuracy 4/5/7/10	
	Power: [20 + 5 per torpedo fired]	
3	Location: Aft	
3	Firing Arc: Aft, but are self-guided	
	Torpedoes Carried: 50	5
8	TA/T/TS: Class Beta [1 Power/round]	9
	Strength: 8	
2	Bonus: +1	
	Weapons Skill: 4	
	Shields (Forward, Aft, Port, Starboard)	25 (x4)
	Shield Generator: Class 3 (Protection 560) [56 Power/shield/round]	
	Shield Grid: Type B (33% increase to 745 Protection)	
	Subspace Field Distortion Amplifiers: Class Delta (Threshold 180)	
	Recharging System: Class 1 (45 seconds)	
	Backup Shield Generators: 4 (1 per shield)	4

Auto-Destruct System

3

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): None

Captain's Yacht: No

DESCRIPTION AND NOTES

Fleet data: Entering service only a few months before the Klingon-Cardassian War, and the Dominion War which followed, the Brakt-class Fast Attack Ship proved itself in battle almost immediately. Its combination of speed and advanced tactical systems, combined with its sleek good looks, made it a popular alternative to the B'rel-class Light Warship in the eyes of many Klingons, and its many victories justified their opinions.

Roughly resembling a cross between a K'tinga-class Battle Cruiser and a B'rel-class Light Warship, but with a shortened shaft (to reduce the forward module's vulnerability) and swept-back, tucked-in pylons, the Brakt-class's appearance suggests the speed and maneuverability for which it has become well-known. It has a fairly standard complement of disruptors and torpedoes, plus a powerful Forward Disruptor Cannon adapted from some larger Klingon vessels. While the cannon greatly increases the ship's firepower, it can also cause unpredictable power surges throughout the ship because it draws so much power. With new usage data from the Dominion War in hand, Klingon engineers are trying to solve this problem.

Forward Disruptor Cannon: The Brakt's cannon requires +5 Power for every shot due to the difficulties involved in integrating such a large beam weapon into a relatively small ship. Additionally, if the ship ever suffers a Dramatic Failure on any Test to hit a target with the cannon, the weapon burns out, requiring the crew to completely replace it.

Noteworthy vessels/service records/encounters: I.K.S. Brakt, prototype; I.K.S. Tor'joq, played a key role in crucial raid on Jhegaru XII ketracel-white processing facility (2374); I.K.S. Kronot, rescued crew of stranded B'rel-class vessel before Jem'Hadar found them (2375).

B'REL CLASS

Class and Type: *B'rel*-Class Light Warship
Commissioning Date: Original design 2269, significantly upgraded in 2290s, 2320s, 2350s

HULL SYSTEMS

Size: 4
 Length: 157.76 meters
 Beam: 181.54 meters (maximum beam, with wings in landing mode)
 Height: 98.54 meters (maximum height, with wings in attack mode)
 Decks: 5
 Mass: 236,000 metric tonnes
 SUs Available: 1,200
 SUs Used: 1,035

HULL

Outer 16
 Inner 16

RESISTANCE

Outer Hull: 8
 Inner Hull: 8

STRUCTURAL INTEGRITY FIELD

Main: Class 3 (Protection 60/90) [1 Power/10 Protection/round] 22
 Backup: Class 3 (Protection 30) [1 Power/10 Protection/round] 11
 Backup: Class 3 (Protection 30) [1 Power/10 Protection/round] 11

SPECIALIZED HULL: Atmospheric Capability; Planetfall Capability

PERSONNEL SYSTEMS

CREW/PASSENGERS/EVAC: 12/28/350

CREW QUARTERS

Barracks: None
 Spartan: 20
 Basic: 10
 Expanded: None
 Luxury: None
 Unusual: None

ENVIRONMENTAL SYSTEMS

Basic Life Support [7 Power/round] 16
 Reserve Life Support [4 Power/round] 8
 Emergency Life Support (24 emergency shelters) 8
 Gravity [2 Power/round] 4
 Consumables: 1 year's worth 4
 Replicator Systems
 Food Replicators [4 Power/round] 4
 Industrial Replicators 4
 Type: Network of small replicators [2 Power/round]
 Medical Facilities: 2 (+0) [2 Power/round] 10
 Recreation Facilities: 2 [4 Power/round] 16
 Personnel Transport: Jefferies tubes [0 Power/round] 4
 Fire Suppression System [1 Power/round when active] 4
 Cargo Holds: 9,000 cubic meters 1
 Locations: Dorsal amidships
 Escape Pods 1
 Number: 20

Capacity: 4 persons per pod

PROPULSION SYSTEMS

WARP DRIVE

Nacelles: Type 686 98
 Speed: 6.0/8.5/9.6 [1 Power/.2 warp speed]
 PIS: Type C (6 hours of Maximum warp) 6
 Uprating: +0.1 for Standard, Maximum speeds 4
Special Configuration: Embedded 16

IMPULSE ENGINE

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
 Acceleration Uprating: Class Alpha (66% acceleration) [1 Power/round when active] 2
 Location: Aft

IMPULSE ENGINE

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
 Acceleration Uprating: Class Alpha (66% acceleration) [1 Power/round when active] 2
 Location: Aft

REACTION CONTROL SYSTEM (.025c) [2 Power/round when in use] 4

POWER SYSTEMS

WARP ENGINE

Type: Class 6/K (generates 345 Power/round) 75
 Location: Aft amidships
Impulse Engine[s]: 2 Class 3A (generate 28 Power/engine/round)
Auxiliary Power: 3 reactors (generate 5 Power/reactor/round) 9
Emergency Power: Type C (generates 35 Power/round) 35
EPS: Standard Power flow, +150 Power transfer/round 35

Standard Usable Power: 401

OPERATIONS SYSTEMS

BRIDGE: Command hull dorsal 22

COMPUTER

Core 1: Engineering ventral [5 Power/round] 8
 ODN 12

NAVIGATIONAL DEFLECTOR

[5 Power/round] 16
 Range: 10/20,000/50,000/150,000
 Accuracy: 5/6/8/11
 Location: Engineering ventral

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 23
 Range Package: Type 2 (Accuracy 3/4/7/10)
 High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)
 Low Resolution: 12 light-years (1/1.1-3.0/3.1-8.0/8.1-12)
 Strength Package: Class 6 (Strength 6)
 Gain Package: Class Alpha (+1)
 Coverage: Standard
 Lateral Sensors [5 Power/round] 15
 Strength Package: Class 6 (Strength 6)
 Gain Package: Class Alpha (+1)
 Coverage: Standard

Navigational Sensors [5 Power/round]
 Strength Package: Class 6 (Strength 6)
 Gain Package: Class Alpha (+1)
 Probes: 20
Sensors Skill: 4
FLIGHT CONTROL SYSTEMS
 Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2
 [1 Power/round in use]
 Navigational Computer
 Main: Class 2 (+1) [1 Power/round]
 Backups: 2
 Inertial Damping Field
 Main
 Strength: 9 [3 Power/round]
 Number: 3
 Backup
 Strength: 6 [2 Power/round]
 Number: 3
 Attitude Control [1 Power/round]
COMMUNICATIONS SYSTEMS
 Type: Class 6 [2 Power/round]
 Strength: 6
 Security: -3 (Class Gamma uprating)
 Emergency Communications: Yes [2 Power/round]
TRACTOR BEAMS
 Emitter: Class Gamma [3 Power/Strength used/round]
 Accuracy: 4/5/7/10
 Location: Forward ventral
 Emitter: Class Gamma [3 Power/Strength used/round]
 Accuracy: 4/5/7/10
 Location: Aft ventral
TRANSPORTERS
Type: Personnel [4 Power/use]
 Pads: 4
 Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
 Energizing/Transition Coils: Class G (Strength 7)
 Number and Location: One in Engineering section
Type: Cargo [4 Power/use]
 Pads: 400 kg
 Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
 Energizing/Transition Coils: Class G (Strength 7)
 Number and Location: One in Engineering section
CLOAKING DEVICE: Class 7 [40 Power/class/round]
SECURITY SYSTEMS
 Rating: 4
 Anti-Intruder System: Yes [1 Power/round]
 Internal Force Fields [1 Power/3 Strength]
SCIENCE SYSTEMS
 Rating 1 (+0) [1 Power/round]
 Specialized Systems: None
 Laboratories: 3

14 TACTICAL SYSTEMS
Starboard Disruptor Cannon 32
Type: 7
 2 Damage: 160 [16 Power]
 Number of Emitters: Up to 3 shots per round
 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
 11 **Location:** Tip of starboard "wing"
Firing Arc: 180 degrees forward
 2 **Firing Modes:** Standard, Pulse
 2 **Port Disruptor Cannon** 32
Type: 7
 24 Damage: 160 [16 Power]
 Number of Emitters: Up to 3 shots per round
 Targeting System: Accuracy 4/5/7/10
 6 **Range:** 10/30,000/100,000/300,000
Location: Tip of port "wing"
Firing Arc: 180 degrees forward
 1 **Firing Modes:** Standard, Pulse
Forward Torpedo Launcher 16
 14 **Standard Load:** Type II photon torpedo (200 Damage)
 Spread: 6
 Range: 15/300,000/1,000,000/3,500,000
 1 Targeting System: Accuracy 4/5/7/10
 Power: [20 + 5 per torpedo fired]
 9 Location: Forward, ventral of command section
 Firing Arc: Forward, but are self-guided
Torpedoes Carried: 30 3
 9 **TA/T/TS:** Class Beta [1 Power/round] 9
 Strength: 8
 Bonus: +1
Weapons Skill: 4
 15 **Shields (Forward, Aft, Port, Starboard)** 35 (x4)
 Shield Generator: Class 3 (Protection 560 + 100 [embedded nacelles])
 [56 Power/round]
 Shield Grid: Type C (50% increase to 840 Protection)
 12 Subspace Field Distortion Amplifiers: Class Delta (Threshold 180 + 10
 [embedded nacelles])
 Recharging System: Class 1 (45 seconds)
 Backup Shield Generators: 4 (1 per shield) 4
Auto-Destruct System 4
 25 **AUXILIARY SPACECRAFT SYSTEMS**
 16 **Shuttlebay(s):** None
 4 **Captain's Yacht:** No
 4
DESCRIPTION AND NOTES
 9 **Fleet data:** The B' rel-class Light Warship, or "bird
 2 of prey" as it is most often known, is one of the
 main vessels of the military forces of the Klingon
 Empire. Fast and agile, it possesses atmospheric
 and planetfall capabilities, making it ideally suited
 for many different types of assaults, raids, escort,
 and scouting or patrol missions.

The B'rel's main weapons are two Type 7 disruptor cannons, one mounted at the tip of each "wing" (unlike most ships, which mount the warp nacelles at the ends of pylons, the B'rel embeds them partly within its Engineering hull in the center of its aft region). The cannons can swivel within a 180-degree arc, giving the ship a fairly broad field of fire even when it cannot move. The B'rel mounts a single photon torpedo launcher on the forward ventral side of the command module. To maximize the B'rel's offensive capacity, its commanders often fire the two disruptor cannons in tandem (i.e., as a Multifire attack). Its greatest tactical weakness is that all of its weapons face forward, with limited arcs of fire. It cannot fire at opponents behind it or to its side, it can only attack targets almost directly in front of it.

The B'rel has three fight modes: landing (wings fully raised); fight (wings held at midpoint); and attack (wings fully descended). However, these are only preferred operating modes, not technological limitations; the ship can attack, cruise, or enter an atmosphere in any mode.

Most B'rel-class Light Warships have crews of about 12. However, in wartime or when conflict is expected, the "passengers" are actually fellow soldiers who function as additional crew, giving the vessel a complement of three dozen or more.

Although the Klingons have since designed many ships which function better and carry greater firepower than the B'rel, it remains the most popular and commonly-encountered ship in the Klingon fleets. There are several reasons for this. First, it's a tried and true design, tested over the course of a century, and many Klingons are comfortable with it. Second, as the ship which led the Klingons to victories over the Romulans and many other enemies, it has a certain nostalgic quality that appeals to tradition-minded Klingons. Third, and perhaps most importantly, it's cheap to manufacture and use. Poorer Houses, and even the IKDF itself, find they can build and field entire wings of B'rels for the cost of a single larger, more advanced vessel—and sometimes it's the number of guns one has, not their size or technological sophistication, that matters.

B'REL VARIANTS

The Klingons have created many different B'rel variants. The most common, the D12 class Bird of Prey, has a targeting periscope in front of the captain's chair (see page 11; this costs an additional 3 SUs). However, necessary modifications to the cloaking device create defects in the D12's plasma coil. If an attacker hits the ship with a low-level ionic pulse, the cloak automatically

engages, leaving the vessel without shields (and thus completely vulnerable to attack) for two seconds.

The dimensions listed for the B'rel indicate its full beam and height in specific fight modes; the ship remains Size 4 since it does not occupy its "maximum" dimensions at all times. Additionally, the listed dimensions represent an average size B'rel. Due to individual House preferences, resource availability, and other considerations, they can range in size from about 110 meters in length to about 175 meters. However, all should be considered Size 4 for game purposes (unless the Narrator wants to prepare separate templates for the larger ships).

Noteworthy vessels/service records/encounters

I.K.S. B'rel, prototype; I.K.S. Rotarran, commanded by General Martok during the Dominion War; I.K.S. Ch'vang, fought during the Dominion War (2374-75); I.K.S. Al'vang, fought during the Dominion War (2374-75).

DE'NAT CLASS

Class and Type: *De'nat*-Class Battle Cruiser
Commissioning Date: 2357

HULL SYSTEMS

Size: 7

Length: 429.37 meters
 Beam: 265.49 meters
 Height: 111.65 meters
 Decks: 22
 Mass: 3,100,000 metric tonnes
 SUs Available: 2,750
 SUs Used: 2,595

HULL

Outer 28
 Inner 28

RESISTANCE

Outer Hull: 8
 Inner Hull: 8

STRUCTURAL INTEGRITY FIELD

Main: Class 5 (Protection 80/120) [1 Power/10 Protection/round] 31
 Backup: Class 5 (Protection 40) [1 Power/10 Protection/round] 16
 Backup: Class 5 (Protection 40) [1 Power/10 Protection/round] 16

HULL: Cloak-Enhancing (+1 to cloak; costs no Power) 14

PERSONNEL SYSTEMS

CREW/PASSENGERS/EVAC: 923/540/7,200

CREW QUARTERS

Barracks: House 900 crewmembers 15
 Spartan: 300 15
 Basic: 100 10
 Expanded: 40 8
 Luxury: 7 7
 Unusual: 3 3

ENVIRONMENTAL SYSTEMS

Basic Life Support [12 Power/round] 28
 Reserve Life Support [6 Power/round] 14
 Emergency Life Support (42 emergency shelters) 14
 Gravity [4 Power/round] 7
 Consumables: 3 years' worth 21
 Replicator Systems
 Food Replicators [7 Power/round] 7
 Industrial Replicators 10
 Type: Network of small replicators [2 Power/round]
 Type: 1 large unit [2 Power/replicator/round]
 Medical Facilities: 4 (+1) [4 Power/round] 20
 Recreation Facilities: 4 [8 Power/round] 32
 Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round] 21
 Fire Suppression System [1 Power/round when active] 7
 Cargo Holds: 100,000 cubic meters 3
 Locations: Fifteen locations throughout ship
 Escape Pods 9
 Number: 160

Capacity: 8 persons per pod
PROPULSION SYSTEMS

WARP DRIVE

Nacelles: Type 6C 100
 Speed: 6.0/9.0/9.2 [1 Power/.2 warp speed]
 PIS: Type H (12 hours of Maximum warp) 16

IMPULSE ENGINE

Type: Class 4B (.65c/.85c) [6/8 Power/round] 23
 Location: Aft

IMPULSE ENGINE

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
 Location: Aft, port and starboard

REACTION CONTROL SYSTEM (.025c) [2 Power/round when in use] 7

POWER SYSTEMS

WARP ENGINE

Type: Class 11/Q (generates 570 Power/round) 122
 Location: Amidships

Impulse Engine[s]: 1 Class 4B, 1 3A (generate 66 Power/round)

Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) 12

Emergency Power: Type D (generates 40 Power/round) 40

EPS: Standard Power flow, +250 Power transfer/round 60

Standard Usable Power: 636

OPERATIONS SYSTEMS

BRIDGE: Forward dorsal 39

COMPUTERS

Core 1: Forward [5 Power/round] 14
 Core 2: Engineering [5 Power/round] 14
 ODN 21

NAVIGATIONAL DEFLECTOR [5 Power/round] 28

Range: 10/20,000/50,000/150,000

Accuracy: 5/6/8/11

Location: Ventral

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 37

Range Package: Type 5 (Accuracy 3/4/7/10)

High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5.0)

Low Resolution: 15 light-years (1/1.1-4.0/4.1-12.0/12.1-15)

Strength Package: Class 7 (Strength 7)

Gain Package: Class Alpha (+1)

Coverage: Standard

Lateral Sensors [5 Power/round] 17

Strength Package: Class 7 (Strength 7)

Gain Package: Class Alpha (+1)

Coverage: Standard

Navigational Sensors [5 Power/round] 16

Strength Package: Class 7 (Strength 7)

Gain Package: Class Alpha (+1)

Probes: 36 4

Sensors Skill: 4



FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2
[1 Power/round in use]

Navigational Computer

Main: Class 3 (+2) [2 Power/round]

Backups: 2

Inertial Damping Field

Main

Strength: 9 [3 Power/round]

Number: 3

Backup

Strength: 6 [2 Power/round]

Number: 3

Attitude Control [2 Power/round]

COMMUNICATIONS SYSTEMS

Type: Class 6 [2 Power/round]

Strength: 6

Security: -3 (Class Gamma uprating)

Basic Uprating: Class Alpha (+1)

Emergency Communications: Yes [2 Power/round]

TRACTOR BEAMS

Emitter: Class Gamma [3 Power/Strength used/round]

Accuracy: 4/5/7/10

Location: Aft ventral

Emitter: Class Gamma [3 Power/Strength used/round]

Accuracy: 4/5/7/10

Location: Forward

Emitter: Class Alpha [3 Power/Strength used/round]

Accuracy: 5/6/8/11

Location: Auxiliary craft bays (x2)

TRANSPORTERS

Type: Personnel [5 Power/use]

Pads: 6

Emitter/Receiver Array: Personnel Type 6 (40,000 km range)

Energizing/Transition Coils: Class G (Strength 7)

Number and Location: One forward, three amidships

Type: Emergency [5 Power/use]

Pads: 16

Emitter/Receiver Array: Emergency Type 3 (15,000 km range)

Energizing/Transition Coils: Class G (Strength 7)

Number and Location: One forward, three amidships

Type: Cargo [4 Power/use]

Pads: 400 kg

Emitter/Receiver Array: Cargo Type 3 (40,000 km range)

Energizing/Transition Coils: Class G (Strength 7)

Number and Location: Two in Engineering hull,
two in each auxiliary craft bay

CLOAKING DEVICE: Class 7 [40 Power/class/round]

SECURITY SYSTEMS

Rating: 4

Anti-Intruder System: Yes [1 Power/round]

Internal Force Fields [1 Power/3 Strength]

SCIENCE SYSTEMS

Rating 2 (+1) [2 Power/round]

Specialized Systems: 1

Laboratories: 15

TACTICAL SYSTEMS

Central Forward Disruptor Array

54

11 Type: 12

Damage: 260 [26 Power]

4 Number of Emitters: Up to 5 shots per round

2 Targeting System: Accuracy 4/5/7/10

42 Range: 10/30,000/100,000/300,000

Location: Forward

Firing Arc: 360 degrees forward

Firing Modes: Standard, Pulse

12 Starboard Forward Disruptor Array

50

2 Type: 11

Damage: 240 [24 Power]

2 Number of Emitters: Up to 5 shots per round

17 Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Forward, to starboard of centerline

Firing Arc: 360 degrees forward

Firing Modes: Standard, Pulse

1 Port Forward Disruptor Array

50

9 Type: 11

Damage: 240 [24 Power]

9 Number of Emitters: Up to 5 shots per round

9 Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Forward, to port of centerline

Firing Arc: 360 degrees forward

Firing Modes: Standard, Pulse

6 Dorsal Disruptor Arrays (2)

92

64 Type: 10

Damage: 220 [22 Power]

56 Number of Emitters: Up to 3 shots per disruptor per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Two locations on dorsal centerline of ship

Firing Arc: 360 degrees dorsal

Firing Modes: Standard, Pulse

72 Ventral Disruptor Arrays (2)

92

72 Type: 10

Damage: 220 [22 Power]

Number of Emitters: Up to 3 shots per disruptor per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Two locations on ventral centerline of ship

Firing Arc: 360 degrees ventral

Firing Modes: Standard, Pulse

28 Starboard Forward Disruptor Arrays (2)

90

16 Type: 10

Damage: 220 [22 Power]

7 Number of Emitters: Up to 3 shots per disruptor per round

7 Targeting System: Accuracy 4/5/7/10

7 Range: 10/30,000/100,000/300,000

Location: Forward edge of starboard "wing"

Firing Arc: 360 degrees forward (significant arc shadow)

Firing Modes: Standard, Pulse

17

5

4

Port Forward Disruptor Arrays (2)

Type: 10

Damage: 220 [22 Power]

Number of Emitters: Up to 3 shots per disruptor per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Forward edge of port "wing"

Firing Arc: 360 degrees forward (significant arc shadow)

Firing Modes: Standard, Pulse

Starboard Aft Disruptor Array

Type: 10

Damage: 220 [22 Power]

Number of Emitters: Up to 3 shots per disruptor per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Aft edge of starboard "wing"

Firing Arc: 360 degrees aft (significant arc shadow)

Firing Modes: Standard, Pulse

Port Aft Disruptor Array

Type: 10

Damage: 220 [22 Power]

Number of Emitters: Up to 3 shots per disruptor per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Aft edge of port "wing"

Firing Arc: 360 degrees aft (significant arc shadow)

Firing Modes: Standard, Pulse

Aft Disruptor Array

Type: 10

Damage: 220 [22 Power]

Number of Emitters: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Aft

Firing Arc: 360 degrees aft

Firing Modes: Standard, Pulse

Forward Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage)

Spread: 8

Range: 15/350,000/1,500,000/4,050,000

Targeting System: Accuracy 4/5/7/10

Power: [20 + 5 per torpedo fired]

Location: Forward dorsal

Firing Arc: Forward, but are self-guided

Aft Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage)

Spread: 8

Range: 15/350,000/1,500,000/4,050,000

Targeting System: Accuracy 4/5/7/10

Power: [20 + 5 per torpedo fired]

Location: Aft

Firing Arc: Aft, but are self-guided

Torpedoes Carried: 200

TA/T/TS: Class Beta [1 Power/round]

Strength: 8

Bonus: +1

90

Weapons Skill: 5

Shields (Forward, Aft, Port, Starboard)

78 (x4)

Shield Generator: Class 5 (Protection 1000) [100 Power/shield/round]

Shield Grid: Type B (33% increase to 1333 Protection)

Subspace Field Distortion Amplifiers: Class Eta (Threshold 330)

Recharging System: Class 1 (45 seconds)

Backup Shield Generators: 4 (1 per shield)

8

45

Auto-Destruct System

7

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 80 Size worth of ships

160

Standard Complement: 30 Suv'tIS-class Fighters, 10 shuttlecraft

Location(s): To port and starboard, running most of the length of the main hull

Captain's Yacht: Yes

10

45 DESCRIPTION AND NOTES

Fleet data: The product of a collaboration between the starship engineers of several Great Houses during the 2330s and -40s, the De'nat-class Battle Cruiser bears little resemblance to typical Klingon vessels. Designed to function in part as a carrier for Suv'tIS-class Fighters and similar small craft, it eschews the standard "winged shaft" hull framework common to Klingon ships in favor of a large, almost bulbous, main hull. Though the hull does have "wing" structures to port and starboard on the aft end (giving it a roughly T-shaped profile from the dorsal or ventral sides), they do not function as nacelle pylons; rather, they are simply part of the main hull. The ship's four nacelles attach to these "wings" dorsally and ventrally, but close in to the main body of the hull where the wings connect to it. The designers shaped the hull to improve the effectiveness of the ship's cloaking device, working with scraps of data about Romulan ship hulls to come up with their cloak-enhancing hull.

46

The De'nat mounts weapons along its wedge-shaped forward edge, its dorsal and ventral centerlines, and the forward and aft edges of its "wings." But perhaps its most powerful weapon are the 30 Suv'tIS-class Fighters it carries in its two auxiliary craft bays. These bays run all the way through the main hull on its port and starboard sides; ships exit through large bay doors along the forward edge of the ship, and when returning fly into entrance doors located on the ship's dorsal side slightly aft and in from the "wings."

17

17

De'nats suffered severe casualties during the Dominion War. After their fighters played a significant role in a few early battles, the Jem'Hadar and Cardassians learned to target the carriers early in each engagement, which over the course of the fighting led to the destruction

20

9

or crippling of over three-fourths of the De'nats sent to war by the Empire. Klingon engineers have begun the long, slow process of rebuilding, but it will take years before so many De'nats once again grace the Klingon heavens.

Noteworthy vessels/service records/encounters

I.K.S. De'nat, prototype; I.K.S. TajSuH, participated in a brief, and ultimately victorious, border skirmish with the Marcati (2358); I.K.S. DevraD, destroyed a small fleet of Nausicaan pirate vessels menacing the Lembatta Cluster (2366); I.K.S. QojloDnI', rescued a group of imperilled colonists in the Ghorlu' Verge (2370); I.K.S. BevQaj, led its fighters in a successful attack which destroyed an entire wing of Jem'Hadar Attack Fighters (2375).

DENN'LAR CLASS

Class and Type: *Denn'lar*-Class Armored Transport
Commissioning Date: 2363

HULL SYSTEMS

SIZE: 3

Length: 108.31 meters
 Beam: 22.44 meters
 Height: 10.68 meters
 Decks: 2
 Mass: 49,350 metric tonnes
 SUs Available: 1,000
 SUs Used: 918

HULL

Outer 12
 Inner 12

RESISTANCE

Outer Hull: 10 12
 Inner Hull: 10 12

STRUCTURAL INTEGRITY FIELD

Main: Class 3 (Protection 60/90) [1 Power/10 Protection/round] 21
 Backup: Class 3 (Protection 30) [1 Power/10 Protection/round] 11
 Backup: Class 3 (Protection 30) [1 Power/10 Protection/round] 11

SPECIALIZED HULL: Atmospheric Capability; Planetfall Capability 6

PERSONNEL SYSTEMS

CREW/PASSENGERS/EVAC: 4/25/90

CREW QUARTERS

Barracks: None
 Spartan: 20
 Basic: 4
 Expanded: None
 Luxury: None
 Unusual: None

ENVIRONMENTAL SYSTEMS

Basic Life Support [5 Power/round] 12
 Reserve Life Support [3 Power/round] 6
 Emergency Life Support (18 emergency shelters) 6
 Gravity [1 Power/round] 3
 Consumables: 1 years' worth 3
 Replicator Systems 3
 Food Replicators [3 Power/round] 3
 Industrial Replicators 3
 Type: Network of small replicators [2 Power/round] 20
 Medical Facilities: 4 (+1) [4 Power/round] 16
 Recreation Facilities: 2 [4 Power/round] 3
 Personnel Transport: Jefferies tubes [0 Power/round] 3
 Fire Suppression System [1 Power/round when active] 3
 Cargo Holds: 2,000 cubic meters 1
 Locations: Five locations throughout ship
 Escape Pods 2
 Number: 12
 Capacity: 8 persons per pod

PROPULSION SYSTEMS

WARP DRIVE

Nacelles: Type 6 80
 Speed: 6.0/7.0/8.0 [1 Power/.2 warp speed]
 PIS: Type H (12 hours of Maximum warp) 16

IMPULSE ENGINE

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
 Acceleration Upgrading: Class Alpha (66% acceleration)
 [1 Power/round when active] 2
 Location: Aft

REACTION CONTROL SYSTEM (.025c) [2 Power/round when in use] 3

POWER SYSTEMS

WARP ENGINE

Type: Class 6/K (generates 300 Power/round) 70
 Location: Amidships

Impulse Engine[s]: 1 Class 3A (generates 28 Power/engine/round)

Auxiliary Power: 2 reactors (generate 5 Power/reactor/round) 6

Emergency Power: Type C (generates 35 Power/round) 35

EPS: Standard Power flow, +100 Power transfer/round 25

Standard Usable Power: 328

OPERATIONS SYSTEMS

BRIDGE: Forward cockpit 17

COMPUTERS

Core 1: Engineering [5 Power/round] 6
 ODN 9

1 NAVIGATIONAL DEFLECTOR [5 Power/round] 12

Range: 10/20,000/50,000/150,000
 Accuracy: 5/6/8/11
 Location: Ventral

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 23

Range Package: Type 2 (Accuracy 3/4/7/10)

High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)

Low Resolution: 12 light-years (1/1.1-3.0/3.1-8.0/8.1-12)

Strength Package: Class 6 (Strength 6)

Gain Package: Class Alpha (+1)

Coverage: Standard

Lateral Sensors [5 Power/round] 15

Strength Package: Class 6 (Strength 6)

Gain Package: Class Alpha (+1)

Coverage: Standard

Navigational Sensors [5 Power/round] 14

Strength Package: Class 6 (Strength 6)

Gain Package: Class Alpha (+1)

Probes: 10 1

Sensors Skill: 4

FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2
 [1 Power/round in use] 11

Navigational Computer
 Main: Class 2 (+1) [1 Power/round]
 Backups: Two
Inertial Damping Field
 Main
 Strength: 8 [3 Power/round]
 Number: 2
 Backup
 Strength: 5 [2 Power/round]
 Number: 2
 Attitude Control [1 Power/round]

COMMUNICATIONS SYSTEMS

Type: Class 6 [2 Power/round]
 Strength: 6
 Security: -2
 Basic Uprating: Class Alpha (+1)
 Emergency Communications: No

TRACTOR BEAMS

Emitter: Class Beta [3 Power/Strength used/round]
 Accuracy: 5/6/8/11
 Location: Forward ventral
 Emitter: Class Beta [3 Power/Strength used/round]
 Accuracy: 5/6/8/11
 Location: Aft ventral

TRANSPORTERS

Type: Personnel [5 Power/use]
 Pads: 6
 Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
 Energizing/Transition Coils: Class F (Strength 6)
 Number and Location: One forward
Type: Emergency [4 Power/use]
 Pads: 12
 Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
 Energizing/Transition Coils: Class F (Strength 6)
 Number and Location: One amidships
Type: Cargo [4 Power/use]
 Pads: 400 kg
 Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
 Energizing/Transition Coils: Class F (Strength 6)
 Number and Location: One aft

CLOAKING DEVICE: Class 7 [40 Power/class/round]

SECURITY SYSTEMS

Rating: 3
 Anti-Intruder System: Yes [1 Power/round]
 Internal Force Fields [1 Power/3 Strength]

SCIENCE SYSTEMS

Rating 1 (+0) [1 Power/round]
 Specialized Systems: None
 Laboratories: None

TACTICAL SYSTEMS

2	Forward Disruptor Cannon	38
2	Type: 8	
	Damage: 180 [18 Power]	
12	Number of Shots: Up to 3 shots per round	
	Targeting System: Accuracy 4/5/7/10	
	Range: 10/30,000/100,000/300,000	
4	Location: Forward	
	Firing Arc: 360 degrees forward	
	Firing Modes: Standard, Pulse	
1	Dorsal Disruptor Array	34
	Type: 7	
15	Damage: 160 [16 Power]	
	Number of Emitters: Up to 3 shots per round	
	Targeting System: Accuracy 4/5/7/10	
	Range: 10/30,000/100,000/300,000	
	Location: Dorsal amidships	
	Firing Arc: 360 degrees dorsal	
	Firing Modes: Standard, Pulse	
6	Ventral Disruptor Array	34
	Type: 7	
6	Damage: 160 [16 Power]	
	Number of Emitters: Up to 3 shots per round	
	Targeting System: Accuracy 4/5/7/10	
	Range: 10/30,000/100,000/300,000	
15	Location: Ventral amidships	
	Firing Arc: 360 degrees ventral	
	Firing Modes: Standard, Pulse	
12	Forward Torpedo Launcher	15
	Standard Load: Type II photon torpedo (200 Damage)	
	Spread: 4	
	Range: 15/350,000/1,500,000/4,050,000	
	Targeting System: Accuracy 4/5/7/10	
	Power: [20 + 5 per torpedo fired]	
	Location: Forward	
11	Firing Arc: Forward, but are self-guided	
11	Aft Torpedo Launcher	15
	Standard Load: Type II photon torpedo (200 Damage)	
	Spread: 4	
	Range: 15/350,000/1,500,000/4,050,000	
24	Targeting System: Accuracy 4/5/7/10	
	Power: [20 + 5 per torpedo fired]	
12	Location: Aft	
3	Firing Arc: Aft, but are self-guided	
3	Torpedoes Carried: 30	3
8	TA/T/TS: Class Beta [1 Power/round]	9
	Strength: 8	
	Bonus: +1	
	Weapons Skill: 4	
	Shields (Forward, Aft, Port, Starboard)	21 (x4)
	Shield Generator: Class 3 (Protection 450) [45 Power/shield/round]	
	Shield Grid: Type B (33% increase to 600 Protection)	
	Subspace Field Distortion Amplifiers: Class Gamma (Threshold 150)	
	Recharging System: Class 1 (45 seconds)	
	Backup Shield Generators: 4 (1 per shield)	4

Auto-Destruct System

3

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): None

Captain's Yacht: No

DESCRIPTION AND NOTES

Fleet data: A mainstay of the Klingon fleet for over ten years, the Denn'lar-class Armored Transport has carried more Klingon troops into battle than any other existing class of transport. Designed for utility rather than visual appeal, it looks like "a rhino floating on top of two big warp nacelles," in the words of one Starfleet officer. By pulling the nacelles and other parts of the ship in close to the trapezohedral main hull, the ship maximizes its troop-carrying capacity and minimizes its vulnerability to attack.

With its atmospheric and planetfall capability, the Denn'lar can drop out of warp just outside a contested system, dash to the target planet at high impulse, and then set down and drop off its load of troops without having to transfer them to another vessel or use transporters. Large doors on the port and starboard sides fold outward to form ramps that warriors use to exit the ship quickly. The ship can maintain its shields while opening the doors, but of course must deactivate them before taking off, lest it drag the disembarked soldiers to their deaths in the upper atmosphere.

Noteworthy vessels/service records/encounters

I.K.S. Denn'lar, prototype; I.K.S. Krotal, provided several squads of reinforcements to Ajilon Prime despite heavy Starfleet fire (2373), I.K.S. NejneQ, landed troops safely on Chin'toka after suffering severe damage from a Jem'Hadar attack (2374).

