

קLINGON MILITARY POWER

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VOLUME ONE: SHIPS



2380

*The standard reference guide to the Klingon Defense Force
Published by Star Fleet Intelligence and Panda Press Interstellar*

Klingon Military Power

Volume One: Ships

Edited by Kumari Wallace

Jaxon Information Institute
Star Fleet Tactical

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This document prepared and published by Team Neko and Team Kempo for the Jaxon Information Institute.

Memory Alpha Cataloging Data:
UFPI ITP/SP KMP2380

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This is a publication of Panda Productions, Post Office Box 52633, Bellevue, Washington, 98015-2663.

Created and published in the United States of America.

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PREFACE

The central adage of the Klingon Imperial Navy has been “Quantity Over Quality”. However, the massive loss of vessels in the conflicts of the 2370s have impressed upon the High Command the need to field more competitive vessels, even if that means a significantly smaller overall deployed force.

A common misconception amongst laymen is that Klingon vessels are in service for what seem like centuries. In fact, due to hard use and the low priority given to maintenance, the lifespan of a typical Klingon vessel is often measured across only a few decades. A more accurate statement would be that Klingon vessel designs remain “active” for very long periods. The traditional “battlecruiser” design can trace its lineage back over two centuries to the *Raptor* class and the original *Bird of Prey* spawned no less than a half-dozen designs, from scout to battleship.

Another misconception, though one with some truth, is that Klingon technology is significantly inferior to Federation. Klingon equipment is rugged, well-tested, and highly reliable. System downtime on Klingon vessels is significantly below Federation standards. Most of Klingon technological advances are in the areas of enhancing existing tried-and-true technology more than advancing the state-of-the-art.

In the field of weaponry, for example, while it is true disruptors are more primitive than phasers, they are still immensely powerful offensive weapons. The lack of phaser ring technology imparts less flexibility and requires a large number of disruptor mounts to provide comprehensive field-of-fire, yet Klingon vessels were highly effective against Dominion forces.

Klingon computers are more primitive than their Federation equivalent, as Klingons lack isolinear technology. And their warp technology is not as efficient or powerful. A plus, however, is that Klingon vessels can maintain high warp speeds for far longer than Federation vessels without incurring structural or system damage. Klingon impulse technology is very advanced, as is their maneuvering systems. This makes Klingon vessels very maneuverable for their size – an important benefit in combat.

Klingon vessels are not known for their creature comforts. Part of this is the “Warrior Mentality” which eschews such things, whilst a more realistic reason is that Klingon systems are larger and bulkier, requiring more interior space be dedicated to them and less to personal space.

STATE OF THE KLINGON DEFENSE FORCE

Though the losses to the Federation during the Dominion War exceeded two thousand ships and a million men, the losses to the Klingon Empire are considered to be much higher. Add the losses during their invasion and subjugation of the Cardassian Union, and the withdrawl they fought, and it is thought upwards of seven thousand ships and close to ten million warriors were lost.

While such losses to the Federation would exceed the entire force structure of the Star Fleet, the military-industrial complex of the Klingon Empire, even in the post-Treaty years, consume over a third of their annual GDP. Still, such losses represent close to 60% of the Klingon Defense Forces, and the losses in front-line units were especially severe. As it is the greatest honor for a warrior to die in battle, the elite elements of the KDF threw themselves into battle with what can only be called reckless abandon. While the damage they inflicted was terrible, close to 80% of them were wiped-out by the Armistice in 2376.

Klingon Defense Force strategy in the next few years is to continue production of large capital ships, such as the Negh'Var and Vor'Cha classes, at the expense of older designs like the K'vort and K't'inga. As Klingon tactics have always been based on the application of overwhelming firepower against an enemy formation, such large battlewagons remain key vessels in the KDF's force structure.

Klingon territory emerged relatively unscathed, with most of the combat operations being fought in Federation space. As such, the Klingons do not need to rebuild their infrastructure to the levels that the Star Fleet does, though Klingon reserves of ammunition and fuel are alarmingly low, and expenditures in that area are expected to be at least tripled for the near-term.

The Klingon Defense Council has yet to announce their formal goals for the coming years, but it is expected that they wish to at least continue the current build rate of one Negh'Var and three Vor'Cha class cruisers per year. It is unlikely the Klingons will return anywhere near their pre-2370 level of 9731 ships, but bumping the current force structure up to around 4000-5000 seems reasonable to extrapolate. As for personnel, the loss of so many warriors has to have had a serious impact on unit morale, cohesiveness, and performance at all levels from Squad to Corps. It is expected that, like Star Fleet, the KDF will begin intensive training procedures from Recruit to Captain in an effort to address this issue.

PATROL COMBATANTS



NEGH'VAR

Class Dreadnought

Designed during the 2360's, the Negh'Var was designed for unparalleled protection and firepower; her sheer size was intended to allow her to carry an armament powerful enough to overwhelm any opponent, present or future. At almost six-hundred and ninety meters, she is the largest vessel ever produced by the Klingon Imperial Navy.

GENERAL APPEARANCE

The Negh'Var has been built in the more traditional form of Klingon spacecraft. The design has a frontal command hull, a neck (now much more "thicker" to extend survivability), and an engineering hull. Most of its vital systems are embedded within the hull, including its warp nacelles. Its upper engineering hull contains hanger facilities for two squadrons of fighters and a number of assault shuttles. The armor covering for the battleship is massive: scans reveal that there is enough plates on the Negh'Var to allow it to continue fighting as if it had another set of shields. A high-powered structural integrity field allows this huge amount of armor to be mounted.

PROPULSION AND POWER SYSTEMS

To make sure the ship was sufficiently "powered", the Klingons have installed not one, but two STN7 warp cores. These two cores work in tandem to power the four warp engines, a nod to the days of the B-10. Each core feeds two nacelles and has enough energy to power the requirements for all weapons and support systems onboard. Impulse power is provided by two KIF-1 impulse units.

TACTICAL SYSTEMS

The main armament of the Negh'Var comprises a pair of huge Force 461 pulse disruptor cannon, the largest such weapons ever built. Although they are the most powerful mobile weapons on any Alpha Quadrant ship, the weapons are able to fire over a very limited arc. Since the Negh'Var herself is not exactly a maneuverable ship, the intention of these weapons seems to be to deal with the heavy shielding associated with large space installations, fixed defensive systems and planetary arrays. Engaging other vessels falls to the eighteen Force 225 disruptor cannon distributed across the hull; while these are only a fraction as powerful as the main weapons, they are at least equal in firepower to the Starfleet Type X phaser array and hence among the most powerful in service. And to top off the secondary armor, four Force 382 triple-fire torpedo turrets are mounted, two in the front and two in the rear.

The Negh'Var is equally well equipped for defensive operations. The Mengat Char shield system is based on those used in the defense platforms protecting important worlds, and the hull itself is constructed of a high density armor plate. As with recent Federation designs, the structural integrity field is rated at more than triple the normal standard, allowing it to considerably reinforce the armored hull and provide a powerful backup protection.

The Kaekus Kren cloaking device is used to give the ship stealth capability. Currently it can defeat any Starfleet sensor package at a range up to 2,000,000 meters. This has caused some alarm in San Francisco and efforts are underway to make an improved sensor package that can detect cloaked vessels using this device at longer ranges.

COMPUTER SYSTEM

The K'Hurric Level 22 is an enhanced version of the Sif'Kelt unit, with faster processing units and more storage capacity.

SHIPS FACILITIES

Although its primary role is in destroying fixed defenses and enemy vessels, the Negh'Var apparently has a considerable secondary role in landing and supporting troops. Some ten thousand can be carried on board, and the ship has over thirty personnel transporters and large numbers of landing craft to carry them. She can carry supplies for up to ten days of surface fighting, and if necessary can support the ground forces by both orbital bombardment and warhead transporting. The Negh'Var has similar accommodations to the Vor'Cha for it's 1000 person crew and 1000 person troop compliment.

DEVELOPMENT AND CONSTRUCTION HISTORY

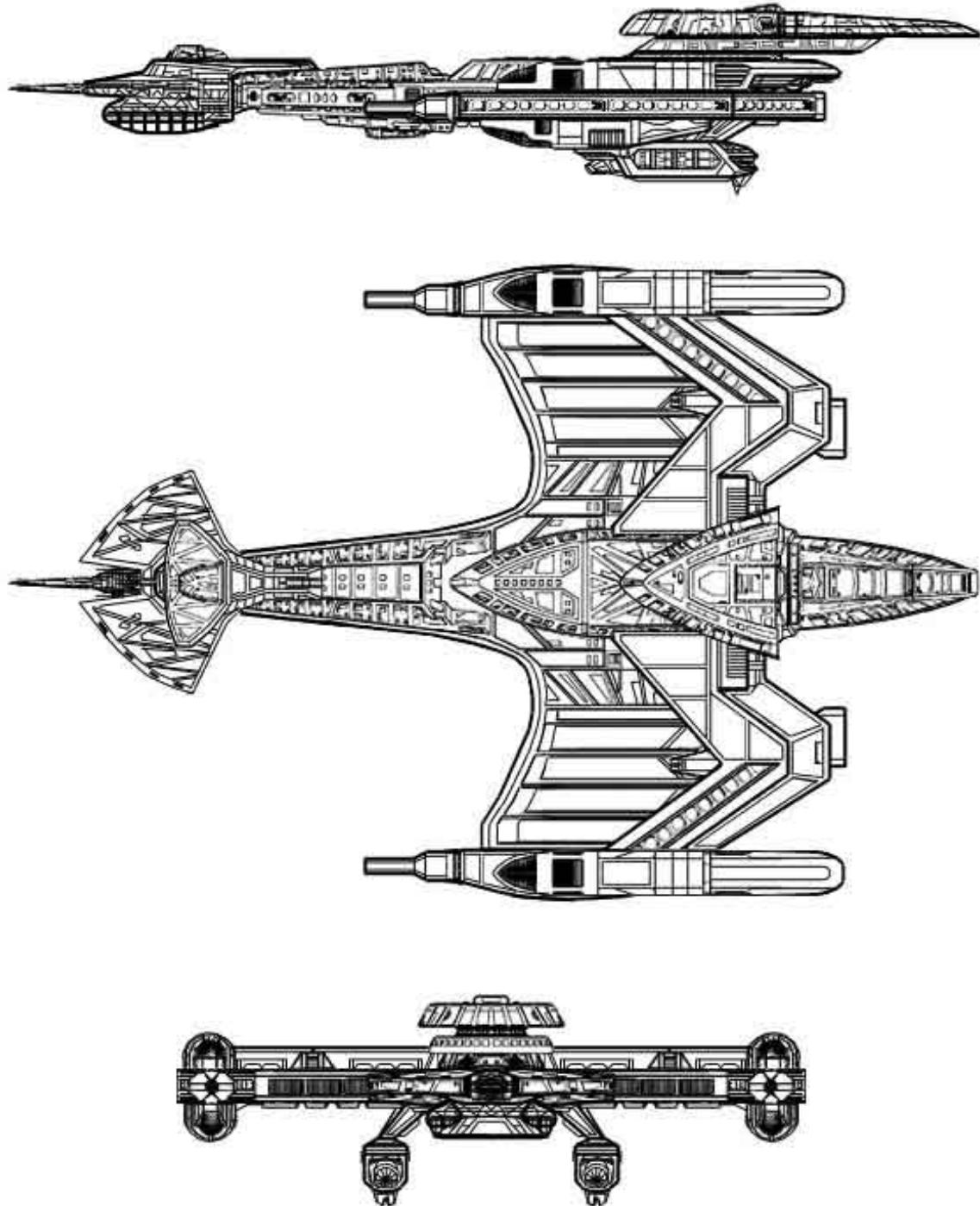
This made for a fairly easy design process and allowed production to begin as fast as the Klingons could secure materials and yard space. The design process started in 2365 and production began in 2367. The first ship was commissioned in 2371 and was kept in dock until the Cardassian conflict, where the Klingons choose to reveal it's new class.

