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  Goralis-Class Class Incursion Cruiser
  Jen’thar-Class Assault Cruiser
  Kelirax-Class Scout
  Kel’var-Class Heavy Frigate
  Kleg-Ta-Class Surveyor
  K’mpoc-Class Heavy Warship
  K’t’inga-Class Battle Cruiser
  K’Vort-Class Warship
  Negh’Var (flagship of the Klingon Empire)
  Neg’lorn-Class Armed Courier
  Pa’chag-Class Assault Cruiser
  Qa’cheng-Class Strike Frigate
  Qij’tagh-Class Heavy Escort
  Sompek-Class Heavy Destroyer
  Suv’tiS-Class Fighter
  Torath-Class Heavy Warship
  Toran-Class Warp Shuttle
  Tro’QA-Class Destroyer
  VodleQ-Class Heavy Cruiser
  Vo’rcha-Class Heavy Warship
  Huc’ta’-Class Merchant Vessel
  Chut’Duj-Class System Patrol Ship
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

KLINGON VESSEL CLASSIFICATIONS

KLINGON SHIP CLASSIFICATION

KLINGON SHIPS have been divided into ten basic categories, each encompassing a broad spectrum of vessel types. This classification system was established shortly after the establishment of the Klingon Empire in 2293, at a time when the Klingons were trying to expand the size and diversity of their fleets to keep the peace or scare off some perceived enemy. As of 2376, the Klingon Empire has created its own unique combination of these categories, and has been steadily adding new classes to the existing list, while also refining and improving the performance of existing vessels.

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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

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
### Klingon Cruisers Currently in Service

<table>
<thead>
<tr>
<th>Class</th>
<th>Classification Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>De'nat</td>
<td>CB (Battle Cruiser)</td>
</tr>
<tr>
<td>DughHeh</td>
<td>CA</td>
</tr>
<tr>
<td>Fel'keth</td>
<td>CB</td>
</tr>
<tr>
<td>Goralis</td>
<td>CI (Incursion Cruiser)</td>
</tr>
<tr>
<td>Jen'khe</td>
<td>CA (Assault Cruiser)</td>
</tr>
<tr>
<td>K'Y'inga</td>
<td>CB</td>
</tr>
<tr>
<td>Loot'eh</td>
<td>CA</td>
</tr>
<tr>
<td>Ngapej</td>
<td>CI</td>
</tr>
<tr>
<td>Po'chag</td>
<td>CA</td>
</tr>
<tr>
<td>QuDlej</td>
<td>CB</td>
</tr>
<tr>
<td>Ro'qul</td>
<td>CL</td>
</tr>
<tr>
<td>Tormag</td>
<td>CL</td>
</tr>
<tr>
<td>VodleQ</td>
<td>CH</td>
</tr>
</tbody>
</table>

### Klingon Frigates Currently in Service

<table>
<thead>
<tr>
<th>Class</th>
<th>Classification Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>BaH'reth</td>
<td>FR</td>
</tr>
<tr>
<td>HajHal</td>
<td>FR</td>
</tr>
<tr>
<td>Kel'var</td>
<td>FL</td>
</tr>
<tr>
<td>Qa'cheng</td>
<td>FS (Strike Frigate)</td>
</tr>
<tr>
<td>Sa'var</td>
<td>FL</td>
</tr>
<tr>
<td>To'beq</td>
<td>FH</td>
</tr>
<tr>
<td>Yotwi</td>
<td>FS</td>
</tr>
</tbody>
</table>

### Notes
- Klingons use the same standard subtypes of Cruiser common to other governments and species: Heavy, Light, Battle, Assault, and Incursion (or Fast) subtypes. Heavy and Battle Cruisers differ so little that the distinctions between them 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, the swiftest of the Klingon Cruisers, command Fast Attack Ships on raids and recon missions into enemy-held territory.
- Light Cruisers often perform carrier and combat support duties.

### Frigates
- Frigates perform secondary military duties such as 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 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.

### KlNcGON CRUISERS CURRENTLY IN SERVICE (REPRESENTATIVE SELECTION)

<table>
<thead>
<tr>
<th>Class</th>
<th>Classification Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>De'nat</td>
<td>CB (Battle Cruiser)</td>
</tr>
<tr>
<td>DughHeh</td>
<td>CA</td>
</tr>
<tr>
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<tr>
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<td>Jen'khe</td>
<td>CA (Assault Cruiser)</td>
</tr>
<tr>
<td>K'Y'inga</td>
<td>CB</td>
</tr>
<tr>
<td>Loot'eh</td>
<td>CA</td>
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<tr>
<td>Ngapej</td>
<td>CI</td>
</tr>
<tr>
<td>Po'chag</td>
<td>CA</td>
</tr>
<tr>
<td>QuDlej</td>
<td>CB</td>
</tr>
<tr>
<td>Ro'qul</td>
<td>CL</td>
</tr>
<tr>
<td>Tormag</td>
<td>CL</td>
</tr>
<tr>
<td>VodleQ</td>
<td>CH</td>
</tr>
</tbody>
</table>

### Klingon Frigates Currently in Service (Representative Selection)

<table>
<thead>
<tr>
<th>Class</th>
<th>Classification Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>BaH'reth</td>
<td>FR</td>
</tr>
<tr>
<td>HajHal</td>
<td>FR</td>
</tr>
<tr>
<td>Kel'var</td>
<td>FL</td>
</tr>
<tr>
<td>Qa'cheng</td>
<td>FS (Strike Frigate)</td>
</tr>
<tr>
<td>Sa'var</td>
<td>FL</td>
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<td>To'beq</td>
<td>FH</td>
</tr>
<tr>
<td>Yotwi</td>
<td>FS</td>
</tr>
</tbody>
</table>
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'Hadars' 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 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 FAST ATTACK SHIPS CURRENTLY IN SERVICE (REPRESENTATIVE SELECTION)

<table>
<thead>
<tr>
<th>Class</th>
<th>Classification Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>A'leth</td>
<td>FAS-R (Fast Attack Ship/Reconnaissance Ship)</td>
</tr>
<tr>
<td>Brakt</td>
<td>FAS</td>
</tr>
<tr>
<td>Grendoq</td>
<td>XF</td>
</tr>
<tr>
<td>May'nom</td>
<td>FAS</td>
</tr>
<tr>
<td>Suv'tIS</td>
<td>XF</td>
</tr>
<tr>
<td>Veldak</td>
<td>FAS-PD (Fast Attack Ship/Perimeter Defense Ship)</td>
</tr>
</tbody>
</table>

KLINGON DESTROYERS CURRENTLY IN SERVICE (REPRESENTATIVE SELECTION)

<table>
<thead>
<tr>
<th>Class</th>
<th>Classification Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bach'chunD</td>
<td>DA (Destroyer)</td>
</tr>
<tr>
<td>DeSpoh</td>
<td>DA</td>
</tr>
<tr>
<td>Po'gach</td>
<td>DH (Heavy Destroyer)</td>
</tr>
<tr>
<td>Sompek</td>
<td>DH</td>
</tr>
<tr>
<td>Tro'Qa</td>
<td>DA</td>
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</tbody>
</table>

EC/-
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.

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)

<table>
<thead>
<tr>
<th>Class</th>
<th>Classification Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bla’koth</td>
<td>EH</td>
</tr>
<tr>
<td>DorHub</td>
<td>EH</td>
</tr>
<tr>
<td>Drenok</td>
<td>ES</td>
</tr>
<tr>
<td>Ql’tagh</td>
<td></td>
</tr>
<tr>
<td>Val’taS</td>
<td>ED (Destroyer Escort)</td>
</tr>
<tr>
<td>Var’graTh</td>
<td>ED</td>
</tr>
</tbody>
</table>

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 Scout classes were in active service. Many Scout vessels operated under the command of officers such as Lt. J.G. Picard of the USS Enterprise, who used their cloaking devices to protect the Federation alliance from enemy attacks.

KLINGON SCOUTS CURRENTLY IN SERVICE (REPRESENTATIVE SELECTION)

<table>
<thead>
<tr>
<th>Class</th>
<th>Classification Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>Duq’cha</td>
<td>SH</td>
</tr>
<tr>
<td>Kelirax</td>
<td>SS</td>
</tr>
<tr>
<td>Zha’greq</td>
<td>SS</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>Class</th>
<th>Classification Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>Denn’lar</td>
<td>TTA</td>
</tr>
<tr>
<td>Ga’ras</td>
<td>SCF (Far Courier)</td>
</tr>
<tr>
<td>Geth’tonn</td>
<td>TMF (Military Freighter)</td>
</tr>
<tr>
<td>Ked’nar</td>
<td>SRS/SRL</td>
</tr>
<tr>
<td>Kleg-Ta</td>
<td>SV</td>
</tr>
<tr>
<td>Neg’lorn</td>
<td>SCA (Armed Courier)</td>
</tr>
<tr>
<td>QeD’yuQ</td>
<td>SV</td>
</tr>
<tr>
<td>SoQa’</td>
<td>IS</td>
</tr>
<tr>
<td>Ta’SuS</td>
<td>SRS/SRL</td>
</tr>
<tr>
<td>Toron</td>
<td>WS</td>
</tr>
<tr>
<td>Tro’gahl</td>
<td>TTO (Occupation Transport)</td>
</tr>
<tr>
<td>Yo’QaH</td>
<td>TTF (Fleet Tender)</td>
</tr>
</tbody>
</table>
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.
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’lhr, 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.
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**

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

**AVERAGE NUMBER OF KLINGON CREWMEMBERS BY SHIP TYPE**

<table>
<thead>
<tr>
<th>Ship Type</th>
<th>Average Number of Crewmen per 100 SUs</th>
</tr>
</thead>
<tbody>
<tr>
<td>Battleship</td>
<td>25</td>
</tr>
<tr>
<td>Courier</td>
<td>1</td>
</tr>
<tr>
<td>Cruiser</td>
<td>19</td>
</tr>
<tr>
<td>Destroyer</td>
<td>6</td>
</tr>
<tr>
<td>Escort</td>
<td>17</td>
</tr>
<tr>
<td>Frigate</td>
<td>15</td>
</tr>
<tr>
<td>Scout</td>
<td>1</td>
</tr>
<tr>
<td>Surveyor</td>
<td>2</td>
</tr>
<tr>
<td>Warship</td>
<td>28</td>
</tr>
</tbody>
</table>

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).
## Klingon Recreation Rating

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

### Ship Type

<table>
<thead>
<tr>
<th>Ship Type</th>
<th>Typical Recreation Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>Battleship</td>
<td>2-8</td>
</tr>
<tr>
<td>Courier</td>
<td>1-2</td>
</tr>
<tr>
<td>Cruiser</td>
<td>2-6</td>
</tr>
<tr>
<td>Destroyer</td>
<td>2-6</td>
</tr>
<tr>
<td>Escort</td>
<td>1-4</td>
</tr>
<tr>
<td>Frigate</td>
<td>1-6</td>
</tr>
<tr>
<td>Medical</td>
<td>2-6</td>
</tr>
<tr>
<td>Research/Laboratory</td>
<td>2-6</td>
</tr>
<tr>
<td>Scout</td>
<td>1-2</td>
</tr>
<tr>
<td>Surveyor</td>
<td>2-6</td>
</tr>
<tr>
<td>Transport</td>
<td>2-8</td>
</tr>
<tr>
<td>Warship</td>
<td>2-7</td>
</tr>
</tbody>
</table>