FELG'RA CLASS

Class and Type: *Felg'ra*-Class Warship
Commissioning Date: 2346

HULL SYSTEMS

SIZE: 6

Length: 357.62 meters
 Beam: 127.77 meters
 Height: 62.34 meters
 Decks: 12
 Mass: 1,127,400 metric tonnes
 SUs Available: 2,200
 SUs Used: 2,018

HULL

Outer 24
 Inner 24

RESISTANCE

Outer Hull: 8 9
 Inner Hull: 8 9

STRUCTURAL INTEGRITY FIELD

Main: Class 5 (Protection 80/120) [1 Power/10 Protection/round] 30
 Backup: Class 5 (Protection 40) [1 Power/10 Protection/round] 15
 Backup: Class 5 (Protection 40) [1 Power/10 Protection/round] 15

PERSONNEL SYSTEMS

CREW/PASSENGERS/EVAC: 456/675/3,100

CREW QUARTERS

Barracks: House 720 crewmembers 12
 Spartan: 300 15
 Basic: 120 12
 Expanded: 40 8
 Luxury: 5 5
 Unusual: 2 2

ENVIRONMENTAL SYSTEMS

Basic Life Support [10 Power/round] 24
 Reserve Life Support [5 Power/round] 12
 Emergency Life Support (36 emergency shelters) 12
 Gravity [3 Power/round] 6
 Consumables: 2 years' worth 12
 Replicator Systems
 Food Replicators [6 Power/round] 6
 Industrial Replicators 9
 Type: Network of small replicators [2 Power/round]
 Type: 1 large unit [2 Power/replicator/round]
 Medical Facilities: 4 (+1) [4 Power/round] 20
 Recreation Facilities: 4 [8 Power/round] 32
 Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round] 18
 Fire Suppression System [1 Power/round when active] 6
 Cargo Holds: 15,000 cubic meters 1
 Locations: Nine locations throughout ship
 Escape Pods 10
 Number: 160
 Capacity: 12 persons per pod

PROPULSION SYSTEMS

WARP DRIVE

Nacelles: Type 6A2 91
 Speed: 6.0/8.0/9.2 [1 Power/.2 warp speed]
 PIS: Type G (10 hours of Maximum warp) 14

IMPULSE ENGINE

Type: Class 4 (.6c/.8c) [6/8 Power/round] 20
 Location: Aft

IMPULSE ENGINE

Type: Class 4 (.6c/.8c) [6/8 Power/round] 20
 Location: Aft dorsal, port and starboard

REACTION CONTROL SYSTEM (.025c) [2 Power/round when in use] 6

POWER SYSTEMS

WARP ENGINE

Type: Class 9/0 (generates 475 Power/round) 103
 Location: Aft amidships

Impulse Engine[s]: 2 Class 4 (generate 32 Power/engine/round)

Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) 12

Emergency Power: Type E (generates 45 Power/round) 45

EPS: Standard Power flow, +200 Power transfer/round 50

Standard Usable Power: 539

OPERATIONS SYSTEMS

BRIDGE: Forward "point" of dorsal wedge 33

COMPUTERS

Core 1: Forward [5 Power/round] 12
 Core 2: Ventral of Engineering [5 Power/round] 12
 ODN 18

NAVIGATIONAL DEFLECTOR [5 Power/round]

Range: 10/20,000/50,000/150,000 24
 Accuracy: 5/6/8/11
 Location: Ventral

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 33
 Range Package: Type 4 (Accuracy 3/4/7/10)
 High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)
 Low Resolution: 14 light-years (1/1.1-3.5/3.6-10.0/10.1-14)
 Strength Package: Class 7 (Strength 7)
 Gain Package: Class Alpha (+1)
 Coverage: Standard
 Lateral Sensors [5 Power/round] 17
 Strength Package: Class 7 (Strength 7)
 Gain Package: Class Alpha (+1)
 Coverage: Standard
 Navigational Sensors [5 Power/round] 16
 Strength Package: Class 7 (Strength 7)
 Gain Package: Class Alpha (+1)
 Probes: 40 4

Sensors Skill: 4

FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2
 [1 Power/round in use]
 Navigational Computer
 Main: Class 2 (+1) [2 Power/round]
 Backups: 3
 Inertial Damping Field
 Main
 Strength: 9 [3 Power/round]
 Number: 3
 Backup
 Strength: 6 [2 Power/round]
 Number: 3
 Attitude Control [2 Power/round]

COMMUNICATIONS SYSTEMS

Type: Class 7 [2 Power/round]
 Strength: 7
 Security: -3
 Basic Upgrading: Class Alpha (+1)
 Emergency Communications: Yes [2 Power/round]

TRACTOR BEAMS

Emitter: Class Gamma [3 Power/Strength used/round]
 Accuracy: 4/5/7/10
 Location: Forward
 Emitter: Class Gamma [3 Power/Strength used/round]
 Accuracy: 4/5/7/10
 Location: Aft ventral
 Emitter: Class Alpha [3 Power/Strength used/round]
 Accuracy: 5/6/8/11
 Location: Shuttlebay

TRANSPORTERS

Type: Personnel [5 Power/use]
 Pads: 6
 Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
 Energizing/Transition Coils: Class G (Strength 7)
 Number and Location: One aft of bridge, three spread evenly throughout main hull
Type: Emergency [5 Power/use]
 Pads: 16
 Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
 Energizing/Transition Coils: Class G (Strength 7)
 Number and Location: Four spread evenly throughout main hull
Type: Cargo [5 Power/use]
 Pads: 600 kg
 Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
 Energizing/Transition Coils: Class G (Strength 7)
 Number and Location: Four spread evenly throughout main hull

CLOAKING DEVICE: Class 7 [40 Power/class/round]

SECURITY SYSTEMS

Rating: 4
 Anti-Intruder System: Yes [1 Power/round]
 Internal Force Fields [1 Power/3 Strength]

SCIENCE SYSTEMS

Rating 2 (+1) [2 Power/round]
 Specialized Systems: 2
 Laboratories: 13

TACTICAL SYSTEMS

Starboard Forward Dorsal Disruptor Cannon

11
 Type: 11
 Damage: 240 [24 Power]
 Number of Shots: Up to 5 shots per round
 Targeting System: Accuracy 4/5/7/10
 Range: 10/30,000/100,000/300,000
 Location: Forward end of starboard shaft
 Firing Arc: 360 degrees forward
 Firing Modes: Standard, Pulse

Port Forward Dorsal Disruptor Cannon

50
 Type: 11
 Damage: 240 [24 Power]
 Number of Shots: Up to 5 shots per round
 Targeting System: Accuracy 4/5/7/10
 Range: 10/30,000/100,000/300,000
 Location: Forward end of port shaft
 Firing Arc: 360 degrees forward
 Firing Modes: Standard, Pulse

Wedge Dorsal Disruptor Array

42
 Type: 9
 Damage: 200 [20 Power]
 Number of Shots: Up to 3 shots per round
 Targeting System: Accuracy 4/5/7/10
 Range: 10/30,000/100,000/300,000
 Location: Dorsal on wedge structure
 Firing Arc: 360 degrees dorsal
 Firing Modes: Standard, Pulse

Starboard Dorsal Disruptor Array

42
 Type: 9
 Damage: 200 [20 Power]
 Number of Shots: Up to 3 shots per round
 Targeting System: Accuracy 4/5/7/10
 Range: 10/30,000/100,000/300,000
 Location: Dorsal starboard side of main hull
 Firing Arc: 360 degrees dorsal
 Firing Modes: Standard, Pulse

Port Dorsal Disruptor Array

42
 Type: 9
 Damage: 200 [20 Power]
 Number of Shots: Up to 3 shots per round
 Targeting System: Accuracy 4/5/7/10
 Range: 10/30,000/100,000/300,000
 Location: Dorsal port side of main hull
 Firing Arc: 360 degrees dorsal
 Firing Modes: Standard, Pulse

Starboard Ventral Disruptor Array

42
 Type: 9
 Damage: 200 [20 Power]
 Number of Shots: Up to 3 shots per round
 Targeting System: Accuracy 4/5/7/10
 Range: 10/30,000/100,000/300,000
 Location: Ventral starboard side of main hull
 Firing Arc: 360 degrees ventral
 Firing Modes: Standard, Pulse

Port Ventral Disruptor Array		
Type: 9		
Damage: 200 [20 Power]		
Number of Shots: Up to 3 shots per round		
Targeting System: Accuracy 4/5/7/10		
Range: 10/30,000/100,000/300,000		
Location: Ventral port side of main hull		
Firing Arc: 360 degrees ventral		
Firing Modes: Standard, Pulse		
Aft Disruptor Array		
Type: 9		
Damage: 200 [20 Power]		
Number of Shots: Up to 3 shots per round		
Targeting System: Accuracy 4/5/7/10		
Range: 10/30,000/100,000/300,000		
Location: Aft		
Firing Arc: 360 degrees aft		
Firing Modes: Standard, Pulse		
Starboard Forward Torpedo Launcher		
Standard Load: Type II photon torpedo (200 Damage)		
Spread: 6		
Range: 15/350,000/1,500,000/4,050,000		
Targeting System: Accuracy 4/5/7/10		
Power: [20 + 5 per torpedo fired]		
Location: Forward end of starboard shaft		
Firing Arc: Forward, but are self-guided		
Port Forward Torpedo Launcher		
Standard Load: Type II photon torpedo (200 Damage)		
Spread: 6		
Range: 15/350,000/1,500,000/4,050,000		
Targeting System: Accuracy 4/5/7/10		
Power: [20 + 5 per torpedo fired]		
Location: Forward end of port shaft		
Firing Arc: Forward, but are self-guided		
Wedge Forward Torpedo Launcher		
Standard Load: Type II photon torpedo (200 Damage)		
Spread: 6		
Range: 15/350,000/1,500,000/4,050,000		
Targeting System: Accuracy 4/5/7/10		
Power: [20 + 5 per torpedo fired]		
Location: Forward end of dorsal wedge		
Firing Arc: Forward, but are self-guided		
Ventral Forward Torpedo Launcher		
Standard Load: Type II photon torpedo (200 Damage)		
Spread: 6		
Range: 15/350,000/1,500,000/4,050,000		
Targeting System: Accuracy 4/5/7/10		
Power: [20 + 5 per torpedo fired]		
Location: Ventral forward		
Firing Arc: Forward, but are self-guided		
42 Aft Torpedo Launcher		16
Standard Load: Type II photon torpedo (200 Damage)		
Spread: 6		
Range: 15/350,000/1,500,000/4,050,000		
Targeting System: Accuracy 4/5/7/10		
Power: [20 + 5 per torpedo fired]		
Location: Aft		
Firing Arc: Aft, but are self-guided		
Torpedoes Carried: 300		30
42 TA/T/TS: Class Beta [1 Power/round]		9
Strength: 8		
Bonus: +1		
Weapons Skill: 5		
Shields (Forward, Aft, Port, Starboard)		61 (x4)
Shield Generator: Class 5 (Protection 840) [84 Power/shield/round]		
Shield Grid: Type B (33% increase to 1120 Protection)		
Subspace Field Distortion Amplifiers: Class Zeta (Threshold 280)		
Recharging System: Class 1 (45 seconds)		
Backup Shield Generators: 4 (1 per shield)		8
Auto-Destruct System		6
AUXILIARY SPACECRAFT SYSTEMS		
Shuttlebay(s): Capacity for 26 Size worth of ships		52
Standard Complement: 13 shuttlecraft		
Location(s): Aft ventral		
Captain's Yacht: No		
16		

DESCRIPTION AND NOTES

Fleet data: The Felg'ra-class Warship, a prominent part of the Klingon space fleets for 30 years, is the brainchild of the brilliant, if somewhat eccentric, Klingon starship engineer BraleH of House JoHgel. After his House used the ship to triumph over several rivals and claim much new territory within the Empire, other Great Houses adopted the design, occasionally modifying it to suit their own needs.

The Felg'ra has a distinctive appearance which renders it easily recognizable on the battlefield. BraleH began with two, instead of one, forward spars, each terminating in a command hull-like structure which in fact only contains weapons. The main hull connects the aft two-thirds of the spars, and atop it rests a broad wedge-shaped structure (whose forward point contains the ship's bridge). Two typically Klingon "wing" nacelle pylons jut outward from the dorsal side of the main hull (not far from where the wedge attaches to it), curving only slightly downward to terminate in the warp nacelles. The ship features two impulse engines—a large one aft, and another split in two occupying structures wedged between the main hull and the ventral side of the wing pylons.

The Felg'ra acquitted itself well during the Dominion War. Its twin forward disruptor can-

nons proved tactically advantageous. Some Klingon officers who observed the Defiant-class Heavy Escort's pulse phasers in action developed a way to feed extra Power to the cannons and link them to create a crude sort of "pulse disruptor" which inflicted tremendous damage on Jem'Hadar ships. The ship's solid construction and general lack of exploitable weaknesses helped to keep a far greater percentage of these vessels intact than most types of Klingon warships.

Pulse Disruptors To create "pulse disruptors" using the Felg'ra's twin forward disruptor cannons, the Tactical Officer must fire both at once while supplying an extra 5 Power to each. To do this, he makes a Moderate (8) Shipboard Systems (Tactical) Test (the Multiple Action Penalty does not apply to this Test). If that Test succeeds, he then makes a single normal Test to fire both disruptors (incurring no Multiple Action Penalty for firing both, but suffering a -1 Multiple Action Penalty for firing in the same round as linking the disruptors together). He must fire the disruptors in pulse mode, and if he hits, each one does +30 damage. He cannot Multifire the twin cannons, nor use them as part of a multiple-weapon Multifire, but may fire them multiple times in the round if he can afford the Power and Multiple Action Penalty for doing so. If he wishes to use the "pulse disruptors" next round, he must make another Test to maintain the "link" between them.

Noteworthy vessels/service records/encounters I.K.S. Felg'ra, prototype; I.K.S. Cha'Ghret, fought an invading force of renegade Gorn and destroyed it (2354); I.K.S. Povqij, destroyed five enemy vessels during minor war between House Chang and House Prel'Voq (2362); I.K.S. BraleH Hem, led the House JoHgel forces during the initial foray into Cardassian space (2372), participated in the successful attack on Torros III (2374), destroyed while making a suicide run to destroy four Jem'Hadar Battle Cruisers (2375).

GEL'JOQ CLASS

Class and Type: *Gel'joQ*-Class Battleship
Commissioning Date: 2357

HULL SYSTEMS

SIZE: 9

Length: 753.22 meters
 Beam: 557.82 meters
 Height: 214.57 meters
 Decks: 45
 Mass: 5,680,000 metric tonnes
 SUs Available: 3,500
 SUs Used: 3,259

HULL

Outer 36
 Inner 36

RESISTANCE

Outer Hull: 10
 Inner Hull: 10

STRUCTURAL INTEGRITY FIELD

Main: Class 6 (Protection 90/130) [1 Power/10 Protection/round]
 Backup: Class 6 (Protection 45) [1 Power/10 Protection/round]
 Backup: Class 6 (Protection 45) [1 Power/10 Protection/round]

PERSONNEL SYSTEMS

CREW/PASSENGERS/EVAC: 875/3,260/13,500

CREW QUARTERS

Barracks: House 3,000 crewmembers
 Spartan: 500
 Basic: 250
 Expanded: 100
 Luxury: 30
 Unusual: 6

ENVIRONMENTAL SYSTEMS

Basic Life Support [12 Power/round] 36
 Reserve Life Support [6 Power/round] 18
 Emergency Life Support (54 emergency shelters) 18
 Gravity [5 Power/round] 9
 Consumables: 3 years' worth 27
 Replicator Systems 9
 Food Replicators [9 Power/round] 27
 Industrial Replicators 27
 Type: 2 networks of small replicators [2 Power/network/round]
 Type: 3 large units [2 Power/replicator/round]
 Medical Facilities: 5 (+1) [5 Power/round] 25
 Recreation Facilities: 5 [10 Power/round] 40
 Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round] 27
 Fire Suppression System [1 Power/round when active] 9
 Cargo Holds: 75,000 cubic meters 3
 Locations: Twelve locations throughout ship
 Escape Pods 12
 Number: 200
 Capacity: 12 persons per pod

PROPULSION SYSTEMS

WARP DRIVE

Nacelles: Type 6D 105
 Speed: 6.0/9.2/9.6 [1 Power/.2 warp speed]
 PIS: Type H (12 hours of Maximum warp) 16

IMPULSE ENGINE

Type: Class 5 (.7c/.9c) [7/9 Power/round] 25
 Location: Aft

IMPULSE ENGINE

Type: Class 5 (.7c/.9c) [7/9 Power/round] 25
 Location: Port and starboard, underneath where the "wings" join the main hull

REACTION CONTROL SYSTEM (.025c) [2 Power/round when in use] 9

POWER SYSTEMS

WARP ENGINE

Type: Class 12/R (generates 620 Power/round) 132
 Location: Amidships ventral

Impulse Engine[s]: 2 Class 5 (generate 40 Power/engine/round)

Auxiliary Power: 5 reactors (generate 5 Power/reactor/round) 15

Emergency Power: Type F (generates 50 Power/round) 50

EPS: Standard Power flow, +300 Power transfer/round 75

Standard Usable Power: 700

OPERATIONS SYSTEMS

BRIDGE: Forward bridge module 50

AUXILIARY CONTROL ROOM: Amidships forward 27

COMPUTERS

Core 1: Forward [5 Power/round] 18

Core 2: Amidships [5 Power/round] 18

Core 3: Aft [5 Power/round] 18

Upgrading: Class Alpha (+1) [1 Power/computer/round] 6

ODN 27

NAVIGATIONAL DEFLECTOR [5 Power/round] 36

Range: 10/20,000/50,000/150,000

Accuracy: 5/6/8/11

Location: Ventral

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 43

Range Package: Type 6 (Accuracy 3/4/7/10)

High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5.0)

Low Resolution: 16 light-years (1/1.1-5.0/5.1-12.0/12.1-16)

Strength Package: Class 8 (Strength 8)

Gain Package: Class Alpha (+1)

Coverage: Standard

Lateral Sensors [5 Power/round] 19

Strength Package: Class 8 (Strength 8)

Gain Package: Class Alpha (+1)

Coverage: Standard



Navigational Sensors [5 Power/round]
 Strength Package: Class 8 (Strength 8)
 Gain Package: Class Alpha (+1)
 Probes: 50

Sensors Skill: 4

FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 2, Coordination 2 [1 Power/round in use]

Navigational Computer

Main: Class 2 (+1) [1 Power/round]

Backups: Three

Inertial Damping Field

Main

Strength: 9 [3 Power/round]

Number: 3

Backup

Strength: 6 [2 Power/round]

Number: 4

Attitude Control [2 Power/round]

COMMUNICATIONS SYSTEMS

Type: Class 8 [2 Power/round]

Strength: 8

Security: -4 (Class Gamma uprating)

Basic Uprating: Class Beta (+2)

Emergency Communications: Yes [2 Power/round]

TRACTOR BEAMS

Emitter: Class Delta [3 Power/Strength used/round]

Accuracy: 4/5/7/10

Location: Forward ventral

Emitter: Class Delta [3 Power/Strength used/round]

Accuracy: 4/5/7/10

Location: Forward dorsal

Emitter: Class Delta [3 Power/Strength used/round]

Accuracy: 4/5/7/10

Location: Aft ventral

Emitter: Class Alpha [3 Power/Strength used/round]

Accuracy: 5/6/8/11

Location: Shuttlebay (x2)

TRANSPORTERS

Type: Personnel [5 Power/use]

Pads: 6

Emitter/Receiver Array: Personnel Type 6 (40,000 km range)

Energizing/Transition Coils: Class H (Strength 8)

Number and Location: One forward, two amidships, one in each "wing"

Type: Emergency [5 Power/use]

Pads: 16

Emitter/Receiver Array: Emergency Type 3 (15,000 km range)

Energizing/Transition Coils: Class H (Strength 8)

Number and Location: One forward, three amidships

Type: Cargo [5 Power/use]

Pads: 600 kg

Emitter/Receiver Array: Cargo Type 3 (40,000 km range)

Energizing/Transition Coils: Class H (Strength 8)

Number and Location: Five amidships

CLOAKING DEVICE: Class 8 [40 Power/class/round]

18 SECURITY SYSTEMS

Rating: 4

Anti-Intruder System: Yes [1 Power/round]

5 Internal Force Fields [1 Power/3 Strength]

SCIENCE SYSTEMS

Rating 2 (+1) [2 Power/round]

Specialized Systems: 2

8 Laboratories: 24

2 TACTICAL SYSTEMS

3 Forward Disruptor Cannon

Type: 12

54 Damage: 260 [26 Power]

Number of Shots: Up to 5 shots per round

Targeting System: Accuracy 3/4/6/9

20 Range: 10/30,000/100,000/300,000

Location: Forward module

Firing Arc: 360 degrees forward

2 Firing Modes: Standard, Pulse

Forward Dorsal Disruptor Array

24 Type: 11

Damage: 240 [24 Power]

Number of Emitters: Up to 5 shots per round

Targeting System: Accuracy 4/5/7/10

1 Range: 10/30,000/100,000/300,000

Location: Dorsal side of forward spar

12 Firing Arc: 360 degrees dorsal

Firing Modes: Standard, Pulse

Forward Ventral Disruptor Array

12 Type: 11

Damage: 240 [24 Power]

Number of Emitters: Up to 5 shots per round

Targeting System: Accuracy 4/5/7/10

12 Range: 10/30,000/100,000/300,000

Location: Ventral side of forward spar

6 Firing Arc: 360 degrees ventral

Firing Modes: Standard, Pulse

Dorsal Disruptor Arrays (4)

85 Type: 11

Damage: 240 [24 Power]

Number of Emitters: Up to 5 shots per round

Targeting System: Accuracy 4/5/7/10

60 Range: 10/30,000/100,000/300,000

Location: Dorsal side of main hull, two to port, two to starboard

60 Firing Arc: 360 degrees dorsal

Firing Modes: Standard, Pulse

Ventral Disruptor Arrays (2)

70 Type: 11

Damage: 240 [24 Power]

Number of Emitters: Up to 5 shots per round

Targeting System: Accuracy 4/5/7/10

100 Range: 10/30,000/100,000/300,000

Location: Ventral side of main hull, one to port, one to starboard

33 Firing Arc: 360 degrees ventral

Firing Modes: Standard, Pulse

Starboard Wing Forward Disruptor Arrays (2)		
Type: 11		
Damage: 240 [24 Power]		
Number of Emitters: Up to 5 shots per round		
Targeting System: Accuracy 4/5/7/10		
Range: 10/30,000/100,000/300,000		
Location: Forward edge of starboard "wing"		
Firing Arc: 360 degrees forward (significant arc shadow)		
Firing Modes: Standard, Pulse		
Port Wing Forward Disruptor Arrays (2)		
Type: 11		
Damage: 240 [24 Power]		
Number of Emitters: Up to 5 shots per round		
Targeting System: Accuracy 4/5/7/10		
Range: 10/30,000/100,000/300,000		
Location: Forward edge of port "wing"		
Firing Arc: 360 degrees forward (significant arc shadow)		
Firing Modes: Standard, Pulse		
Starboard Wing Aft Disruptor Array		
Type: 11		
Damage: 240 [24 Power]		
Number of Emitters: Up to 5 shots per round		
Targeting System: Accuracy 4/5/7/10		
Range: 10/30,000/100,000/300,000		
Location: Aft edge of starboard "wing"		
Firing Arc: 360 degrees aft		
Firing Modes: Standard, Pulse		
Port Wing Aft Disruptor Array		
Type: 11		
Damage: 240 [24 Power]		
Number of Emitters: Up to 5 shots per round		
Targeting System: Accuracy 4/5/7/10		
Range: 10/30,000/100,000/300,000		
Location: Aft edge of port "wing"		
Firing Arc: 360 degrees aft		
Firing Modes: Standard, Pulse		
Aft Disruptor Cannon		
Type: 12		
Damage: 260 [26 Power]		
Number of Shots: Up to 5 shots per round		
Targeting System: Accuracy 3/4/6/9		
Range: 10/30,000/100,000/300,000		
Location: Aft		
Firing Arc: 360 degrees aft		
Firing Modes: Standard, Pulse		
Forward Torpedo Launchers (2)		
Standard Load: Type II photon torpedo (200 Damage)		
Spread: 8		
Range: 15/350,000/1,500,000/4,050,000		
Targeting System: Accuracy 4/5/7/10		
Power: [20 + 5 per torpedo fired]		
Location: Forward ventral, port and starboard		
Firing Arc: Forward, but are self-guided		
Aft Torpedo Launchers (2)	98	34
Standard Load: Type II photon torpedo (200 Damage)		
Spread: 8		
Range: 15/350,000/1,500,000/4,050,000		
Targeting System: Accuracy 4/5/7/10		
Power: [20 + 5 per torpedo fired]		
Location: Aft, to port and starboard		
Firing Arc: Aft but are self-guided		
Torpedoes Carried:	200	20
TA/T/TS: Class Gamma [2 Power/round]	98	12
Strength: 9		
Bonus: +2		
Weapons Skill: 5		
Shields (Forward, Aft, Port, Starboard)		113 (x4)
Shield Generator: Class 6 (Protection 1200) [120 Power/shield/round]		
Shield Grid: Type B (33% increase to 1600 Protection)		
Subspace Field Distortion Amplifiers: Class Theta (Threshold 400)		
Recharging System: Class 1 (45 seconds)	50	
Backup Shield Generators: 4 (1 per shield)		8
Auto-Destruct System		9
AUXILIARY SPACECRAFT SYSTEMS		
Shuttlebay(s): Capacity for 40 Size worth of ships		80
Standard Complement: 20 shuttlecraft		
Location(s): Aft ventral, port and starboard		
Captain's Yacht: Yes		10
	50	
DESCRIPTION AND NOTES		
Fleet data: The largest and most powerful ship fielded by most Great Houses of the Empire, the Gel'joQ-class Battleship displays several design elements which clearly indicate its place as one of the precursors of both the Vor'cha class and the Negh'Var. Its forward shaft, broader and more trapezoidal in shape than on most Klingon ships, and tipped with a non-detachable forward module similar to that of the Vor'cha (but shorter and broader), widens into a main body whose port and starboard "wing" pylons curve downward in two distinct angles to terminate in large warp nacelles. A top the main body rests a wedge-shaped structure like that on both the Vor'cha and Negh'Var, but much broader and longer, and more closely attached to the ship. Disruptor arrays along the dorsal and ventral surfaces, and the forward and aft edges of the wings, complement the larger forward and aft disruptor cannons. The ship also possesses four torpedo launchers, which it wields to deadly effect.	55	
Though it served prominently in various Klingon expeditions and missions during the 2360s, the Gel'joQ truly came into its own during the early 2370s, when the Klingon involvement in two full-scale wars, both far from the heart of the Empire, taxed these ships and their crews to their utmost. The Gel'joQ met the challenge admirably.	34	

bly, playing a significant role in every Klingon-led offensive during the Dominion War. Gel'joQs often acted as the anchors of Federation alliance ship formations.

But the constant fighting of the early 2370s also revealed some of the Gel'joQ's weaknesses. For example, it is slower and less maneuverable than the Jem'Hadar Battle Cruisers it often faced, leading to unacceptably high losses in some battles. Upgrades introduced towards the end of the war did not fully correct this disparity. Nor did they eliminate the "softening" of the aft shield junctions when the ship moved at high impulse speeds. Klingon design engineers have begun studying these problems and hope to devise solutions soon.

Aft shield junctions When the Gel'joQ moves at impulse speeds of .6c or higher, the impulse engines interfere with the aft shields slightly, causing an uncorrectable weakening. Reduce the aft shield's junctures with the port and starboard shields by 25 Protection. Enemy ships which specifically look for weaknesses in the ship's shields can detect this problem with a Challenging (9) Shipboard Systems (Sensors) Test. They must target the junction using the normal rules for doing so (Spacedock, page 135).

Noteworthy vessels/service records/encounters

I.K.S. Gel'joQ, prototype; I.K.S. Duj'jang, fended off attack by unknown alien vessel to save the Klingon colony on Xarpetha III (2364); I.K.S. Tlhab'tlv, fought a force of bandits and mercenaries to a standstill, preventing them from preying on Klingon shipping (2367); I.K.S. VaQ'negh, participated in several early battles of the Klingon-Cardassian War (2372); I.K.S. Ghlvral, destroyed two Jem'Hadar Battle Cruisers (2374); I.K.S. Bacjen, destroyed three Galor-class Battle Cruisers to open a major hole in the enemy's lines at the Battle of the Hobileth Nebula before being itself destroyed by the Jem'Hadar (2375).

GORALIS CLASS

Class and Type: *Goralis-Class Incursion Cruiser*
Commissioning Date: 2372

HULL SYSTEMS

SIZE: 5

Length: 265.42 meters
 Beam: 93.86 meters
 Height: 42.33 meters
 Decks: 8
 Mass: 429,000 metric tonnes
 SUs Available: 1,900
 SUs Used: 1,892

HULL

Outer 20
 Inner 20

RESISTANCE

Outer Hull: 10 12
 Inner Hull: 10 12

STRUCTURAL INTEGRITY FIELD

Main: Class 4 (Protection 70/110) [1 Power/10 Protection/round] 26
 Backup: Class 4 (Protection 35) [1 Power/10 Protection/round] 13
 Backup: Class 4 (Protection 35) [1 Power/10 Protection/round] 13

PERSONNEL SYSTEMS

CREW/PASSENGERS/EVAC: 432/258/5,200

CREW QUARTERS

Barracks: House 420 crewmembers 7
 Spartan: 180 9
 Basic: 80 8
 Expanded: 35 7
 Luxury: 6 6
 Unusual: 2 2

ENVIRONMENTAL SYSTEMS

Basic Life Support [11 Power/round] 20
 Reserve Life Support [6 Power/round] 10
 Emergency Life Support (30 emergency shelters) 10
 Gravity [3 Power/round] 5
 Consumables: 1 years' worth 5
 Replicator Systems
 Food Replicators [5 Power/round] 5
 Industrial Replicators 8
 Type: Network of small replicators [2 Power/round]
 Type: 1 large unit [2 Power/replicator/round]
 Medical Facilities: 5 (+1) [5 Power/round] 25
 Recreation Facilities: 4 [8 Power/round] 32
 Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round] 15
 Fire Suppression System [1 Power/round when active] 5
 Cargo Holds: 4,000 cubic meters 1
 Locations: Five locations throughout ship
 Escape Pods 7
 Number: 120
 Capacity: 8 persons per pod

PROPULSION SYSTEMS

WARP DRIVE

Nacelles: Type 6D 105
 Speed: 6.0/9.2/9.6 [1 Power/.2 warp speed]
 PIS: Type H (12 hours of Maximum warp) 16

IMPULSE ENGINE

Type: Class 5A (.72c/.9c) [7/9 Power/round] 28
 Acceleration Upgrading: Class Beta (75% acceleration)
 [2 Power/round when active] 4
 Location: Aft

IMPULSE ENGINE

Type: Class 5A (.72c/.9c) [7/9 Power/round] 28
 Acceleration Upgrading: Class Beta (75% acceleration)
 [2 Power/round when active] 4
 Location: Port and starboard, where pylons join main body

REACTION CONTROL SYSTEM (.025c) [2 Power/round when in use] 5

POWER SYSTEMS

WARP ENGINE

Type: Class 9/0 (generates 480 Power/round) 103
 Location: Aft

Impulse Engine[s]: 2 Class 5A (generate 44 Power/engine/round)

Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) 12

Emergency Power: Type E (generates 45 Power/round) 45

EPS: Standard Power flow, +250 Power transfer/round 50

Standard Usable Power: 568

OPERATIONS SYSTEMS

BRIDGE: Bridge module dorsal of wedge section of main hull 28

SEPARATION SYSTEM: Detachable forward module 5

COMPUTERS

Core 1: Command hull [5 Power/round] 10

Core 2: Engineering hull [5 Power/round] 10

Upgrading: Class Alpha (+1) [1 Power/computer/round] 4

ODN 15

NAVIGATIONAL DEFLECTOR [5 Power/round] 20

Range: 10/20,000/50,000/150,000

Accuracy: 5/6/8/11

Location: Ventral

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 46

Range Package: Type 6 (Accuracy 3/4/7/10)

High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5.0)

Low Resolution: 16 light-years (1/1.1-5.0/5.1-12.0/12.1-16)

Strength Package: Class 8 (Strength 8)

Gain Package: Class Beta (+2)

Coverage: Standard

Lateral Sensors [5 Power/round] 22

Strength Package: Class 8 (Strength 8)

Gain Package: Class Beta (+2)

Coverage: Standard

Navigational Sensors [5 Power/round]
 Strength Package: Class 8 (Strength 8)
 Gain Package: Class Beta (+2)

Probes: 60

Sensors Skill: 5

FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 3
 [1 Power/round in use] 12

Navigational Computer

Main: Class 2 (+1) [1 Power/round]

Backups: 2

Inertial Damping Field

Main

Strength: 9 [3 Power/round]

Number: 3

Backup

Strength: 6 [2 Power/round]

Number: 3

Attitude Control [1 Power/round]

COMMUNICATIONS SYSTEMS

Type: Class 7 [2 Power/round]

Strength: 7

Security: -4 (Class Gamma uprating)

Basic Uprating: Class Alpha (+1)

Emergency Communications: Yes [2 Power/round]

TRACTOR BEAMS

Emitter: Class Delta [3 Power/Strength used/round]

Accuracy: 4/5/7/10

Location: Aft ventral

Emitter: Class Delta [3 Power/Strength used/round]

Accuracy: 4/5/7/10

Location: Forward

Emitter: Class Alpha [3 Power/Strength used/round]

Accuracy: 5/6/8/11

Location: Shuttlebay

TRANSPORTERS

Type: Personnel [4 Power/use]

Pads: 4

Emitter/Receiver Array: Personnel Type 6 (40,000 km range)

Energizing/Transition Coils: Class H (Strength 8)

Number and Location: One forward, two in main hull

Type: Emergency [5 Power/use]

Pads: 16

Emitter/Receiver Array: Emergency Type 3 (15,000 km range)

Energizing/Transition Coils: Class H (Strength 8)

Number and Location: One forward, one amidships

Type: Cargo [4 Power/use]

Pads: 400 kg

Emitter/Receiver Array: Cargo Type 3 (40,000 km range)

Energizing/Transition Coils: Class H (Strength 8)

Number and Location: Two in main hull

CLOAKING DEVICE: Class 9 [40 Power/class/round]

SECURITY SYSTEMS

Rating: 4

Anti-Intruder System: Yes [1 Power/round]

Internal Force Fields [1 Power/3 Strength]

20 **SCIENCE SYSTEMS**

Rating 1 (+0) [1 Power/round]

Specialized Systems: None

6 Laboratories: 8

10

2

TACTICAL SYSTEMS

Forward Disruptor Cannon

55

Type: 12

Damage: 260 [26 Power]

Number of Shots: Up to 5 shots per round

Targeting System: Accuracy 3/4/6/9

2 **Range:** 10/30,000/100,000/300,000

2 **Location:** Forward module

30 **Firing Arc:** 360 degrees forward

Firing Modes: Standard, Pulse

9 **Starboard Wing Disruptor Array**

46

Type: 10

Damage: 220 [22 Power]

Number of Shots: Up to 3 shots per round

Targeting System: Accuracy 3/4/6/9

1 **Range:** 10/30,000/100,000/300,000

19 **Location:** Tip of starboard wing

Firing Arc: 360 degrees forward (significant arc shadow)

Firing Modes: Standard, Pulse

1 **Port Wing Disruptor Array**

46

Type: 10

Damage: 220 [22 Power]

Number of Shots: Up to 3 shots per round

Targeting System: Accuracy 3/4/6/9

12 **Range:** 10/30,000/100,000/300,000

12 **Location:** Tip of port wing

Firing Arc: 360 degrees forward (significant arc shadow)

Firing Modes: Standard, Pulse

3 **Dorsal Disruptor Arrays (2)**

94

Type: 10

Damage: 220 [22 Power]

Number of Shots: Up to 3 shots per round

Targeting System: Accuracy 3/4/6/9

48 **Range:** 10/30,000/100,000/300,000

Location: Dorsal, one on aft end of shaft, one on main body aft of bridge module

30 **Firing Arc:** 360 degrees dorsal

Firing Modes: Standard, Pulse

Ventral Disruptor Arrays (2)

94

Type: 10

Damage: 220 [22 Power]

Number of Shots: Up to 3 shots per round

Targeting System: Accuracy 3/4/6/9

26 **Range:** 10/30,000/100,000/300,000

Location: Ventral, one on aft end of shaft, one on main body

Firing Arc: 360 degrees ventral

Firing Modes: Standard, Pulse

Aft Disruptor Array

Type: 10

Damage: 220 [22 Power]

Number of Shots: Up to 3 shots per round

Targeting System: Accuracy 3/4/6/9

Range: 10/30,000/100,000/300,000

Location: Aft

Firing Arc: 360 degrees aft

Firing Modes: Standard, Pulse

Forward Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage)

Spread: 8

Range: 15/350,000/1,500,000/4,050,000

Targeting System: Accuracy 3/4/6/9

Power: [20 + 5 per torpedo fired]

Location: Forward module

Firing Arc: Forward, but are self-guided

Aft Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage)

Spread: 8

Range: 15/350,000/1,500,000/4,050,000

Targeting System: Accuracy 3/4/6/9

Power: [20 + 5 per torpedo fired]

Location: Aft

Firing Arc: Aft, but are self-guided

Torpedoes Carried: 150

TA/T/TS: Class Gamma [2 Power/round]

Strength: 9

Bonus: +2

Weapons Skill: 5

Shields (Forward, Aft, Port, Starboard)

Shield Generator: Class 5 (Protection 900) [900 Power/shield/round]

Shield Grid: Type B (33% increase to 1200 Protection)

Subspace Field Distortion Amplifiers: Class Zeta (Threshold 300)

Recharging System: Class 1 (45 seconds)

Backup Shield Generators: 4 (1 per shield)

Auto-Destruct System

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 30 Size worth of ships

Standard Complement: 15 shuttlecraft

Location(s): Aft dorsal

Captain's Yacht: No

DESCRIPTION AND NOTES

Fleet data: Introduced into the Klingon fleets at the beginning of the Klingon-Cardassian War, the Goralis-class Incursion Cruiser quickly became a favorite of warriors who favor raiding, maneuvering, and skirmishing tactics over straightforward battles. While sufficiently well-armed and shielded to take part in any type of fleet engagement, the Goralis performs best when assigned to the types of missions for which House Frel'kar designed it: lightning-fast incursions into enemy territory to strike hard and then escape before the

47 enemy can mobilize his forces.