Her first combat action was during the Klingon-Cardassian war, where she was responsible for destroying six Cardassian vessels, twenty three defense platforms and overwhelming the planetary shields on eight Cardassian worlds. She thereafter fought an action at Deep Space Nine, where she was able to breach the stations shields for long enough to land several hundred troops. She has since seen considerable success during the Dominion war, adding to her fearsome reputation.

The Negh'Var is currently serving as the Flagship of the Klingon fleet.

CONCLUSION

Not since the *B-10* has a ship caused such a stir in the halls of San Francisco like the Negh'Var has. Although Starfleet has enough ships to counter this threat in the unlikely event it had to, the Klingons are fast bringing themselves up to a new level of power projection in the alpha and beta quadrants. Starfleet was barely able to keep the Klingon Empire at bay the last time: will that be possible if conflict broke out again? That is something every admiral must consider...





Specifications for the Negh'Var Class Dreadnought

Displacement	6,810,000 mt
Overall Length	680 m
Overall Draft	137 m
Overall Beam	280 m
Propulsion:	Two STN7 dilithium conversion graph units (System Contractor: K'tchar, Komari, Quonos) Two KIF-1 hydrogen energy impulse units (System Contractor: Kunu Kin Fluganza, Kyanna, Quonos) Sech'Nar Chemical Propulsion System (System Contractor: Rajiks Wu, Xontari)
Velocity:	Warp 8.0 Standard Cruising Speed Warp 9.2 Maximum Cruising Speed Warp 9.6 Maximum Attainable Velocity
Duration:	2 years, standard
Complement:	580 Officers 2200 Enlisted Crew 10000 Ground Troops 2780 Total Crew (Standard)
Embarked Craft:	50
Navigation:	Druim-Khrsk Vector and Tensor Analysis Unit (System Contractor: Shakur IX)

Computers:

K'Hurric Level 22 Central Processing Unit
(System Contractor: Krum Artificial Intelligence Group, Kahat III)

Khreth Vwe-Cha Tactical System
(System Contractor: Klinthis Defense, Kinkuthanza II)

2 Ovlarka Moy Force 461 Pulse Gravitic Disruptors
(System Contractor: Boskon Weapons Facility, Bosklave)

18 Krazen Moy Force 225 Gravitic Disruptors
(System Contractor: Kalakrazin, Zaghlud)

8 T Yagust Force 382 Magno-Photon Projectile Launchers
(System Contractor: Char'Yagust, Yik'Cha, Quonos)

Mengat Char Deflector Plating and Generation
(System Contractor: Das'Trivil Mengat, Merat, Quonos)

Kaekus Kren Cloaking Generator
(System Contractor: Kiktar, Quonos)

Bak'Frnt
(System Contractor: Trin'shak, Sif III)

Missiles:

Defense:

Life Support:





K'VORT

Class Battleship

Klingon engineers are not one to let a solid design go to waste, even if such efforts are taken to almost ridiculous levels. With the Vor'Cha class suffering from design and production issues, and the Federation and Romulans deploying ever-larger and more powerful starships, the Klingon High Command grew desperate for their own "supership". The team that had so successfully drafted the B'Rel went back to their terminals for a second try. The result was the K'vort class battleship.

PROPELLION AND POWER SYSTEMS

Once again, existing drive systems were scaled-up once again. While the STC3 is truly a sight to behold, the placement of the warp coils within the body shell severely limited maneuverability as the warp fields can barely clear the wingtips. The Klingons cranked up the reactor, but the resulting radiation leakage made Main Engineering uninhabitable. The designers had no choice but to reduce reactor power, which slowed the ship to a Warp 8.5 top speed. Four KID-1 impulse units are placed in a pod to create the KID-3 system.

TACTICAL SYSTEMS

It may be slower than her peers, but the *K'vort* was unmatched in sheer firepower. Massive Ovlarka Force 363 pulse disruptors were fitted on the wingtips and ten Force 91 mounts cover the ship. Yield on the T Yagust torpedo system was improved to Force 287 specification. The Zigarkan shield system is seriously stretched trying to cover such a large area, making the ship vulnerable to sustained fire to a single area. The Kaekus Kal-sa system successfully cloaks the vessel, but draws so much power that there is almost a thirty second delay between de-cloaking

and firing of the main disruptor weapons. As such, the *K'vort* usually unleashes a volley of photon torpedoes upon de-cloak, using the Force 363 disruptors to finish the job.

COMPUTER SYSTEM

The Zhan Bur Level 20 is a mild update of the B'Chen used in the *B'Rel*.

SHIPS FACILITIES

The *K'vort* hosts facilities that can almost be considered palatial (especially by Klingon standards). The ship has carrying capacity for a full division of ground troops and their equipment. It also carries thirty-two fighter craft.

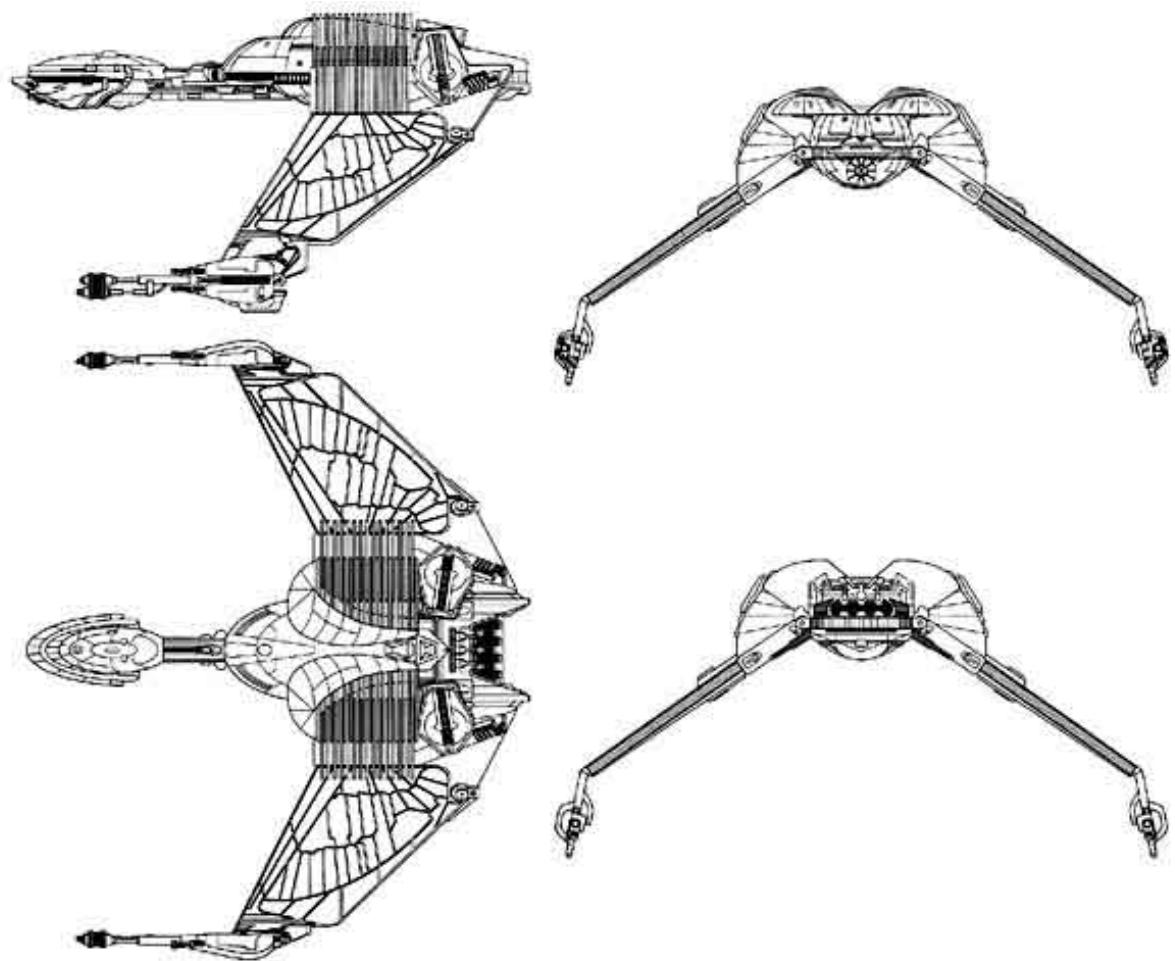
DEVELOPMENT AND CONSTRUCTION HISTORY

The first *K'vort* class vessel entered service in 2350. Trials quickly brought the design limitations to the fore and construction was halted after the first ten vessels were completed. By then, the Vor'Cha problems had been corrected and construction of the lead ship was underway.

CONCLUSION

The *K'vort* class was called upon during the Klingon wars with the Cardassians and the Dominion. Their size and slow speed prevented them from being used in front-line action, but they made excellent planetary assault ships. One was lost during the initial attack of Chin'Toka, and the

three partaking in the subsequent battle were also lost. Of the six remaining in service, two each are assigned to the Cardassian and Romulan border areas, docked at the main starbases.





Specifications for the K'vort Class Battleship:

Displacement	5,280,000 mt
Overall Length	654 m
Overall Draft	552 m
Overall Beam	120 m
Propulsion:	Two STC3 dilithium conversion graph units (System Contractor: K'tchar, Komari, Quonos) Two KID-3 hydrogen energy impulse units (System Contractor: Hyinga, Kinkuthanza II) Sech'Nar Chemical Propulsion System (System Contractor: Rajiks Wu, Xontari)
Velocity:	Warp 6.0 Standard Cruising Speed Warp 8.0 Maximum Cruising Speed Warp 8.8 Maximum Attainable Velocity
Duration:	2 years, standard
Complement:	130 Officers 420 Enlisted Crew 1000 Ground Troops 550 Total Crew (Standard)
Embarked Craft:	20
Navigation:	Karn Smet Vector and Tensor Analysis Unit (System Contractor: Xixobrax Military Research, Korvus VIII)

Computers:

Zhan Bur Level 20 Central Processing Unit
(System Contractor: Sapiar, Wangroon)

Khurh Vwe-Cha Tactical System
(System Contractor: Klinthis Defense, Kinkuthanza II)

2 Ovlarka Moy Force 363 Pulse Gravitic Disruptors
(System Contractor: Boskon Weapons Facility, Bosklave)

6 Krazen Moy Force 91 Gravitic Disruptors
(System Contractor: Kalakrazin, Zaghlud)

2 T Yagust Force 267 Magno-Photon Projectile Launchers
(System Contractor: Char'Yagust, Yik'Cha, Quonos)

Zigarkan Deflector Plating and Generation
(System Contractor: Frich Tigar, Tomanki Military Outpost, Toman IV)

Kaekus Kal-sa Cloaking Generator
(System Contractor: Kiktar, Quonos)

Blyn'ek
(System Contractor: Trin'shak, Sif III)