### 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.
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 flares 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, flight, 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.
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 grail 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 view-port 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-neural
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]  
- Backup: Class 4 (Protection 35) [1 Power/10 Protection/round]

### PERSONNEL SYSTEMS

**Crew/Passengers/Evac:** 187/346/4,850

**Crew Quarters**
- Barracks: House 180 crewmembers  
- Spartan: 160  
- Basic: 60  
- Expanded: 15  
- Luxury: 3  
- Unusual: None

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

### PROPULSION SYSTEMS

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

#### Impulse Engine
- Type: Class 5 (.7c/.9c) [7/9 Power/round]  
  - Acceleration Uprating: Class Alpha (66% acceleration) [1 Power/round when active]  
  - Location: Aft

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

### POWER SYSTEMS

#### Warp Engine
- Type: Class 2/M (generates 350 Power/round)  
- Location: Amidships

#### Auxiliary Power
- 3 reactors (generate 5 Power/reactor/round)

#### Emergency Power
- Type D (generates 40 Power/round)

- **EPS:** Standard Power flow, +200 Power transfer/round

- Standard Usable Power: 430

### OPERATIONS SYSTEMS

**Bridge:** Forward end of central shaft

**Computers**
- Core 1: Forward [5 Power/round]  
- Core 2: Main hull [5 Power/round]  
  - Uprating: Class Alpha (+1) [1 Power/computer/round]
  - ODN

**Navigational Deflector**
- [5 Power/round]
  - 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 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]
  - Strength Package: Class 8 (Strength 8)
  - Gain Package: Class Beta (+2)
  - Coverage: Standard

- **Standard Usable Power:** 430
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]

**Science Systems**
Rating 1 (+0) [1 Power/round]
Specialized Systems: None
Laboratories: 5

**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
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse

**Starboard Wing Disruptor Cannon**
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

**Port Wing Disruptor Cannon**
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

**Dorsal Disruptor Arrays (3)**
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

**Ventral Disruptor Arrays (3)**
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
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

**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 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)

**Auto-Destruct System**

**AUXILIARY SPACECRAFT SYSTEMS**

**Shuttlebay(s):** Capacity for 8 Size worth of ships
**Standard Complement:** 4 shuttlecraft
**Location(s):** Aft ventral
**Captain’s Yacht:** No

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**Fleet data:** Used by many Great Houses as a long-range patrol, escort, and courier ship, the BaH’reth-class Frigate is the most common Frigate found in the Empire. Though not as fast and maneuverable as the HajHal class, it possesses greater firepower, an asset any true Klingon can appreciate.

The BaH’reth’s design employs the typical Klingon “winged shaft” shape, but with a markedly different configuration from most such vessels. The central shaft, instead of being relatively slender, is broad, with a blunt trapezoidal profile. The shaft’s forward end has a point like a chisel, and its aft terminus, at about the midpoint of the ship’s main hull, has a similar shape dorsally. The main hull flares straight out into two wing pylons, which hold their nacelles about two-thirds of the way out. The outer tip of each wing curves slightly forward to hold a disruptor cannon.

Relatively few BaH’reth-class ships made it to the battlefields of the Dominion War; most Houses who contributed ships to the Klingon fleet kept their BaH’reths back for homefront patrol and defense duties. Those few which did fight the Dominion usually found themselves assigned to patrol and escort duties in relatively safe sectors.

Noteworthy vessels/service records/encounters:

- I.K.S. BaH’reth, prototype,
- I.K.S. Chu’gesh, saved supply convoy from Jem’Hadar attack (2375).
**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

### RESISTANCE

- **Outer Hull:** 6
- **Inner Hull:** 6

### STRUCTURAL INTEGRITY FIELD

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

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

### PROPULSION SYSTEMS

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

**Impulse Engine**  
- **Type:** Class 6 (.75c/9c) [7/9 Power/round]  
  - **Acceleration Uprising:** Class Alpha (66% acceleration)  
    - [1 Power/round when active]  
  - **Location:** Aft

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

### POWER SYSTEMS

**Warp Engine**  
- **Type:** Class 7/M (generates 350 Power/round)  
- **Location:** Amidships

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

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

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

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

**Standard Usable Power:** 398

### OPERATIONS SYSTEMS

**Bridge:** Forward bridge module

**Computers**  
- **Core 1:** Engineering [5 Power/round]  
- **ODN**  
- **Navigational Deflector** (5 Power/round)
  - **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 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]

**Navigational Sensors** [5 Power/round]

**Probes:** 40

**Sensors Skill:** 4

**Flight Control Systems**  
- **Autopilot:** Shipboard Systems (Flight Control) 3, Coordination 2  
  - [1 Power/round in use]  
  - **Type:** Network of small replicators [2 Power/round]  
  - **Gain Package:** Class Alpha (+1)

**Coverage:** Standard

**NavIgational Sensors** [5 Power/round]

**Probes:** 40

**Sensors Skill:** 4
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 Uprising: 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

Tactical Systems
Forward Disruptor Cannon
Type: 12
Damage: 260 [31 Power; see text]
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
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse

Dorsal Disruptor Array
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
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

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: 50

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 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)
Auto-Destruct System

AUXILIARY SPACECRAFT SYSTEMS
Shuttlebay(s): None
Captain’s Yacht: No

Brakt-class Fast Attack Ship

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’t’inga-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 (max beam, with wings in landing mode)** | 181.54 meters |
| **Height (max height, with wings in attack mode)** | 98.54 meters |
| **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 Power/round] 4
  - **Type**: Network of small replicators [2 Power/round] 2
- **Medical Facilities**: [2 (+0) [2 Power/round] 10
- **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**
  - **Number**: 20
  - **Capacity**: 4 persons per pod

## Propulsion Systems

### Warp Drive
- **Nacelles**: Type 6B6 98
- **Speed**: 6.0/8.5/9.6 [1 Power/.2 warp speed] 6
- **PIS**: Type C (6 hours of Maximum warp) 4
- **Uprating**: +0.1 for Standard, Maximum speeds 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

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

## Power Systems

### Warp Engine
- **Type**: Class 6/K (generates 345 Power/round) 75
  - **Location**: Aft amidships

### Auxiliary Engine(s)
- **2 Class 3A (generate 28 Power/engine/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
- **Type**: [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

**Tactical Systems**

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

Torpedoes Carried: 30

TA/T/TS: Class Beta [1 Power/round]
Strength: 8
Bonus: +1

Weapons Skill: 4

Shields (Forward, Aft, Port, Starboard)

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<tr>
<th>Type</th>
<th>Rating</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Starboard</td>
<td>35 (x4)</td>
<td>56 Power/round</td>
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<tr>
<td>Port</td>
<td>56 Power/round</td>
<td></td>
</tr>
<tr>
<td>Aft</td>
<td>56 Power/round</td>
<td></td>
</tr>
<tr>
<td>Forward</td>
<td>56 Power/round</td>
<td></td>
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</tbody>
</table>

Subspace Field Distortion Amplifiers: Class Delta (Threshold 180 + 10
[embedded nacelles])
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
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 flight modes: landing (wings fully raised); flight (wings held at mid-point); 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 flight 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  
- **Docks:** 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:** 9

**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]  

**Hull:** Cloak-Enhancing (+1 to cloak; costs no Power)

**PERSONNEL SYSTEMS**

**Crew/Passengers/Evac:** 923/540/7,200

**Crew Quarters**
- **Barracks:** House 900 crewmembers  
- **Spartan:** 300  
- **Basic:** 100  
- **Expanded:** 40  
- **Luxury:** 7  
- **Unusual:** 3

**Environmental Systems**
- **Basic Life Support** [12 Power/round]  
- **Reserve Life Support** [6 Power/round]  
- **Emergency Life Support** [42 emergency shelters]  
- **Gravity** [4 Power/round]  
- **Consumables:** 3 years’ worth

**Replicator Systems**
- **Food Replicators** [7 Power/round]  
- **Industrial Replicators**
  - **Type:** Network of small replicators [2 Power/round]  
  - **Type:** 1 large unit [2 Power/replicator/round]

**Medical Facilities:** 4 (+1) [4 Power/round]

**Recreation Facilities:** 4 [8 Power/round]

**Personnel Transport:** Turbolifts, Jefferies tubes [2 Power/round]

**Fire Suppression System** [1 Power/round when active]

**Cargo Holds:** 100,000 cubic meters

**Locations:** Fifteen locations throughout ship

**Escape Pods**
- **Number:** 160

**PROPULSION SYSTEMS**

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

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

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

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

**POWER SYSTEMS**

**Warp Engine**
- **Type:** Class 11/0 (generates 570 Power/round)  
- **Location:** Amidships

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

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

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

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

**Standard Usable Power:** 636

**OPERATIONS SYSTEMS**

**Bridge:** Forward dorsal

**Computers**
- **Core 1:** Forward [5 Power/round]  
- **Core 2:** Engineering [5 Power/round]  
- **ODN:** 21

**Navigational Deflector** [5 Power/round]  
- **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 7 (Strength 7)  
- **Gain Package:** Class Alpha (+1)  
- **Coverage:** Standard

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

**Navigational Sensors** [5 Power/round]
- **Range Package:** Type 5 (Strength 7)  
- **Strength Package:** Class 7 (Strength 7)  
- **Gain Package:** Class Alpha (+1)  
- **Probes:** 36  
- **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**
  - Type: 12
  - Damage: 260 [26 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 Forward 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: Forward, to starboard of centerline
  - Firing Arc: 360 degrees forward
  - Firing Modes: Standard, Pulse

- **Port Forward 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: Forward, to port of centerline
  - Firing Arc: 360 degrees forward
  - Firing Modes: Standard, Pulse

- **Dorsal 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: Two locations on dorsal centerline of ship
  - Firing Arc: 360 degrees dorsal
  - Firing Modes: Standard, Pulse

- **Ventral 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: Two locations on ventral centerline of ship
  - Firing Arc: 360 degrees ventral
  - Firing Modes: Standard, Pulse

- **Starboard 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 starboard “wing”
  - Firing Arc: 360 degrees forward (significant arc shadow)
  - Firing Modes: Standard, Pulse
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
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 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 (significant arc shadow)
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

Bonuses:
- +1 Weapons Skill
- 5 Shields (Forward, Aft, Port, Starboard)
- 78 (x4) Shield Generator: Class 5 (Protection 1000) [100 Power/shield/round]
- 33% increase to 1333 Protection
- Subspace Field Distortion Amplifiers: Class Eta (Threshold 330)
- 1 (45 seconds)
- 8 Backup Shield Generators: 4 (1 per shield)
- 7 Auto-Destruct System

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

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.

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.”