Although not capable of atmospheric entry or planetfall, the Goralis nevertheless has a streamlined, almost aerodynamic shape which hints of its speed and agility to the knowledgeable observer. Like the De'nat class, its shape suggests a T when viewed dorsally or ventrally. The forward shaft, much broader and fatter than on most Klingon ships, consists of two structures: a basic understructure, which terminates in a small detachable forward module, and a slightly tapered superstructure which merges into a large, wedge-shaped body that forms part of the main hull. The captain runs the ship from a bridge module attached to the top of the wedge. The ship's two nacelles, along with its secondary impulse engines, mount ventrally to the slightly downsloping "wings" where they join the main body. Disruptor cannons and arrays on the tips of the wings, the body of the main hull and forward shaft, and the forward module, among other places, give the vessel a powerful offensive "punch," particularly for a ship its size.

During the Dominion War, when fast maneuvering and raiding was sometimes the only way the Federation alliance forces could achieve any type of success, the Goralis quickly earned the admiration and respect of both Klingon and Starfleet personnel alike. Officer exchange programs placed many Starfleet officers on Goralis-class vessels, and those officers have brought their experiences with the ship back to the Advanced Starship Design Bureau, where they will no doubt have some influence on the upcoming generations of Starfleet ships.

Noteworthy vessels/service records/encounters

- 4 I.K.S. Goralis, prototype; I.K.S. Ghav'vang, participated in daring raid on the Cardassian fortress planet of Kharsadron (2375); I.K.S. ChunDab, snuck across enemy lines to cripple the Jem'Hadar breeding center at Lovac VII (2375).
- 5
- 60

JEN'THAR CLASS

Class and Type: *Jen'thar*-Class Assault Cruiser
Commissioning Date: 2358

HULL SYSTEMS

SIZE: 5

Length: 183.28 meters
 Beam: 86.50 meters
 Height: 43.27 meters
 Decks: 10
 Mass: 437,000 metric tonnes
 SUs Available: 1,900
 SUs Used: 1,766

HULL

Outer 20
 Inner 20

RESISTANCE

Outer Hull: 6
 Inner Hull: 6

STRUCTURAL INTEGRITY FIELD

Main: Class 4 (Protection 70/110) [1 Power/10 Protection/round] 26
 Backup: Class 4 (Protection 35) [1 Power/10 Protection/round] 13
 Backup: Class 4 (Protection 35) [1 Power/10 Protection/round] 13

PERSONNEL SYSTEMS

CREW/PASSENGERS/EVAC: 217/800/6,000

CREW QUARTERS

Barracks: House 720 crewmembers 12
 Spartan: 200 10
 Basic: 90 9
 Expanded: 35 7
 Luxury: 10 10
 Unusual: 5 5

ENVIRONMENTAL SYSTEMS

Basic Life Support [11 Power/round] 20
 Reserve Life Support [6 Power/round] 10
 Emergency Life Support (30 emergency shelters) 10
 Gravity [3 Power/round] 5
 Consumables: 3 years' worth 15
 Replicator Systems
 Food Replicators [5 Power/round] 5
 Industrial Replicators 11
 Type: Network of small replicators [2 Power/round]
 Type: 2 large units [2 Power/replicator/round]
 Medical Facilities: 4 (+1) [4 Power/round] 20
 Recreation Facilities: 4 [8 Power/round] 32
 Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round] 15
 Fire Suppression System [1 Power/round when active] 5
 Cargo Holds: 30,000 cubic meters 1
 Locations: Ventral amidships
 Escape Pods 7
 Number: 120
 Capacity: 8 persons per pod

PROPULSION SYSTEMS

WARP DRIVE

Nacelles: Type 6.92 86
 Speed: 6.0/7.0/9.2 [1 Power/.2 warp speed]
 PIS: Type H (12 hours of Maximum warp) 16

IMPULSE ENGINE

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
 Location: Aft

IMPULSE ENGINE

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
 Location: Port and starboard, where pylons join main body

REACTION CONTROL SYSTEM (.025c) [2 Power/round when in use] 5

POWER SYSTEMS

WARP ENGINE

Type: Class 7/M (generates 380 Power/round) 83
 Location: Aft

Impulse Engine[s]: 2 Class 3A (generate 28 Power/engine/round)

Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) 12

Emergency Power: Type D (generates 40 Power/round) 40

EPS: Standard Power flow, +250 Power transfer/round 50

Standard Usable Power: 436

OPERATIONS SYSTEMS

BRIDGE: Command hull forward 28

COMPUTERS

Core 1: Command hull [5 Power/round] 10
 Core 2: Engineering hull [5 Power/round] 10
 ODN 15

NAVIGATIONAL DEFLECTOR [5 Power/round]

Range: 10/20,000/50,000/150,000 20
 Accuracy: 5/6/8/11
 Location: Command hull ventral

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 33
 Range Package: Type 4 (Accuracy 3/4/7/10)
 High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)
 Low Resolution: 14 light-years (1/1.1-3.5/3.6-10.0/10.1-14)
 Strength Package: Class 7 (Strength 7)
 Gain Package: Class Alpha (+1)
 Coverage: Standard
 Lateral Sensors [5 Power/round] 17
 Strength Package: Class 7 (Strength 7)
 Gain Package: Class Alpha (+1)
 Coverage: Standard
 Navigational Sensors [5 Power/round] 16
 Strength Package: Class 7 (Strength 7)
 Gain Package: Class Alpha (+1)
 Probes: 40 4

Sensors Skill: 4



FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2 [1 Power/round in use]	11
Navigational Computer Main: Class 2 (+1) [1 Power/round] Backups: 2	2
Inertial Damping Field Main Strength: 9 [3 Power/round] Number: 4 Backup Strength: 6 [2 Power/round] Number: 4	40
Attitude Control [1 Power/round]	12

COMMUNICATIONS SYSTEMS

Type: Class 7 [2 Power/round] Strength: 7 Security: -4 (Class Gamma uprating) Basic Uprating: Class Alpha (+1) Emergency Communications: Yes [2 Power/round]	19
	1

TRACTOR BEAMS

Emitter: Class Gamma [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Aft ventral	9
Emitter: Class Gamma [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Forward	9
Emitter: Class Alpha [3 Power/Strength used/round] Accuracy: 5/6/8/11 Location: Shuttlebay	3

TRANSPORTERS

Type: Personnel [4 Power/use] Pads: 4 Emitter/Receiver Array: Personnel Type 6 (40,000 km range) Energizing/Transition Coils: Class G (Strength 7) Number and Location: Two in command section, three in Engineering section	75
Type: Emergency [5 Power/use] Pads: 16 Emitter/Receiver Array: Emergency Type 3 (15,000 km range) Energizing/Transition Coils: Class G (Strength 7) Number and Location: Two in command section, three in Engineering section	70
Type: Cargo [4 Power/use] Pads: 400 kg Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class G (Strength 7) Number and Location: Two in Engineering section	24

CLOAKING DEVICE: Class 7 [40 Power/class/round]	26
--	----

SECURITY SYSTEMS

Rating: 4	16
Anti-Intruder System: Yes [1 Power/round]	5
Internal Force Fields [1 Power/3 Strength]	5

SCIENCE SYSTEMS

Rating 1 (+0) [1 Power/round]	10
Specialized Systems: None	
Laboratories: 12	4

TACTICAL SYSTEMS

Forward Disruptor Cannon Type: 11 Damage: 240 [24 Power] Number of Emitters: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward weapons pod Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	50
Aft Disruptor Array Type: 9 Damage: 200 [20 Power] Number of Emitters: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft Firing Arc: 360 degrees aft Firing Modes: Standard, Pulse	42
Dorsal Disruptor Arrays (3) Type: 9 Damage: 200 [20 Power] Number of Emitters: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Three locations on dorsal side of ship Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse	126
Ventral Disruptor Arrays (3) Type: 9 Damage: 200 [20 Power] Number of Emitters: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Five locations on ventral side of ship Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse	126
Forward Torpedo Launcher Standard Load: Type II photon torpedo (200 Damage) Spread: 10 Range: 15/350,000/1,500,000/4,050,000 Targeting System: Accuracy 4/5/7/10 Power: [20 + 5 per torpedo fired] Location: Forward weapons pod Firing Arc: Forward, but are self-guided	18
Aft Torpedo Launcher Standard Load: Type II photon torpedo (200 Damage) Spread: 10 Range: 15/350,000/1,500,000/4,050,000 Targeting System: Accuracy 4/5/7/10 Power: [20 + 5 per torpedo fired] Location: Aft Firing Arc: Aft, but are self-guided	18
Torpedoes Carried: 150	15



TA/T/TS: Class Gamma [2 Power/round]	12
Strength: 9	
Bonus: +2	
Weapons Skill: 5	
Shields (Forward, Aft, Port, Starboard)	43 (x4)
Shield Generator: Class 3 (Protection 500) [50 Power/shield/round]	
Shield Grid: Type C (50% increase to 750 Protection)	
Subspace Field Distortion Amplifiers: Class Delta (Threshold 160)	
Recharging System: Class 1 (45 seconds)	
Backup Shield Generators: 4 (1 per shield)	4
Auto-Destruct System	5

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 20 Size worth of ships	40
Standard Complement: 10 shuttlecraft	
Location(s): Amidships ventral, port and starboard	
Captain's Yacht: No	

DESCRIPTION AND NOTES

Fleet data: The Jen'thar-class Assault Cruiser, a relatively old Klingon ship type used for longer-term exploration or attack missions, shows the influence of Starfleet design principles. Unlike most Klingon ships, its nacelle pylons sweep upward and aft, suggesting a bird of prey stooping to strike its target. The central body stretches aft slightly beyond the pylons, and forward to narrow and terminate in a typically Klingon command hull which also boasts a formidable weapons pod.

Unlike the more common B'rel and K'Vort class vessels, the Klingons designed the Jen'thar for longer-term missions of exploration or attack. Thus it was well-suited to the Dominion War, where Klingon ships often spent long periods of time far away from Klingon space.

Noteworthy vessels/service records/encounters

I.K.S. Jen'thar, prototype; I.K.S. VeS'tang, crippled an enemy wing during the Second Battle of Vulcanis (2374); I.K.S. Mek'tar, destroyed five Jem'Hadar Attack Fighters during attack on Chin'toka (2374); I.K.S. Gor'Vas, destroyed Breen battleship in a suicide run during the final assault on Chin'toka, creating a major opening in the enemy lines (2375).

KELIRAX CLASS

Class and Type: *Kelirax-Class Scout*
Commissioning Date: 2372

HULL SYSTEMS

SIZE: 3

Length: 96.34 meters
 Beam: 21.12 meters
 Height: 15.78 meters
 Decks: 3
 Mass: 58,600 metric tonnes
 SUs Available: 1,000
 SUs Used: 979

HULL

Outer 12
 Inner 12

RESISTANCE

Outer Hull: 6
 Inner Hull: 6

STRUCTURAL INTEGRITY FIELD

Main: Class 3 (Protection 60/90) [1 Power/10 Protection/round] 21
 Backup: Class 3 (Protection 30) [1 Power/10 Protection/round] 11
 Backup: Class 3 (Protection 30) [1 Power/10 Protection/round] 11

PERSONNEL SYSTEMS

CREW/PASSENGERS/EVAC: 6/10/45

CREW QUARTERS

Barracks: None
 Spartan: 10
 Basic: 5
 Expanded: None
 Luxury: None
 Unusual: None

ENVIRONMENTAL SYSTEMS

Basic Life Support [4 Power/round] 12
 Reserve Life Support [2 Power/round] 6
 Emergency Life Support (18 emergency shelters) 6
 Gravity [1 Power/round] 3
 Consumables: 2 years' worth 6
 Replicator Systems
 Food Replicators [3 Power/round] 3
 Industrial Replicators 3
 Type: Network of small replicators [2 Power/round]
 Medical Facilities: 3 (+1) [3 Power/round] 15
 Recreation Facilities: 3 [6 Power/round] 24
 Personnel Transport: Jefferies tubes [0 Power/round] 3
 Fire Suppression System [1 Power/round when active] 3
 Cargo Holds: 4,500 cubic meters 1
 Locations: Four locations throughout ship
 Escape Pods 1
 Number: 5
 Capacity: 4 persons per pod

PROPULSION SYSTEMS

WARP DRIVE

Nacelles: Type 6 80
 Speed: 6.0/7.0/8.0 [1 Power/.2 warp speed]
 PIS: Type I (20 hours of Maximum warp) 18

IMPULSE ENGINE

Type: Class 6 (.75c/.9c) [7/9 Power/round] 30
 Acceleration Uprating: Class Beta (75% acceleration)
 [1 Power/round when active] 4
 Location: Aft

REACTION CONTROL SYSTEM (.025c) [2 Power/round when in use] 3

POWER SYSTEMS

WARP ENGINE

Type: Class 6/K (generates 325 Power/round) 73
 Location: Amidships

Impulse Engine[s]: 1 Class 6 (generates 48 Power/engine/round)

Auxiliary Power: 3 reactors (generate 5 Power/reactor/round) 9

Emergency Power: Type C (generates 35 Power/round) 35

EPS: Standard Power flow, +100 Power transfer/round 25

Standard Usable Power: 373

OPERATIONS SYSTEMS

BRIDGE: Forward command hull 17

COMPUTERS

Core 1: Engineering [5 Power/round] 6
 Uprating: Class Alpha (+1) [1 Power/computer/round] 2
 ODN 9

NAVIGATIONAL DEFLECTOR [5 Power/round]

Range: 10/20,000/50,000/150,000
 Accuracy: 5/6/8/11
 Location: Ventral 12

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 45
 Range Package: Type 4 (Accuracy 3/4/7/10)
 High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)
 Low Resolution: 14 light-years (1/1.1-3.5/3.6-10.0/10.1-14)
 Strength Package: Class 7 (Strength 7)
 Gain Package: Class Beta (+2)
 Coverage: -3000
 Lateral Sensors [5 Power/round] 29
 Strength Package: Class 7 (Strength 7)
 Gain Package: Class Beta (+2)
 Coverage: -3000
 Navigational Sensors [5 Power/round] 18
 Strength Package: Class 7 (Strength 7)
 Gain Package: Class Beta (+2)
 Probes: 50 5

Sensors Skill: 5

FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 3
[1 Power/round in use]

Navigational Computer

Main: Class 2 (+1) [1 Power/round]

Backups: Two

Inertial Damping Field

Main

Strength: 8 [3 Power/round]

Number: 2

Backup

Strength: 5 [2 Power/round]

Number: 2

Attitude Control [1 Power/round]

COMMUNICATIONS SYSTEMS

Type: Class 7 [2 Power/round]

Strength: 7

Security: -4 (Class Gamma uprating)

Basic Uprating: Class Alpha (+1)

Emergency Communications: Yes [2 Power/round]

TRACTOR BEAMS

Emitter: Class Beta [3 Power/Strength used/round]

Accuracy: 5/6/8/11

Location: Forward ventral

Emitter: Class Beta [3 Power/Strength used/round]

Accuracy: 5/6/8/11

Location: Aft ventral

TRANSPORTERS

Type: Personnel [4 Power/use]

Pads: 4

Emitter/Receiver Array: Personnel Type 6 (40,000 km range)

Energizing/Transition Coils: Class F (Strength 6)

Number and Location: One forward

Type: Cargo [4 Power/use]

Pads: 400 kg

Emitter/Receiver Array: Cargo Type 3 (40,000 km range)

Energizing/Transition Coils: Class F (Strength 6)

Number and Location: One to port of engineering

CLOAKING DEVICE: Class 8 [40 Power/class/round]

SECURITY SYSTEMS

Rating: 3

Anti-Intruder System: Yes [1 Power/round]

Internal Force Fields [1 Power/3 Strength]

SCIENCE SYSTEMS

Rating 1 (+0) [1 Power/round]

Specialized Systems: None

Laboratories: 4

TACTICAL SYSTEMS

Forward Disruptor Cannon

Type: 8

Damage: 180 [18 Power]

Number of Emitters: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Forward

Firing Arc: 360 degrees forward

Firing Modes: Standard, Pulse

Starboard Disruptor Cannon

Type: 7

Damage: 160 [16 Power]

Number of Emitters: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Tip of starboard "wing"

Firing Arc: 180 degrees forward

Firing Modes: Standard, Pulse

Port Disruptor Cannon

Type: 7

Damage: 160 [16 Power]

Number of Emitters: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Tip of port "wing"

Firing Arc: 180 degrees forward

Firing Modes: Standard, Pulse

Forward Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage)

Spread: 6

Range: 15/300,000/1,000,000/3,500,000

Targeting System: Accuracy 4/5/7/10

Power: [20 + 5 per torpedo fired]

Location: Forward, ventral of command section

Firing Arc: Forward, but are self-guided

Aft Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage)

Spread: 4

Range: 15/300,000/1,000,000/3,500,000

Targeting System: Accuracy 4/5/7/10

Power: [20 + 5 per torpedo fired]

Location: Aft

Firing Arc: Aft, but are self-guided

Torpedoes Carried: 100

TA/T/TS: Class Beta [1 Power/round]

Strength: 8

Bonus: +1

Weapons Skill: 4

Shields (Forward, Aft, Port, Starboard)

Shield Generator: Class 3 (Protection 500) [50 Power/shield/round]

Shield Grid: Type B (33% increase to 667 Protection)

Subspace Field Distortion Amplifiers: Class Gamma (Threshold 150)

Recharging System: Class 1 (45 seconds)

Backup Shield Generators: 4 (1 per shield)

Auto-Destruct System

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): None

Captain's Yacht: No

DESCRIPTION AND NOTES

Fleet data: Developed just in time for the Dominion War, the Kelirax-class Scout served admirably in countless recon missions and raids behind enemy lines. It resembles a small, elongated B'rel-class bird of prey with more rounded wings pulled in closer to the body. This structure improves the strength and efficiency of its shield bubble and cloaking device.

Noteworthy vessels/service records/encounters: I.K.S. Kelirax, prototype; I.K.S. Chav'qar, detected Dominion supply convoy en route to Bolian front in time for Federation alliance forces to destroy the convoy, helping to drive the enemy back (2374); I.K.S. Rogh, gathered intelligence on Chin'toka system prior to first Federation-Klingon-Romulan alliance assault there (2375).

KEL'VAR CLASS

Class and Type: *Kel'var*-Class Heavy Frigate
Commissioning Date: 2362

HULL SYSTEMS

SIZE: 5

Length: 243.55 meters
 Beam: 81.14 meters
 Height: 40.70 meters
 Decks: 9
 Mass: 442,475 metric tonnes
 SUs Available: 1,775
 SUs Used: 1,655

HULL

Outer 20
 Inner 20

RESISTANCE

Outer Hull: 10 12
 Inner Hull: 10 12

STRUCTURAL INTEGRITY FIELD

Main: Class 6 (Protection 90/130) [1 Power/10 Protection/round] 32
 Backup: Class 6 (Protection 45) [1 Power/10 Protection/round] 16
 Backup: Class 6 (Protection 45) [1 Power/10 Protection/round] 16

PERSONNEL SYSTEMS

CREW/PASSENGERS/EVAC: 234/550/7,600

CREW QUARTERS

Barracks: House 600 crewmembers 10
 Spartan: 100 5
 Basic: 50 5
 Expanded: 20 4
 Luxury: 5 5
 Unusual: 2 2

ENVIRONMENTAL SYSTEMS

Basic Life Support [11 Power/round] 20
 Reserve Life Support [6 Power/round] 10
 Emergency Life Support (30 emergency shelters) 10
 Gravity [3 Power/round] 5
 Consumables: 3 years' worth 15
 Replicator Systems
 Food Replicators [5 Power/round] 5
 Industrial Replicators 8
 Type: Network of small replicators [2 Power/round]
 Type: 1 large unit [2 Power/replicator/round]
 Medical Facilities: 4 (+1) [4 Power/round] 20
 Recreation Facilities: 4 [8 Power/round] 32
 Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round] 15
 Fire Suppression System [1 Power/round when active] 5
 Cargo Holds: 40,000 cubic meters 2
 Locations: Ten locations throughout ship
 Escape Pods 7
 Number: 120
 Capacity: 8 persons per pod

PROPULSION SYSTEMS

WARP DRIVE

Nacelles: Type 5A 55
 Speed: 5.0/7.0/8.0 [1 Power/.2 warp speed]
 PIS: Type H (12 hours of Maximum warp) 16

IMPULSE ENGINE

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
 Location: Aft

IMPULSE ENGINE

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
 Location: Port and starboard, where upper pylons join main body

REACTION CONTROL SYSTEM (.025c) [2 Power/round when in use] 5

POWER SYSTEMS

WARP ENGINE

Type: Class 8/N (generates 400 Power/round) 90
 Location: Aft

Impulse Engine[s]: 2 Class 3A (generate 28 Power/engine/round)

Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) 12

Emergency Power: Type D (generates 40 Power/round) 40

EPS: Standard Power flow, +200 Power transfer/round 45

Standard Usable Power: 456

OPERATIONS SYSTEMS

BRIDGE: Command hull forward 28

SEPARATION SYSTEM: Detachable forward module 5

COMPUTERS

Core 1: Command hull [5 Power/round] 10

Core 2: Engineering [5 Power/round] 10

ODN 15

NAVIGATIONAL DEFLECTOR [5 Power/round] 20

Range: 10/20,000/50,000/150,000

Accuracy: 5/6/8/11

Location: Ventral

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 37

Range Package: Type 5 (Accuracy 3/4/7/10)

High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5.0)

Low Resolution: 15 light-years (1/1.1-4.0/4.1-12.0/12.1-15)

Strength Package: Class 7 (Strength 7)

Gain Package: Class Alpha (+1)

Coverage: Standard

Lateral Sensors [5 Power/round] 17

Strength Package: Class 7 (Strength 7)

Gain Package: Class Alpha (+1)

Coverage: Standard

Navigational Sensors [5 Power/round] 16

Strength Package: Class 7 (Strength 7)

Gain Package: Class Alpha (+1)

Probes: 60 6

Sensors Skill: 4

FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2
 [1 Power/round in use]
 Navigational Computer
 Main: Class 2 (+1) [1 Power/round]
 Backups: 2
 Inertial Damping Field
 Main
 Strength: 8 [3 Power/round]
 Number: 3
 Backup
 Strength: 5 [2 Power/round]
 Number: 3
 Attitude Control [1 Power/round]

COMMUNICATIONS SYSTEMS

Type: Class 7 [2 Power/round]
 Strength: 7
 Security: -4 (Class Gamma uprating)
 Basic Uprating: Class Alpha (+1)
 Emergency Communications: Yes [2 Power/round]

TRACTOR BEAMS

Emitter: Class Delta [3 Power/Strength used/round]
 Accuracy: 4/5/7/10
 Location: Forward
 Emitter: Class Gamma [3 Power/Strength used/round]
 Accuracy: 4/5/7/10
 Location: Aft ventral
 Emitter: Class Alpha [3 Power/Strength used/round]
 Accuracy: 5/6/8/11
 Location: Shuttlebay

TRANSPORTERS

Type: Personnel [4 Power/use]
 Pads: 4
 Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
 Energizing/Transition Coils: Class G (Strength 7)
 Number and Location: One forward, one in Engineering section
Type: Emergency [5 Power/use]
 Pads: 16
 Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
 Energizing/Transition Coils: Class G (Strength 7)
 Number and Location: One forward, two amidships
Type: Cargo [4 Power/use]
 Pads: 400 kg
 Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
 Energizing/Transition Coils: Class G (Strength 7)
 Number and Location: Three amidships

CLOAKING DEVICE: Class 6 [40 Power/class/round]

SECURITY SYSTEMS

Rating: 4
 Anti-Intruder System: Yes [1 Power/round]
 Internal Force Fields [1 Power/3 Strength]

SCIENCE SYSTEMS

Rating 2 (+1) [2 Power/round]
 Specialized Systems: Two
 Laboratories: 24

TACTICAL SYSTEMS

Forward Disruptor Cannon 50
Type: 11
 Damage: 240 [24 Power]
 Number of Emitters: Up to 5 shots per round
 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse

Starboard Disruptor Arrays (2) 68
Type: 7
 Damage: 160 [16 Power]
 Number of Emitters: Up to 3 shots per round
 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Starboard
Firing Arc: 360 degrees port
Firing Modes: Standard, Pulse

Port Disruptor Arrays (2) 68
Type: 7
 Damage: 160 [16 Power]
 Number of Emitters: Up to 3 shots per round
 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Port
Firing Arc: 360 degrees port
Firing Modes: Standard, Pulse

Dorsal Disruptor Array 34
Type: 7
 Damage: 160 [16 Power]
 Number of Emitters: Up to 3 shots per round
 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Dorsal amidships
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Pulse

Ventral Disruptor Array 34
Type: 7
 Damage: 160 [16 Power]
 Number of Emitters: Up to 3 shots per round
 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Ventral amidships
Firing Arc: 360 degrees ventral
Firing Modes: Standard, Pulse

Aft Disruptor Array 34
Type: 7
 Damage: 160 [16 Power]
 Number of Emitters: Up to 3 shots per round
 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Aft
Firing Arc: 360 degrees aft
Firing Modes: Standard, Pulse

Forward Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage)

Spread: 10

Range: 15/350,000/1,500,000/4,050,000

Targeting System: Accuracy 4/5/7/10

Power: [20 + 5 per torpedo fired]

Location: Forward

Firing Arc: Forward, but are self-guided

Aft Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage)

Spread: 10

Range: 15/350,000/1,500,000/4,050,000

Targeting System: Accuracy 4/5/7/10

Power: [20 + 5 per torpedo fired]

Location: Aft

Firing Arc: Aft, but are self-guided

Torpedoes Carried: 180

TA/T/TS: Class Beta [1 Power/round]

Strength: 8

Bonus: +1

Weapons Skill: 5

Shields (Forward, Aft, Port, Starboard)

Shield Generator: Class 3 (Protection 600) [60 Power/shield/round]

Shield Grid: Type C (50% increase to 900 Protection)

Subspace Field Distortion Amplifiers: Class Delta (Threshold 200)

Recharging System: Class 1 (45 seconds)

Backup Shield Generators: 4 (1 per shield)

Auto-Destruct System

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 26 Size worth of ships

Standard Complement: 13 shuttlecraft

Location(s): Aft ventral

Captain's Yacht: No

DESCRIPTION AND NOTES

Fleet data: Most Klingon warriors consider the Kel'var-class Heavy Frigate the most powerful and effective of all Klingon Frigates. Virtually every Great House has at least a few of these ships in its fleet. Designed for long-term border patrols and other extended missions, it has a sturdy structural frame and advanced SIF, making it superbly suited for search and rescue situations, support of colonies in dangerous territories, and other missions where it might experience forms of hull stress.

The Kel'var features four warp nacelles and a modified version of the typical Klingon "winged shaft" design. With its thicker, shorter central body, and shorter forward shaft, it has a reduced dorsal-ventral profile compared to most Klingon ships. The four wing pylons (arranged in dorsal-ventral pairs on each side of the ship) likewise have a smaller profile which the designers created by angling the "wing" pylons in more towards

18 the body, instead of "spreading" them outward as with most other Klingon ship designs. The command hull on the end of the forward shaft is characteristically Klingon, but combines elements of both the Vor'cha-type detachable cannon module and older D 7-type command hull.

Noteworthy vessels/service records/encounters

18 I.K.S. Kel'var (prototype); I.K.S. Qo'rok, discovered and delayed covert Cardassian border incursion, giving main fleet time to respond (2373); I.K.S. Dujtal, destroyed while saving Klingon colonists from stellar disaster (2373); I.K.S. Gh'rota, lost and presumed destroyed in the Badlands while on secret mission (2374).