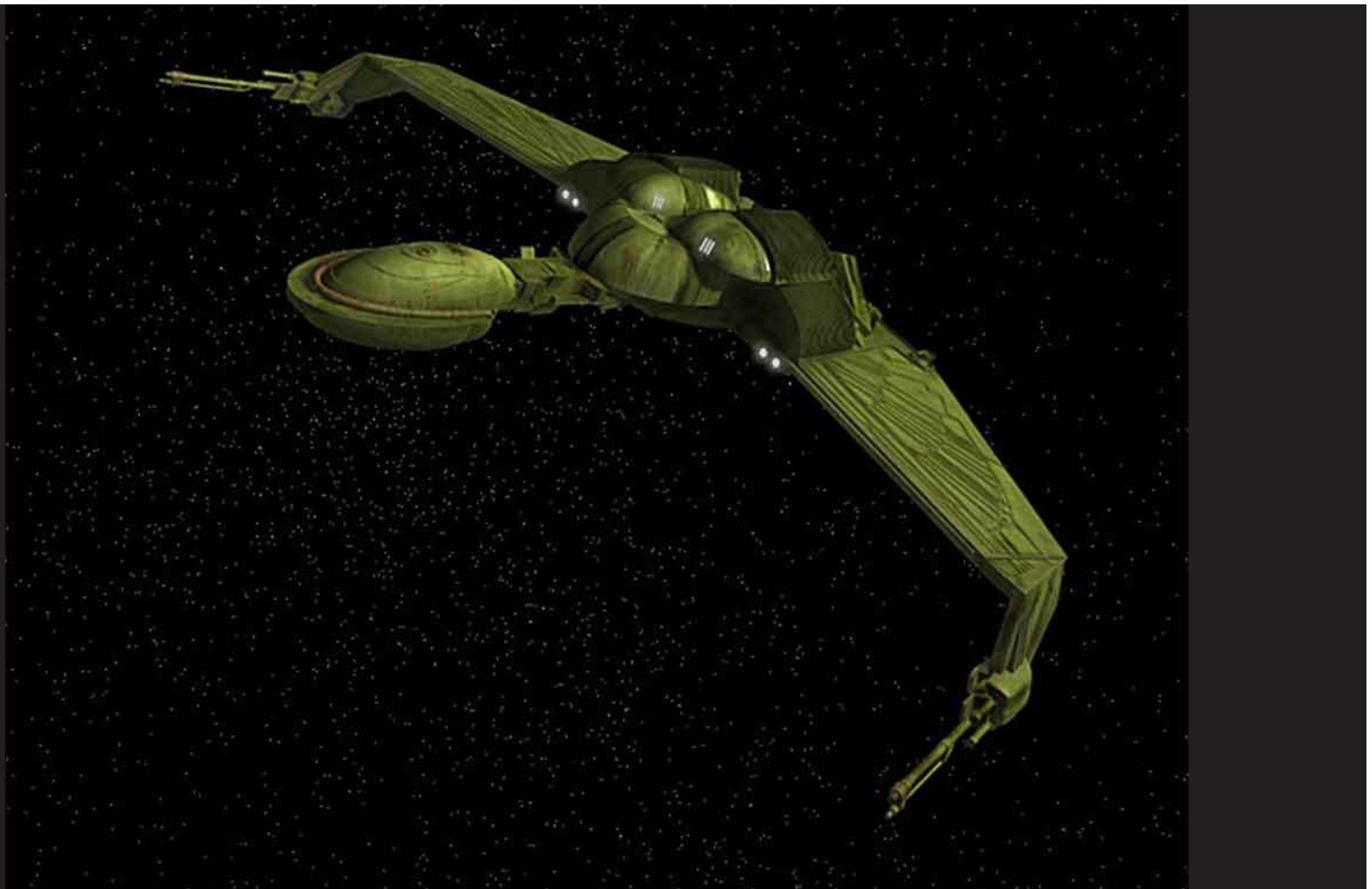
Missiles:

Zigarkan Deflector Plating and Generation
(System Contractor: Frich Tigar, Tomanki Military Outpost, Toman IV)

Defense:

Kaekus Kal-sa Cloaking Generator
(System Contractor: Kiktar, Quonos)

Life Support:



CRUISERS



VOR'CHA

Class Attack Cruiser

In 2332 the Klingon Empire realized it was starting to lose it's edge. With the Federation introducing the powerful new Ambassador Class and rumors of the Romulans starting to lay the groundwork for a class of ship of stupendous size, the Klingon High Command found itself in a dilemma. Although it possessed a large fleet of just under 3000 war vessels, over half of these were out-of-date compared to their Federation and Romulan counterparts. Though relations remained relatively peaceful with the Federation, the Romulans were a different story entirely.

High Command gathered their best designers together and asked for a ship that would take the IKN into the modern age. The designer's relished at the chance, but after two years they still had not come up with anything that would work: it was either too advanced for the Empire to produce at that time or was a rehash of old ideas with new equipment. Becoming annoyed, the High Council ordered them to come up with a proposal within two months or risk a dishonorable death. Now having the proper motivation, a months and a half later the team presented the preliminary design for the Vor'Cha Class Attack Cruiser.

The Vor'Cha was a testbed for many new systems coming out of the empire. High Command wanted a ship that not only would be modern in design, but modern in component. The Vor'Cha became the repository of a host of innovations coming out of the Empire, many of which were retrofitted onto older ships after the introduction of the Vor'Cha. Over a ten year period, the Vor'Cha was designed, built, tested, rebuilt, tested again and finally commissioned in 2355.

Thirty years later, the Vor'Cha is a recognized symbol of Klingon foreign policy, making it's presence known in various hotspots throughout the Empire and defending Klingon interests when necessary.

GENERAL APPEARANCE

The Vor'Cha is a departure from the normal cruiser design that has come out of the Empire for the last century. As the design team looked over past classes of cruisers it found several design flaws inherent in several classes of ships. Wanting a ship that could withstand a large amount of punishment, these flaws were corrected in the initial design.

The familiar Klingon shape can been seen in the Vor'Cha, with the slanted warp drive units and a raised rear engineering section, but those similarities with other cruisers ends there. The long thin neck that distinguished the standard Klingon cruiser is gone, as well as the distinctive bulbous command section; the neck is now more uniform and thicker to enhance survivability. In fact, the concept of a command section was turned on it's head with the Vor'Cha.

The Vor'Cha is the first Klingon ship to incorporate a replaceable pod system as part of it's design. Using the reasoning that a single vessel with multiple mission capabilities would get "more bang for the buck" than specialized vessels, the Vor'Cha's "command section" is now interchangeable (the actual bridge is on a raised section of the ship just before the pod connector). There are several different pods that can be used, such as a fighter pod containing facilities for a squadron of Klingon fighters, a ECM pod for electronic warfare work, and a heavy disruptor pod (the most commonly used).

The Vor'Cha is heavily armored, with large raised plates protecting the ship. One urban legend that circulated was when the IKN tested how much punishment the Vor'Cha could take, it took a total of four K'Vorts to break the armor in one section!

PROPULSION AND POWER SYSTEMS

A new warp drive was required for the Vor'Cha, as the current systems that were available at the time were underpowered for the ship's requirements. The engineering sub-team at K'tchar went to work and the STN6 was born five years after the project was started. Advanced for the Klingons, they had issues with the warp coils at first, but they were eventually fixed and, combined with an improved matter / anti-matter assembly, makes the Vor'Cha the fastest ships in the fleet. In addition to deep-space patrols, Vor'Cha class vessels are often selected for courier duty.

New impulse units were also needed for the Vor'Cha, and the KIE-1 were designed specifically for it. It gives the Vor'Cha a high degree of maneuverability in combat, making it a deadly combat machine.

TACTICAL SYSTEMS

Despite much effort, the Klingons could not match Starfleet's development of the burst fire torpedo tube on the Ambassador. Computer models indicated that the new ships would comfortably meet the design requirements using larger numbers of single fire torpedo tubes. The phaser ring also presented a problem, requiring the Klingons to fit a total of fourteen Krazin Moy Force 136 disruptor mounts to provide adequate fields-of-fire.

The design was "finalized" in 2341 and the keel of the first vessel was laid. That same year, however, the Star Fleet Spacecraft Design Advisory Commission started panels on developing a new class of starship to replace the Ambassador. As production continued on the first Vor'Cha, the High Command grew more and more uncomfortable as Imperial Intelligence reported on the design plans for what would become the Nebula and Galaxy Class Starship Development Projects. When both programs formally launched in 2343, the Klingons were dismayed to see that their latest cruiser would be little more than a speedbump in the path of these new Federation behemoths.

The Klingons responded by halting construction and re-drafting the design. The disruptors were enhanced to Force 187 specification. In addition, two Force 328 pulse disruptors were fitted to the front due to their increased effectiveness against shield systems. High-density armor plating was added around the ship's warp core, nacelles, and around the weapons platforms. Efforts continued to field a burst fire torpedo system — in 2347 a group of six torpedoes exploded while being fired from a test vessel, destroying it with the loss of two hundred personnel, including nine of Char'Yagust's best design specialists. Despite this tragedy they pressed on, albeit with a less ambitious tube design capable of firing three torpedoes at a time, and were eventually successful with the Force 337.

The Vor'Cha is generally considered to be about 15% more powerful than the standard Nebula design because of its superior armor and pulse fire disruptors. However, when fitted with an enhanced weapons pod the Nebula is generally reckoned to be more than a match for the Vor'Cha. The Galaxy class swung the balance further toward Star Fleet, and the Vor'Cha class is decidedly behind the latest designs beginning to enter service in the quadrant. The Klingons are

reported to be planning to upgrade the Vor'Cha fleet with more powerful disruptors, the latest torpedo tubes, and enhanced shielding systems to keep them on the front lines. It is not known when this process might begin.

The shielding for the Vor'Cha itself is provided by the Mengat Hwok system. When the Kaekus Kal-sa cloaking device was being installed the designers discovered that the current model could not completely cloak the vessel. It was therefore modified to the point where it could provide the protection needed. The new device, classified the Kaekus Amar, now provides a complete shielding from sensors and visuals.

COMPUTER SYSTEM

For the Vor'Cha to function as a multi-mission ship properly, a powerful computer system was needed. Current systems available could not handle the interchangeable pod system effectively so a new system was required. Computer designers went to work and came up with the Sif'Kelt Level 21. It was revolutionary in its design, using the Klingon version of the isolinear chip (shaped like a 3d rectangle), and its computing power is double compared to its closest rival, the Zhan Bur Level 20. The enhanced computer core also improved fire control and sensor interpretation, something which pleases captains to no end.

SHIPS FACILITIES

The Vor'Cha represented the first vessel within the Klingon fleet that was truly capable of performing science and diplomatic missions without being specialized in those fields. Some Vor'Chas are used as High Council couriers and, until the Negh'Var was commissioned, the IKV Kapla (commissioned in 2357) served as the Chancellor's flagship.

The crew accommodations for the Vor'Cha are considered luxurious to most Klingons. Enlisted personal are housed four to a room and officers are housed two to a room, with the senior officers having their own quarters (albeit small ones). Troops that are housed as part of the crew are put in standard bunkrooms of 20, and most cargo bays can be converted to troop bunkhouses when more passengers are transported. All crew and passengers enjoy decent dining and recreational facilities onboard, making a Vor'Cha a favored assignment.

The Vor'Cha carries a compliment of ten shuttles, and when the fighter pod is attached there is the addition of twelve fighters to its small craft compliment.