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.
Noteworthy vessels/service records/encounters:

I.K.S. De'nats, 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
Inner Hull:  10

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
Food Replicators [3 Power/round] 3
Industrial Replicators
Type:  Network of small replicators [2 Power/round] 3
Medical Facilities:  4 (+1) [4 Power/round] 20
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:  2,000 cubic meters Locations:  Five locations throughout ship 3
Escape Pods
Number:  12
Capacity:  8 persons per pod 2

PROPULSION SYSTEMS

Warp Drive
Nacelles:  Type 6 80
Speed:  6.0/7.0/8.0 [1 Power/.2 warp speed] 16
PIS:  Type H (12 hours of Maximum warp) 18

Impulse Engine
Type:  Class 3A (.5c/.75c) [5/7 Power/round] 35
Acceleration Uprating:  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]:
Type:  Class 3A (generates 28 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, +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

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) 18
High Resolution:  5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0) 36
Low Resolution:  12 light-years (1/1.1-3.0/3.1-8.0/8.1-12) 36
Strength Package:  Class 6 (Strength 6) 36
Gain Package:  Class Alpha (+1) 23
Coverage:  Standard 15
Lateral Sensors [5 Power/round] 15
Strength Package:  Class 6 (Strength 6) 36
Gain Package:  Class Alpha (+1) 23
Coverage:  Standard 15
Navigational Sensors [5 Power/round] 3
Strength Package:  Class 6 (Strength 6) 36
Gain Package:  Class Alpha (+1) 23
Probes:  10

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
- Forward Disruptor Cannon
  - Type: 8
  - Damage: 180 [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: Forward
  - Firing Arc: 360 degrees forward
  - Firing Modes: Standard, Pulse

- Dorsal Disruptor Array
  - 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
  - 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

- Forward Torpedo Launcher
  - 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
  - Firing Arc: Forward, but are self-guided

- Aft Torpedo Launcher
  - 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: Aft
  - Firing Arc: Aft, but are self-guided

- Torpedoes Carried: 30

- TA/T/TS: Class Beta [1 Power/round]
  - Strength: 8
  - Bonus: +1
  - Weapons Skill: 4

- Shields (Forward, Aft, Port, Starboard)
  - Total: [45 Power/shield/round]
  - Shield Generator: Class 3 (Protection 450)
  - 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)
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

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<th>Size</th>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
<td>Length</td>
<td>357.62 meters</td>
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<tr>
<td>Beam</td>
<td>127.77 meters</td>
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<tr>
<td>Height</td>
<td>62.34 meters</td>
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<td>Decks</td>
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<td>Mass</td>
<td>1,127,400 metric tonnes</td>
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<td>SUs Available</td>
<td>2,200</td>
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<tr>
<td>SUs Used</td>
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</tbody>
</table>

### Hull

- **Outer Hull:** 8
- **Inner Hull:** 8

### Structural Integrity Field

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

## Personnel Systems

### Crew / Passengers / EVAC

- 456/675/3,100

### Crew Quarters

- **Barracks:** House 720 crewmembers  
- **Spartan:** 300  
- **Basic:** 120  
- **Expanded:** 40  
- **Luxury:** 5  
- **Unusual:** 2

### Environmental Systems

- **Basic Life Support:** [10 Power/round]  
- **Reserve Life Support:** [5 Power/round]  
- **Emergency Life Support:** (36 emergency shelters)  
- **Gravity:** [3 Power/round]  
- **Consumables:** 2 years’ worth

### Replicator Systems

- **Food Replicators:** [6 Power/round]  
- **Industrial Replicators:** [2 Power/replicator/round]  
- **Type:** Network of small replicators  
- **Type:** 1 large unit

### Medical Facilities

- 4 (+1) [4 Power/round]  
- **Recreation Facilities:** 4 [8 Power/round]

### Personnel Transport: Turbolifts, Jefferies tubes

- [2 Power/round when active]

### Cargo Holds

- 15,000 cubic meters  
- Locations: Nine locations throughout ship

### Escape Pods

- Number: 160  
- Capacity: 12 persons per pod

## Propulsion Systems

### Warp Drive

- **Nacelles:** Type 6A2  
- **Speed:** 6.0/8.0/9.2 [1 Power/.2 warp speed]

### Impulse Engine

- **Type:** Class 4 (.6c/.8c) [6/8 Power/round]

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

### Power Systems

### Warp Engine

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

### Auxiliary Power

- **Type:** 4 reactors (generate 5 Power/reactor/round)  
- **Emergency Power:** Type E (generates 45 Power/round)

### EPS

- **Standard Power flow:** 539

### Operations Systems

### Bridge

- Forward “point” of dorsal wedge

### Computers

- **Core 1:** Forward [5 Power/round]  
- **Core 2:** Ventral of Engineering [5 Power/round]  
- **ODN:**  

### Navigational Deflector [5 Power/round]

- **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 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]

- **Strength Package:** Class 7 (Strength 7)

### Gain Package: Class Alpha (+1)

### Coverage: Standard

### Navigational Sensors [5 Power/round]

- **Strength Package:** Class 7 (Strength 7)

### Gain Package: Class Alpha (+1)

### Probes: 40

### 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]

**Navigation 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 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, 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**
- 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**
- 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**
- 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**
- 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**
- 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**
- 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

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
Firing Arc: Aft, but are self-guided

Torpedoes Carried: 300

TA/T/TS: Class Beta [1 Power/round]
Strength: 8
Bonus: +1
Weapons Skill: 5

Shields (Forward, Aft, Port, Starboard)
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)

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

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 cannoneers were devastating and its twin ventral disruptor batteries were equally effective.
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).
SPACEDOCK
STARSHIP RECOGNITION MANUAL VOLUME THREE

SHIPS OF THE KLINGON EMPIRE

Class and Type: Gell'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]
Reserve Life Support [6 Power/round]
Emergency Life Support [54 emergency shelters]
Gravity [5 Power/round]
Consumables: 3 years’ worth
Replicator Systems
Food Replicators [9 Power/round]
Industrial Replicators
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]
Recreation Facilities: 5 [10 Power/round]
Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round]
Fire Suppression System [1 Power/round when active]
Cargo Holds: 75,000 cubic meters
Locations: Twelve locations throughout ship
Escape Pods
Number: 200
Capacity: 12 persons per pod

PROPULSION SYSTEMS

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

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

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

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

POWER SYSTEMS

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

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

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

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

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

Standard Usable Power: 700

OPERATIONS SYSTEMS

Bridge: Forward bridge module

Auxiliary Control Room: Amidships forward

Computers
Core 1: Forward [5 Power/round]
Core 2: Amidships [5 Power/round]
Core 3: Aft [5 Power/round]
Uprating: Class Alpha (+1) [1 Power/computer/round]

Odn

Navigational Deflector [5 Power/round]
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 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]
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
Auto-pilot: 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]

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: 24

Tactical Systems
Forward 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: Forward module
  Firing Arc: 360 degrees forward
  Firing Modes: Standard, Pulse

Forward Dorsal 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: Dorsal side of forward spar
  Firing Arc: 360 degrees dorsal
  Firing Modes: Standard, Pulse

Forward Ventral 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: Ventral side of forward spar
  Firing Arc: 360 degrees ventral
  Firing Modes: Standard, Pulse

Dorsal Disruptor Arrays (4)
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: Dorsal side of main hull, two to port, two to starboard
  Firing Arc: 360 degrees dorsal
  Firing Modes: Standard, Pulse

Ventral 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: Ventral side of main hull, one to port, one to starboard
  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)
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
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 40 Size worth of ships
Standard Complement: 20 shuttlecraft
Location(s): Aft ventral, port and starboard
Captain’s Yacht: Yes

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. Atop 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.

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, and its crews proved themselves worthy of the ship’s place as one of the Empire’s finest.
The Gel'joQ, often acting 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.

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'tIv, 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. GhIvral, 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
Inner
Resistance
Outer Hull: 10
Inner Hull: 10

Structural Integrity Field
Main: Class 4 (Protection 70/110) [1 Power/10 Protection/round]
Backup: Class 4 (Protection 35) [1 Power/10 Protection/round]
Backup: Class 4 (Protection 35) [1 Power/10 Protection/round]

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 432/258/5,200

Crew Quarters
Barracks: House 420 crewmembers
Spartan: 180
Basic: 80
Expanded: 35
Luxury: 6
Unusual: 2

Environmental Systems

Basic Life Support [11 Power/round]
Reserve Life Support [6 Power/round]
Emergency Life Support (30 emergency shelters)
Gravity [3 Power/round]
Consumables: 1 years' worth
Replicator Systems
Food Replicators [5 Power/round]
Industrial Replicators
Type: Network of small replicators [2 Power/round]
Type: 1 large unit [2 Power/replicator/round]

Medical Facilities: 5 (+1) [5 Power/round]
Recreation Facilities: 4 [8 Power/round]
Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round]
Fire Suppression System [1 Power/round when active]
Cargo Holds: 4,000 cubic meters
Locations: Five locations throughout ship
Escape Pods
Number: 120
Capacity: 8 persons per pod

PROPULSION SYSTEMS

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

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

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

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

POWER SYSTEMS

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

Impulse Engineer(s): 2 Class 5A (generate 44 Power/engine/round)
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round)
Emergency Power: Type E (generates 45 Power/round)
EPS: Standard Power flow, +250 Power transfer/round

Standard Usable Power: 568

OPERATIONS SYSTEMS

Bridge: Bridge module dorsal of wedge section of main hull

Separation System: Detachable forward module

Computers
Core 1: Command hull [5 Power/round]
Core 2: Engineering hull [5 Power/round]
Uprating: Class Alpha (+1) [1 Power/computer/round]
ODN

Navigational Deflector [5 Power/round]
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 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]
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]

Science Systems
Rating 1 (+0) [1 Power/round]
Specialized Systems: None
Laboratories: 8

Tactical Systems
Forward 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: Forward module
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse

Starboard Wing 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: Tip of starboard wing
Firing Arc: 360 degrees forward (significant arc shadow)
Firing Modes: Standard, Pulse

Port Wing 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: Tip of port wing
Firing Arc: 360 degrees forward (significant arc shadow)
Firing Modes: Standard, Pulse

Dorsal Disruptor Arrays (2)
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: Dorsal, one on aft end of shaft, one on main body aft of bridge module
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Pulse

Ventral Disruptor Arrays (2)
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: 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

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**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 straightfor-ward 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 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 flatter 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:**
  - 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. Chun'Dab, snuck across enemy lines to cripple the Jem'Hadar breeding center at Lovac VII (2375).