KLEG-TA CLASS

Class and Type: *Kleg-Ta*-Class Surveyor
Commissioning Date: 2338

HULL SYSTEMS

SIZE: 4

Length: 119.36 meters
 Beam: 89.58 meters
 Height: 67.45 meters
 Decks: 6
 Mass: 98,500 metric tonnes
 SUs Available: 1,150
 SUs Used: 1,039

HULL

Outer 16
 Inner 16

RESISTANCE

Outer Hull: 6
 Inner Hull: 6

STRUCTURAL INTEGRITY FIELD

Main: Class 3 (Protection 60/90) [1 Power/10 Protection/round] 22
 Backup: Class 3 (Protection 30) [1 Power/10 Protection/round] 11
 Backup: Class 3 (Protection 30) [1 Power/10 Protection/round] 11

SPECIALIZED HULL: Atmospheric Capability; Planetfall Capability 8

PERSONNEL SYSTEMS

CREW/PASSENGERS/EVAC: 16/14/400

CREW QUARTERS

Barracks: None
 Spartan: 10 1
 Basic: 20 2
 Expanded: None
 Luxury: None
 Unusual: None

ENVIRONMENTAL SYSTEMS

Basic Life Support [7 Power/round] 16
 Reserve Life Support [4 Power/round] 8
 Emergency Life Support (24 emergency shelters) 8
 Gravity [2 Power/round] 4
 Consumables: 4 year's worth 16
 Replicator Systems
 Food Replicators [4 Power/round] 4
 Industrial Replicators 7
 Type: Network of small replicators [2 Power/round]
 Type: 1 large unit [2 Power/replicator/round]
 Medical Facilities: 3 (+1) [3 Power/round] 15
 Recreation Facilities: 4 [8 Power/round] 32
 Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round] 12
 Fire Suppression System [1 Power/round when active] 4
 Cargo Holds: 12,000 cubic meters 1
 Locations: Four locations throughout ship
 Escape Pods 5
 Number: 100
 Capacity: 4 persons per pod

PROPULSION SYSTEMS

WARP DRIVE

Nacelles: Type 5B 60
 Speed: 5.0/7.0/9.0 [1 Power/.2 warp speed]
 PIS: Type C (6 hours of Maximum warp) 6
Special Configuration: Variable-Geometry 5

IMPULSE ENGINE

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
 Location: Aft

IMPULSE ENGINE

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
 Location: Aft

Reaction Control System (.025c) [2 Power/round when in use] 4

POWER SYSTEMS

WARP ENGINE

Type: Class 4/G (generates 220 Power/round) 52
 Location: Aft amidships

Impulse Engine[s]: 2 Class 3A (generate 28 Power/engine/round)

Auxiliary Power: 3 reactors (generate 5 Power/reactor/round) 9

Emergency Power: Type D (generates 40 Power/round) 40

EPS: Standard Power flow, +200 Power transfer/round 40

Standard Usable Power: 276

OPERATIONS SYSTEMS

BRIDGE: Command hull dorsal 22

COMPUTERS

Core 1: Engineering ventral [5 Power/round] 8
 Core 2: Forward ventral of main hull [5 Power/round] 8
 ODN 12

NAVIGATIONAL DEFLECTOR [5 Power/round]

Range: 10/20,000/50,000/150,000
 Accuracy: 5/6/8/11
 Location: Engineering ventral 16

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 55
 Range Package: Type 6 (Accuracy 3/4/7/10)
 High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5.0)
 Low Resolution: 16 light-years (1/1.1-5.0/5.1-12.0/12.1-16)
 Strength Package: Class 8 (Strength 8)
 Gain Package: Class Beta (+2)
 Coverage: -3000
 Lateral Sensors [5 Power/round] 31
 Strength Package: Class 8 (Strength 8)
 Gain Package: Class Beta (+2)
 Coverage: -3000
 Navigational Sensors [5 Power/round] 18
 Strength Package: Class 8 (Strength 8)
 Gain Package: Class Alpha (+1)
 Probes: 100 10
Sensors Skill: 5

FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2
[1 Power/round in use]

Navigational Computer

Main: Class 2 (+1) [1 Power/round]

Backups: 2

Inertial Damping Field

Main

Strength: 9 [3 Power/round]

Number: 3

Backup

Strength: 6 [2 Power/round]

Number: 3

Attitude Control [1 Power/round]

COMMUNICATIONS SYSTEMS

Type: Class 6 [2 Power/round]

Strength: 6

Security: -2

Emergency Communications: No

TRACTOR BEAMS

Emitter: Class Gamma [3 Power/Strength used/round]

Accuracy: 4/5/7/10

Location: Forward ventral

Emitter: Class Gamma [3 Power/Strength used/round]

Accuracy: 4/5/7/10

Location: Aft ventral

Emitter: Class Alpha [3 Power/Strength used/round]

Accuracy: 5/6/8/11

Location: Shuttlebay

TRANSPORTERS

Type: Personnel [4 Power/use]

Pads: 4

Emitter/Receiver Array: Personnel Type 6 (40,000 km range)

Energizing/Transition Coils: Class G (Strength 7)

Number and Location: One amidships

Type: Cargo [4 Power/use]

Pads: 400 kg

Emitter/Receiver Array: Cargo Type 3 (40,000 km range)

Energizing/Transition Coils: Class G (Strength 7)

Number and Location: Two in main hull

CLOAKING DEVICE: Class 6 [40 Power/class/round]

SECURITY SYSTEMS

Rating: 2

Anti-Intruder System: Yes [1 Power/round]

Internal Force Fields [1 Power/3 Strength]

SCIENCE SYSTEMS

Rating 3 (+2) [3 Power/round]

Specialized Systems: Three

Laboratories: 28

TACTICAL SYSTEMS

Forward Disruptor Cannon

34

Type: 7

Damage: 160 [16 Power]

Number of Emitters: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Forward module

Firing Arc: 360 degrees forward

Firing Modes: Standard, Pulse

Forward Torpedo Launcher

15

Standard Load: Type II photon torpedo (200 Damage)

Spread: 4

Range: 15/300,000/1,000,000/3,500,000

Targeting System: Accuracy 4/5/7/10

Power: [20 + 5 per torpedo fired]

Location: Forward module

Firing Arc: Forward, but are self-guided

Torpedoes Carried: 10

1

TA/T/TS: Class Alpha [0 Power/round]

6

Strength: 7

Bonus: +0

Weapons Skill: 3

Shields (Forward, Aft, Port, Starboard)

27 (x4)

Shield Generator: Class 3 (Protection 420) [42 Power/round]

Shield Grid: Type B (33% increase to 560 Protection)

Subspace Field Distortion Amplifiers: Class Gamma (Threshold 140)

Recharging System: Class 1 (45 seconds)

Backup Shield Generators: 4 (1 per shield)

4

Auto-Destruct System

4

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 4 Size worth of ships

8

Standard Complement: 2 shuttlecraft

Location(s): Aft ventral

Captain's Yacht: No

DESCRIPTION AND NOTES

Fleet data: Although the Klingons are not known as explorers, the Empire in fact conducts a substantial amount of exploration every year. While primarily intended to find new worlds to colonize and/or conquer, exploration also serves to broaden the Klingons' scientific knowledge, and to acquaint younger warriors with the rigors of space travel.

The most common Klingon general-purpose surveyor is the Kleg-Ta class, named after a famed Klingon biologist of several centuries ago. Equipped with some of the Empire's most advanced sensors (which frequently undergo upgrades), the Kleg-Ta charts and monitors stellar anomalies, discovers and surveys new planets, and conducts experiments.

The Kleg-Ta resembles the B'rel-class Light

Warship in all respects, with a few notable exceptions. First, the forward module contains primarily sensors instead of weapons, and has a wedge/arrowhead shape instead of an ovoid shape. Second, the wing pylons have a slightly different shape, and carry on their tips warp nacelles instead of disruptor cannons.

The Empire frequently sells older Kleg-Tas to civilian researchers and institutions. These persons typically repaint them, refit them slightly, and then send them right back out to continue their scientific pursuits.

Noteworthy vessels/service records/encounters

I.K.S. Kleg-Ta, prototype; I.K.S. GhaSen, discovered the Vodaru system and its mineral-rich asteroid belts (2351); I.K.S. Nhal'cheth, conducted decade-long pulsar monitoring project (2360-69); I.K.S. Itliq, conducted extensive survey of several rimward sectors (2370-74).

K'MPEEC CLASS

Class and Type: *K'mpec*-Class Heavy Warship
Commissioning Date: Began construction 2376; due for completion 2378-2381

HULL SYSTEMS

SIZE: 8

Length: 616.23 meters
 Beam: 431.76 meters
 Height: 125.40 meters
 Decks: 30 decks
 Mass: 3,357,000 metric tonnes
 SUs Available: 3,250
 SUs Used: 3,152

HULL

Outer 32
 Inner 32

RESISTANCE

Outer Hull: 10 12
 Inner Hull: 10 12

STRUCTURAL INTEGRITY FIELD

Main: Class 5 (Protection 80/120) [1 Power/10 Protection/round] 32
 Backup: Class 5 (Protection 40) [1 Power/10 Protection/round] 16
 Backup: Class 5 (Protection 40) [1 Power/10 Protection/round] 16

PERSONNEL SYSTEMS

CREW/PASSENGERS/EVAC: 825/800/2,100

CREW QUARTERS

Barracks: House 1,380 crewmembers 23
 Spartan: 200 10
 Basic: 100 10
 Expanded: 50 10
 Luxury: 18 8
 Unusual: 8 8

ENVIRONMENTAL SYSTEMS

Basic Life Support [10 Power/round] 32
 Reserve Life Support [5 Power/round] 16
 Emergency Life Support (48 emergency shelters) 16
 Gravity [4 Power/round] 8
 Consumables: 3 years' worth 24
 Replicator Systems 8
 Food Replicators [8 Power/round] 8
 Industrial Replicators 25
 Type: Two networks of small replicators [2 Power/network/round]
 Type: 3 large units [2 Power/replicator/round]
 Medical Facilities: 5 (+1) [5 Power/round] 25
 Recreation Facilities: 5 [10 Power/round] 40
 Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round] 24
 Fire Suppression System [1 Power/round when active] 8
 Cargo Holds: 80,000 cubic meters 3
 Locations: 10 locations throughout ship
 Escape Pods 10
 Number: 180
 Capacity: 8 persons per pod

PROPULSION SYSTEMS

WARP DRIVE

Nacelles: Type 7A 125
 Speed: 7.0/9.0/9.3 [1 Power/.2 warp speed]
 PIS: Type H (12 hours of Maximum warp) 16
 Upgrading: Package 1 for Maximum 2

IMPULSE ENGINE

Type: Class 6 (.75c/.9c) [7/9 Power/round] 30
 Location: Aft

IMPULSE ENGINE

Type: Class 6 (.75c/.9c) [7/9 Power/round] 30
 Location: Aft edges of nacelle pylons

REACTION CONTROL SYSTEM (.025c) [2 Power/round when in use] 8

POWER SYSTEMS

WARP ENGINE

Type: Class 12/R (generates 600 Power/round) 130
 Location: Amidships

Impulse Engine[s]: 2 Class 6 (generate 48 Power/engine/round)

Auxiliary Power: 5 reactors (generate 5 Power/reactor/round) 15

Emergency Power: Type E (generates 45 Power/round) 45

EPS: Standard Power flow, +300 Power transfer/round 70

Standard Usable Power: 696

OPERATIONS SYSTEMS

BRIDGE: Bridge module, forward ventral 44

AUXILIARY CONTROL ROOM: Auxiliary bridge, amidships 24

SEPARATION SYSTEM: Detachable forward module [10 Power] 8

COMPUTERS

Core 1: Forward [5 Power/round] 16

Core 2: Amidships, starboard [5 Power/round] 16

Core 3: Amidships, port [5 Power/round] 16

Upgrading: Class Alpha (+1) [1 Power/computer/round] 6

ODN 24

NAVIGATIONAL DEFLECTOR [5 Power/round] 32

Range: 10/20,000/50,000/150,000

Accuracy: 5/6/8/11

Location: Ventral

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 42

Range Package: Type 5 (Accuracy 3/4/7/10)

High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5.0)

Low Resolution: 15 light-years (1/1.1-4.0/4.1-12.0/12.1-15)

Strength Package: Class 8 (Strength 8)

Gain Package: Class Beta (+2)

Coverage: Standar

Lateral Sensors [5 Power/round] 22

Strength Package: Class 8 (Strength 8)

Gain Package: Class Beta (+2)

Coverage: Standard



<p> Navigational Sensors [5 Power/round] Strength Package: Class 8 (Strength 8) Gain Package: Class Beta (+2) Probes: 50 Sensors Skill: 5 FLIGHT CONTROL SYSTEMS Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2 [1 Power/round in use] Navigational Computer Main: Class 2 (+1) [2 Power/round] Backups: 3 Inertial Damping Field Main Strength: 9 [3 Power/round] Number: 4 Backup Strength: 6 [2 Power/round] Number: 4 Attitude Control [2 Power/round] COMMUNICATIONS SYSTEMS Type: Class 9 [2 Power/round] Strength: 9 Security: -5 (Class Gamma uprating) Basic Uprating: Class Beta (+2) Emergency Communications: Yes [2 Power/round] TRACTOR BEAMS Emitter: Class Delta [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Forward ventral Emitter: Class Delta [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Forward dorsal Emitter: Class Gamma [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Aft ventral Emitter: Class Alpha [3 Power/Strength used/round] Accuracy: 5/6/8/11 Location: Shuttlebay (x2) TRANSPORTERS Type: Personnel [5 Power/use] Pads: 6 Emitter/Receiver Array: Personnel Type 6 (40,000 km range) Energizing/Transition Coils: Class H (Strength 8) Number and Location: One forward, two amidships Type: Emergency [5 Power/use] Pads: 16 Emitter/Receiver Array: Emergency Type 3 (15,000 km range) Energizing/Transition Coils: Class H (Strength 8) Number and Location: One forward, two amidships Type: Cargo [5 Power/use] Pads: 600 kg Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class H (Strength 8) Number and Location: One forward, three amidships CLOAKING DEVICE: Class 8 [40 Power/class/round] </p>	<p> 20 SECURITY SYSTEMS Rating: 5 Anti-Intruder System: Yes [1 Power/round] 5 Internal Force Fields [1 Power/3 Strength] SCIENCE SYSTEMS Rating 2 (+1) [2 Power/round] Specialized Systems: 1 11 Laboratories: 20 TACTICAL SYSTEMS 2 Forward Disruptor Cannon 3 Type: 13 64 Damage: 280 [28 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 3/4/6/9 16 Range: 10/30,000/100,000/300,000 Location: Forward module Firing Arc: 360 degrees forward 2 Firing Modes: Standard, Pulse Forward Dorsal Disruptor Array 26 Type: 11 Damage: 240 [24 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 3/4/6/9 1 Range: 10/30,000/100,000/300,000 Location: Dorsal side of forward spar 12 Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse Forward Ventral Disruptor Array 12 Type: 11 Damage: 240 [24 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 3/4/6/9 9 Range: 10/30,000/100,000/300,000 Location: Ventral side of forward spar 6 Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse Dorsal Starboard Wing Disruptor Arrays (2) 51 Type: 11 Damage: 240 [24 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 3/4/6/9 Range: 10/30,000/100,000/300,000 Location: Dorsal side of starboard wing 45 Firing Arc: 360 degrees dorsal (significant arc shadow) Firing Modes: Standard, Pulse Ventral Starboard Disruptor Arrays (2) 56 Type: 11 Damage: 240 [24 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 3/4/6/9 Range: 10/30,000/100,000/300,000 Location: Ventral side of starboard wing Firing Arc: 360 degrees ventral 32 Firing Modes: Standard, Pulse </p>	<p> 20 8 8 18 5 4 59 51 51 100 102 </p>
---	--	---

Dorsal Port Wing Disruptor Arrays (2)	100	Forward Dorsal Torpedo Launcher	18
Type: 11		Standard Load: Type II photon torpedo (200 Damage)	
Damage: 240 [24 Power]		Spread: 10	
Number of Shots: Up to 5 shots per round		Range: 15/350,000/1,500,000/4,050,000	
Targeting System: Accuracy 3/4/6/9		Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000		Power: [20 + 5 per torpedo fired]	
Location: Dorsal side of port wing		Location: Forward dorsal	
Firing Arc: 360 degrees dorsal (significant arc shadow)		Firing Arc: Forward, but are self-guided	
Firing Modes: Standard, Pulse		Forward Ventral Torpedo Launcher	18
Ventral Port Wing Disruptor Arrays (2)	102	Standard Load: Type II photon torpedo (200 Damage)	
Type: 11		Spread: 10	
Damage: 240 [24 Power]		Range: 15/350,000/1,500,000/4,050,000	
Number of Shots: Up to 5 shots per round		Targeting System: Accuracy 4/5/7/10	
Targeting System: Accuracy 3/4/6/9		Power: [20 + 5 per torpedo fired]	
Range: 10/30,000/100,000/300,000		Location: Forward ventral	
Location: Ventral side of port wing		Firing Arc: Forward, but are self-guided	
Firing Arc: 360 degrees ventral		Aft Dorsal Torpedo Launcher	18
Firing Modes: Standard, Pulse		Standard Load: Type II photon torpedo (200 Damage)	
Starboard Wing Forward Disruptor Arrays (2)	100	Spread: 10	
Type: 11		Range: 15/350,000/1,500,000/4,050,000	
Damage: 240 [24 Power]		Targeting System: Accuracy 4/5/7/10	
Number of Shots: Up to 5 shots per round		Power: [20 + 5 per torpedo fired]	
Targeting System: Accuracy 3/4/6/9		Location: Aft dorsal	
Range: 10/30,000/100,000/300,000		Firing Arc: Aft, but are self-guided	
Location: Forward edge of starboard wing		Aft Ventral Torpedo Launcher	18
Firing Arc: 360 degrees forward (significant arc shadow)		Standard Load: Type II photon torpedo (200 Damage)	
Firing Modes: Standard, Pulse		Spread: 10	
Port Wing Forward Disruptor Arrays (2)	100	Range: 15/350,000/1,500,000/4,050,000	
Type: 11		Targeting System: Accuracy 4/5/7/10	
Damage: 240 [24 Power]		Power: [20 + 5 per torpedo fired]	
Number of Shots: Up to 5 shots per round		Location: Aft ventral	
Targeting System: Accuracy 3/4/6/9		Firing Arc: Aft, but are self-guided	
Range: 10/30,000/100,000/300,000		Torpedoes Carried: 40	40
Location: Forward edge of port wing		TA/T/TS: Class Gamma [2 Power/round]	12
Firing Arc: 360 degrees forward (significant arc shadow)		Strength: 9	
Firing Modes: Standard, Pulse		Bonus: +2	
Starboard Wing Aft Disruptor Array	51	Weapons Skill: 5	
Type: 11		Shields (Forward, Aft, Port, Starboard)	102 (x4)
Damage: 240 [24 Power]		Shield Generator: Class 6 (Protection 1100) [110 Power/shield/round]	
Number of Shots: Up to 5 shots per round		Shield Grid: Type C (50% increase to 1650 Protection)	
Targeting System: Accuracy 3/4/6/9		Subspace Field Distortion Amplifiers: Class Eta (Threshold 350)	
Range: 10/30,000/100,000/300,000		Recharging System: Class 1 (45 seconds)	
Location: Aft edge of starboard wing		Backup Shield Generators: 4 (1 per shield)	8
Firing Arc: 360 degrees aft		Auto-Destruct System	8
Firing Modes: Standard, Pulse			
Port Wing Aft Disruptor Array	51	AUXILIARY SPACECRAFT SYSTEMS	
Type: 11		Shuttlebay(s): Capacity for 50 Size worth of ships	100
Damage: 240 [24 Power]		Standard Complement: 25 shuttlecraft and shuttlepods	
Number of Shots: Up to 5 shots per round		Location(s): Aft dorsal, port and starboard	
Targeting System: Accuracy 3/4/6/9		Captain's Yacht: Yes	10
Range: 10/30,000/100,000/300,000			
Location: Aft edge of port wing			
Firing Arc: 360 degrees aft			
Firing Modes: Standard, Pulse			

DESCRIPTION AND NOTES

Fleet data: Newest and most advanced of the Klingon Vessels, the K'mpec-class Heavy Warship first began construction in 2376 after a planning and design period of nearly ten years. Named after the late Chancellor, it is intended to become the Empire's new "front line" warship, displacing the Vor'cha class from that role.

When designing the K'mpec, Klingon engineers used the basic structure, spaceframe, and system requirements for the Vor'cha-class Heavy Warship, but increased its dimensions so the ship is larger than its predecessor, but still smaller than the Negh'Var. They moved the warp nacelles backwards slightly, to obtain an improved warp profile, and attached the wedge-shaped dorsal module to the ship's body more closely and firmly, to prevent certain catastrophic explosions which occurred on damaged Vor'chas during the Dominion War. Most unusually, they moved the axehead-shaped bridge module from the dorsal side of the forward shaft to the ventral side, giving the ship a profile unlike that of any other ship of the Empire.

Some Great Houses, particularly those with business interests relating to the manufacture of the Negh'Var, argued that the I.K.D.F. should convert the Negh'Var into a distinct ship class and commission an all-new, even larger and more powerful flagship for the Empire. Unfortunately for them, the High Council was dubious about this suggestion; on its recommendation, Chancellor Martok rejected the proposal and proceeded with the K'mpec Construction Program.

Noteworthy vessels/service records/encounters

I.K.S. K'mpec, prototype, undergoing trials (2375-76); I.K.S. Jaq'veSwI, under construction (2376); I.K.S. Povtaj, under construction (2376).

K'T'INGA CLASS

Class and Type: *K't'inga*-Class Battle Cruiser
Commissioning Date: Original design 2267, significantly upgraded in 2280s, 2320s, 2350s

HULL SYSTEMS

SIZE: 7

Length: 349.54 meters
 Beam: 251.76 meters
 Height: 98.41 meters
 Decks: 20
 Mass: 760,000 metric tonnes
 SUs Available: 2,000
 SUs Used: 1,857

HULL

Outer 28
 Inner 28

RESISTANCE

Outer Hull: 6
 Inner Hull: 6

STRUCTURAL INTEGRITY FIELD

Main: Class 4 (Protection 70/110) [1 Power/10 Protection/round] 28
 Backup: Class 4 (Protection 35) [1 Power/10 Protection/round] 14
 Backup: Class 4 (Protection 35) [1 Power/10 Protection/round] 14

PERSONNEL SYSTEMS

CREW/PASSENGERS/EVAC: 347/800/6,540

CREW QUARTERS

Barracks: House 840 crewmembers 14
 Spartan: 120 6
 Basic: 75 8
 Expanded: 30 6
 Luxury: 8 8
 Unusual: 5 5

ENVIRONMENTAL SYSTEMS

Basic Life Support [11 Power/round] 28
 Reserve Life Support [6 Power/round] 14
 Emergency Life Support (42 emergency shelters) 14
 Gravity [4 Power/round] 7
 Consumables: 2 years' worth 14
 Replicator Systems
 Food Replicators [7 Power/round] 7
 Industrial Replicators 10
 Type: Network of small replicators [2 Power/round]
 Type: 1 large unit [2 Power/replicator/round]
 Medical Facilities: 4 (+1) [4 Power/round] 20
 Recreation Facilities: 4 [8 Power/round] 32
 Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round] 21
 Fire Suppression System [1 Power/round when active] 7
 Cargo Holds: 50,000 cubic meters 2
 Locations: Eight locations throughout ship
 Escape Pods 9
 Number: 160
 Capacity: 8 persons per pod

PROPULSION SYSTEMS

WARP DRIVE

Nacelles: Type 6C6 103
 Speed: 6.0/9.0/9.6 [1 Power/.2 warp speed]
 PIS: Type F (9 hours of Maximum warp) 12

IMPULSE ENGINE

Type: Class 4B (.65c/.85c) [6/8 Power/round] 23
 Location: Aft, port and starboard

REACTION CONTROL SYSTEM (.025c) [2 Power/round when in use] 7

POWER SYSTEMS

WARP ENGINE

Type: Class 9/0 (generates 450 Power/round) 100
 Location: Amidships

Impulse Engine[s]: 1 Class 4B (generates 38 Power/engine/round)

Auxiliary Power: 3 reactors (generate 5 Power/reactor/round)

Emergency Power: Type C (generates 35 Power/round) 35

EPS: Standard Power flow, +200 Power transfer/round 55

Standard Usable Power: 488

OPERATIONS SYSTEMS

BRIDGE: Forward bridge module 39

COMPUTERS

Core 1: Forward [5 Power/round] 14
 Core 2: Engineering [5 Power/round] 14
 ODN 21

NAVIGATIONAL DEFLECTOR [5 Power/round]

Range: 10/20,000/50,000/150,000 28
 Accuracy: 5/6/8/11
 Location: Ventral

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 33
 Range Package: Type 4 (Accuracy 3/4/7/10)
 High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)
 Low Resolution: 14 light-years (1/1.1-3.5/3.6-10.0/10.1-14)
 Strength Package: Class 7 (Strength 7)
 Gain Package: Class Alpha (+1)
 Coverage: Standard

Lateral Sensors [5 Power/round] 17
 Strength Package: Class 7 (Strength 7)
 Gain Package: Class Alpha (+1)
 Coverage: Standard

Navigational Sensors [5 Power/round] 16
 Strength Package: Class 7 (Strength 7)
 Gain Package: Class Alpha (+1)

Probes: 30 3

Sensors Skill: 3

FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2 [1 Power/round in use] 11
 Navigational Computer

Forward Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage)

Spread: 6

Range: 15/300,000/1,000,000/3,500,000

Targeting System: Accuracy 4/5/7/10

Power: [20 + 5 per torpedo fired]

Location: Forward module

Firing Arc: Forward, but are self-guided

Aft Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage)

Spread: 6

Range: 15/300,000/1,000,000/3,500,000

Targeting System: Accuracy 4/5/7/10

Power: [20 + 5 per torpedo fired]

Location: Aft

Firing Arc: Aft, but are self-guided

Torpedoes Carried: 100

TA/T/TS: [Class Beta [1 Power/round]

Strength: 8

Bonus: +1

Weapons Skill: 4

Shields (Forward, Aft, Port, Starboard)

Shield Generator: Class 4 (Protection 700) [70 Power/shield/round]

Shield Grid: Type C (50% increase to 1050 Protection)

Subspace Field Distortion Amplifiers: Class Epsilon (Threshold 250)

Recharging System: Class 1 (45 seconds)

Backup Shield Generators: 4 (1 per shield)

Auto-Destruct System

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 20 Size worth of ships

Standard Complement: 10 shuttlecraft

Location(s): Aft ventral

Captain's Yacht: No

DESCRIPTION AND NOTES

Fleet data: Evolved from the D7-class Battle Cruiser of the mid- to late 2200s, and in fact first manufactured during the latter part of that period, the K'tinga-class Battle Cruiser has filled the ranks of the Klingon space forces for nearly a century—a testament to its durability and adaptability. Although relatively lightly armed and protected compared to many modern ships, it nevertheless remains an important and effective part of the Klingon fleet.

Physically, the K'tinga consists of a broad main hull which vaguely possesses a batwing profile when viewed dorsally or ventrally, and whose "wings" flare out to terminate in warp nacelles; a long, narrow forward shaft, and an axehead-shaped forward module with a bridge module mounted to it dorsally. The forward shaft has proved to be a vulnerability—enemy attacks can sever it, splitting the bridge off from the main

hull—but not so much of one that Klingon engineers have seen fit to redesign the ship to eliminate or alter it.

This Starship Template represents the K'tinga as manufactured during the 2360s and 270s, after numerous class-wide improvements and upgrades from its original systems. For the late 2200s version of the ship, see the Ship Recognition Manual: Starships of the Original Series Era.

Forward shaft: Enemy vessels can target the K'tinga's forward shaft at a -8 Test Result penalty. Attacks which hit apply their full damage to the shaft, not just 10% of it. A total of 400 SUs of damage caused by attacks which specifically target the forward shaft sever it, cutting the ship in two.

Noteworthy vessels/service records/encounters

I.K.S. K'tinga, prototype; I.K.S. Amar, destroyed while investigating the V'ger machine life-form (2271); I.K.S. Kronos One, carried Chancellor Gorkon on peace mission to Earth (2293); I.K.S. T'Acog, captured and destroyed by the outlaws Korris, Konmel, and Kunivas while carrying them to Qo'noS (2364); I.K.S. T'Onq, launched in 2290 under the command of Captain K'Temok with crew placed in hibernation due to extended nature of mission, returned to Klingon space in 2365, at which point Klingon Emissary K'ehleyr and Lieutenant Commander Worf of the U.S.S. Enterprise-D had to take command of it to prevent any unfortunate incidents arising from the crew's ignorance of the current state of peace between the Empire and the Federation (2365); I.K.S. B'Moth, irreparably damaged by Cardassian attack, survivors rescued by the I.K.S. Rotarran under command of General Martok (2373).

K'VORT CLASS

Class and Type: *K'Vort*-Class Warship
Commissioning Date: 2339

HULL SYSTEMS

SIZE: 7

Length: 323.40 meters
 Beam: 335.61 meters
 Height: 140.73 meters
 Decks: 10
 Mass: 2,450,000 metric tonnes
 SUs Available: 2,000
 SUs Used: 1,887

HULL

Outer 28
 Inner 28

RESISTANCE

Outer Hull: 10 12
 Inner Hull: 10 12

STRUCTURAL INTEGRITY FIELD

Main: Class 6 (Protection 90/130) [1 Power/10 Protection/round] 34
 Backup: Class 6 (Protection 45) [1 Power/10 Protection/round] 17
 Backup: Class 6 (Protection 45) [1 Power/10 Protection/round] 17

PERSONNEL SYSTEMS

CREW/PASSENGERS/EVAC: 355/1,200/7,500

CREW QUARTERS

Barracks: House 1,200 crewmembers 20
 Spartan: 160 8
 Basic: 90 9
 Expanded: 30 6
 Luxury: 7 7
 Unusual: None

ENVIRONMENTAL SYSTEMS

Basic Life Support [11 Power/round] 28
 Reserve Life Support [6 Power/round] 14
 Emergency Life Support (42 emergency shelters) 14
 Gravity [4 Power/round] 7
 Consumables: 2 years' worth 14
 Replicator Systems
 Food Replicators [7 Power/round] 7
 Industrial Replicators 10
 Type: Network of small replicators [2 Power/round]
 Type: 1 large unit [2 Power/replicator/round]
 Medical Facilities: 4 (+1) [4 Power/round] 20
 Recreation Facilities: 5 [10 Power/round] 40
 Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round] 21
 Fire Suppression System [1 Power/round when active] 7
 Cargo Holds: 33,000 cubic meters 1
 Locations: Dorsal amidships
 Escape Pods 8
 Number: 160
 Capacity: 4 persons per pod

PROPULSION SYSTEMS

WARP DRIVE

Nacelles: Type 6D 105
 Speed: 6.0/9.2/9.6 [1 Power/.2 warp speed]
 PIS: Type H (12 hours of Maximum warp) 16
 Uprating: Package 1 for Standard, Sustainable, and Maximum 6
Special Configuration: Embedded 28

IMPULSE ENGINE

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
 Location: Aft

IMPULSE ENGINE

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
 Location: Aft

REACTION CONTROL SYSTEM (.025c) [2 Power/round when in use] 7

POWER SYSTEMS

WARP ENGINE

Type: Class 10/P (generates 540 Power/round) 114
 Location: Aft amidships

Impulse Engine[s]: 2 Class 3A (generate 28 Power/engine/round)

Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) 12

Emergency Power: Type E (generates 45 Power/round) 45

EPS: Standard Power flow, +250 Power transfer/round 60

Standard Usable Power: 606

OPERATIONS SYSTEMS

BRIDGE: Command hull dorsal 39

COMPUTERS

Core 1: Engineering ventral [5 Power/round] 14
 Core 2: Engineering forward [5 Power/round] 14
 ODN 21

NAVIGATIONAL DEFLECTOR [5 Power/round]

Range: 10/20,000/50,000/150,000 28
 Accuracy: 5/6/8/11
 Location: Engineering ventral

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 33
 Range Package: Type 4 (Accuracy 3/4/7/10)
 High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)
 Low Resolution: 14 light-years (1/1.1-3.5/3.6-10.0/10.1-14)
 Strength Package: Class 7 (Strength 7)
 Gain Package: Class Alpha (+1)
 Coverage: Standard
 Lateral Sensors [5 Power/round] 17
 Strength Package: Class 7 (Strength 7)
 Gain Package: Class Alpha (+1)
 Coverage: Standard
 Navigational Sensors [5 Power/round] 16
 Strength Package: Class 7 (Strength 7)
 Gain Package: Class Alpha (+1)
 Probes: 40 4

Sensors Skill: 4

FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2
[1 Power/round in use]

Navigational Computer

Main: Class 2 (+1) [1 Power/round]

Backups: 2

Inertial Damping Field

Main

Strength: 9 [3 Power/round]

Number: 4

Backup

Strength: 6 [2 Power/round]

Number: 4

Attitude Control [2 Power/round]

COMMUNICATIONS SYSTEMS

Type: Class 7 [2 Power/round]

Strength: 7

Security: -4 (Class Gamma uprating)

Basic Uprating: Class Alpha (+1)

Emergency Communications: Yes [2 Power/round]

TRACTOR BEAMS

Emitter: Class Delta [3 Power/Strength used/round]

Accuracy: 4/5/7/10

Location: Forward ventral

Emitter: Class Delta [3 Power/Strength used/round]

Accuracy: 4/5/7/10

Location: Aft ventral

Emitter: Class Alpha [3 Power/Strength used/round]

Accuracy: 5/6/8/11

Location: Shuttlebay

TRANSPORTERS

Type: Personnel [4 Power/use]

Pads: 4

Emitter/Receiver Array: Personnel Type 6 (40,000 km range)

Energizing/Transition Coils: Class G (Strength 7)

Number and Location: One in command section, one in Engineering section

Type: Emergency [5 Power/use]

Pads: 16

Emitter/Receiver Array: Emergency Type 3 (15,000 km range)

Energizing/Transition Coils: Class G (Strength 7)

Number and Location: One forward, two amidships

Type: Cargo [4 Power/use]

Pads: 400 kg

Emitter/Receiver Array: Cargo Type 3 (40,000 km range)

Energizing/Transition Coils: Class G (Strength 7)

Number and Location: Two in Engineering section

CLOAKING DEVICE: Class 8 [40 Power/class/round]

SECURITY SYSTEMS

Rating: 4

Anti-Intruder System: Yes [1 Power/round]

Internal Force Fields [1 Power/3 Strength]

SCIENCE SYSTEMS

Rating 1 (+0) [1 Power/round]

Specialized Systems: None

Laboratories: 7

TACTICAL SYSTEMS

Starboard Forward Disruptor Cannon

40

Type: 9

Damage: 200 [20 Power]

Number of Emitters: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Tip of starboard "wing"

Firing Arc: 180 degrees forward

Firing Modes: Standard, Pulse

Port Forward Disruptor Cannon

40

Type: 9

Damage: 200 [20 Power]

Number of Emitters: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Tip of starboard "wing"

Firing Arc: 180 degrees forward

Firing Modes: Standard, Pulse

Starboard Aft Disruptor Cannon

40

Type: 9

Damage: 200 [20 Power]

Number of Emitters: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Engineering aft, starboard

Firing Arc: 180 degrees aft

Firing Modes: Standard, Pulse

Port Aft Disruptor Cannon

40

Type: 9

Damage: 200 [20 Power]

Number of Emitters: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Engineering aft, port

Firing Arc: 180 degrees aft

Firing Modes: Standard, Pulse

Forward Torpedo Launcher

16

Standard Load: Type II photon torpedo (200 Damage)

Spread: 6

Range: 15/300,000/1,000,000/3,500,000

Targeting System: Accuracy 4/5/7/10

Power: [20 + 5 per torpedo fired]

Location: Forward, ventral of command section

Firing Arc: Forward, but are self-guided

Aft Torpedo Launcher

16

Standard Load: Type II photon torpedo (200 Damage)

Spread: 6

Range: 15/300,000/1,000,000/3,500,000

Targeting System: Accuracy 4/5/7/10

Power: [20 + 5 per torpedo fired]

Location: Engineering aft

Firing Arc: Aft, but are self-guided

Torpedoes Carried: 160

16

TA/T/TS: Class Beta [1 Power/round]	9
Strength: 8	prise-D (2367).
Bonus: +1	
Weapons Skill: 4	
Shields (Forward, Aft, Port, Starboard)	80 (x4)
Shield Generator: Class 5 (Protection 900 + 100 [embedded nacelles])	
[90 Power/shield/round]	
Shield Grid: Type C (50% increase to 1,350 Protection)	
Subspace Field Distortion Amplifiers: Class Zeta (Threshold 300 + 10 [embedded nacelles])	
Recharging System: Class 1 (45 seconds)	
Backup Shield Generators: 4 (1 per shield)	8
Auto-Destruct System	7

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 12 Size worth of ships	24
Standard Complement: 6 shuttlecraft	
Location(s): Aft dorsal Engineering	
Captain's Yacht: No	

DESCRIPTION AND NOTES

Fleet data: Built using the same plans as the B'rel-class Light Warship, but to larger dimensions, the K'Vort-class Warship serves prominently in the Imperial Klingon Defense Forces and many House militaries. While not as powerful or sophisticated as the Vor'cha-class Heavy Warship, it is cheaper to build and maintain, making it attractive to many poorer Houses.

Unlike the B'rel, the K'Vort-class vessel has only two fight modes, "attack" and "fight"; it lacks atmospheric capability, and so does not need a "landing" mode. However it avoids one of the B'rel's chief weaknesses by placing two disruptor cannons and one torpedo launcher aft. Its disruptor cannons often fire in tandem (i.e., as a Multiple attack).

The K'Vort's primary crew numbers only about 350. However, it is designed to serve as a troop transport, and can carry about 1,200 more personnel if need be.

The dimensions listed for the K'Vort represent an average length. Due to individual House preferences, resource availability, and other considerations, they can range in size from about 250 meters in length to close to 700 meters. However, all should be considered Size 7 for game purposes (unless the Narrator wants to prepare separate templates for the larger ships).