DEVELOPMENT AND CONSTRUCTION HISTORY

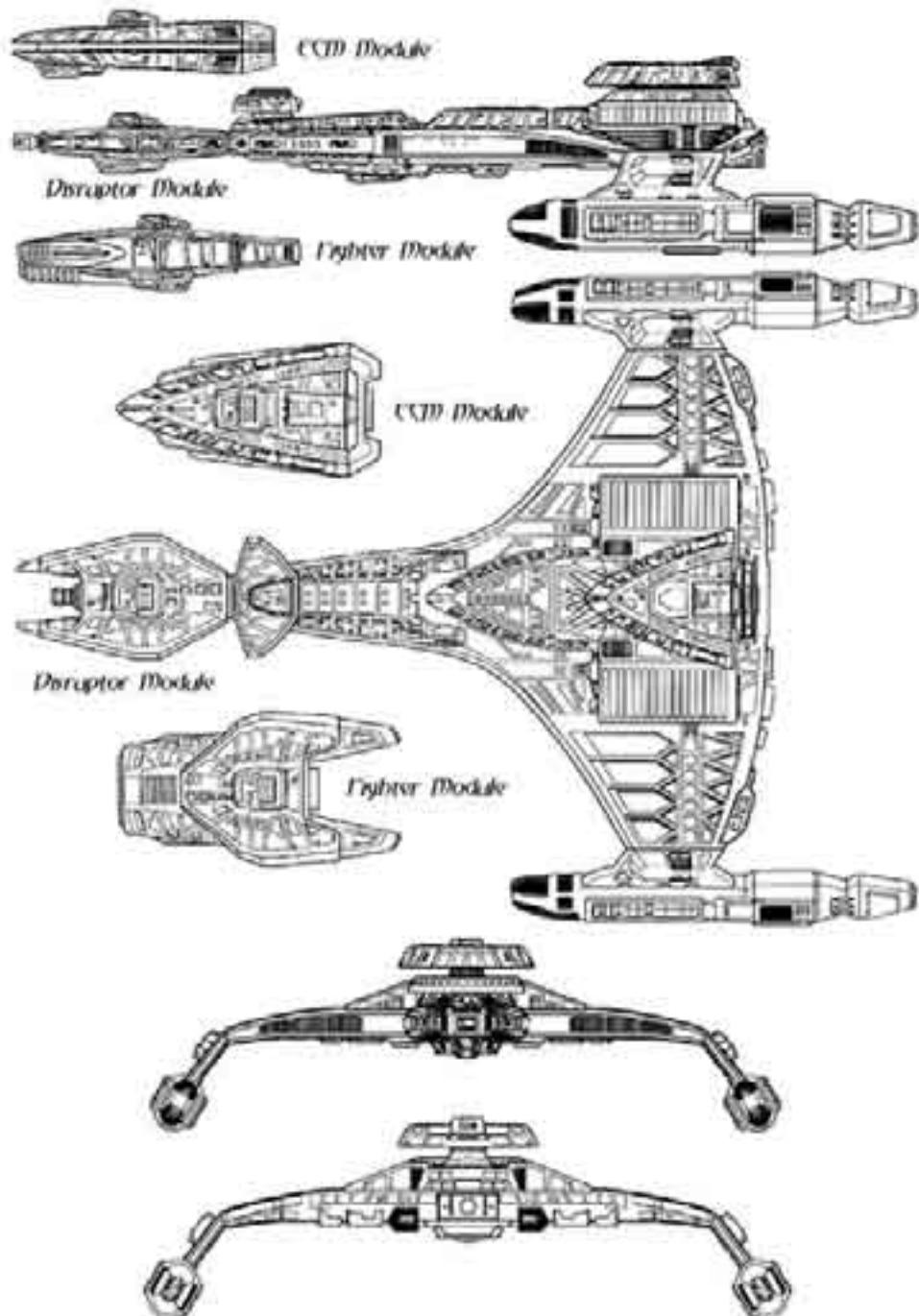
The Vor'Cha entered service in 2355 and has been in steady production ever since, with an average commissioning of twenty ships a year. These ships have begun to replace the aging K'T'Inga fleet serving the IKN and have taken over as the standard cruiser from the K'Vort class.

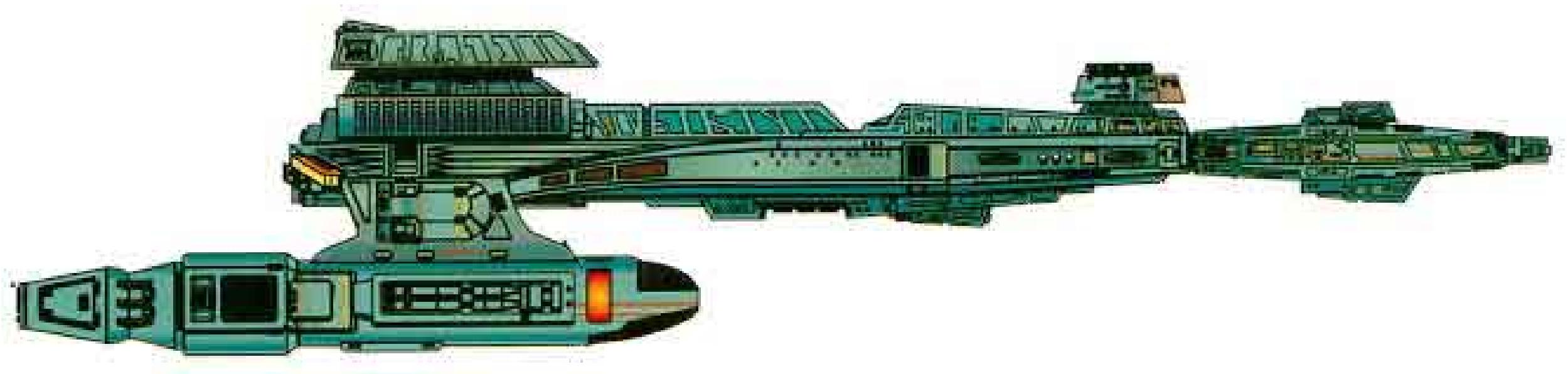
The Cardassian and Dominion Wars were not kind to the Vor'Cha. Over three hundred vessels were lost. The ships often gave as good as they received, however, racking up close to fifty

percent of the kills during the invasion of Cardassia Prime. It was also the first allied ship to destroy a Dominion battlecruiser (pieces of that Dominion ship hang in the mess halls and captain's quarters of the IKV Roc'Pa as trophies. It survived the war and is now patrols the Federation border as flagship for the Federation Border Fleet).

CONCLUSION

High Command is trying to increase production of the Vor'Cha to make up for losses during the war, along with other classes ear-marked for construction, but resources have been difficult to obtain. The Dominion and it's allies destroyed a number of mining outpost and shipyards in Klingon space before the Romulans joined the war and this has hampered production to the point where only ten Vor'Chas were produced after the first year of peace. With the installation of General Martok as Chancellor, more people are willing to deal with the Klingon Empire and so more external raw materials are starting to flow in. Production is expected to come to normal level by the end of the year and exceed pre-war production by 25% by the end of next year.





Specifications for the Vor'cha Class Attack Cruiser

Displacement	4,900,000 mt
Overall Length	457 m
Overall Draft	100 m
Overall Beam	240 m
Propulsion:	Two STN6 dilithium conversion graph units (System Contractor: K'tchar, Komari, Quonos) Two KIE-1 hydrogen energy impulse units (System Contractor: Kunu Kin Fluganza, Kyanna, Quonos) Sech'Nar Chemical Propulsion System (System Contractor: Rajiks Wu, Xontari)
Velocity:	Warp 6.0 Standard Cruising Speed Warp 8.8 Maximum Cruising Speed Warp 9.4 Maximum Attainable Velocity
Duration:	2 years, standard
Complement:	180 Officers 600 Enlisted Crew 1500 Ground Troops 780 Total Crew (Standard)
Embarked Craft:	20
Navigation:	Druim-Khrsk Vector and Tensor Analysis Unit (System Contractor: Shakur IX)
Computers:	Sif'Kelt Level 21 Central Processing Unit (System Contractor: Krum Artificial Intelligence Group, Kahat III) Khyran Vwe-Cha Tactical System (System Contractor: Klinthis Defense, Kinkuthanza II)

Disruptors:

2 Ovlarka Moy Force 328 Pulse Gravitic Disruptors
(System Contractor: Boskon Weapons Facility, Bosklave)

12 Krazen Moy Force 187 Gravitic Disruptors

(System Contractor: Kalakrazin, Zaghlud)

4 T Yagust Force 294 Magno-Photon Projectile Launchers

(System Contractor: Char'Yagust, Yik'Cha, Quonos)

Mengat Hwok Deflector Plating and Generation

(System Contractor: Das'Trivil Mengat, Merat, Quonos)

Kaekus Amar Cloaking Generator

(System Contractor: Kiktar, Quonos)

Bnor'ek

(System Contractor: Trin'shak, Sif III)

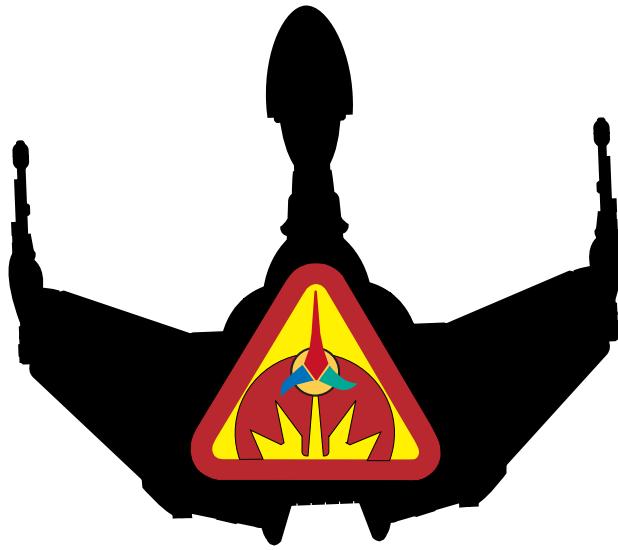
Missiles:

Defense:

Life Support:







B'REL

Class Cruiser

One glance at the *B'Rel* class cruiser is enough to see the intention of its designers. Virtually identical to the *D-11* class *Bird of Prey* in layout, the *B'Rel* is three times the length and approximately twenty five times the volume of the smaller ship, putting it firmly into the cruiser bracket.

PROPELLION AND POWER SYSTEMS

The *B'Rel* mounts the *K'tchar* STC2, which is basically a enlarged STC1. Impulse systems are the KID-2, also a scaled-up version of the smaller KID-1 unit.

TACTICAL SYSTEMS

The extra size has been used by the designers to provide an extra torpedo tube plus four emergency tubes in place of the *Bird of Prey*'s one of each, to replace the Ovlarka Moy Force 134 pulse disrupters with Force 221 models and install a secondary armament of six Krazin Moy Force 61 cannon. The thickness of armor across the ship has been more than doubled and the shield system has been considerably upgraded (now classified as Zigarkren). The Kaekus Kal-Reth cloaking system is modeled on the Kaekus system used in the *D-11* with a more powerful and larger cloaking generator / grid.

The *B'Rel* carries two T Yagust Force 221 torpedo launchers, which are capable of firing three torpedoes at a time. This system was first mounted on the *B'Rel* as a test and was the first Klingon system to be proven successful in firing more than one torpedo at a time. It has since been improved on and next generation systems have been used on the *Vor'Cha* Attack Cruiser and

Negh'Var Battleship, and has even have been refitted onto the *K'T'Inga* Cruiser. One launcher is mounted in the command section, and the other is mounted in the rear.

COMPUTER SYSTEM

The *B'chen* Level 19 computer system was developed to provide the necessary computing power for the enhanced tactical and engine systems.

SHIPS FACILITIES

Internally, the deck layout has been accommodated within the scaled up design by simply putting three decks in the place of every one. Like the *B'Rel*, there are few windows on this ship; only one in three decks has any windows at all. Being a larger vessel, it is usually sent on longer voyages and therefore has better facilities. As well as better sleeping quarters, the *B'Rel* also has small training and recreational facilities that make longer voyages more tolerable. The sensor suite and scientific facilities are also improved from the *B'Rel* (they actually have a few science labs with trained personnel manning them). Although still not as advanced as comparable Federation or Romulan designs, it is a vast improvement over the *D-11/D-12*.