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**STARSHIP RECOGNITION MANUAL VOLUME THREE**
## JEN’THAR CLASS

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

### HULL SYSTEMS

<table>
<thead>
<tr>
<th>Size</th>
<th>Length</th>
<th>Beam</th>
<th>Height</th>
<th>Decks</th>
<th>Mass</th>
<th>SLUs Available</th>
<th>SLUs Used</th>
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</thead>
<tbody>
<tr>
<td>5</td>
<td>183.28 meters</td>
<td>86.50 meters</td>
<td>43.27 meters</td>
<td>10</td>
<td>437,000 metric tonnes</td>
<td>1,900</td>
<td>1,766</td>
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</tbody>
</table>

### Personality Systems

| Crew/Passengers/Evac | 217/800/6,000 |

### Hull

<table>
<thead>
<tr>
<th>Type</th>
<th>Outer</th>
<th>Inner</th>
</tr>
</thead>
<tbody>
<tr>
<td>20</td>
<td></td>
<td></td>
</tr>
<tr>
<td>20</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Resistance

<table>
<thead>
<tr>
<th>Type</th>
<th>Outer Hull</th>
<th>Inner Hull</th>
</tr>
</thead>
<tbody>
<tr>
<td>6</td>
<td></td>
<td></td>
</tr>
<tr>
<td>6</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Structural Integrity Field

<table>
<thead>
<tr>
<th>Location</th>
<th>Class 4 (Protection 70/110) [1 Power/10 Protection/round]</th>
<th>Class 4 (Protection 35) [1 Power/10 Protection/round]</th>
</tr>
</thead>
<tbody>
<tr>
<td>Main</td>
<td>26</td>
<td>26</td>
</tr>
<tr>
<td>Backup</td>
<td>13</td>
<td>13</td>
</tr>
</tbody>
</table>

### Personnel Systems

### OPERATIONS SYSTEMS

#### Bridge
- Command hull forward
- Location: Aft

#### Computers
- Core 1: Command hull [5 Power/round]
- Core 2: Engineering hull [5 Power/round]

#### Navigational Deflector
- Type: 5 Power/round
- Range: 10/20,000/50,000/150,000
- Accuracy: 5/6/8/11
- Location: Command hull ventral

#### Sensor Systems
- Long-range Sensors [5 Power/round]
- Range Package: Type 4 [Accuracy 3/4/7/10]
- High Resolution: 5 light-years (.5/.6-1.0/.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]
- Strength Package: Class 7 (Strength 7)
- Gain Package: Class Alpha (+1)
- Coverage: Standard

### Environmental Systems

#### Basic Life Support [11 Power/round]
- 20

#### Reserve Life Support [8 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
- 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: Turbo lift, 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
- 1

#### Escape Pods
- Number: 120
- Capacity: 8 persons per pod

### Power Systems

#### Warp Engine
- Type: Class 7/M (generates 380 Power/round)
- Location: Aft

#### 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

### Propulsion Systems

#### Warp Drive
- Nacelles: Type 6.92
- Speed: 6.0/7.0/9.2 [1 Power/.2 warp speed]
- PIS: Type H [12 hours of Maximum warp]

#### Impulse Engine
- Type: Class 3A (.5c/.75c) [5/7 Power/round]
- Location: Aft

#### Reaction Control System (.025c) [2 Power/round when in use]
- 5

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

#### EPS: Standard Power flow, +250 Power transfer/round
- 50
**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 [1 Power/round] 1

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

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

**Transporters**
Type: Personnel [4 Power/use] 75
  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
Type: Emergency [5 Power/use] 70
  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
Type: Cargo [4 Power/use] 24
  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 7 [40 Power/class/round] 26

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

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

**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

**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

**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

**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

**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

**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: 150
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)
Auto-Destruct System 4

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 Vulcarnis (2374); I.K.S. Mektar, 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) 3
Gravity [1 Power/round] 6
Consumables: 2 years’ worth 6
Replicator Systems
Food Replicators [3 Power/round] 3
Industrial Replicators
Type: Network of small replicators [2 Power/round] 3

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
Locations: Four locations throughout ship
Escape Pods
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] 18
PIS: Type I (20 hours of Maximum warp) 30

Impulse Engine
Type: Class 6 (.75c/9c) [7/9 Power/round] 4
Acceleration Uprising: 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) 9

Auxiliary Power: 3 reactors (generate 5 Power/reactor/round) 35

Emergency Power: Type C (generates 35 Power/round) 25

Standard Usable Power: 373

Operations Systems

Bridge: Forward command hull 17

Computers
Core 1: Engineering [5 Power/round] 6
Uprising: Class Alpha (+1) [1 Power/computer/round] 2

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] 45
Range Package: Type 4 (Accuracy 3/4/7/10) 3
High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0) 6
Low Resolution: 14 light-years (1/1.1-3.5/3.6-10.0/10.1-14) 6
Strength Package: Class 7 (Strength 7) 3
Gain Package: Class Beta (+2) 3
Coverage: -3000

Lateral Sensors [5 Power/round] 29
Strength Package: Class 7 (Strength 7) 3
Gain Package: Class Beta (+2) 3
Coverage: -3000

Navigational Sensors [5 Power/round] 18
Strength Package: Class 7 (Strength 7) 1
Gain Package: Class Beta (+2) 1
Probes: 50 5

Sensors Skill: 5
**Flight Control Systems**

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 3

- 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: 2

**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]

**Shield Generators (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**

**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]
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  
SLUs Available: 1,775  
SLUs Used: 1,655

#### Hull
- **Outer:** 20
- **Inner:** 20

#### Resistance
- **Outer Hull:** 10
- **Inner Hull:** 10

#### 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

#### 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
- **Food Replicators**  
  [5 Power/round]  
  5
- **Industrial Replicators**  
  [8 Power/round]  
  8
- **Medical Facilities:**  
  [4 (+1) [4 Power/round]  
  20
- **Recreation Facilities:**  
  [4 (8 Power/round]  
  32
- **Personnel Transport:**  
  [Turbolifts, Jefferies tubes]  
  15
- **Fire Suppression System**  
  [1 Power/round when active]  
  5
- **Cargo Holds:** 40,000 cubic meters  
  2
- **Locations:** Ten locations throughout ship
- **Escape Pods:**  
  **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/7.5c)  
  [5/7 Power/round]  
  18
- **Location:** Aft

#### Reaction Control System
- **Type:** Class 3A (.5c/7.5c)  
  [5/7 Power/round]  
  18
- **Location:** Port and starboard, where upper pylons join main body

### POWER SYSTEMS

#### Warp Engine
- **Type:** Class 8/N  
  [generates 400 Power/round]  
  90
- **Location:** Aft

#### Auxiliary Power
- **Type:** 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)
- **Strengthen 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
- **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
Backups  
- Strength: 5 [2 Power/round]
- Number: 3

**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**  
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

**Starboard Disruptor Arrays (2)**  
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

**Port Disruptor Arrays (2)**  
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

**Dorsal Disruptor Array**  
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

**Ventral Disruptor Array**  
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

**Aft Disruptor Array**  
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
### 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)
- 45 (x4)
- 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
- 5

### AUXILIARY SPACECRAFT SYSTEMS

### Shuttlebay(s):
- Capacity for 26 Size worth of ships
- Standard Complement: 13 shuttlecraft
- Location(s): Aft ventral
- Captain's Yacht: No

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**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 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 D7-type command hull.

Noteworthy vessels/service records/encounters:
- 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
- SU Available: 1,150
- SU 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]
- Backup: Class 3 (Protection 30) [1 Power/10 Protection/round]
- Backup: Class 3 (Protection 30) [1 Power/10 Protection/round]

Specialized Hull:
- Atmospheric Capability
- Planetfall Capability

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 16/14/400

Crew Quarters
- Barracks: None
- Spartan: 10
- Basic: 20
- Expanded: None
- Luxury: None
- Unusual: None

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

PROPULSION SYSTEMS

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

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

Impulse Engine
- Type: Class 3A (.5c/.75c) [5/7 Power/round]
  - 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)
  - Location: Aft amidships

Impulse Engine(s): 2 Class 3A (generate 28 Power/engine/round) 9

Auxiliary Power: 3 reactors (generate 5 Power/reactor/round) 40

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

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

Standard Usable Power: 276

OPERATIONS SYSTEMS

Bridge: Command hull dorsal

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

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

Sensor Systems
- Long-range Sensors [5 Power/round]
  - 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]
- Strength Package: Class 8 (Strength 8)
- Gain Package: Class Beta (+2)
- Coverage: -3000

Navigational Sensors [5 Power/round]
- Strength Package: Class 8 (Strength 8)
- Gain Package: Class Alpha (+1)
- Probes: 100

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**

- **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**  
  **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
- **TA/T/TS:** Class Alpha [0 Power/round]
- **Weapons Skill:** 3

**Shields**

- **Forward, Aft, Port, Starboard**
  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)
- **Auto-Destruct System**

**Auxiliary Spacecraft Systems**

- **Shuttlebay(s):** Capacity for 4 Size worth of ships
  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 I.K.S. Kleg-Ta is a 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'MPEC 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
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]

Personnel Systems
Crew/Passengers/Evac: 825/800/2,100

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

Environmental Systems
Basic Life Support [10 Power/round]
Reserve Life Support [5 Power/round]
Emergency Life Support [48 emergency shelters]
Gravity [4 Power/round]
Consumables: 3 years’ worth

Replicator Systems
Food Replicators [8 Power/round]
Industrial Replicators [25 Power/round]
Two networks of small replicators [2 Power/replicator/round]
Large units [2 Power/replicator/round]

Medical Facilities: 5 (+1) [5 Power/round]
Recreation Facilities: 5 [10 Power/round]

Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round]
Fire Suppression System [1 Power/round when active]
Cargo Holds: 80,000 cubic meters
Locations: 10 locations throughout ship
Escape Pods
Number: 180
Capacity: 8 persons per pod

Propulsion Systems
Warp Drive
Nacelles: Type 7A
Speed: 7.0/9.0/9.3 [1 Power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp)
Up-rating: Package 1 for Maximum

Impulse Engine
Type: Class 6 (7.5c/.9c) [7/9 Power/round]
Location: Aft

Auxiliary Power
Type: Class 6 (7.5c/.9c) [7/9 Power/round]
Location: Aft edges of nacelle pylons

Reaction Control System (0.025c) [2 Power/round when in use]

Power Systems
Warp Engine
Type: Class 12/R (generates 600 Power/round)
Location: Amidships

Impulse Engine(s): 2 Class 6 (generate 48 Power/engine/round)
Auxiliary Power: 5 reactors (generate 5 Power/reactor/round)

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

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

Standard Usable Power: 696

Operations Systems
Bridge: Bridge module, forward ventral

Auxiliary Control Room: Auxiliary bridge, amidships

Separation Systems: Detachable forward module (10 Power)

Computers
Core 1: Forward [5 Power/round]
Core 2: Amidships, starboard [5 Power/round]
Core 3: Amidships, port [5 Power/round]
Up-rating: Class Alpha (+1) [1 Power/computer/round]

ODN: 24

Navigational Deflector (5 Power/round)
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 (5/6.1/1.1-3.7/3.8-5.0)
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

Home
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]

**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: 20

**Tactical Systems**

**Forward Disruptor Cannon**
  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: 360 degrees forward
  Firing Modes: Standard, Pulse

**Forward Dorsal Disruptor Array**
  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 forward spar
  Firing Arc: 360 degrees dorsal
  Firing Modes: Standard, Pulse

**Forward Ventral Disruptor Array**
  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 forward spar
  Firing Arc: 360 degrees ventral
  Firing Modes: Standard, Pulse

**Dorsal Starboard Wing Disruptor Arrays (2)**
  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
  Firing Arc: 360 degrees dorsal (significant arc shadow)
  Firing Modes: Standard, Pulse

**Ventral Starboard Disruptor Arrays (2)**
  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
  Firing Modes: Standard, Pulse
Dorsal Port Wing Disruptor Arrays (2)
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 port wing
Firing Arc: 360 degrees dorsal (significant arc shadow)
Firing Modes: Standard, Pulse

Ventral Port Wing Disruptor Arrays (2)
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 port wing
Firing Arc: 360 degrees ventral
Firing Modes: Standard, Pulse

Starboard Wing Forward Disruptor Arrays (2)
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: 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 Shots: Up to 5 shots per round
Targeting System: Accuracy 3/4/6/9
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 Shots: Up to 5 shots per round
Targeting System: Accuracy 3/4/6/9
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 Shots: Up to 5 shots per round
Targeting System: Accuracy 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Aft edge of port wing
Firing Arc: 360 degrees aft
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 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: Aft dorsal
Firing Arc: Aft, but are self-guided