Noteworthy vessels/service records/encounters

I.K.S. Pagh, participated in officer exchange program with Starfleet and came under attack from previously unknown subatomic lifeform (2365), I.K.S. Vorn, transported Duras to a meeting with the U.S.S. Enterprise-D (2367), I.K.S. Buruk, transported Gowron to a meeting with the U.S.S. Enter-

NEG'H'VAR

Class and Type: *Negh'Var* (unique Battleship; flagship of the Klingon Empire)

Commissioning Date: 2370

HULL SYSTEMS

SIZE: 8

Length: 682.32 meters
 Beam: 470.09 meters
 Height: 136.65 meters
 Decks: 35
 Mass: 4,310,000 metric tonnes
 SUs Available: 3,250
 SUs Used: 3,831 (see text)

HULL

Outer 32
 Inner 32

RESISTANCE

Outer Hull: 10
 Inner Hull: 10

STRUCTURAL INTEGRITY FIELD

Main: Class 5 (Protection 80/120) [1 Power/10 Protection/round]
 Backup: Class 5 (Protection 40) [1 Power/10 Protection/round]
 Backup: Class 5 (Protection 40) [1 Power/10 Protection/round]

PERSONNEL SYSTEMS

CREW/PASSENGERS/EVAC: 912/750/2,500

CREW QUARTERS

Barracks: House 1,500 crewmembers
 Spartan: 200
 Basic: 120
 Expanded: 50
 Luxury: 30
 Unusual: 10

ENVIRONMENTAL SYSTEMS

Basic Life Support [10 Power/round] 32
 Reserve Life Support [5 Power/round] 16
 Emergency Life Support (48 emergency shelters) 16
 Gravity [4 Power/round] 8
 Consumables: 3 years' worth 24
 Replicator Systems
 Food Replicators [8 Power/round] 8
 Industrial Replicators 28
 Type: Two networks of small replicators [2 Power/network/round]
 Type: 4 large units [2 Power/replicator/round]
 Medical Facilities: 6 (+1) [6 Power/round] 30
 Recreation Facilities: 5 [10 Power/round] 40
 Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round] 24
 Fire Suppression System [1 Power/round when active] 8
 Cargo Holds: 100,000 cubic meters 3
 Locations: 12 locations throughout ship
 Escape Pods 11
 Number: 200
 Capacity: 8 persons per pod

PROPULSION SYSTEMS

WARP DRIVE

Nacelles: Type 7A6 126
 Speed: 7.0/9.0/9.6 [1 Power/.2 warp speed]
 PIS: Type H (12 hours of Maximum warp) 16

IMPULSE ENGINE

Type: Class 6 (.75c/.9c) [7/9 Power/round] 30
 Location: Aft

IMPULSE ENGINE

Type: Class 6 (.75c/.9c) [7/9 Power/round] 30
 Location: Aft

IMPULSE ENGINE

Type: Class 6 (.75c/.9c) [7/9 Power/round] 30
 Location: Ventral

IMPULSE ENGINE

Type: Class 6 (.75c/.9c) [7/9 Power/round] 30
 Location: Dorsal

REACTION CONTROL SYSTEM (.025c) [2 Power/round when in use] 8

POWER SYSTEMS

WARP ENGINE (PRIMARY)

Type: Class 10/P (generates 500 Power/round) 110
 Location: Amidships

WARP ENGINE (SECONDARY)

Type: Class 7/M (generates 350 Power/round) 80
 Location: Aft

Impulse Engine[s]: 4 Class 6 (generate 48 Power/engine/round)

Auxiliary Power: 6 reactors (generate 5 Power/reactor/round) 18

Emergency Power: Type F (generates 50 Power/round) 50

EPS: Standard Power flow, +400 Power transfer/round 80

Standard Usable Power: 1,042

OPERATIONS SYSTEMS

BRIDGE: Bridge module, dorsal 44

AUXILIARY CONTROL ROOM: Auxiliary bridge module, forward 24

SEPARATION SYSTEM: Detachable forward module 8

SEPARATION SYSTEM: Detachable bridge module 16

COMPUTERS

Core 1: Forward [5 Power/round] 16

Core 2: Amidships [5 Power/round] 16

Core 3: Aft ventral [5 Power/round] 16

Uprating: Class Alpha (+1) [1 Power/computer/round] 6

ODN 24

NAVIGATIONAL DEFLECTOR [5 Power/round] 32

Range: 10/20,000/50,000/150,000

Accuracy: 5/6/8/11

Location: Ventral

SENSOR SYSTEMS

Long-range Sensors [5 Power/round]
 Range Package: Type 5 (Accuracy 3/4/7/10)
 High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5.0)
 Low Resolution: 15 light-years (1/1.1-4.0/4.1-12.0/12.1-15)
 Strength Package: Class 8 (Strength 8)
 Gain Package: Class Beta (+2)
 Coverage: Standard

Lateral Sensors [5 Power/round]
 Strength Package: Class 8 (Strength 8)
 Gain Package: Class Beta (+2)
 Coverage: Standard

Navigational Sensors [5 Power/round]
 Strength Package: Class 8 (Strength 8)
 Gain Package: Class Beta (+2)

Probes: 50

Sensors Skill: 5

FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2
 [1 Power/round in use]

Navigational Computer
 Main: Class 2 (+1) [2 Power/round]
 Backups: 3

Inertial Damping Field
 Main
 Strength: 9 [3 Power/round]
 Number: 4
 Backup
 Strength: 6 [2 Power/round]
 Number: 4

Attitude Control [2 Power/round]

COMMUNICATIONS SYSTEMS

Type: Class 9 [2 Power/round]
 Strength: 9
 Security: -6 (Class Delta uprating)
 Basic Uprating: Class Beta (+2)
 Emergency Communications: Yes [2 Power/round]

TRACTOR BEAMS

Emitter: Class Delta [3 Power/Strength used/round]
 Accuracy: 4/5/7/10
 Location: Forward ventral

Emitter: Class Delta [3 Power/Strength used/round]
 Accuracy: 4/5/7/10
 Location: Forward dorsal

Emitter: Class Delta [3 Power/Strength used/round]
 Accuracy: 4/5/7/10
 Location: Aft ventral

Emitter: Class Alpha [3 Power/Strength used/round]
 Accuracy: 5/6/8/11
 Location: Shuttlebay (x2)

TRANSPORTERS

Type: Personnel [5 Power/use] 102
 Pads: 6
 Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
 Energizing/Transition Coils: Class H (Strength 8)
 Number and Location: One in bridge module, one forward, two amidships,

one in each "wing"
Type: Emergency [5 Power/use] 60
 Pads: 16
 Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
 Energizing/Transition Coils: Class H (Strength 8)
 Number and Location: One forward, three amidships

Type: Cargo [5 Power/use] 84
 Pads: 600 kg
 Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
 Energizing/Transition Coils: Class H (Strength 8)
 Number and Location: Two forward, four amidships

CLOAKING DEVICE: Class 9 [40 Power/class/round] 35

SECURITY SYSTEMS

Rating: 5 20
 Anti-Intruder System: Yes [1 Power/round] 8
 Internal Force Fields [1 Power/3 Strength] 8

SCIENCE SYSTEMS

Rating 2 (+1) [2 Power/round] 18
 Specialized Systems: 2 10
 Laboratories: 24 6

TACTICAL SYSTEMS

Forward Disruptor Cannon 57
Type: 13
 Damage: 280 [28 Power]
 Number of Shots: Up to 5 shots per round
 Targeting System: Accuracy 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Forward module
Firing Arc: 30 degrees forward
Firing Modes: Standard, Pulse

Forward Dorsal Disruptor Arrays (2) 110
Type: 12
 Damage: 260 [26 Power]
 Number of Shots: Up to 5 shots per round
 Targeting System: Accuracy 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Dorsal side of forward spar
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Pulse

Forward Ventral Disruptor Arrays (2) 110
Type: 12
 Damage: 260 [26 Power]
 Number of Shots: Up to 5 shots per round
 Targeting System: Accuracy 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Ventral side of forward spar
Firing Arc: 360 degrees ventral
Firing Modes: Standard, Pulse

Dorsal Starboard Wing Disruptor Arrays (2)	108	Type: 12	
Type: 12		Damage: 260 [26 Power]	
Number of Shots: Up to 5 shots per round		Number of Shots: Up to 5 shots per round	
Targeting System: Accuracy 3/4/6/9		Targeting System: Accuracy 3/4/6/9	
Range: 10/30,000/100,000/300,000		Range: 10/30,000/100,000/300,000	
Location: Dorsal side of starboard wing		Location: Aft edge of starboard wing	
Firing Arc: 360 degrees dorsal (significant arc shadow)		Firing Arc: 360 degrees aft	
Firing Modes: Standard, Pulse		Firing Modes: Standard, Pulse	
Ventral Starboard Disruptor Arrays (2)	110	Port Wing Aft Disruptor Arrays (2)	110
Type: 12		Type: 12	
Damage: 260 [26 Power]		Damage: 260 [26 Power]	
Number of Shots: Up to 5 shots per round		Number of Shots: Up to 5 shots per round	
Targeting System: Accuracy 3/4/6/9		Targeting System: Accuracy 3/4/6/9	
Range: 10/30,000/100,000/300,000		Range: 10/30,000/100,000/300,000	
Location: Ventral side of starboard wing		Location: Aft edge of port wing	
Firing Arc: 360 degrees ventral		Firing Arc: 360 degrees aft	
Firing Modes: Standard, Pulse		Firing Modes: Standard, Pulse	
Dorsal Port Wing Disruptor Arrays (2)	108	Forward Torpedo Launcher	19
Type: 12		Standard Load: Type II photon torpedo (200 Damage)	
Damage: 260 [26 Power]		Spread: 10	
Number of Shots: Up to 5 shots per round		Range: 15/350,000/1,500,000/4,050,000	
Targeting System: Accuracy 3/4/6/9		Targeting System: Accuracy 3/4/6/9	
Range: 10/30,000/100,000/300,000		Power: [20 + 5 per torpedo fired]	
Location: Dorsal side of port wing		Location: Forward module	
Firing Arc: 360 degrees dorsal (significant arc shadow)		Firing Arc: Forward, but are self-guided	
Firing Modes: Standard, Pulse		Dorsal Torpedo Launchers (2)	38
Ventral Port Wing Disruptor Arrays (2)	110	Standard Load: Type II photon torpedo (200 Damage)	
Type: 12		Spread: 10	
Damage: 260 [26 Power]		Range: 15/350,000/1,500,000/4,050,000	
Number of Shots: Up to 5 shots per round		Targeting System: Accuracy 3/4/6/9	
Targeting System: Accuracy 3/4/6/9		Power: [20 + 5 per torpedo fired]	
Range: 10/30,000/100,000/300,000		Location: Dorsal, near "wedge" superstructure	
Location: Ventral side of port wing		Firing Arc: Forward, but are self-guided	
Firing Arc: 360 degrees ventral		Aft Torpedo Launcher	19
Firing Modes: Standard, Pulse		Standard Load: Type II photon torpedo (200 Damage)	
Starboard Wing Forward Disruptor Arrays (2)	108	Spread: 10	
Type: 12		Range: 15/350,000/1,500,000/4,050,000	
Damage: 260 [26 Power]		Targeting System: Accuracy 3/4/6/9	
Number of Shots: Up to 5 shots per round		Power: [20 + 5 per torpedo fired]	
Targeting System: Accuracy 3/4/6/9		Location: Aft	
Range: 10/30,000/100,000/300,000		Firing Arc: Aft, but are self-guided	
Location: Forward edge of starboard wing		Torpedoes Carried: 600	60
Firing Arc: 360 degrees forward (significant arc shadow)		TA/T/TS: Class Gamma [2 Power/round]	12
Firing Modes: Standard, Pulse		Strength: 9	
Port Wing Forward Disruptor Arrays (2)	108	Bonus: +2	
Type: 12		Weapons Skill: 5	
Damage: 260 [26 Power]		Shields (Forward, Aft, Port, Starboard)	118 (x4)
Number of Shots: Up to 5 shots per round		Shield Generator: Class 7 (Protection 1300) [130 Power/shield/round]	
Targeting System: Accuracy 3/4/6/9		Shield Grid: Type C (50% increase to 1950 Protection)	
Range: 10/30,000/100,000/300,000		Subspace Field Distortion Amplifiers: Class Iota (Threshold 430)	
Location: Forward edge of port wing		Recharging System: Class I (45 seconds)	
Firing Arc: 360 degrees forward (significant arc shadow)		Backup Shield Generators: 4 (1 per shield)	8
Firing Modes: Standard, Pulse		Auto-Destruct System	8
Starboard Wing Aft Disruptor Arrays (2)	110		



AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 60 Size worth of ships

120

Standard Complement: 30 shuttlecraft and shuttlepods

Location(s): Ventral, port and starboard

Captain's Yacht: Yes

10

specifically, the Negh'Var's enormous number of weapons—causes a problem with the Spacedock rules. Consider this an exception to the rules to simulate a unique and important canon vessel.

DESCRIPTION AND NOTES

Fleet data: The largest and most powerful ship in the Empire, the Negh'Var serves as the flagship for the Imperial Klingon Defense Forces, and as the Chancellor's personal battleship. If he does not feel like commanding it himself, he designates a favored warrior to captain it in his stead.

The Negh'Var epitomizes the "winged shaft" design favored by Klingon ship designers. Two broad "wings" stretch straight out from the aft half of the shaft; they do not curve downward or upward as on most Klingon ships. The wings have a vaguely crescent shape; powerful disruptors tip the forward-pointing "horns" of the crescent. The wings also hold the ship's four warp nacelles—one above and below each wing.

The aft dorsal area of the ship includes a large wedge-shaped section about 20 meters thick. This area contains the ship's bridge and several other important facilities. Although its elevation above the rest of the ship appears to render it vulnerable, in fact the engineers who designed the ship arranged its shield generators so the shields are particularly strong in that area, making it one of the ship's best-protected parts. Rumors and intelligence analyses speculate that the wedge can detach from the ship and fly under its own power, much like the bridge module on an Intrepid-class Light Explorer. However, the High Council consistently denies these reports.

The Negh'Var has heavier and more advanced weaponry than any other Klingon ship. Its forward "notched axehead" module contains a Type 13 disruptor cannon possessing enough power to destroy an unshielded target with just a few shots. Twenty Type 12 disruptor arrays back up the disruptor cannon, providing the ship with multiple arcs of fire on any target. Four torpedo launchers (one in the forward module, one aft, and two dorsal near the "wedge") ensure that the ship can also attack any target with torpedoes.

Only the fiercest and brightest Klingon warriors earn the right to serve on the Negh'Var. By Klingon law, the Chancellor can choose any warrior from any House to fill a position on the flagship, and most warriors consider it a great honor for the head of the High Council to choose them.

Designer's Note: The Negh'Var violates the SU limitations for a Size 8 ships by such a margin that it would have to be a Size 11 ship to have that many SU's legally. This, unfortunately, is one of those situations where canon information—

NEG'LORN CLASS

Class and Type: *Neg'lorn*-Class Armed Courier
Commissioning Date: 2371

HULL SYSTEMS

SIZE: 3

Length: 82.36 meters
 Beam: 18.50 meters
 Height: 7.35 meters
 Decks: 1
 Mass: 6,750 metric tonnes
 SUs Available: 1,000
 SUs Used: 985

HULL

Outer 12
 Inner 12

RESISTANCE

Outer Hull: 6
 Inner Hull: 6

STRUCTURAL INTEGRITY FIELD

Main: Class 3 (Protection 60/90) [1 Power/10 Protection/round] 21
 Backup: Class 3 (Protection 30) [1 Power/10 Protection/round] 11
 Backup: Class 3 (Protection 30) [1 Power/10 Protection/round] 11

PERSONNEL SYSTEMS

CREW/PASSENGERS/EVAC: 2/6/45

CREW QUARTERS

Barracks: None
 Spartan: 1
 Basic: 4
 Expanded: 2
 Luxury: 1
 Unusual: None

ENVIRONMENTAL SYSTEMS

Basic Life Support [4 Power/round] 12
 Reserve Life Support [2 Power/round] 6
 Emergency Life Support (18 emergency shelters) 6
 Gravity [1 Power/round] 3
 Consumables: 1 years' worth 3
 Replicator Systems 3
 Food Replicators [3 Power/round] 3
 Industrial Replicators 3
 Type: Network of small replicators [2 Power/round]
 Medical Facilities: 5 (+1) [5 Power/round] 25
 Recreation Facilities: 3 [6 Power/round] 24
 Personnel Transport: Jefferies tubes [0 Power/round] 3
 Fire Suppression System [1 Power/round when active] 3
 Cargo Holds: 250 cubic meters 1
 Locations: Aft ventral, port and starboard
 Escape Pods 2
 Number: 6
 Capacity: 8 persons per pod

PROPULSION SYSTEMS

WARP DRIVE

Nacelles: Type 6A 90
 Speed: 6.0/8.0/9.0 [1 Power/.2 warp speed]
 PIS: Type 1 (24 hours of Maximum warp) 18

IMPULSE ENGINE

Type: Class 6 (.75c/.9c) [7/9 Power/round] 30
 Acceleration Upgrading: Class Beta (75% acceleration)
 [2 Power/round when active] 4
 Location: Aft

REACTION CONTROL SYSTEM (.025c) [2 Power/round when in use] 3

POWER SYSTEMS

WARP ENGINE

Type: Class 7/M (generates 360 Power/round) 81
 Location: Aft amidships

Impulse Engine[s]: 1 Class 6 (generate 48 Power/engine/round) 6

Auxiliary Power: 2 reactors (generate 5 Power/reactor/round) 6

Emergency Power: Type C (generates 35 Power/round) 35

EPS: Standard Power flow, +150 Power transfer/round 30

Standard Usable Power: 408

OPERATIONS SYSTEMS

BRIDGE: Forward cockpit 17

COMPUTERS

Core 1: Amidships [5 Power/round] 6
 ODN 9

NAVIGATIONAL DEFLECTOR [5 Power/round]

Range: 10/20,000/50,000/150,000 12
 Accuracy: 5/6/8/11
 Location: Ventral

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 23
 Range Package: Type 2 (Accuracy 3/4/7/10)
 High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)
 Low Resolution: 12 light-years (1/1.1-3.0/3.1-8.0/8.1-12)
 Strength Package: Class 6 (Strength 6)
 Gain Package: Class Alpha (+1)
 Coverage: Standard
 Lateral Sensors [5 Power/round] 15
 Strength Package: Class 6 (Strength 6)
 Gain Package: Class Alpha (+1)
 Coverage: Standard
 Navigational Sensors [5 Power/round] 14
 Strength Package: Class 6 (Strength 6)
 Gain Package: Class Alpha (+1)
 Probes: 10 1

Sensors Skill: 4

FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2
 [1 Power/round in use] 11

Navigational Computer
 Main: Class 2 (+1) [1 Power/round]
 Backups: Two
Inertial Damping Field
 Main
 Strength: 9 [3 Power/round]
 Number: 2
 Backup
 Strength: 6 [2 Power/round]
 Number: 2
 Attitude Control [1 Power/round]

COMMUNICATIONS SYSTEMS

Type: Class 8 [2 Power/round]
 Strength: 8
 Security: -5 (Class Delta uprating)
 Basic Uprating: Class Beta (+2)
 Emergency Communications: No

TRACTOR BEAMS

Emitter: Class Beta [3 Power/Strength used/round]
 Accuracy: 5/6/8/11
 Location: Forward ventral
 Emitter: Class Beta [3 Power/Strength used/round]
 Accuracy: 5/6/8/11
 Location: Aft ventral

TRANSPORTERS

Type: Personnel [4 Power/use]
 Pads: 4
 Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
 Energizing/Transition Coils: Class H (Strength 8)
 Number and Location: One forward, aft of cockpit
Type: Emergency [5 Power/use]
 Pads: 16
 Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
 Energizing/Transition Coils: Class H (Strength 8)
 Number and Location: One amidships
Type: Cargo [4 Power/use]
 Pads: 400 kg
 Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
 Energizing/Transition Coils: Class H (Strength 8)
 Number and Location: One just aft of engineering

CLOAKING DEVICE: Class 9 [40 Power/class/round]

SECURITY SYSTEMS

Rating: 4
 Anti-Intruder System: Yes [1 Power/round]
 Internal Force Fields [1 Power/3 Strength]

SCIENCE SYSTEMS

Rating 1 (+0) [1 Power/round]
 Specialized Systems: None
 Laboratories: 2

TACTICAL SYSTEMS

2	Forward Disruptor Cannon	50
2	Type: 11	
	Damage: 240 [24 Power]	
12	Number of Shots: Up to 5 shots per round	
	Targeting System: Accuracy 4/5/7/10	
	Range: 10/30,000/100,000/300,000	
4	Location: Forward	
	Firing Arc: 360 degrees forward	
	Firing Modes: Standard, Pulse	
1	Aft Disruptor Cannon	50
	Type: 11	
	Damage: 240 [24 Power]	
26	Number of Shots: Up to 5 shots per round	
	Targeting System: Accuracy 4/5/7/10	
	Range: 10/30,000/100,000/300,000	
	Location: Aft	
	Firing Arc: 360 degrees aft	
6	Firing Modes: Standard, Pulse	
	Forward Torpedo Launcher	15
	Standard Load: Type II photon torpedo (200 Damage)	
6	Spread: 4	
	Range: 15/350,000/1,500,000/4,050,000	
	Targeting System: Accuracy 4/5/7/10	
	Power: [20 + 5 per torpedo fired]	
16	Location: Forward	
	Firing Arc: Forward, but are self-guided	
	Torpedoes Carried: 24	3
	TA/T/TS: Class Beta [1 Power/round]	9
15	Strength: 8	
	Bonus: +1	
	Weapons Skill: 4	
	Shields (Forward, Aft, Port, Starboard)	26 (x4)
	Shield Generator: Class 3 (Protection 600) [60 Power/shield/round]	
13	Shield Grid: Type B (33% increase to 800 Protection)	
	Subspace Field Distortion Amplifiers: Class Delta (Threshold 200)	
	Recharging System: Class 1 (45 seconds)	
	Backup Shield Generators: 4 (1 per shield)	4
	Auto-Destruct System	3
30	AUXILIARY SPACECRAFT SYSTEMS	
16	Shuttlebay(s): None	
3	Captain's Yacht: No	
3		

8 DESCRIPTION AND NOTES

2 Fleet data: Swift, maneuverable, and well-armed, the Neg'lorn-class Armed Courier allows the Empire to transport important data, objects, or persons through dangerous or unfriendly territory at minimal risk. Equipped with an ultra-efficient PIS system that can maintain the ship's maximum speed of Warp 9 for a full 24 hours, the ship can travel further, faster, than many ships with higher maximum speeds.

The Neg'lorn consists of a trapezoidal-

shaped central shaft/main hull with two wing pylons to hold the nacelles. The crew operates the ship from a forward cockpit.

Noteworthy vessels/service records/encounters
I.K.S. Neg'lorn, prototype; I.K.S. QeH'vang, safely transported several important Klingon diplomats through enemy territory to a crucial meeting with Federation officials (2374).

PA'CHAG CLASS

Class and Type: *Pa'chag*-Class Assault Cruiser
Commissioning Date: 2359

HULL SYSTEMS

SIZE: 6

Length: 378.12 meters
 Beam: 193.45 meters
 Height: 87.9 meters
 Decks: 18
 Mass: 1,616,850 metric tonnes
 SUs Available: 2,000
 SUs Used: 1,838

HULL

Outer 24
 Inner 24

RESISTANCE

Outer Hull: 8 9
 Inner Hull: 8 9

STRUCTURAL INTEGRITY FIELD

Main: Class 4 (Protection 70/110) [1 Power/10 Protection/round] 27
 Backup: Class 4 (Protection 35) [1 Power/10 Protection/round] 14
 Backup: Class 4 (Protection 35) [1 Power/10 Protection/round] 14

PERSONNEL SYSTEMS

CREW/PASSENGERS/EVAC: 273/68/1,850

CREW QUARTERS

Barracks: House 120 crewmembers 2
 Spartan: 60 3
 Basic: 50 5
 Expanded: 25 5
 Luxury: 5 5
 Unusual: 2 2

ENVIRONMENTAL SYSTEMS

Basic Life Support [10 Power/round] 24
 Reserve Life Support [5 Power/round] 12
 Emergency Life Support (36 emergency shelters) 12
 Gravity [3 Power/round] 6
 Consumables: 2 years' worth 12
 Replicator Systems
 Food Replicators [6 Power/round] 6
 Industrial Replicators 9
 Type: Network of small replicators [2 Power/round]
 Type: 1 large unit [2 Power/replicator/round]
 Medical Facilities: 4 (+1) [4 Power/round] 20
 Recreation Facilities: 4 [8 Power/round] 32
 Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round] 18
 Fire Suppression System [1 Power/round when active] 6
 Cargo Holds: 10,000 cubic meters 1
 Locations: Eight locations throughout ship
 Escape Pods 8
 Number: 140
 Capacity: 8 persons per pod

PROPULSION SYSTEMS

WARP DRIVE

Nacelles: Type 7A 125
 Speed: 7.0/9.0/9.2 [1 Power/.2 warp speed]
 PIS: Type H (12 hours of Maximum warp) 16

IMPULSE ENGINE

Type: Class 4 (.6c/.8c) [6/8 Power/round] 20
 Location: Aft

IMPULSE ENGINE

Type: Class 4 (.6c/.8c) [6/8 Power/round] 20
 Location: Aft dorsal, port and starboard

REACTION CONTROL SYSTEM (.025c) [2 Power/round when in use] 6

POWER SYSTEMS

WARP ENGINE

Type: Class 8/N (generates 430 Power/round) 93
 Location: Aft amidships

Impulse Engine[s]: 2 Class 4 (generate 32 Power/engine/round)

Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) 12

Emergency Power: Type D (generates 40 Power/round) 40

EPS: Standard Power flow, +200 Power transfer/round 50

Standard Usable Power: 494

OPERATIONS SYSTEMS

BRIDGE: Forward bridge module 33

AUXILIARY CONTROL ROOM: Amidships 18

COMPUTERS

Core 1: Forward [5 Power/round] 12
 Core 2: Amidships [5 Power/round] 12
 Uprating: Class Alpha (+1) [1 Power/computer/round] 4
 ODN 18

NAVIGATIONAL DEFLECTOR [5 Power/round] 24

Range: 10/20,000/50,000/150,000

Accuracy: 5/6/8/11

Location: Ventral

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 39

Range Package: Type 5 (Accuracy 3/4/7/10)

High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5.0)

Low Resolution: 15 light-years (1/1.1-4.0/4.1-12.0/12.1-15)

Strength Package: Class 8 (Strength 8)

Gain Package: Class Alpha (+1)

Coverage: Standard

Lateral Sensors [5 Power/round] 19

Strength Package: Class 8 (Strength 8)

Gain Package: Class Alpha (+1)

Coverage: Standard

Navigational Sensors [5 Power/round] 18

Strength Package: Class 8 (Strength 8)

Gain Package: Class Alpha (+1)

Probes: 60 6



Sensors Skill: 4

FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2
[1 Power/round in use]

Navigational Computer

Main: Class 2 (+1) [2 Power/round]

Backups: 3

Inertial Damping Field

Main

Strength: 9 [3 Power/round]

Number: 4

Backup

Strength: 6 [2 Power/round]

Number: 4

Attitude Control [2 Power/round]

COMMUNICATIONS SYSTEMS

Type: Class 7 [2 Power/round]

Strength: 7

Security: -3

Basic Upgrading: Class Alpha (+1)

Emergency Communications: Yes [2 Power/round]

TRACTOR BEAMS

Emitter: Class Delta [3 Power/Strength used/round]

Accuracy: 4/5/7/10

Location: Forward

Emitter: Class Delta [3 Power/Strength used/round]

Accuracy: 4/5/7/10

Location: Aft ventral

Emitter: Class Alpha [3 Power/Strength used/round]

Accuracy: 5/6/8/11

Location: Shuttlebay

TRANSPORTERS

Type: Personnel [5 Power/use]

Pads: 6

Emitter/Receiver Array: Personnel Type 6 (40,000 km range)

Energizing/Transition Coils: Class G (Strength 7)

Number and Location: One forward, two amidships

Type: Emergency [5 Power/use]

Pads: 16

Emitter/Receiver Array: Emergency Type 3 (15,000 km range)

Energizing/Transition Coils: Class G (Strength 7)

Number and Location: One forward, two amidships

Type: Cargo [5 Power/use]

Pads: 600 kg

Emitter/Receiver Array: Cargo Type 3 (40,000 km range)

Energizing/Transition Coils: Class G (Strength 7)

Number and Location: One forward, three amidships

CLOAKING DEVICE: Class 7 [40 Power/class/round]

SECURITY SYSTEMS

Rating: 4

Anti-Intruder System: Yes [1 Power/round]

Internal Force Fields [1 Power/3 Strength]

SCIENCE SYSTEMS

Rating 2 (+1) [2 Power/round]

Specialized Systems: 1

Laboratories: 17

TACTICAL SYSTEMS

Bridge Module Dorsal Disruptor Array

42

Type: 9

Damage: 210 [20 Power]

Number of Shots: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Forward, dorsal of bridge module

Firing Arc: 360 degrees forward

Firing Modes: Standard, Pulse

Bridge Module Forward Disruptor Array

40

Type: 9

Damage: 210 [20 Power]

Number of Shots: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Forward, in bridge module notch

Firing Arc: 60 degrees forward

Firing Modes: Standard, Pulse

Starboard Wing Disruptor Array

36

Type: 8

Damage: 190 [18 Power]

Number of Shots: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Tip of starboard "wing"

Firing Arc: 180 degrees forward (significant arc shadow)

Firing Modes: Standard, Pulse

Port Wing Disruptor Array

36

Type: 8

Damage: 190 [18 Power]

Number of Shots: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Tip of port "wing"

Firing Arc: 180 degrees forward (significant arc shadow)

Firing Modes: Standard, Pulse

Dorsal Disruptor Array

38

Type: 8

Damage: 190 [18 Power]

Number of Shots: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Dorsal amidships

Firing Arc: 360 degrees dorsal

Firing Modes: Standard, Pulse

Ventral Disruptor Array

38

Type: 8

Damage: 190 [18 Power]

Number of Shots: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Ventral amidships

Firing Arc: 360 degrees ventral

Firing Modes: Standard, Pulse

Aft Disruptor Array

Type: 8
Damage: 190 [18 Power]
Number of Shots: Up to 3 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Aft
Firing Arc: 360 degrees aft
Firing Modes: Standard, Pulse

Forward Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage)
Spread: 6
Range: 15/350,000/1,500,000/4,050,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Forward ventral
Firing Arc: Forward, but are self-guided

Aft Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage)
Spread: 6
Range: 15/350,000/1,500,000/4,050,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Aft dorsal
Firing Arc: Aft, but are self-guided

Torpedoes Carried: 200

TA/T/TS: Class Beta [1 Power/round]
Strength: 8
Bonus: +1

Weapons Skill: 5

Shields (Forward, Aft, Port, Starboard)
Shield Generator: Class 4 (Protection 750) [75 Power/shield/round]
Shield Grid: Type B (33% increase to 1000 Protection)
Subspace Field Distortion Amplifiers: Class Epsilon (Threshold 250)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield)

Auto-Destruct System

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 20 Size worth of ships
Standard Complement: 10 shuttlecraft
Location(s): Aft ventral

Captain's Yacht: No

DESCRIPTION AND NOTES

Fleet data: Created seventeen years ago by designers from House TIQa, the Pa'chag-class Assault Cruiser combines speed, maneuverability, and firepower into "the perfect attack cruiser," according to the renowned General Hrang'ta. It features many unusual systems variations, including: disruptors crosswired directly into the warp engines to increase their power and decrease the time needed to ready them from "cold" status (see below); shield grid arrangements allowing for more efficient power flow to the shields; and

38 a unique arrangement of bridge duty stations which many warriors regard as the best of any type of ship in the fleet. Even today, after nearly two decades of technological advancement, the Pa'chag remains one of the Empire's best-designed ships.

Structurally, the Pa'chag has a very different appearance from most Klingon ships. Its main body is a long engineering hull shaped like an ovoid cylinder with the long axis dorsal-ventral. Attached to this structure on the aft dorsal side are two "wings" similar to those on a K'Vort-class vessel. The forward dorsal part of the main body is cut away to create a large "notch" in the cylinder. A typical Klingon axehead-shaped bridge module, similar to the one on the Negh'var but smaller, attaches to the main body here; mounted above it is a large disruptor cannon, and the notch in the bridge module also contains a disruptor cannon.

Crosswired disruptors The Pa'chag's crosswired disruptor system allows its beam weapons to do +10 points of damage. Additionally, consider them to be on "hot standby" status at all times. However, the crosswiring also makes them more prone to explode when damaged. Whenever a Pa'chag suffers any damage to any of its disruptors, roll 1d6. On a 1, an explosion occurs (Blast Radius 3 meters, Blast Radius damage 3+10d6 to characters with a Dropoff of 15 points per meter; the ship itself takes 6d6 damage [no defense applies, and the blast automatically destroys the disruptor in addition to this damage]).

Noteworthy vessels/service records/encounters

I.K.S. Pa'chag (prototype); I.K.S. Geth'choq, ambushed and destroyed two Galor-class vessels (2373); I.K.S. Koroth, destroyed during valiant suicide run on Jem'Hadar Battle Cruiser near Chin'toka system (2374); I.K.S. Tronoq, destroyed several enemy ships during final battle of Dominion War (2375).