DEVELOPMENT AND CONSTRUCTION HISTORY

The *B'Rel* class vessel entered service in 2310, and has remained in the fleet ever since. An extensive program of refits kept them front-line vessels for some forty years, when the *Vor'Cha* class Attack Cruiser took over that role. Since this time the *B'Rel* class has mostly seen service

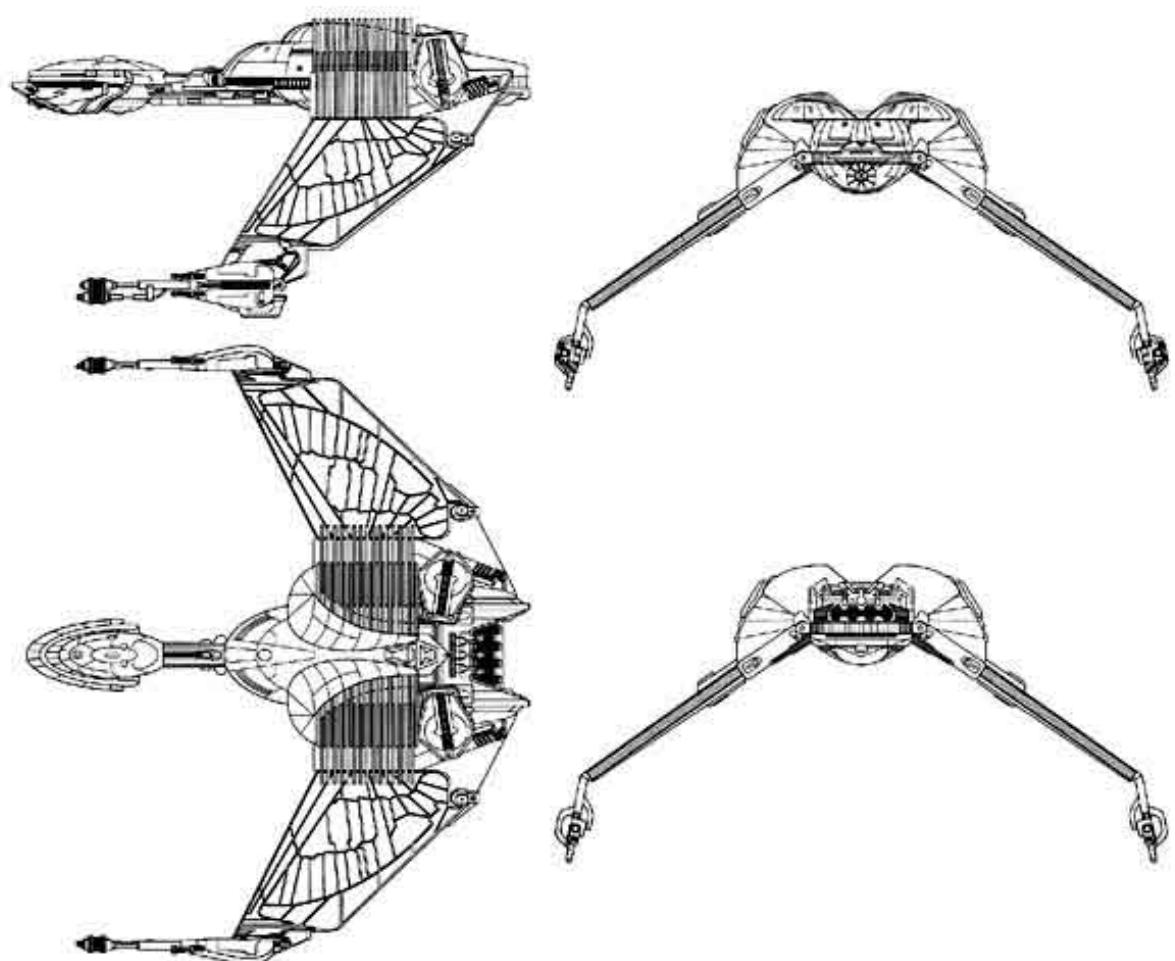
patrolling friendly borders such as that with the Federation, where it is a common sight, or in less intensive theatres where top of the line vessels are not required.

CONCLUSION

The *B'Rel* class was called upon during the Klingons war with the Cardassians and the brief conflict with the Federation, where it performed reasonably well. When forced into action against the Dominion where it has not performed so well, its age and second rank status counting against it.

The component fabrication and construction times for the *B'Rel* are half that of the *Vor'Cha*. With the need for numbers a top priority, the High Council may authorize the restart of several *B'Rel* assembly lines, with more modern technologies going into the ships to keep them up to par.

Nevertheless, the sheer numbers deployed mean that this design should continue to see service in some form until the turn of the century.





Specifications for the B'rel Class Cruiser:

Displacement	800,000 mt
Overall Length	327 m
Overall Draft	60 m
Overall Beam	276 m
Propulsion:	Two STC2 dilithium conversion graph units (System Contractor: K'tchar, Komari, Quonos) Two KID-2 hydrogen energy impulse units (System Contractor: Hyinga, Kinkuthanza II) Sech'Nar Chemical Propulsion System (System Contractor: Rajiks Wu, Xontari)
Velocity:	Warp 6.0 Standard Cruising Speed Warp 8.0 Maximum Cruising Speed Warp 9.0 Maximum Attainable Velocity
Duration:	2 years, standard
Complement:	70 Officers 320 Enlisted Crew 500 Ground Troops 390 Total Crew (Standard)
Embarked Craft:	5
Navigation:	Karn Akht Vector and Tensor Analysis Unit (System Contractor: Xixobrax Military Research, Korvus VIII)

Computers:

B'Chen Level 19 Central Processing Unit
(System Contractor: Sapiar, Wangroon)

Kharmon Vwe-Cha Tactical System
(System Contractor: Klinthis Defense, Kinkuthanza II)

2 Ovlarka Moy Force 221 Pulse Gravitic Disruptors
(System Contractor: Boskon Weapons Facility, Bosklave)

6 Krazen Moy Force 61 Gravitic Disruptors
(System Contractor: Kalakrazin, Zaghlud)

2 T Yagust Force 221 Magno-Photon Projectile Launchers
(System Contractor: Char'Yagust, Yik'Cha, Quonos)

Zigarkren Deflector Plating and Generation
(System Contractor: Frich Tigar, Tomanki Military Outpost, Toman IV)

Kaekus Kal-reth Cloaking Generator
(System Contractor: Kiktar, Quonos)

Bar'zen
(System Contractor: Trin'shak, Sif III)

Missiles:

Zigarkren Deflector Plating and Generation
(System Contractor: Frich Tigar, Tomanki Military Outpost, Toman IV)

Defense:

Kaekus Kal-reth Cloaking Generator
(System Contractor: Kiktar, Quonos)

Life Support:





K'T'INGA

Class Heavy Cruiser

The K't'inga class battle cruiser was fielded by the Klingons during the 2270's to replace the *Klolode* class, which was by now totally outclassed. The Klingon intelligence service had learned in 2263 that Starfleet was soon to engage in a major rebuild of the *Miranda* and *Constitution* class ships which would, among other things, equip them with the latest weapon and propulsion technology. Since the *Miranda* class had always been considered the equal of the *Klolode* one-on-one, and the *Constitution* had always been considered markedly superior, the prospect of these ships becoming significantly more powerful was not one the Klingons welcomed.

GENERAL APPEARANCE

The Klingon high command judged that developing and building an entirely new class of battle cruiser would take at least ten to fifteen years, leaving nearly a decade when they would be vulnerable to attack. It was therefore decided that the new vessel would be based around the hull of a standard *Klolode*, but would include the latest weapon and engine technology. The K't'inga therefore bears a close resemblance to the *Klolode*; major external differences lie in the colour scheme, which is rather darker on the K't'inga, and in the forward hull, which is somewhat bulkier on the K't'inga. The K'Tinga's nacelles are also distinctive.

PROPELLION AND POWER SYSTEMS

Revolutioary in it's day, the STN5 warp drive system provided a 30-40% boost in speed to the K't'inga over the *Klolode*. It's improved design of the dilithium mix process of matter / anti-matter provided for a jump in power produced and speed obtained while only using a slightly higher amount of reaction matter. Speed was comparable to the *Constitution*(II) cruiser during their

initial deployment.

The ground forces barracks was eliminated so as to allow more space to engineering; this measure allowed a larger warp core to be installed and left space for a 20% increase in the fuel supply.

Impulse power is provided by Kunu Kin Fluganza KIC-1 hydrogen fusion reactor, a standard form of propulsion that has survived even to this day. The KIC-1 provided improved maneuvering at sub-light speeds, a marked improvement over the KIB-1 on the *Klolode*.

Over the years, modifications were made to improve speed and efficiency but K't'ingas are still slower than their Vor'Cha counterparts of today.

TACTICAL SYSTEMS

The armament of the K't'inga was upgraded throughout. A new T Yagust Force 241 torpedo launcher was installed, cutting the number of torpedoes carried from 260 to 230. Krazin Moy Force 61 disrupter cannon replaced the Ovlarka Moy Force 47s, and an extra pair was worked in to the design. It should be noted that some K't'ingas have been modified with a forward-firing Krazin Moy Force 187 disruptor cannon, replacing the forward torpedo tube. These ships were modified as an experiment to see whether the class's firepower could be increased, and therefore increase their life expectancy. Although the refit was successful, the lack of a forward-firing long range weapon hampered their performance enough to warrant the modification undesirable. It is estimated that only 25-30 ships were modified in this manner, and about two-

thirds of these were lost during the Dominion War.

The K't'inga's shielding system was a source of controversy when the class was first commissioned. The first batch of cruisers were equipped with modified versions of the Mengat Pul shielding system. The designer claimed a 50% improvement in duration under fire and an increase to the types of weapons the K't'inga could resist.

Then the V'ger incident occurred, and three K't'ingas were lost in a matter of minutes to the entity's attacks. To make matters worse, not only were the K't'inga's shields, the best in the fleet, totally ineffective, but the ship the Federation sent after V'ger (the refitted Constitution class *USS Enterprise*) survived the exact same attack and went on to complete it's mission successfully. This scandal caused a number of heads to roll (literately) and the new team assigned to the K't'inga had to completely re-design the shield generators. A year passed and the next generation of shield generator, the Zigarmit, was installed on the next batch of vessels. Extensive testing was done and the new shields passed with flying colors. Modifications and upgrades kept the system on par up to the commissioning of the Ambassador, when the Zigarmit system reached the limit of modification.

The K't'ingas use the Kaekus cloaking device, which gives the ship a null sensor reading up to 25,000m.

COMPUTER SYSTEM

All K't'ingas still serving carry the Akamai Level 16 computer core, replacing the Ku-Tan Level 15 they were built with. There was talk in the 2260s of replacing the Akamai with the Sif'Kelt, but the room and modifications required made the idea prohibitive.

SHIPS FACILITIES

The crew facilities onboard the K't'inga are similar to the Klolode cruiser. Since they are cruisers and expected to be away from port for long periods of time, the accommodations make long voyages tolerable. The 600 man crew live in decent quarters and the 200 man troop compliment (a maximum of 600 can be carried) is also comfortably quartered.

There is a limited suite of science labs on board each ship; however several K't'ingas having been modified especially for scientific study, their troop quarters having been replaced with more science labs and equipment.