Aft 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: Aft ventral
Firing Arc: Aft, but are self-guided

Torpedoes Carried: 400
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 1100] [110 Power/shield/round]
Shield Grid: Type C (50% increase to 1650 Protection)
Subspace Field Distortion Amplifiers: Class Eta (Threshold 350)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield)

Auto-Destruct System

AUXILIARY SPACECRAFT SYSTEMS
Shuttlebay(s): Capacity for 50 Size worth of ships
Standard Complement: 25 shuttlecraft and shuttlepods
Location(s): Aft dorsal, port and starboard

Captain’s Yacht: Yes
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 Heavy Warship 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’Y’inga-Clas Battle Cruiser  
**Commissioning Date:** Original design 2267, significantly upgraded in 2280s, 2320s, 2350s

### HULL SYSTEMS

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

**Hull**  
Outer  
Inner

**Resistance**  
Outer Hull: 6  
Inner Hull: 6

**Structural Integrity Field**  
Main: Class 4 [Protection 70/110] [1 Power/10 Protection/round]  
Backup: Class 4 [Protection 35] [1 Power/10 Protection/round]  
Backup: Class 4 [Protection 35] [1 Power/10 Protection/round]

### PERSONNEL SYSTEMS

**Crew/Passengers/Evac:** 347/800/6,540

**Crew Quarters**  
Barracks: House 840 crewmembers  
Spartan: 120  
Basic: 75  
Expanded: 30  
Luxury: 8  
Unusual: 5

**Environmental Systems**  
Basic Life Support [11 Power/round]  
Reserve Life Support [6 Power/round]  
Emergency Life Support [42 emergency shelters]  
Gravity [4 Power/round]  
Consumables: 2 years’ worth

**Replicator Systems**  
Food Replicators [7 Power/round]  
Industrial Replicators  
Type: Network of small replicators [2 Power/round]  
Type: 1 large unit [2 Power/replicator/round]

**Medical Facilities:** 4 (+1) [4 Power/round]  
**Recreation Facilities:** 4 [8 Power/round]  
**Personnel Transport:** Turbolifts, Jefferies tubes [2 Power/round]  
**Fire Suppression System:** [1 Power/round when active]  
**Cargo Holds:** 50,000 cubic meters  
**Locations:** Eight locations throughout ship  
**Escape Pods**  
Number: 160  
Capacity: 8 persons per pod

### PROPULSION SYSTEMS

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

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

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

### POWER SYSTEMS

**Warp Engine**  
Type: Class 9/0 (generates 450 Power/round)  
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)  
**EPS:** Standard Power flow, +200 Power transfer/round

**Standard Usable Power:** 488

### OPERATIONS SYSTEMS

**Bridge:** Forward bridge module

**Computers**  
Core 1: Forward [5 Power/round]  
Core 2: Engineering [5 Power/round]

**ODN**

**Navigational Deflector** [5 Power/round]  
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 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]  
Strength Package: Class 7 [Strength 7]  
Gain Package: Class Alpha (+1)  
Coverage: Standard  
Navigational Sensors [5 Power/round]  
Strength Package: Class 7 [Strength 7]  
Gain Package: Class Alpha (+1)  
Probes: 30

**Sensors Skill:** 3

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

**STARSHIP RECOGNITION MANUAL VOLUME THREE**

**SHIPS OF THE KLINGON EMPIRE**

**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 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: 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, 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 [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: 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**

**Forward Disruptor Cannon**
- **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 module**
  - **Firing Arc: 360 degrees forward**
  - **Firing Modes: Standard, Pulse**

**Starboard Dorsal 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: Dorsal side of starboard “wing”**
  - **Firing Arc: 360 degrees dorsal**
  - **Firing Modes: Standard, Pulse**

**Port Dorsal 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: Dorsal side of port “wing”**
  - **Firing Arc: 360 degrees dorsal**
  - **Firing Modes: Standard, Pulse**

**Starboard 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 side of starboard “wing”**
  - **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 side of port “wing”**
  - **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**
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 Grid: Type C (50% increase to 1050 Protection)

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

Stations (Forward, Aft, Port, Starboard)

Auxiliary Spacecraft Systems

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

Captain's Yacht: No

DESCRIPTION AND NOTES

Fleet data:

The K't'inga-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't'inga 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't'inga as manufactured during the 2360s and 70s, after numerous class-wide improvements and upgrades from its original systems. For the late 2200s version of the ship, see the Starship Recognition Manual: Starships of the Original Series Era.

Forward shaft:

Enemy vessels can target the K't'inga'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't'inga, 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'Ong, 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
- SU’s Available: 2,000
- SU’s Used: 1,887

Hull
- Outer
- Inner

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: 355/1,200/7,500

Crew Quarters
- Barracks: House 1,200 crewmembers
- Spartan: 160
- Basic: 90
- Expanded: 30
- Luxury: 7
- Unusual: None

Environmental Systems
- Basic Life Support [11 Power/round]
- Reserve Life Support [6 Power/round]
- Emergency Life Support [42 emergency shelters]
- Gravity [4 Power/round]
- Consumables: 2 years’ worth

Replicator Systems
- Food Replicators [7 Power/round]
- Industrial Replicators
  - Type: Network of small replicators [2 Power/replicator/round]
  - Type: 1 large unit [2 Power/replicator/round]
- Medical Facilities: 4 (+1) [4 Power/round]
- Recreation Facilities: 5 [10 Power/round]
- Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round]
- Fire Suppression System [1 Power/round when active]
- Cargo Holds: 33,000 cubic meters
- Locations: Dorsal amidships
- Escape Pods
  - Number: 160
  - Capacity: 4 persons per pod

PROPULSION SYSTEMS

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

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

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

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

Standard Usable Power: 606

OPERATIONS SYSTEMS

Bridge: Command hull dorsal

Computers
- Core 1: Engineering ventral [5 Power/round]
- Core 2: Engineering forward [5 Power/round]
- ODN

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

Sensor Systems
- Long-range Sensors [5 Power/round]
  - 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]
  - Strength Package: Class 7 (Strength 7)
- Gain Package: Class Alpha (+1)
- Coverage: Standard

Navigational Sensors [5 Power/round]
- Strength Package: Class 7 (Strength 7)
- Gain Package: Class Alpha (+1)
- Probes: 40

-060
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**
- 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**
- 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**
- 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**
- 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**
- 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: 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
TA/T/TS: Class Beta [1 Power/round]
Strength: 8
Bonus: +1

Weapons Skill: 4

Shields (Forward, Aft, Port, Starboard) 80 (x4)
Shield Generator: Class 5 (Protection 900 + 100 [embedded nacelles])
Shield Grid: Type A (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)

Auto-Destruct System

AUXILIARY SPACECRAFT SYSTEMS
Shuttlebay(s): Capacity for 12 Size worth of ships
Standard Complement: 6 shuttlecraft
Location(s): Aft dorsal Engineering

Captain’s Yacht: No

Fleet data:
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 flight modes, "attack" and "flight"; 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 Multifire 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. Enterprise-D (2367).
NEGH’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] 32
Backup: Class 5 (Protection 40) [1 Power/10 Protection/round] 16

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

CREW QUARTERS
Barracks: House 1,500 crewmembers 25
Spartan: 200 10
Basic: 120 12
Expanded: 50 10
Luxury: 30 30
Unusual: 10 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

Fire Suppression System [1 Power/round when active] 8
Cargo Holds: 100,000 cubic meters 3
Locations: 12 locations throughout ship 11
Escape Pods
Number: 200
Capacity: 8 persons per pod

PROPULSION SYSTEMS

Warp Drive
Nacelles: Type 7A6
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: 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

Upgrating: 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 (1.5/6-1.0/1.1-3.7/3.8-5.0)
  - Low Resolution: 15 light-years (1/1.1-4.0/4.1-12.0/12.1-15)
  - Strength Package: Class B (Strength 8)
  - Gain Package: Class Beta (+2)
  - Coverage: Standard
- **Lateral Sensors [5 Power/round]**
  - Strength Package: Class B (Strength 8)
  - Gain Package: Class Beta (+2)
  - Coverage: Standard
- **Navigational Sensors [5 Power/round]**
  - Strength Package: Class B (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]
  - 2

**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]
  - 1

**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 in bridge module, one forward, two amidships,
### Dorsal Starboard Wing Disruptor Arrays (2)
- **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 starboard wing
- **Firing Arc:** 360 degrees dorsal (significant arc shadow)
- **Firing Modes:** Standard, Pulse

### Ventral Starboard Disruptor Arrays (2)
- **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 starboard wing
- **Firing Arc:** 360 degrees ventral
- **Firing Modes:** Standard, Pulse

### Dorsal Port Wing Disruptor Arrays (2)
- **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 port wing
- **Firing Arc:** 360 degrees dorsal (significant arc shadow)
- **Firing Modes:** Standard, Pulse

### Ventral Port Wing Disruptor Arrays (2)
- **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 port wing
- **Firing Arc:** 360 degrees ventral
- **Firing Modes:** Standard, Pulse

### Starboard Wing Forward Disruptor Arrays (2)
- **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:** Forward edge of starboard wing
- **Firing Arc:** 360 degrees forward (significant arc shadow)
- **Firing Modes:** Standard, Pulse

### Port Wing Forward Disruptor Arrays (2)
- **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:** Forward edge of port wing
- **Firing Arc:** 360 degrees forward (significant arc shadow)
- **Firing Modes:** Standard, Pulse

### Starboard Wing Aft Disruptor Arrays (2)
- **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 edge of starboard wing
- **Firing Arc:** 360 degrees aft
- **Firing Modes:** Standard, Pulse

### Port Wing Aft Disruptor Arrays (2)
- **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 edge of port wing
- **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 module
- **Firing Arc:** Forward, but are self-guided

### Dorsal Torpedo Launchers (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:** Dorsal, near “wedge” superstructure
- **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: 600

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

### Strength: 9

### Bonus: +2

### Weapons Skill: 5

### Shields (Forward, Aft, Port, Starboard)
- **Shields Generator:** Class 7 (Protection 1300) [130 Power/shield/round]
- **Shield Grid:** Type C (50% increase to 1950 Protection)
- **Subspace Field Distortion Amplifiers:** Class Iota (Threshold 430)
- **Recharging System:** Class 1 (45 seconds)
- **Backup Shield Generators:** 4 (1 per shield)
- **Auto-Destruct System:** 8

### Starboard Wing Aft Disruptor Arrays (2)
AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 60 Size worth of ships
   Standard Complement: 30 shuttlecraft and shuttlepods
   Location(s): Ventral, port and starboard

Captain’s Yacht: Yes

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 SUs legally. This, unfortunately, is one of those situations where canon information—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.
# Neg’lorn Class

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

## Hull Systems

### Size:
- **Size:** 3  
- **Length:** 82.36 meters  
- **Beam:** 18.50 meters  
- **Height:** 7.35 meters  
- **Decks:** 1  
- **Mass:** 6,750 metric tonnes  
- **SLUs Available:** 1,000  
- **SLUs 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]  
- **Backup:** Class 3 (Protection 30) [1 Power/10 Protection/round]  
- **Backup:** Class 3 (Protection 30) [1 Power/10 Protection/round]