QA'CHENG CLASS

Class and Type: *Qa'cheng*-Class Strike Frigate
Commissioning Date: 2371

HULL SYSTEMS

SIZE: 5

Length: 243.57 meters
 Beam: 88.25 meters
 Height: 39.26 meters
 Decks: 8
 Mass: 387,620 metric tonnes
 SUs Available: 1,900
 SUs Used: 1,870

HULL

Outer 20
 Inner 20

RESISTANCE

Outer Hull: 10
 Inner Hull: 10

STRUCTURAL INTEGRITY FIELD

Main: Class 5 (Protection 80/120) [1 Power/10 Protection/round]
 Backup: Class 5 (Protection 40) [1 Power/10 Protection/round]
 Backup: Class 5 (Protection 40) [1 Power/10 Protection/round]

PERSONNEL SYSTEMS

CREW/PASSENGERS/EVAC: 396/526/6,750

CREW QUARTERS

Barracks: House 660 crewmembers
 Spartan: 120
 Basic: 60
 Expanded: 20
 Luxury: 5
 Unusual: 4

ENVIRONMENTAL SYSTEMS

Basic Life Support [11 Power/round] 20
 Reserve Life Support [6 Power/round] 10
 Emergency Life Support (30 emergency shelters) 10
 Gravity [3 Power/round] 5
 Consumables: 2 years' worth 10
 Replicator Systems
 Food Replicators [5 Power/round] 5
 Industrial Replicators 8
 Type: Network of small replicators [2 Power/round]
 Type: 1 large unit [2 Power/replicator/round]
 Medical Facilities: 5 (+1) [5 Power/round] 25
 Recreation Facilities: 4 [8 Power/round] 32
 Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round] 15
 Fire Suppression System [1 Power/round when active] 5
 Cargo Holds: 5,600 cubic meters 1
 Locations: Six locations throughout ship
 Escape Pods 8
 Number: 140
 Capacity: 8 persons per pod

PROPULSION SYSTEMS

WARP DRIVE

Nacelles: Type 6D 105
 Speed: 6.0/9.2/9.6 [1 Power/.2 warp speed]
 PIS: Type H (12 hours of Maximum warp) 16

IMPULSE ENGINE

Type: Class 5A (.72c/.9c) [7/9 Power/round] 28
 Acceleration Uprating: Class Beta (75% acceleration)
 [2 Power/round when active] 4
 Location: Aft

REACTION CONTROL SYSTEM (.025c) [2 Power/round when in use] 5

POWER SYSTEMS

WARP ENGINE

Type: Class 10/P (generates 540 Power/round) 114
 Location: Amidships

Impulse Engine[s]: 1 Class 5A (generate 44 Power/engine/round)

Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) 12

Emergency Power: Type D (generates 40 Power/round) 40

EPS: Standard Power flow, +250 Power transfer/round 50

Standard Usable Power: 624

OPERATIONS SYSTEMS

BRIDGE: Forward end of central shaft 28

SEPARATION SYSTEM: Detachable forward module 5

COMPUTERS

Core 1: Forward [5 Power/round] 10
 Core 2: Main hull [5 Power/round] 10
 Uprating: Class Alpha (+1) [1 Power/computer/round] 4
 ODN 15
 4

NAVIGATIONAL DEFLECTOR [5 Power/round]

Range: 10/20,000/50,000/150,000
 Accuracy: 5/6/8/11
 Location: Ventral 20

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 43
 Range Package: Type 6 (Accuracy 3/4/7/10)
 High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5.0)
 Low Resolution: 16 light-years (1/1.1-5.0/5.1-12.0/12.1-16)
 Strength Package: Class 8 (Strength 8)
 Gain Package: Class Alpha (+1)
 Coverage: Standard
 Lateral Sensors [5 Power/round] 19
 Strength Package: Class 8 (Strength 8)
 Gain Package: Class Alpha (+1)
 Coverage: Standard
 Navigational Sensors [5 Power/round] 18
 Strength Package: Class 8 (Strength 8)
 Gain Package: Class Alpha (+1)
 Probes: 50 5
Sensors Skill: 5

FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2
 [1 Power/round in use]
 Navigational Computer
 Main: Class 2 (+1) [1 Power/round]
 Backups: 2
 Inertial Damping Field
 Main
 Strength: 9 [3 Power/round]
 Number: 2
 Backup
 Strength: 6 [2 Power/round]
 Number: 3
 Attitude Control [1 Power/round]

COMMUNICATIONS SYSTEMS

Type: Class 8 [2 Power/round]
 Strength: 8
 Security: -4 (Class Gamma uprating)
 Basic Uprating: Class Alpha (+1)
 Emergency Communications: Yes [2 Power/round]

TRACTOR BEAMS

Emitter: Class Delta [3 Power/Strength used/round]
 Accuracy: 4/5/7/10
 Location: Aft ventral
 Emitter: Class Delta [3 Power/Strength used/round]
 Accuracy: 4/5/7/10
 Location: Forward
 Emitter: Class Alpha [3 Power/Strength used/round]
 Accuracy: 5/6/8/11
 Location: Shuttlebay

TRANSPORTERS

Type: Personnel [4 Power/use]
 Pads: 4
 Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
 Energizing/Transition Coils: Class H (Strength 8)
 Number and Location: One forward, two in main hull
Type: Emergency [5 Power/use]
 Pads: 16
 Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
 Energizing/Transition Coils: Class H (Strength 8)
 Number and Location: One forward, one amidships
Type: Cargo [4 Power/use]
 Pads: 400 kg
 Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
 Energizing/Transition Coils: Class H (Strength 8)
 Number and Location: Two in main hull

CLOAKING DEVICE: Class 8 [40 Power/class/round]

SECURITY SYSTEMS

Rating: 4
 Anti-Intruder System: Yes [1 Power/round]
 Internal Force Fields [1 Power/3 Strength]

SCIENCE SYSTEMS

Rating 2 (+1) [2 Power/round]
 Specialized Systems: 1
 Laboratories: 14

TACTICAL SYSTEMS

Forward Disruptor Cannon 55
 Type: 12
 Damage: 260 [26 Power]
 Number of Emitters: Up to 5 shots per round
 Targeting System: Accuracy 3/4/6/9
 Range: 10/30,000/100,000/300,000
 Location: Forward
 Firing Arc: 360 degrees forward
 Firing Modes: Standard, Pulse

Starboard Wing Disruptor Array 51
 Type: 11
 Damage: 240 [24 Power]
 Number of Emitters: Up to 5 shots per disruptor per round
 Targeting System: Accuracy 3/4/6/9
 Range: 10/30,000/100,000/300,000
 Location: Starboard wing
 Firing Arc: 360 degrees starboard
 Firing Modes: Standard, Pulse

Port Wing Disruptor Array 51
 Type: 11
 Damage: 240 [24 Power]
 Number of Emitters: Up to 5 shots per disruptor per round
 Targeting System: Accuracy 3/4/6/9
 Range: 10/30,000/100,000/300,000
 Location: Port wing
 Firing Arc: 360 degrees port
 Firing Modes: Standard, Pulse

Dorsal Disruptor Arrays (2) 102
 Type: 11
 Damage: 240 [24 Power]
 Number of Emitters: Up to 5 shots per disruptor per round
 Targeting System: Accuracy 3/4/6/9
 Range: 10/30,000/100,000/300,000
 Location: Dorsal centerline
 Firing Arc: 360 degrees dorsal
 Firing Modes: Standard, Pulse

Ventral Disruptor Arrays (2) 102
 Type: 11
 Damage: 240 [24 Power]
 Number of Emitters: Up to 5 shots per disruptor per round
 Targeting System: Accuracy 3/4/6/9
 Range: 10/30,000/100,000/300,000
 Location: Ventral amidships, port and starboard
 Firing Arc: 360 degrees ventral
 Firing Modes: Standard, Pulse

Aft Disruptor Array 51
 Type: 11
 Damage: 240 [24 Power]
 Number of Emitters: Up to 5 shots per disruptor per round
 Targeting System: Accuracy 3/4/6/9
 Range: 10/30,000/100,000/300,000
 Location: Aft
 Firing Arc: 360 degrees aft
 Firing Modes: Standard, Pulse

Forward Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage)

Spread: 10

Range: 15/350,000/1,500,000/4,050,000

Targeting System: Accuracy 3/4/6/9

Power: [20 + 5 per torpedo fired]

Location: Forward

Firing Arc: Forward, but are self-guided

Aft Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage)

Spread: 10

Range: 15/350,000/1,500,000/4,050,000

Targeting System: Accuracy 3/4/6/9

Power: [20 + 5 per torpedo fired]

Location: Aft

Firing Arc: Aft, but are self-guided

Torpedoes Carried: 60

TA/T/TS: Class Gamma [2 Power/round]

Strength: 9

Bonus: +2

Weapons Skill: 5

Shields (Forward, Aft, Port, Starboard)

53 (x4)

Shield Generator: Class 5 (Protection 900) [90 Power/shield/round]

Shield Grid: Type B (33% increase to 1200 Protection)

Subspace Field Distortion Amplifiers: Class Zeta (Threshold 300)

Recharging System: Class 1 (45 seconds)

Backup Shield Generators: 4 (1 per shield)

Auto-Destruct System

5

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 20 Size worth of ships

40

Standard Complement: 10 shuttlecraft

Location(s): Aft ventral

Captain's Yacht: No

19 hull and hold warp nacelles at their ends.

The Qa'cheng proved ideally suited to Klingon needs during the Dominion War. Able to penetrate Dominion-held territory quickly and stealthily, it could gather intelligence, perhaps strike at a juicy target or two, and then escape back to Federation alliance lines before the Jem'Hadar could find and destroy it.

19

Noteworthy vessels/service records/encounters

I.K.S. Qa'cheng, prototype; I.K.S. VaQaj, inflicted substantial damage on the Cardassian outpost Gethren Nor (2372); I.K.S. GhoS'Hab, participated in raid on Torros III (2374); I.K.S. Blpyay, destroyed two Jem'Hadar Battle Cruisers in an ambush at the Rendrikar Nebula (2375).

DESCRIPTION AND NOTES

Fleet data: Designed to perform scouting and reconnaissance missions into territory too dangerous for ordinary scouts, quick raids and strikes against enemy positions, and escort duties for ships entering combat zones, the Qa'cheng-class Strike Frigate has quickly become a favorite of many Klingon warriors since its introduction into the fleet in 2371. Its combination of speed, maneuverability, and offensive power makes it fit many warriors' tactical preferences perfectly.

The Qa'cheng has an axehead-shaped detachable forward module containing a powerful disruptor cannon, with the bridge immediately aft of the module in a trapezoidal-shaped section occupying the dorsal part of the forward third of the central shaft. The shaft broadens shortly before connecting to the main hull, a roughly rectangular-shaped structure topped by a wedge-shaped superstructure. Wing pylons curving forward and down project from the aft dorsal edges of the main

QIJ'TAGH CLASS

Class and Type: *Qij'tagh*-Class Heavy Escort
Commissioning Date: 2352

HULL SYSTEMS

SIZE: 6

Length: 325.55 meters
 Beam: 146.81 meters
 Height: 60.48 meters
 Decks: 12
 Mass: 935,000 metric tonnes
 SUs Available: 2,200
 SUs Used: 2,065

HULL

Outer 24
 Inner 24

RESISTANCE

Outer Hull: 10 12
 Inner Hull: 10 12

STRUCTURAL INTEGRITY FIELD

Main: Class 5 (Protection 80/120) [1 Power/10 Protection/round] 30
 Backup: Class 5 (Protection 40) [1 Power/10 Protection/round] 15
 Backup: Class 5 (Protection 40) [1 Power/10 Protection/round] 15

PERSONNEL SYSTEMS

CREW/PASSENGERS/EVAC: 368/154/4,650

CREW QUARTERS

Barracks: House 60 crewmembers 1
 Spartan: 180 9
 Basic: 100 10
 Expanded: 30 6
 Luxury: 3 3
 Unusual: 1 1

ENVIRONMENTAL SYSTEMS

Basic Life Support [11 Power/round] 24
 Reserve Life Support [6 Power/round] 12
 Emergency Life Support (36 emergency shelters) 12
 Gravity [3 Power/round] 6
 Consumables: 2 years' worth 12
 Replicator Systems
 Food Replicators [6 Power/round] 6
 Industrial Replicators 9
 Type: Network of small replicators [2 Power/round]
 Type: 1 large unit [2 Power/replicator/round]
 Medical Facilities: 5 (+1) [5 Power/round] 25
 Recreation Facilities: 4 [8 Power/round] 32
 Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round] 18
 Fire Suppression System [1 Power/round when active] 6
 Cargo Holds: 21,000 cubic meters 1
 Locations: Twelve locations throughout ship
 Escape Pods 9
 Number: 140
 Capacity: 12 persons per pod

PROPULSION SYSTEMS

WARP DRIVE

Nacelles: Type 6D 105
 Speed: 6.0/9.2/9.6 [1 Power/.2 warp speed]
 PIS: Type H (12 hours of Maximum warp) 16

IMPULSE ENGINE

Type: Class 5A (.72c/.9c) [7/9 Power/round] 28
 Location: Aft, immediately to port and starboard of centerline

REACTION CONTROL SYSTEM (.025c) [2 Power/round when in use] 6

POWER SYSTEMS

WARP ENGINE

Type: Class 8/N (generates 445 Power/round) 95
 Location: Amidships

Impulse Engine[s]: 1 Class 5A (generate 44 Power/engine/round)

Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) 12

Emergency Power: Type E (generates 45 Power/round) 45

EPS: Standard Power flow, +200 Power transfer/round 50

Standard Usable Power: 489

OPERATIONS SYSTEMS

BRIDGE: Forward dorsal module 33

COMPUTERS

Core 1: Forward [5 Power/round] 12
 Core 2: Aft of Engineering [5 Power/round] 12
 ODN 18

NAVIGATIONAL DEFLECTOR [5 Power/round]

Range: 10/20,000/50,000/150,000 24
 Accuracy: 5/6/8/11
 Location: Ventral

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 33
 Range Package: Type 4 (Accuracy 3/4/7/10)
 High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)
 Low Resolution: 14 light-years (1/1.1-3.5/3.6-10.0/10.1-14)
 Strength Package: Class 7 (Strength 7)
 Gain Package: Class Alpha (+1)
 Coverage: Standard
 Lateral Sensors [5 Power/round] 17
 Strength Package: Class 7 (Strength 7)
 Gain Package: Class Alpha (+1)
 Coverage: Standard
 Navigational Sensors [5 Power/round] 16
 Strength Package: Class 7 (Strength 7)
 Gain Package: Class Alpha (+1)
 Probes: 30 3
Sensors Skill: 4

FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2
 [1 Power/round in use] 11



Navigation Computer
 Main: Class 2 (+1) [1 Power/round]
 Backups: 3
Inertial Damping Field
 Main
 Strength: 9 [3 Power/round]
 Number: 3
 Backup
 Strength: 6 [2 Power/round]
 Number: 3
 Attitude Control [2 Power/round]

COMMUNICATIONS SYSTEMS

Type: Class 7 [2 Power/round]
 Strength: 7
 Security: -4 (Class Gamma uprating)
 Basic Uprating: Class Alpha (+1)
 Emergency Communications: Yes [2 Power/round]

TRACTOR BEAMS

Emitter: Class Gamma [3 Power/Strength used/round]
 Accuracy: 4/5/7/10
 Location: Forward
 Emitter: Class Gamma [3 Power/Strength used/round]
 Accuracy: 4/5/7/10
 Location: Aft ventral
 Emitter: Class Alpha [3 Power/Strength used/round]
 Accuracy: 5/6/8/11
 Location: Shuttlebay

TRANSPORTERS

Type: Personnel [5 Power/use]
 Pads: 6
 Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
 Energizing/Transition Coils: Class G (Strength 7)
 Number and Location: One aft of bridge, two spread evenly throughout main hull
Type: Emergency [5 Power/use]
 Pads: 16
 Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
 Energizing/Transition Coils: Class G (Strength 7)
 Number and Location: Three spread evenly throughout main hull
Type: Cargo [5 Power/use]
 Pads: 600 kg
 Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
 Energizing/Transition Coils: Class G (Strength 7)
 Number and Location: Three spread evenly throughout main hull

CLOAKING DEVICE: Class 8 [40 Power/class/round]

SECURITY SYSTEMS

Rating: 5
 Anti-Intruder System: Yes [1 Power/round]
 Internal Force Fields [1 Power/3 Strength]

SCIENCE SYSTEMS

Rating 2 (+1) [2 Power/round]
 Specialized Systems: 1
 Laboratories: 13

TACTICAL SYSTEMS

2 **Forward Disruptor Cannon** 50
 3 **Type:** 11
 36 **Damage:** 240 [24 Power]
 Number of Shots: Up to 5 shots per round
 Targeting System: Accuracy 4/5/7/10
 9 **Range:** 10/30,000/100,000/300,000
Location: Forward weapons module
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse
 2 **Secondary Forward Disruptor Cannon** 50
 19 **Type:** 11
Damage: 240 [24 Power]
 Number of Shots: Up to 5 shots per round
 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward edge of main hull
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse
 9 **Starboard Wing Disruptor Cannon** 50
 9 **Type:** 11
Damage: 240 [24 Power]
 Number of Shots: Up to 5 shots per round
 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward tip of starboard wing
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse
 3 **Port Wing Disruptor Cannon** 50
 48 **Type:** 11
Damage: 240 [24 Power]
 Number of Shots: Up to 5 shots per round
 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward tip of port wing
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse
 42 **Starboard Disruptor Array (2)** 92
 39 **Type:** 10
Damage: 220 [22 Power]
 Number of Shots: Up to 3 shots per round
 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Starboard side of main hull
Firing Arc: 360 degrees starboard
Firing Modes: Standard, Pulse
 30 **Port Disruptor Array (2)** 92
 20 **Type:** 10
Damage: 220 [22 Power]
 Number of Shots: Up to 3 shots per round
 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Port side of main hull
Firing Arc: 360 degrees port
Firing Modes: Standard, Pulse

Ventral Disruptor Array (2)

Type: 10
Damage: 220 [22 Power]
Number of Shots: Up to 3 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Ventral side of main hull
Firing Arc: 360 degrees ventral
Firing Modes: Standard, Pulse

Aft Disruptor Array

Type: 10
Damage: 220 [22 Power]
Number of Shots: Up to 3 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Aft
Firing Arc: 360 degrees aft
Firing Modes: Standard, Pulse

Forward Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage)
Spread: 8
Range: 15/350,000/1,500,000/4,050,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Forward weapons module
Firing Arc: Forward, but are self-guided

Secondary Forward Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage)
Spread: 8
Range: 15/350,000/1,500,000/4,050,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Forward edge of main hull
Firing Arc: Forward, but are self-guided

Aft Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage)
Spread: 8
Range: 15/350,000/1,500,000/4,050,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Aft
Firing Arc: Aft, but are self-guided

Torpedoes Carried: 240

TA/T/TS: Class Beta [1 Power/round]
Strength: 8
Bonus: +1

Weapons Skill: 5

Shields (Forward, Aft, Port, Starboard) 54 (x4)
Shield Generator: Class 4 (Protection 750) [75 Power/shield/round]
Shield Grid: Type B (33% increase to 1000 Protection)
Subspace Field Distortion Amplifiers: Class Epsilon (Threshold 250)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) 8

Auto-Destruct System 6

92 AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 20 Size worth of ships 40
Standard Complement: 10 shuttlecraft
Location(s): Aft ventral
Captain's Yacht: Yes 10

DESCRIPTION AND NOTES

Fleet data: The QIj'tagh-class Heavy Escort, developed by starship designers working for the I.K.D.F., has since become a common sight not only in the Imperial fleet, but most Great House fleets as well. It uses the "winged shaft" configuration, but the main hull, instead of expanding to port and starboard as on most ships, expands dorsally, giving the ship a two-tiered appearance when viewed from the side. The bridge module, an axehead-shaped section attached to the ship's main hull in a small "notch" on the forward point of the upper dorsal area, has a clear view of the ship's primary weapons, the disruptor cannons located in the forward module and the forward tips of each wing pylon. The pylons gently curve forward and down, with the nacelles attached ventrally where each wing meets the main hull just above its ventral edge.

During the Dominion War, the QIj'tagh did yeoman's work escorting supply convoys through territory threatened by enemy advances and raids. According to Starfleet Command's statistics, QIj'taghs succeeded in over 77% of their missions, providing an additional 14% boost in frontline supplies which the alliance otherwise would not have enjoyed.

Noteworthy vessels/service records/encounters
 17 I.K.S. QIj'tagh, prototype; I.K.S. Sov'req, hosted key diplomatic conference between House GhoS'a and House Dev'toS, ending centuries of bickering and feuding between them (2362); I.K.S. Che'veH, rescued Korec of House Ba'vagh from an attack by assassins hired by an unknown House (2370); I.K.S. Lugh'Vang, escorted successful secret mission to provide supplies to Betazed resistance (2375); I.K.S. Ghirta, escorted General Martok's ship to the signing of the Treaty of Bajor as a reward for its stellar record of accomplishment throughout the Dominion War (2376).

SOMPEK CLASS

Class and Type: *Sompek*-Class Heavy Destroyer
Commissioning Date: 2365

HULL SYSTEMS

SIZE: 5

Length: 225.62 meters
 Beam: 78.57 meters
 Height: 42.53 meters
 Decks: 7
 Mass: 415,750 metric tonnes
 SUs Available: 1,900
 SUs Used: 1,886

HULL

Outer 20
 Inner 20

RESISTANCE

Outer Hull: 8 9
 Inner Hull: 8 9

STRUCTURAL INTEGRITY FIELD

Main: Class 5 (Protection 80/120) [1 Power/10 Protection/round] 29
 Backup: Class 5 (Protection 40) [1 Power/10 Protection/round] 15
 Backup: Class 5 (Protection 40) [1 Power/10 Protection/round] 15

PERSONNEL SYSTEMS

CREW/PASSENGERS/EVAC: 187/222/5,700

CREW QUARTERS

Barracks: House 120 crewmembers 2
 Spartan: 160 8
 Basic: 60 6
 Expanded: 30 6
 Luxury: 5 5
 Unusual: None

ENVIRONMENTAL SYSTEMS

Basic Life Support [11 Power/round] 20
 Reserve Life Support [6 Power/round] 10
 Emergency Life Support (30 emergency shelters) 10
 Gravity [3 Power/round] 5
 Consumables: 2 years' worth 10
 Replicator Systems
 Food Replicators [5 Power/round] 5
 Industrial Replicators 8
 Type: Network of small replicators [2 Power/round]
 Type: 1 large unit [2 Power/replicator/round]
 Medical Facilities: 4 (+1) [4 Power/round] 20
 Recreation Facilities: 4 [8 Power/round] 32
 Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round] 15
 Fire Suppression System [1 Power/round when active] 5
 Cargo Holds: 11,000 cubic meters 1
 Locations: Eight locations throughout ship
 Escape Pods 8
 Number: 120
 Capacity: 12 persons per pod

PROPULSION SYSTEMS

WARP DRIVE

Nacelles: Type 6B 95
 Speed: 6.0/8.6/9.2 [1 Power/.2 warp speed]
 PIS: Type H (12 hours of Maximum warp) 16

IMPULSE ENGINE

Type: Class 5 (.7c/.9c) [7/9 Power/round] 25
 Location: Aft

IMPULSE ENGINE

Type: Class 5 (.7c/.9c) [7/9 Power/round] 25
 Location: Port and starboard, ventrally where wing pylons join main body

REACTION CONTROL SYSTEM (.025c) [2 Power/round when in use] 5

POWER SYSTEMS

WARP ENGINE

Type: Class 8/N (generates 445 Power/round) 95
 Location: Aft

Impulse Engine[s]: 2 Class 5 (generate 40 Power/engine/round)

Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) 12

Emergency Power: Type D (generates 40 Power/round) 40

EPS: Standard Power flow, +200 Power transfer/round 45

Standard Usable Power: 525

OPERATIONS SYSTEMS

BRIDGE: Command hull dorsal amidships 28

SEPARATION SYSTEM: Detachable forward module 5

COMPUTERS

Core 1: Command hull [5 Power/round] 10

Core 2: Engineering [5 Power/round] 10

ODN 15

NAVIGATIONAL DEFLECTOR [5 Power/round] 20

Range: 10/20,000/50,000/150,000

Accuracy: 5/6/8/11

Location: Ventral

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 37

Range Package: Type 5 (Accuracy 3/4/7/10)

High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5.0)

Low Resolution: 15 light-years (1/1.1-4.0/4.1-12.0/12.1-15)

Strength Package: Class 7 (Strength 7)

Gain Package: Class Alpha (+1)

Coverage: Standard

Lateral Sensors [5 Power/round] 17

Strength Package: Class 7 (Strength 7)

Gain Package: Class Alpha (+1)

Coverage: Standard

Navigational Sensors [5 Power/round] 16

Strength Package: Class 7 (Strength 7)

Gain Package: Class Alpha (+1)

Probes: 45 5

Sensors Skill: 4

FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2
 [1 Power/round in use]
 Navigational Computer
 Main: Class 2 (+1) [1 Power/round]
 Backups: 2
 Inertial Damping Field
 Main
 Strength: 9 [3 Power/round]
 Number: 3
 Backup
 Strength: 6 [2 Power/round]
 Number: 3
 Attitude Control [1 Power/round]

COMMUNICATIONS SYSTEMS

Type: Class 8 [2 Power/round]
 Strength: 8
 Security: -4 (Class Gamma uprating)
 Basic Uprating: Class Alpha (+1)
 Emergency Communications: Yes [2 Power/round]

TRACTOR BEAMS

Emitter: Class Delta [3 Power/Strength used/round]
 Accuracy: 4/5/7/10
 Location: Forward
 Emitter: Class Delta [3 Power/Strength used/round]
 Accuracy: 4/5/7/10
 Location: Aft ventral
 Emitter: Class Alpha [3 Power/Strength used/round]
 Accuracy: 5/6/8/11
 Location: Shuttlebay

TRANSPORTERS

Type: Personnel [4 Power/use]
 Pads: 4
 Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
 Energizing/Transition Coils: Class G (Strength 7)
 Number and Location: Three in main hull
Type: Emergency [5 Power/use]
 Pads: 16
 Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
 Energizing/Transition Coils: Class G (Strength 7)
 Number and Location: One forward, two in main hull
Type: Cargo [4 Power/use]
 Pads: 400 kg
 Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
 Energizing/Transition Coils: Class G (Strength 7)
 Number and Location: Three amidships

CLOAKING DEVICE: Class 7 [40 Power/class/round]

SECURITY SYSTEMS

Rating: 4
 Anti-Intruder System: Yes [1 Power/round]
 Internal Force Fields [1 Power/3 Strength]

SCIENCE SYSTEMS

Rating 2 (+1) [2 Power/round]
 Specialized Systems: 1
 Laboratories: 18

TACTICAL SYSTEMS

11	Forward Disruptor Cannon	50
	Type: 11	
	Damage: 240 [24 Power]	
2	Number of Emitters: Up to 5 shots per round	
2	Targeting System: Accuracy 4/5/7/10	
	Range: 10/30,000/100,000/300,000	
30	Location: Forward	
	Firing Arc: 360 degrees forward	
	Firing Modes: Standard, Pulse	
9	Starboard Wedge Disruptor Arrays (2)	84
	Type: 9	
	Damage: 200 [20 Power]	
	Number of Emitters: Up to 3 shots per round	
	Targeting System: Accuracy 4/5/7/10	
21	Range: 10/30,000/100,000/300,000	
	Location: Starboard side of wedge superstructure	
	Firing Arc: 360 degrees starboard	
	Firing Modes: Standard, Pulse	
1	Port Wedge Disruptor Arrays (2)	84
	Type: 9	
	Damage: 200 [20 Power]	
	Number of Emitters: Up to 3 shots per round	
	Targeting System: Accuracy 4/5/7/10	
12	Range: 10/30,000/100,000/300,000	
	Location: Port side of wedge superstructure	
	Firing Arc: 360 degrees port	
	Firing Modes: Standard, Pulse	
3	Starboard Dorsal Disruptor Array	41
	Type: 9	
	Damage: 200 [20 Power]	
	Number of Emitters: Up to 3 shots per round	
	Targeting System: Accuracy 4/5/7/10	
45	Range: 10/30,000/100,000/300,000	
	Location: Dorsal, to starboard of wedge and command hull	
	Firing Arc: 360 degrees dorsal (significant arc shadow)	
	Firing Modes: Standard, Pulse	
42	Port Dorsal Disruptor Array	41
	Type: 9	
	Damage: 200 [20 Power]	
	Number of Emitters: Up to 3 shots per round	
	Targeting System: Accuracy 4/5/7/10	
36	Range: 10/30,000/100,000/300,000	
	Location: Dorsal, to port of wedge and command hull	
	Firing Arc: 360 degrees dorsal (significant arc shadow)	
	Firing Modes: Standard, Pulse	
26	Ventral Disruptor Arrays (2)	84
	Type: 9	
	Damage: 200 [20 Power]	
16	Number of Emitters: Up to 3 shots per round	
5	Targeting System: Accuracy 4/5/7/10	
5	Range: 10/30,000/100,000/300,000	
	Location: Ventral amidships, to port and starboard of centerline	
15	Firing Arc: 360 degrees ventral	
5	Firing Modes: Standard, Pulse	
4		

Aft Disruptor Array

Type: 9

Damage: 200 [20 Power]

Number of Emitters: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Aft

Firing Arc: 360 degrees aft

Firing Modes: Standard, Pulse

Forward Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage)

Spread: 8

Range: 15/350,000/1,500,000/4,050,000

Targeting System: Accuracy 4/5/7/10

Power: [20 + 5 per torpedo fired]

Location: Forward weapons module

Firing Arc: Forward, but are self-guided

Wedge Forward Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage)

Spread: 8

Range: 15/350,000/1,500,000/4,050,000

Targeting System: Accuracy 4/5/7/10

Power: [20 + 5 per torpedo fired]

Location: Forward tip of wedge superstructure

Firing Arc: Forward, but are self-guided

Aft Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage)

Spread: 8

Range: 15/350,000/1,500,000/4,050,000

Targeting System: Accuracy 4/5/7/10

Power: [20 + 5 per torpedo fired]

Location: Aft

Firing Arc: Aft, but are self-guided

Torpedoes Carried: 220

TA/T/TS: Class Beta [1 Power/round]

Strength: 8

Bonus: +1

Weapons Skill: 5

Shields (Forward, Aft, Port, Starboard)

Shield Generator: Class 4 (Protection 800) [80 Power/shield/round]

Shield Grid: Type C (50% increase to 1200 Protection)

Subspace Field Distortion Amplifiers: Class Zeta (Threshold 260)

Recharging System: Class 1 (45 seconds)

Backup Shield Generators: 4 (1 per shield)

Auto-Destruct System

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 16 Size worth of ships

Standard Complement: 8 shuttlecraft

Location(s): Aft ventral

Captain's Yacht: No

DESCRIPTION AND NOTES

Fleet data: Also known to Klingons as the Puvwl'wejej (roughly, "Flying Trident") due to its

42 shape, the Sompek-class Heavy Destroyer provides combat support for heavier ships in the fleet of virtually every Great House. Since its introduction in 2365, it has proven itself a powerful, versatile ship, a weapon worthy of a Klingon warrior.

The Sompek employs the traditional "winged shaft" configuration in a slightly altered mode. The wing pylons, straighter and more slender than on most Klingon vessels, project sharply forward and down, rather than curving gently; the pylons attach to their ends. The central shaft serves primarily as a weapons placement platform. Slightly aft of where it broadens into the main hull, the designers placed a wedge-shaped superstructure, and on top of that an axehead-shaped module containing the bridge. Powerful disruptors and torpedo launchers bristle from the forward weapons module, the wedge, and the bridge module, as well as other parts of the main hull.

Although most Sompeks lack atmospheric and planetfall capability, some Houses have modified the ship during construction to provide it with those features. To represent such ships, add 10 SUs to the vessel's cost.

During the Dominion War, Sompek-class Heavy Destroyers primarily fulfilled two functions. First, they escorted vital supply convoys through dangerous areas, insuring they would reach their destinations intact to provide much-needed relief to frontline troops. Second, they flew in fleet formations alongside larger ships, adding their own not inconsiderable firepower to that of their "parent" vessel. Thanks to them, many a Jem'Hadar and Cardassian ship never returned to its home base.

Noteworthy vessels/service records/encounters

I.K.S. Sompek, prototype; I.K.S. Letjub, destroyed three pirate vessels that attacked a convoy it was guarding, without losing a single crewmember to enemy attack (2368); I.K.S. BaSHagh, played a crucial role in a battle near the Cardassia system (2372); I.K.S. NaghQa, participated in destruction of the Khrevas Nor orbital factory (2374); I.K.S. Qlj'tel, survived a Jem'Hadar ambush which destroyed the convoy it was guarding and companion ships, but despite suffering severe damage itself escaped the Jem'Hadar and, over three torturous days, evaded their patrols to make it back to Federation alliance lines with important data regarding enemy fleet deployment (2375).