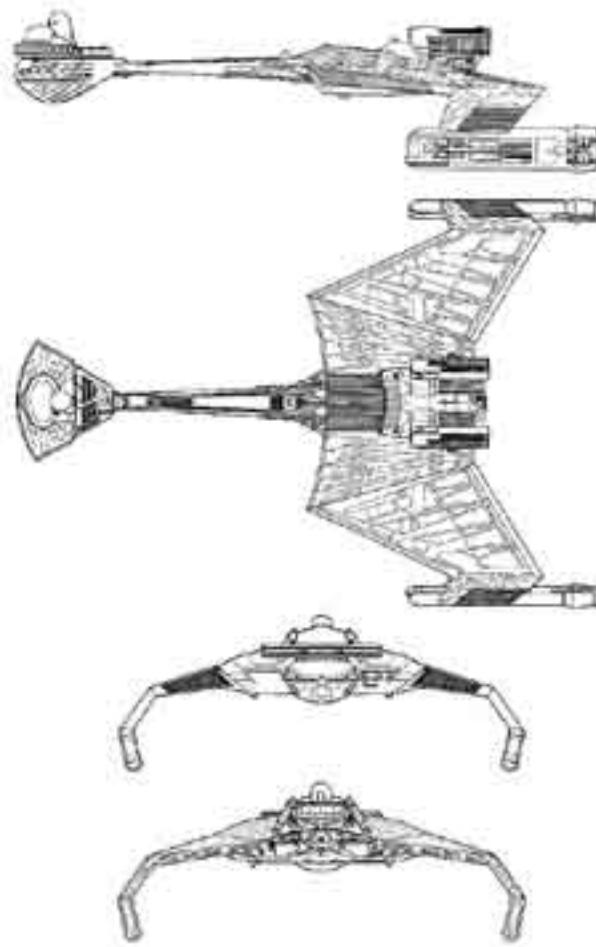
DEVELOPMENT AND CONSTRUCTION HISTORY

The K't'inga was produced between 2272 and 2301. Approximately 2000 were built, and 900 survived to the Dominion War, half of them sitting in mothballs. Between the invasion of Cardassia and the Dominion war, any ship that could fight was brought out of retirement, refitted, and sent into battle. Eight hundred K't'ingas went into the Dominion War and two hundred were left by it's end.

CONCLUSION

The massive loss of K't'ingas during the Dominion conflict proved it was not suitable for modern-day combat. Plans have started to retrofit those vessels young enough to scientific research vessels, and decommission and scrap the rest. The number per year decommissioned or retrofitted has kept up with the commissioning rate of new Vor'Chas coming online. If High Command decides to start constructing K'Vorts again, this rate should increase. Whatever happens, the age of the K't'inga is ending in earnest.

Today, the class is now showing it's age in a big way. Most K't'ingas patrol internally in the empire or on friendly borders and are only called out to the front line due to the need for ships. With the devastation that was the Dominion War, the class is being phased out in earnest to make way for the newer generation.





Specifications for the K't'inga Class Heavy Cruiser

Displacement	120,000 mt
Overall Length	214.3 m
Overall Draft	57.3 m
Overall Beam	152.4 m
Propulsion:	Two STN5 dilithium conversion graph units (System Contractor: K'tchar, Komari, Quonos) Two KIC-1 hydrogen energy impulse units (System Contractor: Kunu Kin Fluganza, Kyanna, Quonos) Sech'Nar Chemical Propulsion System (System Contractor: Rajiks Wu, Xontari)
Velocity:	Warp 6.0 Standard Cruising Speed Warp 8.0 Maximum Cruising Speed Warp 9.0 Maximum Attainable Velocity
Duration:	2 years, standard
Complement:	10 Officers 375 Enlisted Crew 250 Ground Troops 485 Total Crew (Standard)
Embarked Craft:	10
Navigation:	Druim-Blinge Vector and Tensor Analysis Unit (System Contractor: Shahkur IX)

Computers:

Ku-Tan Level 15 Central Processing Unit
(System Contractor: Krum Artificial Intelligence Group, Kahat III)

Kortuk Vwe-Cha Tactical System
(System Contractor: Klinthis Defense, Kinkuthanza II)

8 Krazen Moy Force 61 Gravitic Disruptors
(System Contractor: Kalakrazin, Zaghlud)

1 T Yagust Force 241 Magno-Photon Projectile Launchers
(System Contractor: Char'Yagust, Yik'Cha, Quonos)

1 T Yagust Force 157 Magno-Photon Projectile Launchers
(System Contractor: Char'Yagust, Yik'Cha, Quonos)

Zigarmit Deflector Plating and Generation
(System Contractor: Frich Tigar, Tomanki Military Outpost, Tomar IV)

Kaekus Cloaking Generator
(System Contractor: Kiktar, Quonos)

Bar'Shak
(System Contractor: Trin'shak, Sif III)

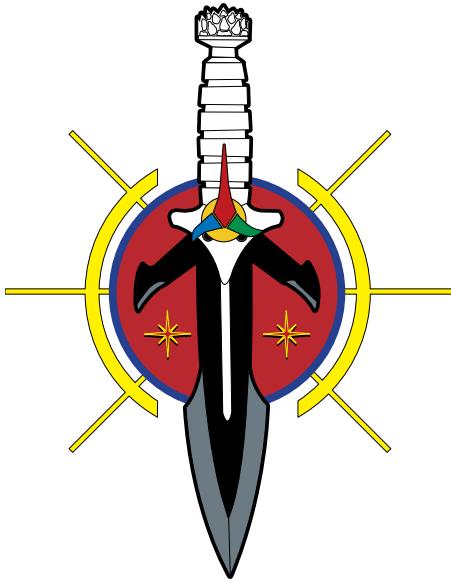
Disruptors:

Missiles:

Defense:

Life Support:





KLOLODE

Class Heavy Cruiser

GENERAL APPEARANCE

In layout, the *Klolode* set the standard for all Klingon designs up until the present day. The Federation tended to place most or all of the weapons on the primary hull, concentrating firepower forwards, and then rely on speed and maneuverability to bring them to bear on the target. The *Klolodes* engines were seriously under powered compared to Federation vessels; to compensate, the Klingons put the bulk of the ships systems in a large engineering hull attached to the nacelles, and attached a small secondary hull on the end of a long 'neck' section that projected forwards. This concentrated the vessel's mass towards the rear, making it easier for the engines to change the vessel's attitude in space. The weapons were also more evenly distributed - one torpedo tube is located in the forward hull, the other in the engineering section facing aft. Six of the ten disrupter cannon are also in the engineering hull. This gives the *Klolode* a greater distribution of fire than the *Constitution* or *Miranda* class.

PROPELLION AND POWER SYSTEMS

The K'tchar S-2, while a linear warp drive design, had performance on par with the coaxial designs employed by the Federation. Top speed was Warp 6. The Hiyinga KIB-1 hydrogen impulse drive provided sub-light propulsion and power.

TACTICAL SYSTEMS

The *Klolode* has seen comparatively little combat experience against the Federation. Several skirmishes occurred with the Federation, generally pitting the *Klolode* against the *Constitution* or

Miranda class. The Federation design was generally the victor in these encounters, although the *Miranda* class USS *Outrider* was heavily damaged in one engagement with a *Klolode* class.

Standard armament was the Ovlarka Moy Force 47 gravitic disruptor and the Yagust-Tik Force 103 photon torpedo launcher. Both were inferior to the weapons found on the *Constitution* class heavy cruiser. The Mengat Pul shield system was quite effective, however, and later-build vessels carried the Clitimera cloaking device obtained from the Romulan Star Empire.

COMPUTER SYSTEM

The Krotus'Mor Level 12 computer system was equivalent in computing power to the latest Monotronic designs in use by the Federation. It was significantly outclassed by the Duotronic I introduced with the *Constitution*.

SHIPS FACILITIES

Onboard facilities supported up to five hundred ground troops; barracks accommodation was located adjacent to the ships six transporter rooms and the shuttle craft bay was considerably larger than previous Klingon vessels in order to support landing craft operations. Each *Klolode* was expected to be able to sustain ground operations for about twenty days without outside resupply.