## Personnel Systems

### Crew/Passengers/Evac:
- **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)**

#### Reserve Life Support
- **(2 Power/round)**

#### Emergency Life Support
- **(18 emergency shelters)**

#### Gravity
- **(1 Power/round)**

#### Consumables
- **1 years’ worth**

### Replicator Systems

#### Food Replicators
- **(3 Power/round)**

#### Industrial Replicators
- **(2 Power/round)**

### Medical Facilities
- **5 (+1) (5 Power/round)**

### Recreation Facilities
- **3 (6 Power/round)**

### Personnel Transport
- **Jefferies tubes (0 Power/round)**

### Fire Suppression System
- **(1 Power/round when active)**

### Cargo Holds
- **250 cubic meters**

### Locations
- **Aft ventral, port and starboard**

### Escape Pods
- **Number:** 6  
- **Capacity:** 8 persons per pod

## Propulsion Systems

### Warp Drive
- **Nacelles:** Type 6A  
- **Speed:** 6.0/8.0/9.0 [1 Power/.2 warp speed]  
- **PIS:** Type I (24 hours of Maximum warp)

### Impulse Engine
- **Type:** Class 6 (.75c/.9c) [7/9 Power/round]  
- **Acceleration Uprating:** Class Beta (75% acceleration)  
- **[2 Power/round when active]**  
- **Location:** Aft

### Reaction Control System (.025c) [2 Power/round when in use]
- **(3 Power/round)**

## Power Systems

### Warp Engine
- **Type:** Class 7/M (generates 360 Power/round)  
- **Location:** Aft amidships

### Auxiliary Power
- **Type:** Class 6 (generate 48 Power/engine/round)

### Emergency Power
- **Type:** C (generates 35 Power/round)

### EPS: Standard Power flow, +150 Power transfer/round
- **(30 Power/round)**

### Standard Usable Power
- **408 Power/round**

## Operations Systems

### Bridge:
- **Forward cockpit**

### Computers
- **Core 1:** Amidships (5 Power/round)  
- **ODN:** 9

### Navigational Deflector
- **(5 Power/round)**
  - **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 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)  
  - **Gain Package:** Class 6 (Strength 6)  
  - **Coverage:** Standard  
  - **Navigational Sensors:** (5 Power/round)  
  - **Strength Package:** Class 6 (Strength 6)  
  - **Gain Package:** Class Alpha (+1)  
  - **Probes:** 10

### 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: 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**
- Type: 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**

<table>
<thead>
<tr>
<th>Forward Disruptor Cannon</th>
<th>50</th>
</tr>
</thead>
<tbody>
<tr>
<td>Type: 11</td>
<td></td>
</tr>
<tr>
<td>Damage: 240 [24 Power]</td>
<td></td>
</tr>
<tr>
<td>Number of Shots: Up to 5 shots per round</td>
<td></td>
</tr>
<tr>
<td>Targeting System: Accuracy 4/5/7/10</td>
<td></td>
</tr>
<tr>
<td>Range: 10/30,000/100,000/300,000</td>
<td></td>
</tr>
<tr>
<td>Location: Forward</td>
<td></td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>Aft Disruptor Cannon</th>
<th>50</th>
</tr>
</thead>
<tbody>
<tr>
<td>Type: 11</td>
<td></td>
</tr>
<tr>
<td>Damage: 240 [24 Power]</td>
<td></td>
</tr>
<tr>
<td>Number of Shots: Up to 5 shots per round</td>
<td></td>
</tr>
<tr>
<td>Targeting System: Accuracy 4/5/7/10</td>
<td></td>
</tr>
<tr>
<td>Range: 10/30,000/100,000/300,000</td>
<td></td>
</tr>
<tr>
<td>Location: Aft</td>
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</tr>
</tbody>
</table>

**Forward Torpedo Launcher**
- 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
- Firing Arc: Forward, but are self-guided

<table>
<thead>
<tr>
<th>Torpedoes Carried: 24</th>
</tr>
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<thead>
<tr>
<th>TA/T/TS:</th>
<th>9</th>
</tr>
</thead>
<tbody>
<tr>
<td>Class Beta [1 Power/round]</td>
<td></td>
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</tbody>
</table>

**Auto-Destruct System**
- 3

**Auxiliary Spacecraft Systems**
- Shuttlebay(s): None
- Captain’s Yacht: No

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**Description and Notes**

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 hull with a distinctive angular design, which provides exceptional stability and maneuverability. The ship’s advanced engineering allows for a high degree of agility and adaptability, making it an excellent choice for missions requiring rapid movement through hostile environments.

In addition to its exceptional speed, the Neg’lorn is equipped with a comprehensive array of defensive and offensive systems. The ship’s cloaking device enables it to maintain a high level of stealth, while its advanced shields and weapon systems ensure its ability to withstand enemy attacks.

The Neg’lorn is a versatile and reliable vessel, capable of performing a wide range of missions with ease. Its combination of speed, stealth, and power makes it a valuable asset to the Klingon Empire, and one that is prized by those who serve aboard its decks.
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:
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
Inner

RESISTANCE
Outer Hull: 8
Inner Hull: 8

STRUCTURAL INTEGRITY FIELD
Main: Class 4 (Protection 70/110) [1 Power/10 Protection/round]
Backup: Class 4 (Protection 35) [1 Power/10 Protection/round]

PERSONNEL SYSTEMS

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

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

ENVIRONMENTAL SYSTEMS
Basic Life Support [10 Power/round]
Reserve Life Support [5 Power/round]
Emergency Life Support (36 emergency shelters)
Gravity [3 Power/round]
Consumables: 2 years’ worth

Replicator Systems
Food Replicators [6 Power/round]
Industrial Replicators
Type: Network of small replicators [2 Power/replicator/round]
Type: 1 large unit [2 Power/replicator/round]
Medical Facilities: 4 (+1) [4 Power/round]
Recreation Facilities: 4 [8 Power/round]
Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round]
Fire Suppression System [1 Power/round when active]
Cargo Holds: 10,000 cubic meters
Locations: Eight locations throughout ship
Escape Pods
Number: 140
Capacity: 8 persons per pod

PROPULSION SYSTEMS

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

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

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

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

POWER SYSTEMS

Warp Engine
Type: Class B/N (generates 430 Power/round)
Location: Aft amidships

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

Auxiliary Power:
4 reactors (generate 10 Power/reactor/round)

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

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

Standard Usable Power: 494

OPERATIONS SYSTEMS

BRIDGE:
Forward bridge module

AUXILIARY CONTROL ROOM:
Amidships

Computers
Core 1: Forward [5 Power/round]
Core 2: Amidships [5 Power/round]
Upgrading: Class Alpha (+1) [1 Power/computer/round]

ODN

Navigational Deflector [5 Power/round]
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-.1/1.1-.3/3.8-5.0)
Low Resolution: 15 light-years (1/1.1-.4/4.1-12.0/12.1-15)
Strength Package: Class 8 (Strength 8)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round]
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: 60
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
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
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
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
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
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
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

Torpedoes Carried: 200
TA/T/TS: Class Beta [1 Power/round]
Strength: 8
Bonus: +1

Shields (Forward, Aft, Port, Starboard)
Shield Generator: Class 4 (Protection 750) [75 Power/shield/round]
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

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 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]
   Reserve Life Support [6 Power/round]
   Emergency Life Support (30 emergency shelters)
   Gravity [3 Power/round]
   Consumables: 2 years’ worth

Replicator Systems
   Food Replicators [5 Power/round]
   Industrial Replicators
      Type: Network of small replicators [2 Power/round]
      Type: Large unit [2 Power/replicator/round]

Medical Facilities: 5 (+1) [5 Power/round]
Recreation Facilities: 4 [8 Power/round]
Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round]
Fire Suppression System [1 Power/round when active]
Cargo Holds: 5,600 cubic meters
   Locations: Six locations throughout ship
Escape Pods:
   Number: 140
   Capacity: 8 persons per pod

Propulsion Systems

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

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

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

Power Systems

Warp Engine
   Type: Class 10/P (generates 540 Power/round)
   Location: Amidships

Impulse Engine(s): 1 Class 5A (generate 44 Power/engine/round)
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round)
Emergency Power: Type D (generates 40 Power/round)
EPS: Standard Power flow, +250 Power transfer/round

Standard Usable Power: 624

Operations Systems

Bridge: Forward end of central shaft
Separation System: Detachable forward module

Computers
   Core 1: Forward [5 Power/round]
   Core 2: Main hull [5 Power/round]
   Uprating: Class Alpha (+1) [1 Power/computer/round]
   ODN

Navigational Deflector [5 Power/round]
   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 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]
      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: 5
**Flight Control Systems**

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2

1. [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]

1. [1 Power/round]

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]

1. [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]

1. [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]

1. [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

1. [1 Power/round]

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

Internal Force Fields [1 Power/3 Strength]

**Science Systems**

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

1. [2 Power/round]

Specialized Systems: 1

Laboratories: 14

**Tactical Systems**

**Forward Disruptor Cannon**

Type: 12

1. [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**

Type: 11

1. [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**

Type: 11

1. [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)**

Type: 11

1. [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)**

Type: 11

1. [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**

Type: 11

1. [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

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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

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**Torpedoes Carried:** 60

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

**Strength:** 9

**Bonus:** +2

**Weapons Skill:** 5

**Shields (Forward, Aft, Port, Starboard):**

- **Forward Shields:** 53 (x4)
- **Aft Shields:**
- **Port Shields:**
- **Starboard Shields:**

**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

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**AUXILIARY SPACECRAFT SYSTEMS**

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

- **Standard Complement:** 10 shuttlecraft

**Location(s):** Aft ventral

**Captain’s Yacht:** No

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**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 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.

**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);

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**075**
**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  
Inner  

**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:** 368/154/4,650

**Crew Quarters**  
Barracks: House 60 crewmembers  
Spartan: 180  
Basic: 100  
Expanded: 30  
Luxury: 3  
Unusual: 1

**Environmental Systems**  
Basic Life Support [11 Power/round]  
Reserve Life Support [6 Power/round]  
Emergency Life Support [36 emergency shelters]  
Gravity [3 Power/round]  
Consumables: 2 years’ worth  
Replicator Systems  
Food Replicators [6 Power/round]  
Industrial Replicators  
Type: Network of small replicators [2 Power/round]  
Type: 1 large unit [2 Power/replicator/round]  
Medical Facilities: 5 (+1) [5 Power/round]  
Recreation Facilities: 4 [8 Power/round]  
Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round]  
Fire Suppression System [1 Power/round when active]  
Cargo Holds: 21,000 cubic meters  
Locations: Twelve locations throughout ship  
Escape Pods  
Number: 140  
Capacity: 12 persons per pod

**PROPULSION SYSTEMS**

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

**Impulse Engine**  
Type: Class 5A (7.2c/6c) [7/9 Power/round]  
Location: Aft, immediately to port and starboard of centerline

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

**POWER SYSTEMS**

**Warp Engine**  
Type: Class B/N (generates 445 Power/round)  
Location: Amidships

**Impulse Engine(s):**  
1 Class 5A (generate 44 Power/engine/round)

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

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

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

**Standard Usable Power:** 489

**OPERATIONS SYSTEMS**

**Bridge:** Forward dorsal module

**Computers**  
Core 1: Forward [5 Power/round]  
Core 2: Aft of Engineering [5 Power/round]  
ODN

**Navigational Deflector** [5 Power/round]  
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 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]  
Strength Package: Class 7 (Strength 7)  
Gain Package: Class Alpha (+1)  
Coverage: Standard