SUV'TIS CLASS

Class and Type: *Suv'tis*-Class Fighter
Commissioning Date: 2366

HULL SYSTEMS

SIZE: 2

Length: 32.15 meters
 Beam: 8.54 meters
 Height: 4.96 meters
 Decks: 1
 Mass: 22 metric tonnes
 SUs Available: 625
 SUs Used: 601

HULL

Outer 8
 Inner 8

RESISTANCE

Outer Hull: 6
 Inner Hull: 6

STRUCTURAL INTEGRITY FIELD

Main: Class 3 (Protection 60/90) [1 Power/10 Protection/round] 20
 Backup: Class 3 (Protection 30) [1 Power/10 Protection/round] 10
 Backup: Class 3 (Protection 30) [1 Power/10 Protection/round] 10

SPECIALIZED HULL: Atmospheric Capability; Planetfall Capability 4

PERSONNEL SYSTEMS

CREW/PASSENGERS/EVAC: 2/0/15

CREW QUARTERS

Barracks: None
 Spartan: 1
 Basic: None
 Expanded: None
 Luxury: None
 Unusual: None

ENVIRONMENTAL SYSTEMS

Basic Life Support [3 Power/round] 8
 Reserve Life Support [2 Power/round] 4
 Emergency Life Support (2 emergency shelters) 4
 Gravity [1 Power/round] 2
 Consumables: 1 week's worth 1
 Replicator Systems 2
 Food Replicators [2 Power/round] 2
 Industrial Replicators 2
 Type: Network of small replicators [2 Power/round]
 Medical Facilities: 1 (+0) [1 Power/round] 5
 Recreation Facilities: 1 [2 Power/round] 8
 Personnel Transport: Jefferies tubes [0 Power/round] 2
 Fire Suppression System [1 Power/round when active] 2
 Cargo Holds: None
 Escape Pods 1
 Number: 1
 Capacity: 4 persons per pod

PROPULSION SYSTEMS

WARP DRIVE

Nacelles: Type 2 15
 Speed: 2.0/3.0/6.0 [1 Power/.2 warp speed]
 PIS: Type B (5 hours of Maximum warp) 4
 Uprating: Package 1 for Standard, Sustainable, and Maximum 6
Special Configuration: Embedded 8

IMPULSE ENGINE

Type: Class 5 (.7c/.9c) [7/9 Power/round] 25
 Acceleration Uprating: Class Beta (75% acceleration)
 [2 Power/round when active] 4
 Location: Aft

REACTION CONTROL SYSTEM (.025c) [2 Power/round when in use] 2

POWER SYSTEMS

WARP ENGINE

Type: Class 4/G (generates 210 Power/round) 51
 Location: Amidships

Impulse Engine[s]: 1 Class 5 (generate 40 Power/engine/round)

Auxiliary Power: 2 reactors (generate 5 Power/reactor/round) 6

Emergency Power: Type B (generates 30 Power/round) 30

EPS: Standard Power flow, +80 Power transfer/round 18

Standard Usable Power: 250

OPERATIONS SYSTEMS

BRIDGE: Forward cockpit 11

COMPUTERS

Core 1: Amidships [5 Power/round] 4
 ODN 6

NAVIGATIONAL DEFLECTOR [5 Power/round]

Range: 10/20,000/50,000/150,000
 Accuracy: 5/6/8/11
 Location: Ventral 8

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 23
 Range Package: Type 2 (Accuracy 3/4/7/10)
 High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)
 Low Resolution: 12 light-years (1/1.1-3.0/3.1-8.0/8.1-12)
 Strength Package: Class 6 (Strength 6)
 Gain Package: Class Alpha (+1)
 Coverage: Standard
 Lateral Sensors [5 Power/round] 15
 Strength Package: Class 6 (Strength 6)
 Gain Package: Class Alpha (+1)
 Coverage: Standard
 Navigational Sensors [5 Power/round] 14
 Strength Package: Class 6 (Strength 6)
 Gain Package: Class Alpha (+1)
 Probes: 10 1
Sensors Skill: 3

FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 3
 [1 Power/round in use]
 Navigational Computer
 Main: Class 1 (+0) [0 Power/round]
 Backups: 2
 Inertial Damping Field
 Main
 Strength: 6 [3 Power/round]
 Number: 1
 Backup
 Strength: 4 [2 Power/round]
 Number: 2
 Attitude Control [1 Power/round]

COMMUNICATIONS SYSTEMS

Type: Class 5 [2 Power/round]
 Strength: 5
 Security: -2
 Basic Upgrading: None
 Emergency Communications: No

TRACTOR BEAMS

Emitter: Class Beta [3 Power/Strength used/round]
 Accuracy: 5/6/8/11
 Location: Aft ventral

TRANSPORTERS

Type: Personnel [3 Power/use]
 Pads: 2
 Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
 Energizing/Transition Coils: Class F (Strength 6)
 Number and Location: Aft of forward cockpit

CLOAKING DEVICE: Class 4 [40 Power/class/round]

SECURITY SYSTEMS

Rating: 1
 Anti-Intruder System: Yes [1 Power/round]
 Internal Force Fields [1 Power/3 Strength]

SCIENCE SYSTEMS

Rating 1 (+0) [1 Power/round]
 Specialized Systems: None
 Laboratories: None

TACTICAL SYSTEMS

Forward Disruptor Cannon

Type: 7
 Damage: 160 [16 Power]
 Number of Shots: Up to 3 shots per round
 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse

Aft Disruptor Cannon

Type: 7
 12 Damage: 160 [16 Power]
 0 Number of Shots: Up to 3 shots per round
 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Aft
 4 **Firing Arc:** 360 degrees aft
Firing Modes: Standard, Pulse

Forward Starboard Torpedo Launcher

2 **Standard Load:** Type II photon torpedo (200 Damage)
 Spread: 2
 Range: 15/350,000/1,500,000/4,050,000
 Targeting System: Accuracy 4/5/7/10
 Power: [20 + 5 per torpedo fired]
 10 Location: Forward, on starboard side of central shaft
 Firing Arc: Forward, but are self-guided

Forward Port Torpedo Launcher

14 **Standard Load:** Type II photon torpedo (200 Damage)
 Spread: 2
 Range: 15/350,000/1,500,000/4,050,000
 Targeting System: Accuracy 4/5/7/10
 Power: [20 + 5 per torpedo fired]
 Location: Forward, on port side of central shaft
 Firing Arc: Forward, but are self-guided

13 **Torpedoes Carried:** 40

TA/T/TS: Class Beta [1 Power/round]

Strength: 8

Bonus: +1

Weapons Skill: 4

14 **Shields (Forward, Aft, Port, Starboard)** 11 (x4)

Shield Generator: Class 2 (Protection 250) [25 Power/shield/round]

4 Shield Grid: Type B (33% increase to 333 Protection)

2 Subspace Field Distortion Amplifiers: Class Beta (Threshold 80)

2 Recharging System: Class 1 (45 seconds)

Backup Shield Generators: 4 (1 per shield)

7 **Auto-Destruct System** 2

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): None

34 **Captain's Yacht:** No

DESCRIPTION AND NOTES

Fleet data: For the past decade, the Suv'tIS-class Fighter has served as the primary small fighting vessel of the Klingon Empire. Requiring a crew of only two (thus allowing a single warrior to pilot it in a pinch), it provides a powerful offensive "punch" in a small, highly maneuverable package. During the Dominion War, the Suv'tIS displayed its speed, agility, and firepower to great effect, flying in squadrons to attack and destroy much larger enemy vessels.

What makes the Suv'tIS so lethal a fighter is its twin forward torpedo launchers. Located on

the port and starboard sides of the central shaft, rather than the tip of the shaft as on most Klingon vessels, they give the fighter more power than most comparative vessels. Suv'tIS pilots refer to them as tHaH ("Talons"). Additionally, the ship mounts forward and aft disruptors.

The Suv'tIS has the "winged shaft" design common to Klingon ships, but with the wing pylons thrusting sharply forward and down, giving the ship a much sleeker appearance than a B'rel-class Light Warship. In the eyes of many, it superficially resembles the twin-bladed ice skate used by Betazoids.

Like many small Klingon vessels, the Suv'tIS has atmospheric and planetfall capability. When it has to land, it raises its wings and deploys three landing pads.

Noteworthy vessels/service records/encounters

I.K.S. Suv'tIS, prototype; I.K.S. SeHlar, sole survivor of suicide squadron which destroyed three Galor-class Battle Cruisers (2373); I.K.S. Roth, singlehandedly crippled a Jem'Hadar Carrier (2375).

TORATH CLASS

Class and Type: *Torath*-Class Heavy Warship
Commissioning Date: 2364

HULL SYSTEMS

SIZE: 7

Length: 503.72 meters
 Beam: 355.00 meters
 Height: 115.28 meters
 Decks: 27
 Mass: 3,047,500 metric tonnes
 SUs Available: 2,750
 SUs Used: 2,547

HULL

Outer 28
 Inner 28

RESISTANCE

Outer Hull: 10 12
 Inner Hull: 10 12

STRUCTURAL INTEGRITY FIELD

Main: Class 6 (Protection 90/130) [1 Power/10 Protection/round] 34
 Backup: Class 6 (Protection 45) [1 Power/10 Protection/round] 17
 Backup: Class 6 (Protection 45) [1 Power/10 Protection/round] 17

PERSONNEL SYSTEMS

CREW/PASSENGERS/EVAC: 850/1,450/8,000

CREW QUARTERS

Barracks: House 1,440 crewmembers 24
 Spartan: 360 18
 Basic: 150 15
 Expanded: 75 15
 Luxury: 10 10
 Unusual: 2 2

ENVIRONMENTAL SYSTEMS

Basic Life Support [12 Power/round] 28
 Reserve Life Support [6 Power/round] 14
 Emergency Life Support (42 emergency shelters) 14
 Gravity [4 Power/round] 7
 Consumables: 3 years' worth 21
 Replicator Systems
 Food Replicators [7 Power/round] 7
 Industrial Replicators 16
 Type: Network of small replicators [2 Power/round]
 Type: 3 large units [2 Power/replicator/round]
 Medical Facilities: 4 (+1) [4 Power/round] 20
 Recreation Facilities: 4 [8 Power/round] 32
 Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round] 21
 Fire Suppression System [1 Power/round when active] 7
 Cargo Holds: 133,000 cubic meters 4
 Locations: Aft, ventral amidships, 8 other locations
 Escape Pods 9
 Number: 160
 Capacity: 8 persons per pod

PROPULSION SYSTEMS

WARP DRIVE

Nacelles: Type 6A6 93
 Speed: 6.1/8.2/9.6 [1 Power/.2 warp speed]
 PIS: Type H (12 hours of Maximum warp) 16
 Upgrading: Package 1 for Standard, Package 2 for Sustainable 6

IMPULSE ENGINE

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
 Location: Port and starboard, ventral of pylons

IMPULSE ENGINE

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
 Location: Aft Engineering hull

REACTION CONTROL SYSTEM (.025c) [2 Power/round when in use] 7

POWER SYSTEMS

WARP ENGINE

Type: Class 10/P (generates 549 Power/round) 115
 Location: Engineering hull

Impulse Engine[s]: 2 Class 3A (generate 28 Power/engine/round)

Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) 12

Emergency Power: Type E (generates 45 Power/round) 45

EPS: Standard Power flow, +300 Power transfer/round 65

Standard Usable Power: 605

OPERATIONS SYSTEMS

BRIDGE: Forward dorsal 39

COMPUTERS

Core 1: Forward [5 Power/round] 14
 Core 2: Engineering [5 Power/round] 14
 ODN 21

NAVIGATIONAL DEFLECTOR [5 Power/round]

Range: 10/20,000/50,000/150,000 28
 Accuracy: 5/6/8/11
 Location: Ventral

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 43
 Range Package: Type 6 (Accuracy 3/4/7/10)
 High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5.0)
 Low Resolution: 16 light-years (1/1.1-5.0/5.1-12.0/12.1-16)
 Strength Package: Class 8 (Strength 8)
 Gain Package: Class Alpha (+1)
 Coverage: Standard
 Lateral Sensors [5 Power/round] 19
 Strength Package: Class 8 (Strength 8)
 Gain Package: Class Alpha (+1)
 Coverage: Standard
 Navigational Sensors [5 Power/round] 18
 Strength Package: Class 8 (Strength 8)
 Gain Package: Class Alpha (+1)
 Probes: 40 4
Sensors Skill: 4

FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2
 [1 Power/round in use]
 Navigational Computer
 Main: Class 3 (+2) [2 Power/round]
 Backups: 2
 Inertial Damping Field
 Main
 Strength: 9 [3 Power/round]
 Number: 4
 Backup
 Strength: 6 [2 Power/round]
 Number: 4
 Attitude Control [2 Power/round]

COMMUNICATIONS SYSTEMS

Type: Class 8 [2 Power/round]
 Strength: 8
 Security: -4 (Class Gamma uprating)
 Basic Uprating: Class Alpha (+1)
 Emergency Communications: Yes [2 Power/round]

TRACTOR BEAMS

Emitter: Class Delta [3 Power/Strength used/round]
 Accuracy: 4/5/7/10
 Location: Aft ventral
 Emitter: Class Delta [3 Power/Strength used/round]
 Accuracy: 4/5/7/10
 Location: Forward
 Emitter: Class Alpha [3 Power/Strength used/round]
 Accuracy: 5/6/8/11
 Location: Shuttlebay

TRANSPORTERS

Type: Personnel [5 Power/use]
 Pads: 6
 Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
 Energizing/Transition Coils: Class G (Strength 7)
 Number and Location: Two forward, two in Engineering hull
Type: Cargo [4 Power/use]
 Pads: 400 kg
 Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
 Energizing/Transition Coils: Class G (Strength 7)
 Number and Location: Two forward, two in Engineering hull

CLOAKING DEVICE: Class 8 [40 Power/class/round]

SECURITY SYSTEMS

Rating: 4
 Anti-Intruder System: Yes [1 Power/round]
 Internal Force Fields [1 Power/3 Strength]

SCIENCE SYSTEMS

Rating 2 (+1) [2 Power/round]
 Specialized Systems: 1
 Laboratories: 10

TACTICAL SYSTEMS

11	Forward Disruptor Cannon	58
	Type: 13	
	Damage: 280 [28 Power]	
4	Number of Emitters: Up to 5 shots per round	
2	Targeting System: Accuracy 4/5/7/10	
	Range: 10/30,000/100,000/300,000	
56	Location: Forward weapons pod	
	Firing Arc: 360 degrees forward	
	Firing Modes: Standard, Pulse	
16	Aft Disruptor Array	46
	Type: 10	
	Damage: 220 [22 Power]	
2	Number of Emitters: Up to 3 shots per round	
	Targeting System: Accuracy 4/5/7/10	
21	Range: 10/30,000/100,000/300,000	
	Location: Aft	
	Firing Arc: 360 degrees aft	
	Firing Modes: Standard, Pulse	
1	Dorsal Disruptor Arrays (4)	184
	Type: 10	
	Damage: 220 [22 Power]	
12	Number of Emitters: Up to 3 shots per disruptor per round	
	Targeting System: Accuracy 4/5/7/10	
12	Range: 10/30,000/100,000/300,000	
	Location: Four locations on dorsal side of ship	
	Firing Arc: 360 degrees dorsal	
	Firing Modes: Standard, Pulse	
3	Ventral Disruptor Arrays (4)	184
	Type: 10	
	Damage: 220 [22 Power]	
64	Number of Emitters: Up to 3 shots per disruptor per round	
	Targeting System: Accuracy 4/5/7/10	
	Range: 10/30,000/100,000/300,000	
	Location: Four locations on ventral side of ship	
	Firing Arc: 360 degrees ventral	
48	Firing Modes: Standard, Pulse	
	Starboard Disruptor Arrays (2)	92
	Type: 10	
	Damage: 220 [22 Power]	
31	Number of Emitters: Up to 3 shots per disruptor per round	
	Targeting System: Accuracy 4/5/7/10	
	Range: 10/30,000/100,000/300,000	
16	Location: Two locations on ship's starboard side and pylon	
7	Firing Arc: 360 degrees starboard	
7	Firing Modes: Standard, Pulse	
	Port Disruptor Arrays (2)	92
	Type: 10	
	Damage: 220 [22 Power]	
5	Number of Emitters: Up to 3 shots per disruptor per round	
2	Targeting System: Accuracy 4/5/7/10	
	Range: 10/30,000/100,000/300,000	
	Location: Two locations on ship's port side and pylon	
	Firing Arc: 360 degrees port	
	Firing Modes: Standard, Pulse	

Forward Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage)
 Spread: 10
 Range: 15/350,000/1,500,000/4,050,000
 Targeting System: Accuracy 4/5/7/10
 Power: [20 + 5 per torpedo fired]
 Location: Forward dorsal
 Firing Arc: Forward, but are self-guided

Dorsal Torpedo Pod (x5)

Standard Load: Type II photon torpedo (200 Damage)
 Spread: 10
 Range: 15/350,000/1,500,000/4,050,000
 Targeting System: Accuracy 4/5/7/10
 Power: [20 + 5 per torpedo fired]
 Location: Dorsal weapons pod (four forward, one aft)
 Firing Arc: Forward or aft, but are self-guided

Aft Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage)
 Spread: 10
 Range: 15/350,000/1,500,000/4,050,000
 Targeting System: Accuracy 4/5/7/10
 Power: [20 + 5 per torpedo fired]
 Location: Aft
 Firing Arc: Aft, but are self-guided

Torpedoes Carried: 300

TA/T/TS: Class Gamma [2 Power/round]

Strength: 9

Bonus: +2

Weapons Skill: 5

Shields (Forward, Aft, Port, Starboard)

76 (x4)

Shield Generator: Class 5 (Protection 900) [90 Power/shield/round]

Shield Grid: Type B (33% increase to 1200 Protection)

Subspace Field Distortion Amplifiers: Class Eta (Threshold 300)

Recharging System: Class 1 (45 seconds)

Backup Shield Generators: 4 (1 per shield)

8

Auto-Destruct System

7

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 20 Size worth of ships

40

Standard Complement: 8 shuttlecraft, 4 shuttlepods

Location(s): Aft

Captain's Yacht: No

DESCRIPTION AND NOTES

Fleet data: The Torath-class Heavy Warship is a variant of the Vor'cha-class Heavy Warship. It has a central body and Engineering hull like the Vor'cha, but its nacelle pylons sweep forward as well as down, giving it a slight bird of prey-like appearance. A typical axehead-shaped module on the forward end of the main hull contains the bridge.

The Torath carries as much heavy armament as the Vor'cha, though its weapons load differs significantly: it has fewer disruptors and more

18 torpedo launchers. Most of the launchers occupy a wedge-shaped dorsal weapons pod, with one additional launcher forward and aft. Tactical data obtained from Dominion War battles indicates that the weapons pod may be vulnerable to counterattacks (which, if successful, deprive the ship of a substantial portion of its weaponry); some Klingon engineers have begun to explore the possibility of redesigning the ship to spread the torpedo launchers out around the body of the vessel.

90 During the Dominion War, Torath-class ships formed the core of many of the Klingon attack wings. Together with Vor'cha- and K'Vort-class vessels, they provided the I.K.D.F. with enough offensive punch to take on Jem'Hadar Battle Cruisers and Cardassian Keldon-class Heavy Battle Cruisers and win.

18

Noteworthy vessels/service records/encounters

I.K.S. Torath, prototype; I.K.S. Veng'ta, single-handedly destroyed a Jem'Hadar Carrier in battle near the Feldarius system (2374); I.K.S. Togar, participated in liberation of Betazed (2375).

TORON CLASS

Class and Type: *Toron*-Class Warp Shuttle
Commissioning Date: 2356

HULL SYSTEMS

SIZE: 2

Length: 8.56 meters
 Beam: 3.87 meters
 Height: 3.05 meters
 Decks: 1
 Mass: 17 metric tonnes
 SUs Available: 625
 SUs Used: 519

HULL

Outer 8
 Inner 8

RESISTANCE

Outer Hull: 6
 Inner Hull: 6

STRUCTURAL INTEGRITY FIELD

Main: Class 3 (Protection 60/90) [1 Power/10 Protection/round] 20
 Backup: Class 3 (Protection 30) [1 Power/10 Protection/round] 10
 Backup: Class 3 (Protection 30) [1 Power/10 Protection/round] 10

SPECIALIZED HULL: Atmospheric Capability; Planetfall Capability

PERSONNEL SYSTEMS

CREW/PASSENGERS/EVAC: 1/3/12

CREW QUARTERS

Barracks: None
 Spartan: 1
 Basic: None
 Expanded: None
 Luxury: None
 Unusual: None

ENVIRONMENTAL SYSTEMS

Basic Life Support [3 Power/round] 8
 Reserve Life Support [2 Power/round] 4
 Emergency Life Support (1 emergency shelter) 4
 Gravity [1 Power/round] 2
 Consumables: 1 week's worth 1
 Replicator Systems
 Food Replicators [2 Power/round] 2
 Industrial Replicators 2
 Type: Network of small replicators [2 Power/round]
 Medical Facilities: 1 (+0) [1 Power/round] 5
 Recreation Facilities: 1 [2 Power/round] 8
 Personnel Transport: Jefferies tubes [0 Power/round] 2
 Fire Suppression System [1 Power/round when active] 2
 Cargo Holds: 5 cubic meters 1
 Escape Pods 1
 Number: 1
 Capacity: 4 persons per pod

PROPULSION SYSTEMS

WARP DRIVE

Nacelles: Type 2 15
 Speed: 2.0/3.0/6.0 [1 Power/.2 warp speed]
 PIS: Type H (12 hours of Maximum warp) 16

IMPULSE ENGINE

Type: Class 5 (.7c/.9c) [7/9 Power/round] 25
 Location: Aft

REACTION CONTROL SYSTEM (.025c) [2 Power/round when in use] 2

POWER SYSTEMS

WARP ENGINE

Type: Class 4/G (generates 200 Power/round) 50
 Location: Aft

Impulse Engine[s]: 1 Class 5 (generate 40 Power/engine/round)

Auxiliary Power: 2 reactors (generate 5 Power/reactor/round) 6

Emergency Power: Type B (generates 30 Power/round) 30

EPS: Standard Power flow, +50 Power transfer/round 15

Standard Usable Power: 240

OPERATIONS SYSTEMS

BRIDGE: Forward cockpit 11

COMPUTER

Core 1: Amidships [5 Power/round] 4
 ODN 6

NAVIGATIONAL DEFLECTOR [5 Power/round]

Range: 10/20,000/50,000/150,000
 Accuracy: 5/6/8/11 8
 Location: Ventral

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 23

Range Package: Type 2 (Accuracy 3/4/7/10)

High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)

Low Resolution: 12 light-years (1/1.1-3.0/3.1-8.0/8.1-12)

Strength Package: Class 6 (Strength 6)

Gain Package: Class Alpha (+1)

Coverage: Standard

Lateral Sensors [5 Power/round] 15

Strength Package: Class 6 (Strength 6)

Gain Package: Class Alpha (+1)

Coverage: Standard

Navigational Sensors [5 Power/round] 14

Strength Package: Class 6 (Strength 6)

Gain Package: Class Alpha (+1)

Probes: 3 1

Sensors Skill: 3

FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2 [1 Power/round in use] 11

Navigation Computer
 Main: Class 1 (+0) [0 Power/round]
 Backups: 2
Inertial Damping Field
 Main
 Strength: 6 [3 Power/round]
 Number: 1
 Backup
 Strength: 4 [2 Power/round]
 Number: 2
 Attitude Control [1 Power/round]

COMMUNICATIONS SYSTEMS

Type: Class 5 [2 Power/round]
 Strength: 5
 Security: -2
 Basic Upgrading: None
 Emergency Communications: No

TRACTOR BEAMS

Emitter: Class Beta [3 Power/Strength used/round]
 Accuracy: 5/6/8/11
 Location: Aft ventral

TRANSPORTERS

Type: Personnel [3 Power/use]
 Pads: 2
 Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
 Energizing/Transition Coils: Class F (Strength 6)
 Number and Location: Aft of forward cockpit
Type: Cargo [4 Power/use]
 Pads: 400 kg
 Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
 Energizing/Transition Coils: Class F (Strength 6)
 Number and Location: One in cargo hold

CLOAKING DEVICE: None

SECURITY SYSTEMS

Rating: 1
 Anti-Intruder System: Yes [1 Power/round]
 Internal Force Fields [1 Power/3 Strength]

SCIENCE SYSTEMS

Rating 1 (+0) [1 Power/round]
 Specialized Systems: None
 Laboratories: None

TACTICAL SYSTEMS

Forward Disruptor Cannon
 Type: 7
 Damage: 160 [16 Power]
 Number of Shots: Up to 3 shots per round
 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse
Torpedoes Carried: 0

TA/T/TS: Class Alpha [0 Power/round] 6
 Strength: 7
 Bonus: +0
Weapons Skill: 4
Shields (Forward, Aft, Port, Starboard) 11 (x4)
 Shield Generator: Class 2 (Protection 240) [24 Power/shield/round]
 Shield Grid: Type B (33% increase to 320 Protection)
 Subspace Field Distortion Amplifiers: Class Beta (Threshold 80)
 Recharging System: Class 1 (45 seconds)
 Backup Shield Generators: 4 (1 per shield) 4
Auto-Destruct System 2

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): None
Captain's Yacht: No

DESCRIPTION AND NOTES

Fleet data: This small vessel is the standard Warp Shuttle used by Klingons throughout the Beta and Alpha Quadrants. Though often slightly reconfigured or customized to suit its owner's needs, it usually retains the basic shape and systems indicated by this template. Like many other shuttles, it resembles a sort of box, but with a pointed forward end. The pilot sits in a forward dorsal cockpit, able to view space through a "windshield"-like structure that also serves as a standard viewscreen if necessary. Although lightly armed, with a single forward disruptor, it serves the needs of Klingon transportation and commerce admirably.

TRO'QA CLASS

Class and Type: Tro'Qa-Class Destroyer
Commissioning Date: 2368

HULL SYSTEMS

SIZE: 4

Length: 143.26 meters
 Beam: 87.42 meters
 Height: 30.00 meters
 Decks: 6
 Mass: 176,300 metric tonnes
 SUs Available: 1,300
 SUs Used: 1,199

HULL

Outer 16
 Inner 16

RESISTANCE

Outer Hull: 8 9
 Inner Hull: 8 9

STRUCTURAL INTEGRITY FIELD

Main: Class 3 (Protection 60/90) [1 Power/10 Protection/round] 22
 Backup: Class 3 (Protection 30) [1 Power/10 Protection/round] 11
 Backup: Class 3 (Protection 30) [1 Power/10 Protection/round] 11

PERSONNEL SYSTEMS

CREW/PASSENGERS/EVAC: 12/15/850

CREW QUARTERS

Barracks: None
 Spartan: 10 1
 Basic: 10 1
 Expanded: 5 1
 Luxury: None
 Unusual: None

ENVIRONMENTAL SYSTEMS

Basic Life Support [8 Power/round] 16
 Reserve Life Support [4 Power/round] 8
 Emergency Life Support (24 emergency shelters) 8
 Gravity [2 Power/round] 4
 Consumables: 1 year's worth 4
 Replicator Systems
 Food Replicators [4 Power/round] 4
 Industrial Replicators 4
 Type: Network of small replicators [2 Power/round]
 Medical Facilities: 3 (+1) [3 Power/round] 15
 Recreation Facilities: 3 [6 Power/round] 24
 Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round] 12
 Fire Suppression System [1 Power/round when active] 4
 Cargo Holds: 12,000 cubic meters 1
 Locations: Seven locations throughout ship
 Escape Pods 6
 Number: 100
 Capacity: 8 persons per pod

PROPULSION SYSTEMS

WARP DRIVE

Nacelles: Type 7 120
 Speed: 7.0/8.0/9.0 [1 Power/.2 warp speed]
 PIS: Type H (12 hours of Maximum warp) 16

IMPULSE ENGINE

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
 Acceleration Upgrading: Class Alpha (66% acceleration)
 [1 Power/round when active] 2
 Location: Aft

IMPULSE ENGINE

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
 Acceleration Upgrading: Class Alpha (66% acceleration)
 [1 Power/round when active] 2
 Location: Aft dorsal

REACTION CONTROL SYSTEM (.025c) [2 Power/round when in use] 4

POWER SYSTEMS

WARP ENGINE

Type: Class 6/K (generates 340 Power/round) 74

Location: Aft amidships

Impulse Engine[s]: 2 Class 3A (generate 28 Power/engine/round)

Auxiliary Power: 3 reactors (generate 5 Power/reactor/round) 9

Emergency Power: Type D (generates 40 Power/round) 40

EPS: Standard Power flow, +150 Power transfer/round 35

Standard Usable Power: 396

OPERATIONS SYSTEMS

BRIDGE: Command hull dorsal 22

COMPUTER

Core 1: Engineering ventral [5 Power/round] 8

ODN 12

NAVIGATIONAL DEFLECTOR [5 Power/round] 16

Range: 10/20,000/50,000/150,000

Accuracy: 5/6/8/11

Location: Engineering ventral

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 23

Range Package: Type 2 (Accuracy 3/4/7/10)

High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)

Low Resolution: 12 light-years (1/1.1-3.0/3.1-8.0/8.1-12)

Strength Package: Class 6 (Strength 6)

Gain Package: Class Alpha (+1)

Coverage: Standard

Lateral Sensors [5 Power/round] 15

Strength Package: Class 6 (Strength 6)

Gain Package: Class Alpha (+1)

Coverage: Standard

Navigational Sensors [5 Power/round] 14

Strength Package: Class 6 (Strength 6)

Gain Package: Class Alpha (+1)

Probes: 30
Sensors Skill: 4
FLIGHT CONTROL SYSTEMS
 Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2 [1 Power/round in use]
 Navigational Computer
 Main: Class 2 (+1) [1 Power/round]
 Backups: 2
 Inertial Damping Field
 Main
 Strength: 9 [3 Power/round]
 Number: 3
 Backup
 Strength: 6 [2 Power/round]
 Number: 3
 Attitude Control [1 Power/round]

COMMUNICATIONS SYSTEMS
 Type: Class 7 [2 Power/round]
 Strength: 7
 Security: -3
 Basic Upgrading: Class Alpha (+1)
 Emergency Communications: Yes [2 Power/round]

TRACTOR BEAMS
 Emitter: Class Gamma [3 Power/Strength used/round]
 Accuracy: 4/5/7/10
 Location: Forward ventral
 Emitter: Class Gamma [3 Power/Strength used/round]
 Accuracy: 4/5/7/10
 Location: Aft ventral

TRANSPORTERS
Type: Personnel [4 Power/use]
 Pads: 4
 Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
 Energizing/Transition Coils: Class G (Strength 7)
 Number and Location: One forward, one amidships
Type: Cargo [4 Power/use]
 Pads: 400 kg
 Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
 Energizing/Transition Coils: Class G (Strength 7)
 Number and Location: One in Engineering section

CLOAKING DEVICE: Class 7 [40 Power/class/round]

SECURITY SYSTEMS
 Rating: 4
 Anti-Intruder System: Yes [1 Power/round]
 Internal Force Fields [1 Power/3 Strength]

SCIENCE SYSTEMS
 Rating 1 (+0) [1 Power/round]
 Specialized Systems: None
 Laboratories: 4

3 TACTICAL SYSTEMS

Forward Disruptor Array 42
Type: 9
 Damage: 200 [20 Power]
 Number of Emitters: Up to 3 shots per round
 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward of command hull
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse

Dorsal Forward Disruptor Array 38
Type: 8
 Damage: 180 [18 Power]
 Number of Emitters: Up to 3 shots per round
 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward dorsal edge of main hull
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Pulse

Ventral Disruptor Array 38
Type: 8
 Damage: 180 [18 Power]
 Number of Emitters: Up to 3 shots per round
 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Ventral of main hull
Firing Arc: 360 degrees ventral
Firing Modes: Standard, Pulse

Aft Disruptor Array 38
Type: 8
 Damage: 180 [18 Power]
 Number of Emitters: Up to 3 shots per round
 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Aft
Firing Arc: 360 degrees aft
Firing Modes: Standard, Pulse

Forward Torpedo Launcher 16
Standard Load: Type II photon torpedo (200 Damage)
 Spread: 6
 Range: 15/300,000/1,000,000/3,500,000
 Targeting System: Accuracy 4/5/7/10
 Power: [20 + 5 per torpedo fired]
 Location: Forward of command hull
 Firing Arc: Forward, but are self-guided

Torpedoes Carried: 120

TA/T/TS: Class Beta [1 Power/round] 9
 Strength: 8
 Bonus: +1

Weapons Skill: 4

Shields (Forward, Aft, Port, Starboard) 35 (x4)
 Shield Generator: Class 3 (Protection 560) [56 Power/round]
 Shield Grid: Type C (50% increase to 840 Protection)
 Subspace Field Distortion Amplifiers: Class Delta (Threshold 180)
 Recharging System: Class 1 (45 seconds)
 Backup Shield Generators: 4 (1 per shield) 4

Auto-Destruct System 4

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 8 Size worth of ships 16

Standard Complement: 4 shuttlecraft

Location(s): Aft ventral

Captain's Yacht: No

DESCRIPTION AND NOTES

Fleet data: The Tro'Qa-class Destroyer has a somewhat ungainly appearance. Engineers based its primary and command hulls on the B'rel-class Light Warship, but instead of putting disruptors on its "wings," they chose to place four warp nacelles there instead: one at the end of each pylon, and one on the dorsal side of each pylon about a third of the way down from the hull. The four nacelles give it speed, but because it lacks the embedded nacelle design of the K'Vort and B'rel, it has slightly weaker shields. The ship mounts disruptors on the command hull, around the dorsal forward side of the main hull, along the ventral side of the main hull, and aft; it also has a forward torpedo launcher.

Although categorized as a normal Destroyer, the Tro'Qa actually is almost as powerful as a Heavy Destroyer. For this reason, Klingon commanders often assign it duties they would not ordinarily give to a Destroyer. During the Dominion War, the Federation alliance primarily used Tro'Qas to patrol borders and fronts, and sometimes to dash across them into enemy territory for lightning-fast raids.

Noteworthy vessels/service records/encounters

I.K.S. Tro'Qa, prototype; I.K.S. Dur'cha, destroyed in battle after crippling or destroying five Cardassian vessels (2373); I.K.S. Ightal, flagship of the famed "Greytooth" Destroyer squadron during the Dominion War (2374-75); I.K.S. Kormag, single-handedly attacked Breen warship to allow rest of its squadron to escape (2375).