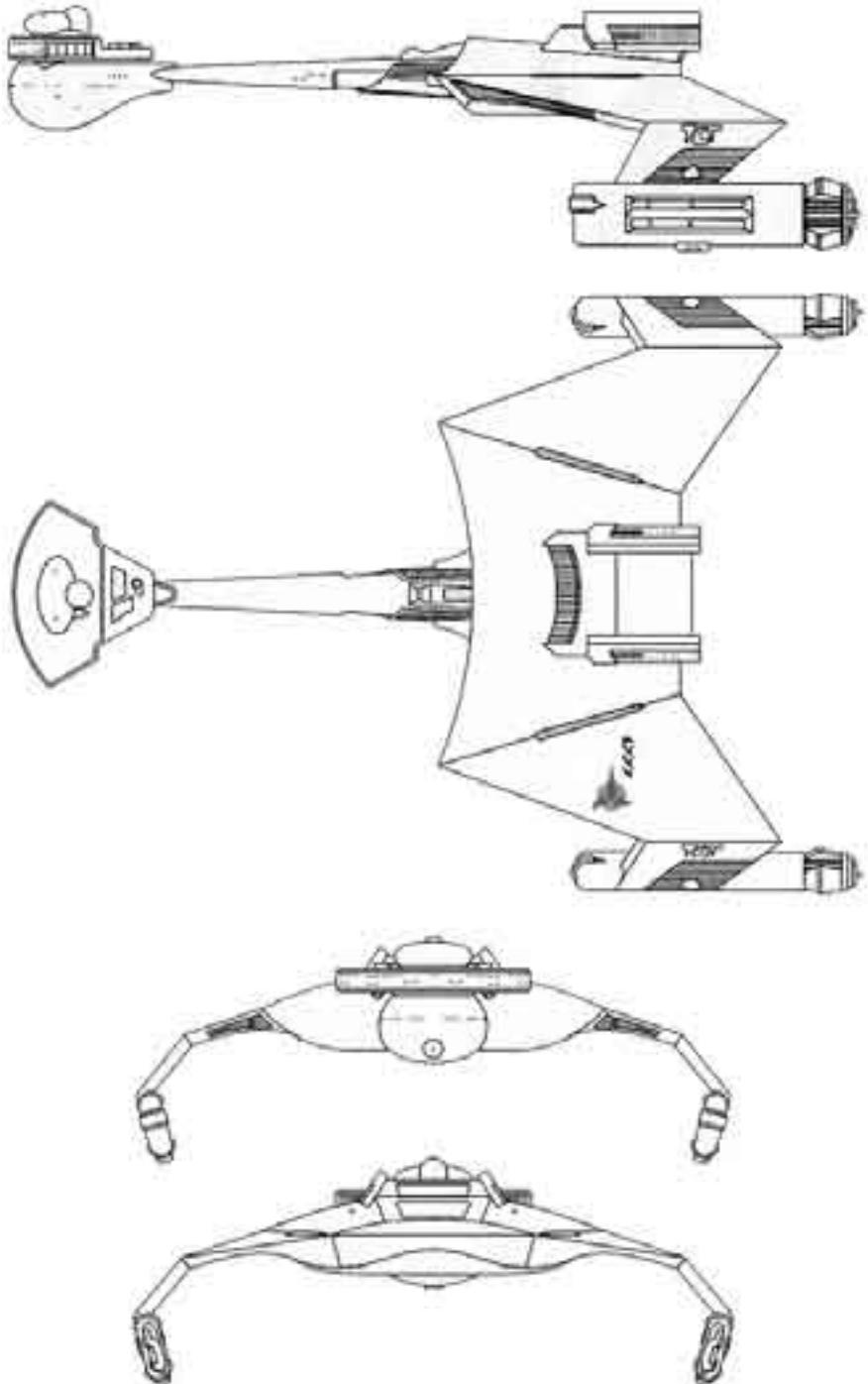
DEVELOPMENT AND CONSTRUCTION HISTORY

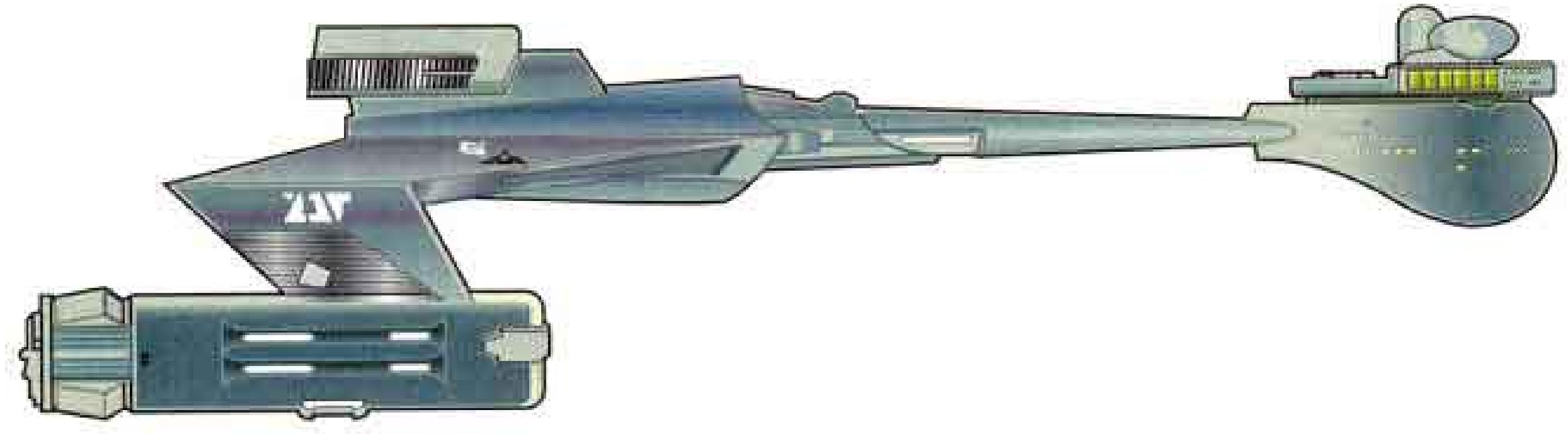
As the Raptor class grew less and less capable against improving Federation designs, the Klingons began development of a much more powerful vessel. A call to the design bureaus was made in 2235 and over the next five years a number of designs were submitted. By 2240, the final design had been approved and systems development and integration programs were started. Actual construction did not begin until 2242 and the first vessel was launched in 2244.

CONCLUSION

The Klolode class battle cruiser was the backbone of the Klingon fleet for over sixty years. Entering official service in 2245, the *Klolode* was a far more powerful and advanced vessel than its predecessor. Although the Federation *Miranda* class was at least the equal of the *Klolode*, and the *Constitution* class somewhat superior, the *Klolode* was built in far larger numbers, which gave the Klingons superiority – at least on paper.

Today the *Klolode* class is largely retired, but some one hundred and twenty units of the class remain in service with the Klingon fleet. They are no longer considered as combat units; instead they have been fitted with instrumentation from the *K'T'Inga* and *Vor'Cha* class cruisers to enable them to be used in training duties.





Specifications for the Klolode Class Heavy Cruiser

Displacement	110,000 mt
Overall Length	216.4 m
Overall Draft	57.1 m
Overall Beam	152.4 m
Propulsion:	Two S-2 dilithium conversion graph units (System Contractor: K'tchar, Komari, Quonos) Two KIC-1 hydrogen energy impulse units (System Contractor: Kunu Kin Fluganza, Kyanna, Quonos) Sech'Nar Chemical Propulsion System (System Contractor: Rajiks Wu, Xontari)
Velocity:	Warp 6.0 Standard Cruising Speed Warp 7.0 Maximum Cruising Speed Warp 8.0 Maximum Attainable Velocity
Duration:	2 years, standard
Complement:	25 Officers 430 Enlisted Crew 200 Ground Troops 455 Total Crew (Standard)
Embarked Craft:	8
Navigation:	Chon Vector and Tensor Analysis Unit (System Contractor: Xixobrax Military Research, Korvus VIII)

Computers:

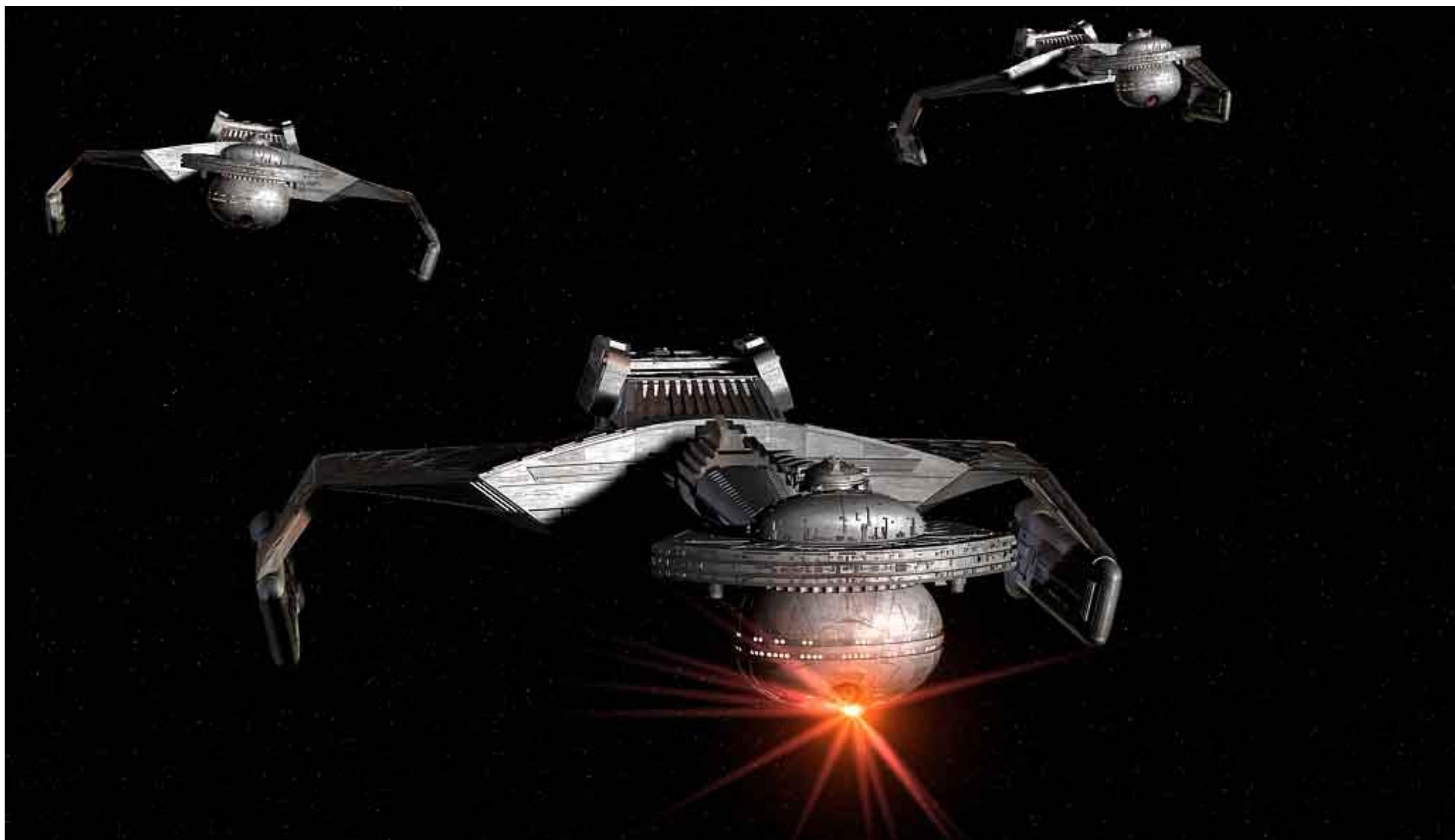
Krotus'Mor Level 12 Central Processing Unit
(System Contractor: Sapiar, Wangroon)
Sorg'Tu Vwe-Cha Tactical System
(System Contractor: Klinthis Defense, Kinkuthanza II)
2 Ovlarka Moy Force 47 Gravitic Disruptors
(System Contractor: Boskon Weapons Facility, Bosklave)
1 Yagust-Tik Force 103 Magno-Photon Projectile Launchers
(System Contractor: Aku Yagust, Mingren II)
Mengat Pul Deflector Plating and Generation
(System Contractor: Das'Trivil Mengat, Merat, Quonos)
Clitimera Cloaking Generator
(System Contractor: Clita, Rihansu)
Bar'ak
(System Contractor: Trin'shak, Sif III)

Disruptors:

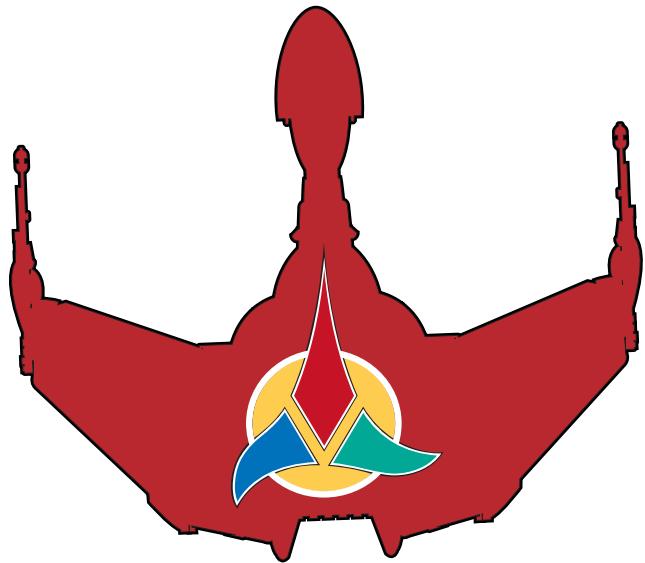
Missiles:

Defense:

Life Support:



SCOUTS



BIRD OF PREY (D-11 / D-12)

Class Scout

Perhaps the most successful design of vessel in interstellar history, the *Bird of Prey* series has been in service in larger numbers over more subtypes for a longer period of time than any other class in known space. First fielded in the late 2270's, the D-11 was designed from the start to fill a variety of roles. As a special operations ship she would use her cloak to penetrate Federation border defenses and attack lightly defended targets such as sensor outposts, communications relays and cargo craft, creating confusion in advance of a Klingon fleet attack. She was also a natural scoutship, ideal for locating and tracking Federation fleets from under cloak. During the long period of tensions between the Federation and the Klingon Empire, many D-11 class vessels operated as Raiders, cruising deep inside Federation space to pick off occasional lone vessels or outposts.

Although the *Bird of Prey* was a potent threat to the Federation in this role, one such vessel was captured by Admiral Kirk in 2285. The Admiral was at this time operating outside of Star Fleet authority, and the vessel concerned later sank in San Francisco Bay during an attempted landing; nevertheless, on his return to Star Fleet Admiral Kirk and his crew provided full details of the vessel's operation. The ship itself was raised from the water and subjected to detailed analysis. This provided crucial help in devising countermeasures for use against the *Bird of Prey*, allowing Star Fleet to modify the sensor networks already in operation on its ships and installations in order to significantly increase their effectiveness.

The D-12, launched in 2348, introduced a new type of cloaking device into the Klingon fleet, intended to provide a much greater degree of stealth from the latest generation of sensors coming into use in the Alpha Quadrant. However, the class was never satisfactory in service; the cloaking device was far bulkier than any previous model and had a significantly greater

power requirement. In order to install it in a hull as small as the D-12's, half the torpedo armament had to be sacrificed together with the entire cargo bay and a third of the crew quarters. Since operating the cloaking device required an extra seven crew members to be carried over the standard maximum *Bird of Prey* complement, the D-12 class was highly cramped even by Klingon standards.

GENERAL APPEARANCE

In design the D-11 and D-12 conform to Klingon norms, with a single torpedo tube at the extreme forward point of the hull. The command center is above this, with crew quarters - such as they are - located in the 'neck' section directly aft. The rear of the ship comprises the engineering compartments and a small cargo bay. A pair of wings carry small disrupter cannon at their tips, while a single fire emergency torpedo tube provides a backup to the main armament. The wings allow them to operate in an atmosphere and landing gear is fitted.