**Navigational Sensors** [5 Power/round]  
Strength Package: Class 7 (Strength 7)  
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:** 3

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

### Attitude Control
- **Power:** 2

### 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
- **Type:** Emergency [5 Power/use]
  - **Pads:** 16
- **Type:** Cargo [5 Power/use]
  - **Pads:** 600 kg

### 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
- **Forward Disruptor Cannon**
  - **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 weapons module
  - **Firing Arc:** 360 degrees forward
  - **Firing Modes:** Standard, Pulse

### Secondary Forward Disruptor Cannon
- **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

### Starboard Wing Disruptor Cannon
- **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

### Port Wing Disruptor Cannon
- **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

### Starboard 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:** Starboard side of main hull
- **Firing Arc:** 360 degrees starboard
- **Firing Modes:** Standard, Pulse

### Port 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:** 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

**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

### 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

- **Standard Load:** 240
- **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:** 8

### Auxiliary Spacecraft Systems

- **Shuttlebay(s):** Capacity for 20 Size worth of ships
- **Standard Complement:** 10 shuttlecraft
- **Location(s):** Aft ventral
- **Captain’s Yacht:** Yes

### 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 dorally, 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:

- **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
Inner Hull: 8

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
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

Fire Suppression System [1 Power/round when active] 5
Cargo Holds: 11,000 cubic meters 1
Locations: Eight locations throughout ship

Escape Pods
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) 12

Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) 40

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 11
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) 37

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

Sensors Skill: 4

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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]

TRACTORS
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
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
  Firing Arc: 360 degrees forward
  Firing Modes: Standard, Pulse

Starboard Wedge Disruptor Arrays (2)
  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: Starboard side of wedge superstructure
  Firing Arc: 360 degrees starboard
  Firing Modes: Standard, Pulse

Port Wedge Disruptor Arrays (2)
  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: Port side of wedge superstructure
  Firing Arc: 360 degrees port
  Firing Modes: Standard, Pulse

Starboard Dorsal 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: Dorsal, to starboard of wedge and command hull
  Firing Arc: 360 degrees dorsal (significant arc shadow)
  Firing Modes: Standard, Pulse

Port Dorsal 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: Dorsal, to port of wedge and command hull
  Firing Arc: 360 degrees dorsal (significant arc shadow)
  Firing Modes: Standard, Pulse

Ventral Disruptor Arrays (2)
  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: Ventral amidships, to port and starboard of centerline
  Firing Arc: 360 degrees ventral
  Firing Modes: Standard, Pulse
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)  
**Recharging System:** Class 1 (45 seconds)  
**Backup Shield Generators:** 4 (1 per shield)

Autodestruct 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
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]
Backup:  Class 3 (Protection 30) [1 Power/10 Protection/round]
Backup:  Class 3 (Protection 30) [1 Power/10 Protection/round]

Specialized Hull:
Atmospheric Capability; Planetfall Capability

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]
Reserve Life Support [2 Power/round]
Emergency Life Support [2 emergency shelters]
Gravity [1 Power/round]
Consumables:  1 week’s worth
Replicator Systems
Food Replicators [2 Power/round]
Industrial Replicators
Type:  Network of small replicators [2 Power/round]
Medical Facilities:  1 (+0) [1 Power/round]
Recreation Facilities:  1 [2 Power/round]
Personnel Transport:  Jefferies tubes [0 Power/round]
Fire Suppression System [1 Power/round when active]
Cargo Holds:  None
Escape Pods
Number:  1
Capacity:  4 persons per pod

PROPULSION SYSTEMS

Warp Drive
Nacelles:  Type 2
Speed:  2.0/3.0/6.0 [1 Power/.2 warp speed]
PIS:  Type B (5 hours of Maximum warp)
Uprating:  Package 1 for Standard, Sustainable, and Maximum
Special Configuration:  Embedded

Impulse Engine
Type:  Class 5 (.7c/.9c) [7/9 Power/round]
Acceleration Uprating:  Class Beta (75% acceleration)
[2 Power/round when active]
Location:  Aft

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

POWER SYSTEMS

Warp Engine
Type:  Class 4/G (generates 210 Power/round)
Location:  Amidships

Impulse Engine(s):  1 Class 5 (generate 40 Power/engine/round)

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

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

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

Standard Usable Power:  250

OPERATIONS SYSTEMS

Bridge:  Forward cockpit

Computers
Core 1:  Amidships [5 Power/round]
ODN

Navigational Deflector [5 Power/round]
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 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]
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:  10

Sensors Skill:  3
**Flight Control Systems**

Autopilot: Shipboard Systems (Flight Control) 3, Coordination 3 [1 Power/round in use]
Navigational Computer
Main: Class 1 (+4) [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 Uplating: 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
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: Aft
Firing Arc: 360 degrees aft
Firing Modes: Standard, Pulse

**Forward Starboard Torpedo Launcher**

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 starboard side of central shaft
Firing Arc: Forward, but are self-guided

**Forward Port Torpedo Launcher**

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

Torpedoes Carried: 40

**TA/T/TS:** Class Beta [1 Power/round]
Strength: 8
Bonus: +1

**Weapons Skill:** 4

**Shields (Forward, Aft, Port, Starboard)**

Shield Generator: Class 2 (Protection 250) [25 Power/shield/round]
Shield Grid: Type B (33% increase to 333 Protection)
Subspace Field Distortion Amplifiers: Class Beta (Threshold 80)
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:
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 tlhaH ("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. Rotlh, 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
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: 850/1,450/8,000

Crew Quarters
Barracks: House 1,440 crewmembers
Spartan: 360
Basic: 150
Expanded: 75
Luxury: 10
Unusual: 2

Environmental Systems
Basic Life Support [12 Power/round]
Reserve Life Support [6 Power/round]
Emergency Life Support (42 emergency shelters)
Gravity (4 Power/round)
Consumables: 3 years' worth

Replicator Systems
Food Replicators [7 Power/round]
Industrial Replicators [16 Power/round]
Type: Network of small replicators [2 Power/round]
Type: 3 large units [2 Power/replicator/round]

Medical Facilities: 4 (+1) [4 Power/round]

Recreation Facilities: 4 [8 Power/round]

Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round]

Fire Suppression System [1 Power/round when active]

Cargo Holds: 133,000 cubic meters
Locations: Aft, ventral amidships, 8 other locations

Escape Pods
Number: 160
Capacity: 8 persons per pod

Propulsion Systems

Warp Drive
Nacelles: Type 6A6
PIS: Type H (12 hours of Maximum warp)
Uprating: Package 1 for Standard, Package 2 for Sustainable

Impulse Engine
Type: Class 3A (.5c/.75c) [5/7 Power/round]
Location: Port and starboard, ventral of pylons

Impulse Engine
Type: Class 3A (.5c/.75c) [5/7 Power/round]
Location: Aft Engineering hull

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

Power Systems

Warp Engine
Type: Class 10/P (generates 549 Power/round)
Location: Engineering hull

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

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

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

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

Standard Usable Power: 605

Operations Systems

Bridge: Forward dorsal

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

Navigational Deflector [5 Power/round]
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 6 (Accuracy 3/4/7/10)
High Resolution: 5 light-years (.5/.6-1.0/.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]
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: 40

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

**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**

**Forward Disruptor Cannon**

- 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

**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

**Dorsal Disruptor Arrays (4)**

- 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: Four locations on dorsal side of ship

**Ventral Disruptor Arrays (4)**

- 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: Four locations on ventral side of ship

**Starboard 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: Two locations on starboard side and pylon

**Port 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: Two locations on port side and pylon

**Cloaking Device**

Class 8 [40 Power/class/round]
Forward Torpedo Launcher
Standard Load: Type II photon torpedo (200 Damage)
Spread: 10
Range: 15,000,000/1,500,000/4,050,000
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: 15,000,000/1,500,000/4,050,000
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: 15,000,000/1,500,000/4,050,000
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
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
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
Inner

Resistance
Outer Hull: 6
Inner Hull: 6

Structural Integrity Field
Main: Class 3 (Protection 60/90) [1 Power/10 Protection/round]
Backup: Class 3 (Protection 30) [1 Power/10 Protection/round]
Backup: Class 3 (Protection 30) [1 Power/10 Protection/round]

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]
Reserve Life Support [2 Power/round]
Emergency Life Support [1 emergency shelter]
Gravity [1 Power/round]
Consumables: 1 week’s worth
Replicator Systems
Food Replicators [2 Power/round]
Industrial Replicators
Type: Network of small replicators [2 Power/round]
Medical Facilities: 1 (+0) [1 Power/round]
Recreation Facilities: 1 [2 Power/round]
Personnel Transport: Jefferies tubes [0 Power/round]
Fire Suppression System [1 Power/round when active]
Cargo Holds: 5 cubic meters
Escape Pods
Number: 1
Capacity: 4 persons per pod

PROPULSION SYSTEMS

Warp Drive
Nacelles: Type 2
Speed: 2.0/3.0/6.0 [1 Power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp)

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

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

Power Systems

Warp Engine
Type: Class 4/G (generates 200 Power/round)
Location: Aft

Impulse Engine(s): 1 Class 5 (generate 40 Power/engine/round)
Auxiliary Power: 2 reactors (generate 5 Power/reactor/round)
Emergency Power: Type B (generates 30 Power/round)

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

Standard Usable Power: 240

Operations Systems

Bridge: Forward cockpit

Computer
Core 1: Amidships [5 Power/round]
ODN

Navigational Deflector [5 Power/round]
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 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]
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: 3

Sensors Skill: 3

Flight Control Systems
Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2
[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 Uplifting: 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]
Strength: 7
Bonus: +0

Weapons Skill: 4

Shields (Forward, Aft, Port, Starboard)
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)
Auto-Destruct System

AUXILIARY SPACECRAFT SYSTEMS
Shuttlebay(s): None
Captain's Yacht: No

Hé/$A\h/\h"\E

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
Inner Hull: 8

Structural Integrity Field

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

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 12/15/850

Crew Quarters

Barracks: None
Spartan: 10
Basic: 10
Expanded: 5
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
Replicator Systems

Food Replicators [4 Power/round] 4
Industrial Replicators 4
Type: Network of small replicators [2 Power/round] 4
Medical Facilities: 3 (+1) [3 Power/round] 15
Recreation Facilities: 3 [6 Power/round] 24
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 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 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[]: 2 Class 3A (generate 28 Power/engine/round) 9
Auxiliary Power: 3 reactors (generate 5 Power/reactor/round) 40
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 4
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) 3
High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0) 7
Low Resolution: 12 light-years (1/1.1-3.0/3.1-8.0/8.1-12) 1
Strength Package: Class 6 (Strength 6) 1
Gain Package: Class Alpha (+1) 1
Coverage: Standard

Lateral Sensors [5 Power/round] 15
Strength Package: Class 6 (Strength 6) 6
Gain Package: Class Alpha (+1) 1
Coverage: Standard

Navigational Sensors [5 Power/round] 14
Strength Package: Class 6 (Strength 6) 6
Gain Package: Class Alpha (+1) 1
Probes: 30
Sensors Skill: 4