VODLEQ CLASS

Class and Type: *VodleQ*-Class Heavy Cruiser
Commissioning Date: 2369

HULL SYSTEMS

SIZE: 7

Length: 433.75 meters
 Beam: 318.46 meters
 Height: 108.50 meters
 Decks: 22
 Mass: 3,460,000 metric tonnes
 SUs Available: 2,750
 SUs Used: 2,576

HULL

Outer 28
 Inner 28

RESISTANCE

Outer Hull: 10 12
 Inner Hull: 10 12

STRUCTURAL INTEGRITY FIELD

Main: Class 5 (Protection 80/120) [1 Power/10 Protection/round] 31
 Backup: Class 5 (Protection 40) [1 Power/10 Protection/round] 16
 Backup: Class 5 (Protection 40) [1 Power/10 Protection/round] 16

PERSONNEL SYSTEMS

CREW/PASSENGERS/EVAC: 342/257/5,600

CREW QUARTERS

Barracks: House 360 crewmembers 6
 Spartan: 100 5
 Basic: 65 7
 Expanded: 15 3
 Luxury: 2 2
 Unusual: 1 1

ENVIRONMENTAL SYSTEMS

Basic Life Support [11 Power/round] 28
 Reserve Life Support [6 Power/round] 14
 Emergency Life Support (42 emergency shelters) 14
 Gravity [4 Power/round] 7
 Consumables: 2 years' worth 14
 Replicator Systems
 Food Replicators [7 Power/round] 7
 Industrial Replicators 13
 Type: Network of small replicators [2 Power/round]
 Type: 2 large units [2 Power/replicator/round]
 Medical Facilities: 6 (+1) [6 Power/round] 30
 Recreation Facilities: 6 [12 Power/round] 48
 Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round] 21
 Fire Suppression System [1 Power/round when active] 7
 Cargo Holds: 10,000 cubic meters 1
 Locations: Fifteen locations throughout ship
 Escape Pods 10
 Number: 180
 Capacity: 8 persons per pod

PROPULSION SYSTEMS

WARP DRIVE

Nacelles: Type 6D94 110
 Speed: 6.0/9.2/9.94 [1 Power/.2 warp speed]
 PIS: Type H (12 hours of Maximum warp) 16

IMPULSE ENGINE

Type: Class 5A (.72c/.9c) [7/9 Power/round] 28
 Location: Aft

IMPULSE ENGINE

Type: Class 5A (.72c/.9c) [7/9 Power/round] 28
 Location: Aft, port and starboard, ventral of "wings"

REACTION CONTROL SYSTEM (.025c) [2 Power/round when in use] 7

POWER SYSTEMS

WARP ENGINE

Type: Class 11/Q (generates 595 Power/round) 125
 Location: Amidships

Impulse Engine[s]: 2 Class 5A (generate 44 Power/engine/round)

Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) 12

Emergency Power: Type D (generates 40 Power/round) 40

EPS: Standard Power flow, +300 Power transfer/round 65

Standard Usable Power: 683

OPERATIONS SYSTEMS

BRIDGE: Forward dorsal 39

COMPUTERS

Core 1: Forward [5 Power/round] 14
 Core 2: Engineering [5 Power/round] 14
 Core 2: Ventral of Engineering [5 Power/round] 14
 ODN 21

NAVIGATIONAL DEFLECTOR [5 Power/round]

Range: 10/20,000/50,000/150,000
 Accuracy: 5/6/8/11
 Location: Ventral 28

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 55
 Range Package: Type 6 (Accuracy 3/4/7/10)
 High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5.0)
 Low Resolution: 16 light-years (1/1.1-5.0/5.1-12.0/12.1-16)
 Strength Package: Class 8 (Strength 8)
 Gain Package: Class Beta (+2)
 Coverage: -3000
 Lateral Sensors [5 Power/round] 31
 Strength Package: Class 8 (Strength 8)
 Gain Package: Class Beta (+2)
 Coverage: -3000
 Navigational Sensors [5 Power/round] 20
 Strength Package: Class 8 (Strength 8)
 Gain Package: Class Beta (+2)
 Probes: 50 5
Sensors Skill: 5

FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 3
 [1 Power/round in use] 12
 Navigational Computer
 Main: Class 3 (+2) [2 Power/round]
 Backups: 2
 Inertial Damping Field
 Main
 Strength: 9 [3 Power/round]
 Number: 3
 Backup
 Strength: 6 [2 Power/round]
 Number: 3
 Attitude Control [2 Power/round]

COMMUNICATIONS SYSTEMS

Type: Class 8 [2 Power/round]
 Strength: 8
 Security: -5 (Class Delta uprating)
 Basic Uprating: Class Beta (+2)
 Emergency Communications: Yes [2 Power/round]

TRACTOR BEAMS

Emitter: Class Delta [3 Power/Strength used/round]
 Accuracy: 4/5/7/10
 Location: Aft ventral
 Emitter: Class Gamma [3 Power/Strength used/round]
 Accuracy: 4/5/7/10
 Location: Forward
 Emitter: Class Alpha [3 Power/Strength used/round]
 Accuracy: 5/6/8/11
 Location: Shuttlebays (x2)

TRANSPORTERS

Type: Personnel [5 Power/use]
 Pads: 6
 Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
 Energizing/Transition Coils: Class H (Strength 8)
 Number and Location: Two in forward hull, one in secondary hull
Type: Emergency [6 Power/use]
 Pads: 20
 Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
 Energizing/Transition Coils: Class H (Strength 8)
 Number and Location: Two in forward hull, one in secondary hull
Type: Cargo [4 Power/use]
 Pads: 400 kg
 Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
 Energizing/Transition Coils: Class H (Strength 8)
 Number and Location: One in forward hull, three in secondary hull

CLOAKING DEVICE: Class 8 [40 Power/class/round]

SECURITY SYSTEMS

Rating: 4
 Anti-Intruder System: Yes [1 Power/round]
 Internal Force Fields [1 Power/3 Strength]

SCIENCE SYSTEMS

Rating 3 (+2) [3 Power/round]
 Specialized Systems: 2
 Laboratories: 23

TACTICAL SYSTEMS

Forward Disruptor Array 55
Type: 12
 Damage: 260 [26 Power]
 Number of Emitters: Up to 5 shots per round
 Targeting System: Accuracy 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Forward
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse

Dorsal Disruptor Arrays (4) 204
Type: 11
 Damage: 240 [24 Power]
 Number of Emitters: Up to 5 shots per round
 Targeting System: Accuracy 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Dorsal, spaced equidistantly from forward to aft
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Pulse

Ventral Disruptor Arrays (3) 153
Type: 11
 Damage: 240 [24 Power]
 Number of Emitters: Up to 5 shots per round
 Targeting System: Accuracy 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Ventral, spaced equidistantly from forward to aft
Firing Arc: 360 degrees ventral
Firing Modes: Standard, Pulse

Starboard Disruptor Array 51
Type: 11
 Damage: 240 [24 Power]
 Number of Emitters: Up to 5 shots per round
 Targeting System: Accuracy 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Starboard "wing"
Firing Arc: 360 degrees starboard
Firing Modes: Standard, Pulse

Port Disruptor Array 51
Type: 11
 Damage: 240 [24 Power]
 Number of Emitters: Up to 5 shots per round
 Targeting System: Accuracy 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Port "wing"
Firing Arc: 360 degrees port
Firing Modes: Standard, Pulse

Starboard Forward Torpedo Launchers (3) 57
Standard Load: Type II photon torpedo (200 Damage)
 Spread: 10
Range: 15/350,000/1,500,000/4,050,000
 Targeting System: Accuracy 3/4/6/9
 Power: [20 + 5 per torpedo fired]
Location: Forward, spaced equidistantly along starboard side of forward hull
Firing Arc: Forward, but are self-guided

Port Forward Torpedo Launchers (3)

Standard Load: Type II photon torpedo (200 Damage)
Spread: 10
Range: 15/350,000/1,500,000/4,050,000
Targeting System: Accuracy 3/4/6/9
Power: [20 + 5 per torpedo fired]
Location: Forward, spaced equidistantly along starboard side of forward hull
Firing Arc: Forward, but are self-guided

Aft Torpedo Launcher (2)

Standard Load: Type II photon torpedo (200 Damage)
Spread: 10
Range: 15/350,000/1,500,000/4,050,000
Targeting System: Accuracy 3/4/6/9
Power: [20 + 5 per torpedo fired]
Location: Aft
Firing Arc: Aft, but are self-guided

Torpedoes Carried: 360

TA/T/TS: Class Gamma [2 Power/round]

Strength: 9

Bonus: +2

Weapons Skill: 5

Shields (Forward, Aft, Port, Starboard)

Shield Generator: Class 6 (Protection 1200) [120 Power/shield/round]

Shield Grid: Type B (33% increase to 1600 Protection)

Subspace Field Distortion Amplifiers: Class Theta (Threshold 400)

Recharging System: Class 1 (45 seconds)

Backup Shield Generators: 4 (1 per shield)

Auto-Destruct System

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 30 Size worth of ships

Standard Complement: 15 shuttlecraft

Location(s): Ventral forward and aft on secondary hull

Captain's Yacht: No

DESCRIPTION AND NOTES

Fleet data: Designed as a joint project between House HIQal and Starfleet's Advanced Starship Design Bureau, the VodleQ-class Heavy Cruiser is one of the most technologically sophisticated ships in the Klingon fleets. Using designs and systems developed during the planning and construction of Starfleet's Akira-class Heavy Cruiser, coupled with the latest Klingon innovations and adaptations, the ship synthesizes the best elements of both to create a potent offensive and exploration platform.

The VodleQ relies on an unusually high degree of automation for a Klingon ship. Since House HIQal has never had the numbers of many other, more powerful, Great Houses, it has always sought to make up the difference with better weapons and tactics, and the VodleQ represents its latest step down that path. Carrying a much smaller crew and number of troops than most

57 Klingon vessels of comparative size, it fills space normally given over to quarters and practice floors with the devices needed to keep its advanced systems operating at peak efficiency.

The vessel also amounts to a physical and tactical departure from typical Klingon designs. Its wedge-shaped forward hull clearly betrays a Starfleet influence, but the large, thick spar jutting aft to join a secondary hull from whose aft dorsal side wing-shaped nacelle pylons project shows that Klingon aesthetics and engineering principles have not taken a back seat to those of the Federation. Equipped with eight torpedo launchers (six forward along the dorsal side of the forward hull, two aft) and ten high-powered disruptor arrays, it poses a threat to any enemy ship.

During the Cardassian and Dominion wars, VodleQs accounted for an astounding 47% greater casualty rate than they suffered. Impressed by this astonishing statistic, other Klingon ship engineers have begun considering ways to adapt the VodleQ's advantages to other ship designs.

Noteworthy vessels/service records/encounters

I.K.S. VodleQ, prototype; I.K.S. HIQal'Hem, destroyed nearly two dozen Galor-class vessels during the Klingon-Cardassian War (2372-73), destroys two Jem'Hadar Battle Cruisers in battle in the Kalandra Sector (2374), participated in Chin'toka offensive (2374-75), damaged in Breen counteroffensive but repaired in time to take part in the final assault on Cardassia (2375); I.K.S. Nagh'yeq, played a key role in the liberation of Betazed by destroying three Jem'Hadar Battle Cruisers and opening a major hole in the Dominion-Cardassian lines (2375).

VOR'CHA CLASS

Class and Type: *Vor'cha*-Class Heavy Warship
Commissioning Date: 2360

HULL SYSTEMS

SIZE: 7

Length: 481.32 meters
 Beam: 341.76 meters
 Height: 106.87 meters
 Decks: 22
 Mass: 2,238,000 metric tonnes
 SUs Available: 2,750
 SUs Used: 2,663

HULL

Outer 28
 Inner 28

RESISTANCE

Outer Hull: 10 12
 Inner Hull: 10 12

STRUCTURAL INTEGRITY FIELD

Main: Class 5 (Protection 80/120) [1 Power/10 Protection/round] 31
 Backup: Class 5 (Protection 40) [1 Power/10 Protection/round] 16
 Backup: Class 5 (Protection 40) [1 Power/10 Protection/round] 16

PERSONNEL SYSTEMS

CREW/PASSENGERS/EVAC: 1,900/250/7,350

CREW QUARTERS

Barracks: House 1,800 crewmembers 30
 Spartan: 100 5
 Basic: 100 10
 Expanded: 70 14
 Luxury: 3 3
 Unusual: 1 1

ENVIRONMENTAL SYSTEMS

Basic Life Support [12 Power/round] 28
 Reserve Life Support [6 Power/round] 14
 Emergency Life Support (42 emergency shelters) 14
 Gravity [4 Power/round] 7
 Consumables: 2 years' worth 14
 Replicator Systems
 Food Replicators [7 Power/round] 7
 Industrial Replicators 13
 Type: Network of small replicators [2 Power/round]
 Type: 2 large units [2 Power/replicator/round]
 Medical Facilities: 4 (+1) [4 Power/round] 20
 Recreation Facilities: 6 [12 Power/round] 48
 Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round] 21
 Fire Suppression System [1 Power/round when active] 7
 Cargo Holds: 166,000 cubic meters 5
 Locations: Aft, ventral amidships, 12 other locations
 Escape Pods 9
 Number: 160
 Capacity: 8 persons per pod

PROPULSION SYSTEMS

WARP DRIVE

Nacelles: Type 6A6 93
 Speed: 6.0/8.0/9.6 [1 Power/.2 warp speed]
 PIS: Type H (12 hours of Maximum warp) 16

IMPULSE ENGINE

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
 Location: Aft

IMPULSE ENGINE

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
 Location: Engineering hull

REACTION CONTROL SYSTEM (.025c) [2 Power/round when in use] 7

POWER SYSTEMS

WARP ENGINE

Type: Class 10/P (generates 549 Power/round) 115
 Location: Engineering hull

Impulse Engine[s]: 2 Class 3A (generate 28 Power/engine/round)

Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) 12

Emergency Power: Type E (generates 45 Power/round) 45

EPS: Standard Power flow, +300 Power transfer/round 65

Standard Usable Power: 605

OPERATIONS SYSTEMS

BRIDGE: Forward dorsal 39

SEPARATION SYSTEMS: Detachable forward module 7

COMPUTERS

Core 1: Forward [5 Power/round] 14
 Core 2: Engineering [5 Power/round] 14
 ODN 21

NAVIGATIONAL DEFLECTOR [5 Power/round]

Range: 10/20,000/50,000/150,000 28
 Accuracy: 5/6/8/11
 Location: Ventral

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 39
 Range Package: Type 5 (Accuracy 3/4/7/10)
 High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5.0)
 Low Resolution: 15 light-years (1/1.1-4.0/4.1-12.0/12.1-15)
 Strength Package: Class 8 (Strength 8)
 Gain Package: Class Alpha (+1)
 Coverage: Standard
 Lateral Sensors [5 Power/round] 19
 Strength Package: Class 8 (Strength 8)
 Gain Package: Class Alpha (+1)
 Coverage: Standard
 Navigational Sensors [5 Power/round] 18
 Strength Package: Class 8 (Strength 8)
 Gain Package: Class Alpha (+1)
 Probes: 40 4
Sensors Skill: 4

FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2
 [1 Power/round in use]
 Navigational Computer
 Main: Class 3 (+2) [2 Power/round]
 Backups: 2
 Inertial Damping Field
 Main
 Strength: 9 [3 Power/round]
 Number: 4
 Backup
 Strength: 6 [2 Power/round]
 Number: 4
 Attitude Control [2 Power/round]

COMMUNICATIONS SYSTEMS

Type: Class 8 [2 Power/round]
 Strength: 8
 Security: -4 (Class Gamma uprating)
 Basic Uprating: Class Alpha (+1)
 Emergency Communications: Yes [2 Power/round]

TRACTOR BEAMS

Emitter: Class Delta [3 Power/Strength used/round]
 Accuracy: 4/5/7/10
 Location: Aft ventral
 Emitter: Class Alpha [3 Power/Strength used/round]
 Accuracy: 5/6/8/11
 Location: Shuttlebay

TRANSPORTERS

Type: Personnel [5 Power/use]
 Pads: 6
 Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
 Energizing/Transition Coils: Class G (Strength 7)
 Number and Location: Two forward, two in Engineering hull
Type: Emergency [6 Power/use]
 Pads: 20
 Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
 Energizing/Transition Coils: Class H (Strength 8)
 Number and Location: Two forward, one in Engineering hull
Type: Cargo [4 Power/use]
 Pads: 400 kg
 Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
 Energizing/Transition Coils: Class G (Strength 7)
 Number and Location: Two forward, two in Engineering hull

CLOAKING DEVICE: Class 8 [40 Power/class/round]

SECURITY SYSTEMS

Rating: 4
 Anti-Intruder System: Yes [1 Power/round]
 Internal Force Fields [1 Power/3 Strength]

SCIENCE SYSTEMS

Rating 2 (+1) [2 Power/round]
 Specialized Systems: 1
 Laboratories: 8

TACTICAL SYSTEMS

Forward Disruptor Cannon 58
Type: 13
 Damage: 280 [28 Power]
 Number of Emitters: Up to 5 shots per round
 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward weapons pod
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse

Aft Disruptor Array 46
Type: 10
 Damage: 220 [22 Power]
 Number of Emitters: Up to 3 shots per round
 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Aft
Firing Arc: 360 degrees aft
Firing Modes: Standard, Pulse

Dorsal Disruptor Arrays (5) 230
Type: 10
 Damage: 220 [22 Power]
 Number of Emitters: Up to 3 shots per disruptor per round
 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Five locations on dorsal side of ship
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Pulse

Ventral Disruptor Arrays (5) 230
Type: 10
 Damage: 220 [22 Power]
 Number of Emitters: Up to 3 shots per disruptor per round
 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Five locations on ventral side of ship
Firing Arc: 360 degrees ventral
Firing Modes: Standard, Pulse

Starboard Disruptor Arrays (3) 138
Type: 10
 Damage: 220 [22 Power]
 Number of Emitters: Up to 3 shots per disruptor per round
 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Three locations on ship's starboard side and pylon
Firing Arc: 360 degrees starboard
Firing Modes: Standard, Pulse

Port Disruptor Arrays (3) 138
Type: 10
 Damage: 220 [22 Power]
 Number of Emitters: Up to 3 shots per disruptor per round
 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Three locations on ship's port side and pylon
Firing Arc: 360 degrees port
Firing Modes: Standard, Pulse

Forward Dorsal Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage)
 Spread: 10
 Range: 15/350,000/1,500,000/4,050,000
 Targeting System: Accuracy 4/5/7/10
 Power: [20 + 5 per torpedo fired]
 Location: Forward dorsal
 Firing Arc: Forward, but are self-guided

Forward Ventral Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage)
 Spread: 10
 Range: 15/350,000/1,500,000/4,050,000
 Targeting System: Accuracy 4/5/7/10
 Power: [20 + 5 per torpedo fired]
 Location: Forward ventral
 Firing Arc: Forward, but are self-guided

Aft Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage)
 Spread: 10
 Range: 15/350,000/1,500,000/4,050,000
 Targeting System: Accuracy 4/5/7/10
 Power: [20 + 5 per torpedo fired]
 Location: Aft
 Firing Arc: Aft, but are self-guided

Torpedoes Carried: 200

TA/T/TS: Class Gamma [2 Power/round]
 Strength: 9
 Bonus: +2

Weapons Skill: 5

Shields (Forward, Aft, Port, Starboard)

Shield Generator: Class 5 (Protection 900) [90 Power/shield/round]
 Shield Grid: Type B (33% increase to 1200 Protection)
 Subspace Field Distortion Amplifiers: Class Eta (Threshold 300)
 Recharging System: Class 1 (45 seconds)
 Backup Shield Generators: 4 (1 per shield)

Auto-Destruct System

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 20 Size worth of ships
 Standard Complement: 8 shuttlecraft, 4 shuttlepods
 Location(s): Aft

Captain's Yacht: No

DESCRIPTION AND NOTES

Fleet data: As of 2376, the main fighting ship of the Imperial Klingon Defense Force and the most powerful Klingon Great Houses is the Vor'cha-class Heavy Warship. Vor'chas took the lead in all Klingon feets during the Cardassian and Dominion wars, as well as in many lesser encounters, and undoubtedly will continue to play a prominent role in the years to come.

Unlike most 24th century Klingon designs, which are influenced by the B'rel, K'Vort, and like ships, the Vor'cha seems to hark back to the old D7 cruiser and the K'tinga. Its body seems "thin"

18 dorsally-ventrally compared to other ships, and the shape of its broad central shaft and main hull seem to echo those of the D7 (albeit without that ship's weaknesses). The wing pylons hold the warp nacelles at the terminus, providing plenty of locations on all sides of the hull for placement of weapons (eighteen disruptor arrays, including a powerful forward cannon in a detachable module, and three torpedo launchers). It has a wedge-shaped superstructure aft dorsal which contains sensors and weapons, and a narrow axehead-shaped bridge module on the forward end of the central shaft immediately aft of the detachable module.

Noteworthy vessels/service records/encounters

18 I.K.S. Vor'cha, prototype; I.K.S. QojmeH, skirmished with unidentified vessel rimward of the HeH'eth Sector, driving off the potential invader after suffering severe casualties; crewmembers who investigated the alien vessel's wreckage later contracted mysterious fatal disease (2365); I.K.S. Bortas, flagship of future chancellor Gowron during Klingon civil war (2367-68); I.K.S. Maht-H'a, under command of Captain Nu'Daq joined the U.S.S. Enterprise-D in search of a four billion year-old genetically-encoded message from an alien species (2369); I.K.S. Qu'Vat, transported Governor Torak to a meeting with the Enterprise-D (2369); I.K.S. Toh'Kaht, destroyed by crew infected by Saltah'na energy spheres discovered while exploring the Gamma Quadrant (2369); I.K.S. Drovna, illegally placed cloaked mines in Bajor system, but was badly damaged by an accidental detonation of one of the mines (2372); I.K.S. Vor'nak, transferred crewmembers to the I.K.S. Rotarran (2374).

76 (x4)

8
7

40

HUC'TA' CLASS

Class and Type: *Huc'ta'*-Class Merchant Vessel
Commissioning Date: 2336

HULL SYSTEMS

SIZE: 5

Length: 187.53 meters
 Beam: 94.36 meters
 Height: 42.10 meters
 Decks: 5
 Mass: 248,000 metric tonnes (plus mass of cargo, when loaded)
 SUs Available: 1,050
 SUs Used: 943

HULL

Outer 20
 Inner 20

RESISTANCE

Outer Hull: 4 3
 Inner Hull: 4 3

STRUCTURAL INTEGRITY FIELD

Main: Class 3 (Protection 60/90) [1 Power/10 Protection/round] 23
 Backup: Class 3 (Protection 30) [1 Power/10 Protection/round] 12
 Backup: Class 3 (Protection 30) [1 Power/10 Protection/round] 12

PERSONNEL SYSTEMS

CREW/PASSENGERS/EVAC: 33/15/1,850

CREW QUARTERS

Barracks: None
 Spartan: 20 1
 Basic: 10 1
 Expanded: 1 1
 Luxury: None
 Unusual: None

ENVIRONMENTAL SYSTEMS

Basic Life Support [9 Power/round] 20
 Reserve Life Support [5 Power/round] 10
 Emergency Life Support (30 emergency shelters) 10
 Gravity [3 Power/round] 5
 Consumables: 1 years' worth 5
 Replicator Systems
 Food Replicators [5 Power/round] 5
 Industrial Replicators 5
 Type: Network of small replicators [2 Power/round]
 Medical Facilities: 2 (+0) [2 Power/round] 10
 Recreation Facilities: 3 [6 Power/round] 24
 Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round] 15
 Fire Suppression System [1 Power/round when active] 5
 Cargo Holds: 324,000 cubic meters 10
 Locations: Eight 45x45x20 cargo pods
 Escape Pods 3
 Number: 60
 Capacity: 4 persons per pod

PROPULSION SYSTEMS

WARP DRIVE

Nacelles: Type 4A2 37
 Speed: 4.0/7.4/8.2 [1 Power/.2 warp speed]
 PIS: Type D (7 hours of Maximum warp) 8

IMPULSE ENGINE

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
 Location: Aft

REACTION CONTROL SYSTEM (.025c) [2 Power/round when in use] 5

POWER SYSTEMS

WARP ENGINE

Type: Class 5/H (generates 250 Power/round) 60
 Location: Amidships of main hull

Impulse Engine[s]: 1 Class 3A (generate 28 Power/engine/round)

Auxiliary Power: 2 reactors (generate 5 Power/reactor/round) 6

Emergency Power: Type B (generates 30 Power/round) 30

EPS: Standard Power flow, +100 Power transfer/round 35

Standard Usable Power: 278

OPERATIONS SYSTEMS

BRIDGE: Forward dorsal of command hull 28

COMPUTER

Core 1: Amidships [5 Power/round] 10
 ODN 15

NAVIGATIONAL DEFLECTOR [5 Power/round] 20

Range: 10/20,000/50,000/150,000

Accuracy: 5/6/8/11

Location: Ventral of main hull

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 18

Range Package: Type 2 (Accuracy 3/4/7/10)

High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)

Low Resolution: 12 light-years (1/1.1-3.0/3.1-8.0/8.1-12)

Strength Package: Class 5 (Strength 5)

Gain Package: Standard

Coverage: Standard

Lateral Sensors [5 Power/round] 10

Strength Package: Class 5 (Strength 5)

Gain Package: Standard

Coverage: Standard

Navigational Sensors [5 Power/round] 10

Strength Package: Class 5 (Strength 5)

Gain Package: Standard

Probes: 5 (launched with forward probe launcher costing 2 SUs) 3

Sensors Skill: 3

FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 2, Coordination 1 [1 Power/round in use] 7

Navigational Computer
 Main: Class 1 (+0) [0 Power/round]
 Backups: 2
Inertial Damping Field
 Main
 Strength: 8 [3 Power/round]
 Number: 2
 Backup
 Strength: 5 [2 Power/round]
 Number: 2
 Attitude Control [1 Power/round]

COMMUNICATIONS SYSTEMS
 Type: Class 5 [2 Power/round]
 Strength: 5
 Security: -2
 Basic Uprating: None
 Emergency Communications: No

TRACTOR BEAMS
 Emitter: Class Beta [3 Power/Strength used/round]
 Accuracy: 5/6/8/11
 Location: Forward ventral

TRANSPORTERS
Type: Personnel [4 Power/use]
 Pads: 4
 Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
 Energizing/Transition Coils: Class E (Strength 5)
 Number and Location: One in command hull, one in main hull
Type: Cargo [6 Power/use]
 Pads: 800 kg
 Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
 Energizing/Transition Coils: Class G (Strength 7)
 Number and Location: One in each cargo pod

CLOAKING DEVICE: None

SECURITY SYSTEMS
 Rating: 2
 Anti-Intruder System: Yes [1 Power/round]
 Internal Force Fields [1 Power/3 Strength]

SCIENCE SYSTEMS
 Rating 1 (+0) [1 Power/round]
 Specialized Systems: None
 Laboratories: 2

TACTICAL SYSTEMS

Forward Disruptor Array
Type: 6
 Damage: 140 [14 Power]
 Number of Emitters: Up to 3 shots per round
 Targeting System: Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: Forward
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse

Aft Disruptor Array 27
Type: 6
 Damage: 140 [14 Power]
 Number of Emitters: Up to 3 shots per round
 Targeting System: Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: Aft
Firing Arc: 360 degrees aft
Firing Modes: Standard, Pulse
Torpedoes Carried: 0
TA/T/TS: Class Alpha [0 Power/round] 6
 Strength: 7
 Bonus: +0

Weapons Skill: 3
Shields (Forward, Aft, Port, Starboard) 28 (x4)
 Shield Generator: Class 2 (Protection 300) [30 Power/shield/round]
 Shield Grid: Type B (33% increase to 400 Protection)
 Subspace Field Distortion Amplifiers: Class Beta (Threshold 100)
 Recharging System: Class 1 (45 seconds)
 Backup Shield Generators: 4 (1 per shield) 4
Auto-Destruct System 5

AUXILIARY SPACECRAFT SYSTEMS
Shuttlebay(s): Capacity for 4 Size worth of ships 8
 Standard Complement: 2 shuttlecraft
 Location(s): Aft ventral of main hull
Captain's Yacht: No 112

DESCRIPTION AND NOTES

Fleet data: The Huc'ta' class, a SuyDuj, or merchant ship, plies the trade routes of the Empire and beyond, carrying bulk cargoes of valuable goods to customers in need. Equipped with eight 45 x 45 x 20 cargo containers arranged four-by-four in a framework between the ship's command hull and main hull, it can carry over 300,000 cubic meters of cargo. Its crew of 33 includes pilots, quartermasters, cargo handlers, trade negotiators, and security personnel.

The Huc'ta' can attain a maximum speed in excess of Warp 8, making it fairly fast for a merchant vessel. Its warp nacelles attach via short, upward-projecting pylons to the aft edge of the main hull where the dorsal and port/starboard sides meet.

Like almost any Klingon ship, a Huc'ta' can adapt to military uses easily. It has forward and aft disruptors for fending off pirate attacks, and engineers can replace the cargo pods with "tactical pods" if necessary. (Each pod can carry one additional disruptor of the same type, or one torpedo launcher with a spread of 4.)

Colony Support Variant: The Huc'ta' also comes in a "colony support" configuration. This version of the ship replaces the upper four cargo modules with a solid structure which connects the

main and command hulls and contains quarters for colonists. It transports initial colonists and their supplies to a newly-opened planet, then returns with additional supplies and settlers as needed.

CHUT'DUJ CLASS

Class and Type: *Chut'Duj*-Class System Patrol Ship
Commissioning Date: 2347

HULL SYSTEMS

SIZE: 4

Length: 157.76 meters
 Beam: 181.54 meters (maximum beam, with wings in landing mode)
 Height: 98.54 meters (maximum height, with wings in attack mode)
 Decks: 5
 Mass: 236,000 metric tonnes
 SUs Available: 1,100
 SUs Used: 960

HULL

Outer 16
 Inner 16

RESISTANCE

Outer Hull: 8
 Inner Hull: 8

STRUCTURAL INTEGRITY FIELD

Main: Class 3 (Protection 60/90) [1 Power/10 Protection/round] 22
 Backup: Class 3 (Protection 30) [1 Power/10 Protection/round] 11
 Backup: Class 3 (Protection 30) [1 Power/10 Protection/round] 11

SPECIALIZED HULL: Atmospheric Capability; Planetfall Capability

PERSONNEL SYSTEMS

CREW/PASSENGERS/EVAC: 20/150/1,750

CREW QUARTERS

Barracks: None
 Spartan (cells): 150
 Basic: 20
 Expanded: None
 Luxury: None
 Unusual: None

ENVIRONMENTAL SYSTEMS

Basic Life Support [9 Power/round] 16
 Reserve Life Support [5 Power/round] 8
 Emergency Life Support (24 emergency shelters) 8
 Gravity [2 Power/round] 4
 Consumables: 2 months' worth 4
 Replicator Systems
 Food Replicators [4 Power/round] 4
 Industrial Replicators 4
 Type: Network of small replicators [2 Power/round]
 Medical Facilities: 2 (+0) [2 Power/round] 10
 Recreation Facilities: 2 [4 Power/round] 16
 Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round] 12
 Fire Suppression System [1 Power/round when active] 4
 Cargo Holds: 4,500 cubic meters 1
 Locations: Dorsal amidships
 Escape Pods 5
 Number: 100
 Capacity: 4 persons per pod

PROPULSION SYSTEMS

WARP DRIVE

Nacelles: None (incapable of attaining warp speeds)

IMPULSE ENGINE

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
 Location: Aft

IMPULSE ENGINE

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
 Location: Aft, port and starboard

REACTION CONTROL SYSTEM (.025c) [2 Power/round when in use] 4

POWER SYSTEMS

WARP ENGINE

Type: Class 5/H (generates 295 Power/round) 65
 Location: Aft amidships

Impulse Engine[s]: 2 Class 3A (generate 28 Power/engine/round)

Auxiliary Power: 2 reactors (generate 5 Power/reactor/round) 6

Emergency Power: Type B (generates 30 Power/round) 30

EPS: Standard Power flow, +100 Power transfer/round 30

Standard Usable Power: 351

OPERATIONS SYSTEMS

BRIDGE: Command hull dorsal 22

COMPUTER

Core 1: Engineering ventral [5 Power/round] 8
 ODN 12

NAVIGATIONAL DEFLECTOR [5 Power/round] 16

Range: 10/20,000/50,000/150,000

Accuracy: 5/6/8/11

Location: Engineering ventral

SENSOR SYSTEMS

Long-range Sensors [5 Power/round] 20

Range Package: Type 2 (Accuracy 3/4/7/10)

High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)

Low Resolution: 12 light-years (1/1.1-3.0/3.1-8.0/8.1-12)

Strength Package: Class 6 (Strength 6)

Gain Package: Standard

Coverage: Standard

Lateral Sensors [5 Power/round] 12

Strength Package: Class 6 (Strength 6)

Gain Package: Standard

Coverage: Standard

Navigational Sensors [5 Power/round] 12

Strength Package: Class 6 (Strength 6)

Gain Package: Standard

Probes: 10 1

Sensors Skill: 3

FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2
 [1 Power/round in use] 11



Navigational Computer
 Main: Class 2 (+1) [1 Power/round]
 Backups: 2
Inertial Damping Field
 Main
 Strength: 7 [3 Power/round]
 Number: 2
 Backup
 Strength: 5 [2 Power/round]
 Number: 2
 Attitude Control [1 Power/round]

COMMUNICATIONS SYSTEMS

Type: Class 6 [2 Power/round]
 Strength: 6
 Security: -2
 Emergency Communications: Yes [2 Power/round]

TRACTOR BEAMS

Emitter: Class Gamma [3 Power/Strength used/round]
 Accuracy: 4/5/7/10
 Location: Forward ventral
 Emitter: Class Gamma [3 Power/Strength used/round]
 Accuracy: 4/5/7/10
 Location: Aft ventral
 Emitter: Class Alpha [3 Power/Strength used/round]
 Accuracy: 5/6/8/11
 Location: Shuttlebay

TRANSPORTERS

Type: Personnel [4 Power/use]
 Pads: 4
 Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
 Energizing/Transition Coils: Class G (Strength 7)
 Number and Location: One in main hull
Type: Cargo [4 Power/use]
 Pads: 400 kg
 Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
 Energizing/Transition Coils: Class G (Strength 7)
 Number and Location: One in main hull

CLOAKING DEVICE: Class 6 [40 Power/class/round]

SECURITY SYSTEMS

Rating: 5
 Anti-Intruder System: Yes [1 Power/round]
 Internal Force Fields [1 Power/3 Strength]

SCIENCE SYSTEMS

Rating 1 (+0) [1 Power/round]
 Specialized Systems: None
 Laboratories: None

TACTICAL SYSTEMS

2 **Forward Disruptor Cannon** 34
 2 **Type:** 7
 16 **Damage:** 160 [16 Power]
 Number of Emitters: Up to 3 shots per round
 Targeting System: Accuracy 4/5/7/10
 4 **Range:** 10/30,000/100,000/300,000
Location: Forward module
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse
 1 **Aft Disruptor Cannon** 34
 12 **Type:** 7
 Damage: 160 [16 Power]
 Number of Emitters: Up to 3 shots per round
 Targeting System: Accuracy 4/5/7/10
 1 **Range:** 10/30,000/100,000/300,000
Location: Aft
Firing Arc: 360 degrees aft
Firing Modes: Standard, Pulse
 9 **Starboard Disruptor Cannon** 34
 9 **Type:** 7
 Damage: 160 [16 Power]
 Number of Emitters: Up to 3 shots per round
 Targeting System: Accuracy 4/5/7/10
 3 **Range:** 10/30,000/100,000/300,000
Location: Starboard wing
Firing Arc: 360 degrees starboard
Firing Modes: Standard, Pulse
 15 **Port Disruptor Cannon** 34
 12 **Type:** 7
 Damage: 160 [16 Power]
 Number of Emitters: Up to 3 shots per round
 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Port wing
Firing Arc: 360 degrees port
Firing Modes: Standard, Pulse
 22 **Forward Torpedo Launcher** 16
Standard Load: Type II photon torpedo (200 Damage)
 20 **Spread:** 6
 4 **Range:** 15/300,000/1,000,000/3,500,000
 4 **Targeting System:** Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
 9 **Location:** Forward module
Firing Arc: Forward, but are self-guided
Torpedoes Carried: 50 5
TA/T/TS: Class Beta [1 Power/round] 9
Strength: 8
Bonus: +1
Weapons Skill: 4
Shields (Forward, Aft, Port, Starboard) 35 (x4)
Shield Generator: Class 3 (Protection 560) [56 Power/round]
Shield Grid: Type C (50% increase to 840 Protection)
Subspace Field Distortion Amplifiers: Class Delta (Threshold 180)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) 4



Auto-Destruct System

4

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 4 Size worth of ships

8

Standard Complement: 2 shuttlecraft

Location(s): Aft ventral

Captain's Yacht: No

DESCRIPTION AND NOTES

Fleet data: The Chut'Duj is a vessel designed for patrol of individual star systems. It contains weapons for fending off pirates and other menaces, and 150 highly secure jail cells for the transport of captured criminals.

The Chut'Duj uses a variant B'rel-class hull and configuration. Although it has a warp core for power generation, it lacks warp nacelles and remains confined to the home system where it was constructed (the space containing the embedded nacelles on the B'rel contains cells on the Chut'Duj). It replaces the disruptor cannons on the forward tips of the wing pylons with arrays built into the wings themselves, thus giving it offensive coverage on the four main sides of the ship.

READY FOR MORE ?



**STARSHIPS, NPCs, ADVENTURES, TEMPLATES, OVERLAYS,
NETBOOKS, NEW RULES, DISCUSSION BOARDS,
CONTESTS & MORE!**

**THE DEFINITIVE SOURCE FOR YOUR STAR TREK RPG BY LAST
UNICORN GAMES!**

NOW COVERING THE NEW RPG BY DECIPHER!

MADE BY THE FANS - FOR THE FANS!