PROPULSION AND POWER SYSTEMS

Both classes mount the K'tchar STC1 warp drive system, which places the warp drive units in two quarter-circle structures on top of the main section of the ship, above the wings. This allows the drive units to be more robust and survivable in a fight, and makes the entire warp system very structurally tough. However the speed of the ship is reduced due to their position on the ship. Impulse speed is provided by a Hiyinga KID-1 unit.

TACTICAL SYSTEMS

Both classes are decently armed for their classification. The current version of the *Bird of Prey* mounts a pair of Ovlarka Moy Type 134 disrupter cannons, one on each wing, and one T Yagust Force 127 photon torpedo launcher. The disrupter cannons have been sufficiently modified from their original power settings to seriously damage a Dominion Fighter in one volley, giving the *Bird of Prey* equality during engagements with them. The Force 127 is only capable of firing one torpedo at a time, a design limitation that has made it more of a secondary weapons system unlike Starfleet's state-of-the-art multiple-launch torpedo launchers mounted on most Federation starships. The *Bird of Prey* proved to be a match to the Dominion "Bug" Fighter, staying on par during most engagements.

Both classes use the Zigartok type deflector shield. The D-11 is fitted with the Kaekus-Kal cloaking device. The D-12 uses the Kaekus Kal-cha, but in 2357 fifteen of the crew of the IKV Kolnar were killed when a section of the hull blew out as the vessel cloaked; two months later a similar accident killed eleven warriors on the IKV Nak'Leth. Investigations indicated that a design fault in the plasma coils of the cloaking device was causing the system to emit high levels of neutron radiation, resulting in serious neutron fatigue to a large section of the hull of almost every ship.

COMPUTER SYSTEM

Both ships currently have Su-Brak Level 17 computer systems installed onboard. These computer systems were designed in the 2320's and, despite their age, perform adequately for what they have to do. Upgrades and refits throughout the years have brought the Su-Brak's performance closer to modern standards, but it still lags behind the computing power of the Federation's Isolinear II computer core series.

SHIPS FACILITIES

The *Bird of Prey*'s crew facilities leave much to be desired when compared to Federation standards, but for the Klingons they're sufficient. Since the *Bird of Prey* isn't designed for long voyages, the crew facilities reflect this; comfort, to Klingons, is not a big issue. Because of its size, the *Bird of Prey* also mounts a basic science and sensor package, neither of which is suited for detailed analysis beyond an initial scan.

DEVELOPMENT AND CONSTRUCTION HISTORY

The *Bird of Prey* scout has been in production since the early 2280s. Construction was started 2312 and its production run peaked at 400 vessels. However production started to slow in 2350 and eventually stopped in 2360 as the Vor'Cha took over as the standard cruiser design for the empire.

The invasion of Cardassia, the short war with the Federation, and Dominion War took a heavy toll on the *Bird of Prey*. About 1200 were active at the beginning of the Invasion of Cardassia. By the signing of the Armistice with the Dominion, just under 800 *Bird of Preys* had been lost. In the

aftermath, the Klingon empire has stepped up production but limited resources have made this difficult.

The D-12 class was retired from service en masse in 2359, the ships deemed unsalvageable by the High Council. Most were scrapped or used as targets in live fire exercises, but nine ships were sold to private individuals. These have generally been used by mercenaries and pirates, changing hands many times over the years. The most notable use of a D-12 was by the Klingon renegades Lursa and B'Etor of the House of Duras, who used a D-12 during their plot to gain control of a trilithium weapon in 2371. When the USS *Enterprise-D* intervened the sisters were able to penetrate the vessel's shields and inflict catastrophic damage to the star drive section, resulting in its destruction in a warp core breach. Although the saucer section was able to escape this explosion, it crashed on the planet Veridian III where it was later stripped and abandoned. The D-12, along with the Renegades, was destroyed by the *Enterprise* during the battle.

CONCLUSION

Despite their age, these vessels have remained a factor to be reckoned with ever since. Many hundreds continue in service to the present day, naturally having been vastly upgraded and refitted over the years.

With the war over the IKN has started to re-build itself to its pre-war levels, and the *Bird of Prey* will feature prominently in that reconstruction. Having more than proved itself during the war, the new ships that will come out of spacedock will have upgraded weapons and systems to allow them to serve for years to come.



Specifications for the D-11 / D-12 Class Scout:

Displacement	30,000 mt (D-11) / 31,000 mt (D-12)
Overall Length	109 m
Overall Draft	20 m
Overall Beam	92 m
Propulsion:	One STC1 dilithium conversion graph units (System Contractor: K'tchar, Komari, Quonos) Two KID-1 hydrogen energy impulse units (System Contractor: Hyinga, Kinkuthanza II) Sech'Nar Chemical Propulsion System (System Contractor: Rajiks Wu, Xontari)
Velocity:	Warp 6.0 Standard Cruising Speed Warp 8.0 Maximum Cruising Speed Warp 9.0 Maximum Attainable Velocity
Duration:	2 years, standard
Complement:	5 Officers 10 Enlisted Crew 0 Ground Troops 15 Total Crew (Standard)
Embarked Craft:	0
Navigation:	Karn Vector and Tensor Analysis Unit (System Contractor: Xixobrax Military Research, Korvus VIII)

Computers:

Su-Brak Level 17 Central Processing Unit
(System Contractor: Sapiar, Wangroon)
Karink Vwe-Cha Tactical System
(System Contractor: Klinthis Defense, Kinkuthanza II)
2 Ovlarka Moy Force 134 Pulse Gravitic Disruptors
(System Contractor: Boskon Weapons Facility, Bosklave)
1 T Yagust Force 127 Magno-Photon Projectile Launcher
(System Contractor: Char'Yagust, Yik'Cha, Quonos)
Zigarkren Deflector Plating and Generation
(System Contractor: Frich Tigar, Tomanki Military Outpost, Toman IV)
Kaekus Kal Cloaking Generator (D-11)
(System Contractor: Kiktar, Quonos)
Kaekus Kal-cha Cloaking Generator (D-12)
(System Contractor: Kiktar, Quonos)
Bres'kin
(System Contractor: Trin'shak, Sif III)

Disruptors:

Missiles:

Defense:

Life Support:



APPENDICES

ABOUT THE PUBLISHING TEAM



Chief Editor: Admiral Chris Wallace

Before becoming SFORD Chairman, Admiral Wallace served as the Chief of Star Fleet Operations and the Executive Director of the Galaxy and Galaxy (II) Class starship development projects. He was the Commanding Officer of the U.S.S. Bright Star and U.S.S. Galaxy.



Project Coordinator: Captain Belldandy Morisato

Captain Morisato has served as the Project Coordinator for most of DTS and ASDB's technical publications.



Publisher: Kumari Miyazaki

The daughter of Admiral Chris Wallace, she is the Director of Panda Press Interstellar.



Layout Consultant: Sakura Shinguji

Ms. Shinguji serves as the Director of Publications for Panda Press Interstellar.



Strategic Editor: Commander Natsumi Tsujimoto

Commander Tsujimoto serves as the Tactical Officer aboard the U.S.S. Bright Star and served on the battle planning and management staffs for most of the Dominion War's largest engagements.



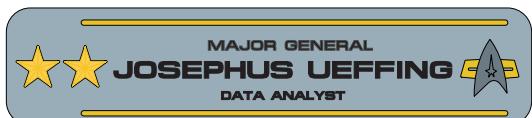
Engineering Consultant: Lieutenant Commander Skuld

The Chief Engineering Officer of the U.S.S. Bright Star, Commander Skuld served on the Galaxy (II) Class Starship Development Project and is considered one of the top field engineers in Starfleet.



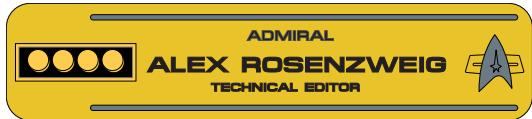
Production Editor: Rear Admiral Kurt Roithinger

As the Coordinator of STARFLEET Region Five, Rear Admiral Roithinger has worked on a number of Starfleet projects.



Data Analyst: Major General Josephus Ueffing

A member of Star Fleet Tactical, General Ueffing has published a number of works on foreign power ship design.



Technical Editor: Admiral Alex Rosenzweig

Admiral Rosenzweig is the current Director of the STARFLEET Department of Technical Services, as well as the Director of the Office of Technical Information. He has chaired numerous Starfleet committees and panels, including the commission that oversaw the loss of the U.S.S. Enterprise at Veridian III.



Naval Liaison: Rear Admiral John Scharmen

Admiral Scharmen serves as the Naval Liaison between Starfleet Operations and the Starfleet Spacecraft Design Advisory Commission.



Systems Analyst: Rear Admiral Carsten Pedersen

Considered one of the premiere designers at Starfleet R&D, Admiral Pedersen has lent his talents to most of the starship designs put into production over the past decade.



Klingon Defense Force Liason: Admiral K'riß eptei Hurric, Ret.

Admiral Hurric served on the Klingon Defense Council for five years, following a distinguished thirty-year career. He was the former Commander of the Third Imperial Strike Flotilla, which fought during the Klingon-Cardassian campaign.



Graphics: Commodore David Pipgras

Commodore Pipgras is the Director of the Region Five Office of Graphic Design.



Historical Liason: Lieutenant General Scott A. Akers

General Akers serves as the Chief Historian of Star Fleet and provided graphics and pictures.



Data Analyst: Doctor Graham Kennedy

A senior analyst with the Daystrom Technical Institute, Doctor Kennedy provided technical data for this publication.

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PERSONNEL PLAQUES

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STARSHIP ART CREDITS - VOLUME ONE

All Schematic Views

Starship Schematics Database
(<http://www.shipschematics.net/>)

All Side Views

Ex Astris Scientia (<http://www.ex-astris-scientia.org/>)

Negh'Var Class Dreadnought

Cyrille (<http://www.scifi-art.com>)

K'Vort Class Battleship

Unknown (<http://www.scifi-art.com>)

Vor'Cha Class Cruiser

Alial (<http://www.scifi-meshes.com>)

Vor'Cha Class Cruiser

Cyrille (<http://www.scifi-art.com>)

B'Rel Class Cruiser

Eboli (<http://www.scifi-meshes.com>)

K't'inga Class Cruiser

Eboli (<http://www.scifi-meshes.com>)

Klolode Class Cruisers

Eboli (<http://www.scifi-meshes.com>)

D-1 1 Class Bird of Prey

Andrew Hodges, Fabio, and Arthur E. Pohlman
(<http://members.tripod.com/~devilsworld6>)

AUTHOR'S NOTES

Welcome to Klingon Military Power. This is kind of a side-project to Ships of the Star Fleet since I happen to have some nice meshes from the folks at Scifi-Art.com and the Wolfpack. And Graham Kennedy's data on Klingon ships made it pretty easy to just paste right in.

Unlike the Ships of the Star Fleet: 2377-78, this project does not go nearly into the depth of detail. This is mainly due to my desire to make this but an overview and complete it as quickly as possible. Therefore, this covers only the "official" ships seen in the movies and television shows.

The information contained within this volume is purely the conjecture of the publishers and is not meant to be deemed official or "cannon" in any way. The publishers, where possible, have used official Paramount sources for their information. Where that has failed, we have gone to the web and other books. The publishers are indebted to Graham Kennedy and his Daystrom Institute Technical Library at (<http://members.tripod.com/~adeadend/index2.htm>) for the technical data and entry text. We would also like to thank Peter Savin and the gang at Scifi-Art.com (<http://www.scifi-art.com/>), as well as the Wolfpack, for providing the high-quality graphics seen throughout this book.

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