**FLIGHT CONTROL SYSTEMS**
- Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2
  - Main: Class 2 (+1) [1 Power/round in use]
  - Backup: 2
- Navigational Computer
  - Main: Class 2 (+1) [1 Power/round]
  - Backup: 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 Uprising: 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)
- 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)

**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

**TACTICAL SYSTEMS**

**Forward 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: Forward of command hull
  - Firing Modes: Standard, Pulse

**Dorsal Forward Disruptor Array**
- 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 Modes: Standard, Pulse

**Ventral Disruptor Array**
- 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 Modes: Standard, Pulse

**Aft Disruptor Array**
- 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 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 of command hull
  - Firing Arc: Forward, but are self-guided

**Torpedoes Carried:** 120
**TA/T/TS:** Class Beta [1 Power/round]
- 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)

**Attitude Control** [1 Power/round]
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

Resistances
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]

Personnel Systems

Crew/Passengers/Evac:  342/257/5,600

Crew Quarters
Barracks:  House 360 crewmembers
Spartan:  100
Basic:  65
Expanded:  15
Luxury:  2
Unusual:  1

Environmental Systems

Basic Life Support [11 Power/round]
Reserve Life Support [6 Power/round]
Emergency Life Support (42 emergency shelters)
Gravity [4 Power/round]
Consumables:  2 years’ worth

Replicator Systems
Food Replicators [7 Power/round]
Industrial Replicators [13 Power/round]

Medical Facilities:  6 (+1) [6 Power/round]
Recreation Facilities:  6 [12 Power/round]
Personal Transport:  2 large units [2 Power/replicator/round]
Fire Suppression System [1 Power/round when active]
Cargo Holds:  10,000 cubic meters

Locations:  Fifteen locations throughout ship
Escape Pods
Number:  180
Capacity:  8 persons per pod

Propulsion Systems

WARP DRIVE
Nacelles:  Type 6D94
Speed:  6.0/9.2/9.94 [1 Power/.2 warp speed]
PIS:  Type H (12 hours of Maximum warp)

IMPULSE ENGINE
Type:  Class 5A (.72c/.9c) [7/9 Power/round]
Location:  Aft

IMPULSE ENGINE
Type:  Class 5A (.72c/.9c) [7/9 Power/round]
Location:  Aft, port and starboard, ventral of “wings”

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

Power Systems

Warp Engine
Type:  Class 11/0 (generates 595 Power/round)
Location:  Amidships

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

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

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

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

Standard Usable Power:  683

Operations Systems

Bridge:  Forward dorsal

Computers
Core 1:  Forward [5 Power/round]
Core 2:  Engineering [5 Power/round]
Core 2:  Ventral of Engineering [5 Power/round]

ODN

Navigational Deflector [5 Power/round]
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 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]
Strength Package:  Class 8 (Strength 8)
Gain Package:  Class Beta (+2)
Coverage:  -3000

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 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] 1

COMMUNICATIONS SYSTEMS
Type: Class 8 [2 Power/round] 26
Strength: 8
Security: -5 (Class Delta uprating) Basic Uprating: Class Beta (+2)
Emergency Communications: Yes [2 Power/round] 1

TRACTOR BEAMS
Emitter: Class Delta [3 Power/Strength used/round] 12
Accuracy: 4/5/7/10 Location: Aft ventral
Emitter: Class Gamma [3 Power/Strength used/round] 9
Accuracy: 4/5/7/10 Location: Forward
Emitter: Class Alpha [3 Power/Strength used/round] 6
Accuracy: 5/6/8/11 Location: Shuttlebays (x2)

TRANSPOGERS
Type: Personnel [5 Power/use] 51
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] 48
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] 52
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] 31

SECURITY SYSTEMS
Rating: 4 16
Anti-Intruder System: Yes [1 Power/round] 7
Internal Force Fields [1 Power/3 Strength] 7

SCIENCE SYSTEMS
Rating 3 (+2) [3 Power/round] 22
Specialized Systems: 2 10
Laboratories: 23

TACTICAL SYSTEMS
Forward Disruptor Array
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)
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)
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
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
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)
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) 89 (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)
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

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 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 Hull:** 28  
- **Inner Hull:** 28

**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]

### PERSONNEL SYSTEMS

**Crew/Passengers/Evac:** 1,900/250/7,350

**Crew Quarters**  
- **Barracks:** House 1,800 crewmembers  
- **Spartan:** 100  
- **Basic:** 100  
- **Expanded:** 70  
- **Luxury:** 3  
- **Unusual:** 1

**Environmental Systems**  
- **Basic Life Support** [12 Power/round]  
- **Reserve Life Support** [6 Power/round]  
- **Emergency Life Support** (42 emergency shelters)  
- **Gravity** [4 Power/round]  
- **Consumables:** 2 years' worth  
- **Replicator Systems**  
  - **Food Replicators** [7 Power/round]  
  - **Industrial Replicators**  
    - **Type:** Network of small replicators [2 Power/round]  
    - **Type:** 2 large units [2 Power/replicator/round]  
- **Medical Facilities:** 4 (+1) [4 Power/round]  
- **Recreation Facilities:** 6 [12 Power/round]  
- **Personnel Transport:** Turbolifts, Jefferies tubes [2 Power/round]  
- **Fire Suppression System** [1 Power/round when active]  
- **Cargo Holds:** 166,000 cubic meters  
  - **Locations:** Aft, ventral amidships, 12 other locations  
- **Escape Pods**  
  - **Number:** 160  
  - **Capacity:** 8 persons per pod

### PROPULSION SYSTEMS

**Warp Drive**  
- **Nacelles:** Type 6A6  
  - **Speed:** 6.0/8.0/9.6 [1 Power/.2 warp speed]  
- **PIS:** Type H (12 hours of Maximum warp)  

**Impulse Engine**  
- **Type:** Class 3A (.5c/.75c) [5/7 Power/round]  
- **Location:** Aft

**Impulse Engine**  
- **Type:** Class 3A (.5c/.75c) [5/7 Power/round]  
- **Location:** Engineering hull

**Reaction Control System** (.025c) [2 Power/round when in use]  
- **Gain:** 7

### POWER SYSTEMS

**Warp Engine**  
- **Type:** Class 10/P (generates 549 Power/round)  
- **Location:** Engineering hull

**Impulse Engine[s]:**  
- **Auxiliary Power:** 4 reactors (generate 5 Power/reactor/round)  
- **Emergency Power:** Type E (generates 45 Power/round)

**EPS:** Standard Power flow, +300 Power transfer/round  
- **Standard Usable Power:** 605

### OPERATIONS SYSTEMS

**Bridge:** Forward dorsal  
- **Separation Systems:** Detachable forward module

**Computers**  
- **Core 1:** Forward [5 Power/round]  
- **Core 2:** Engineering [5 Power/round]  
- **ODN:** 21

**Navigational Deflector** [5 Power/round]  
- **Range:** 10,20,50,100,000  
- **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/.1-2.0/3.8-5.0)  
  - **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]  
- **Strength Package:** Class 8 (Strength 8)  
- **Gain Package:** Class Alpha (+1)  
- **Coverage:** Standard

**Navigational Sensors** [5 Power/round]  
- **Gain Package:** Class Alpha (+1)  
- **Probes:** 40  
- **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
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
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)
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)
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)
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)
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

**5/0/5/6**

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**STARSHIP RECOGNITION MANUAL VOLUME THREE**
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
Inner
Resistance
Outer Hull: 4
Inner Hull: 4

Structural Integrity Field
Main: Class 3 (Protection 60/90) [1 Power/10 Protection/round]
Backup: Class 3 (Protection 30) [1 Power/10 Protection/round]
Backup: Class 3 (Protection 30) [1 Power/10 Protection/round]

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 33/15/1,850

Crew Quarters
Barracks: None
Spartan: 20
Basic: 10
Expanded: 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
Replicator Systems
Food Replicators [5 Power/round] 5
Industrial Replicators
Type: Network of small replicators [2 Power/round]
Medical Facilities: 2 (+0) [2 Power/round]
Recreation Facilities: 3 [6 Power/round]
Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round]
Fire Suppression System [1 Power/round when active]
Cargo Holds: 324,000 cubic meters
Locations: Eight 45x45x20 cargo pods
Escape Pods
Number: 60
Capacity: 4 persons per pod

Propulsion Systems

Warp Drive
Nacelles: Type 4A2
Speed: 4.0/7.4/8.2 [1 Power/.2 warp speed]
PIS: Type D (7 hours of Maximum warp)

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

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

Power Systems

Warp Engine
Type: Class 5/H (generates 250 Power/round)
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)
Emergency Power: Type B (generates 30 Power/round)
EPS: Standard Power flow, +100 Power transfer/round

Standard Usable Power: 278

Operations Systems

Bridge: Forward dorsal of command hull

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
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]
Strength: 7
Bonus: +0

Weapons Skill: 3

Shields (Forward, Aft, Port, Starboard)
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)

Auto-Destruct System

Auxiliary Spacecraft Systems
Shuttlebay(s): Capacity for 4 Size worth of ships
Standard Complement: 2 shuttlecraft
Location(s): Aft ventral of main hull

Captain’s Yacht: No
SPACEDOCK

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]  
- Backup: Class 3 (Protection 30) [1 Power/10 Protection/round]  
- Backup: Class 3 (Protection 30) [1 Power/10 Protection/round]  
**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]  
- Reserve Life Support [5 Power/round]  
- Emergency Life Support [24 emergency shelters]  
- Gravity [2 Power/round]  
- Consumables: 2 months’ worth  
- Replicator Systems  
  - Food Replicators [4 Power/round]  
  - Industrial Replicators  
    - Type: Network of small replicators [2 Power/round]  
    - Medical Facilities: 2 (+0) [2 Power/round]  
    - Recreation Facilities: 2 [4 Power/round]  
    - Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round]  
    - Fire Suppression System [1 Power/round when active]  
    - Cargo Holds: 4,500 cubic meters  
    - Locations: Dorsal amidships  
    - Escape Pods  
      - Number: 100  
      - Capacity: 4 persons per pod

### PROPELLSION SYSTEMS

**Warp Drive**  
Nacelles: None (incapable of attaining warp speeds)

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

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

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

### POWER SYSTEMS

**Warp Engine**  
**Type:** Class 5/H (generates 295 Power/round)  
**Location:** Aft amidships

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

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

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

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

**Standard Usable Power:** 351

### OPERATIONS SYSTEMS

**Bridge:** Command hull dorsal

**Computer**  
- Core 1: Engineering ventral [5 Power/round]  
- ODN  
- Navigational Deflector [5 Power/round]

**Sensor Systems**  
**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

**Navigational Sensors:**  
- 5 Power/round

**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
   Forward 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: Forward module
      Firing Arc: 360 degrees forward
      Firing Modes: Standard, Pulse

   Aft 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: Aft
      Firing Arc: 360 degrees aft
      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: Starboard wing
      Firing Arc: 360 degrees starboard
      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: Port wing
      Firing Arc: 360 degrees port
      Firing Modes: Standard, Pulse

   Forward Torpedo Launcher
      Standard Load: Type II photon torpedo (200 Damage)
      Spread: 6
      Range: 15/300,000/1,000,000/3,000,000
      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: 50
   TA/T/TS: Class Beta [1 Power/round]
      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)
AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 4 Size worth of ships
Standard Complement: 2 shuttlecraft
Location(s): Aft ventral

Captain's Yacht: No
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