



**Klingon
Ship Recognition Manual
2385 Edition**

Credits

**Klingon Ship Recognition Manual
2385 Edition**

**Star Trek Starship Combat Simulator Phase II
Rules and Klingon Ship Statistics compiled by:**

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Vor'cha Class Attack Cruiser

Construction Data:

| | | |
|-----------------------|--------|--------|
| Model Number: | A | B |
| Date Entered Service: | 4/6501 | 4/6902 |

Hull Data:

| | | |
|------------------------|-------|-------|
| Superstructure Points: | 88 | 98 |
| Damage Chart: | C | C |
| Size: | | |
| Length: | 481 m | 481 m |
| Width: | 341 m | 341 m |
| Height: | 106 m | 106 m |

Transporters:

| | | |
|-----------------------|---------------|---------------|
| Standard Six Person- | 6 | 6 |
| Combat 22 Person- | 4 | 4 |
| Cargo, small- | 4 | 4 |
| Cargo, large- | 2 | 2 |
| Cloaking Device Type: | KCG | KCG |
| Power Requirements: | 86 | 86 |
| Crew: | | |
| 350 Officers | 350 Officers | 350 Officers |
| 1550 Enlisted | 1550 Enlisted | 1550 Enlisted |

Marines:

| | |
|-------------------|-------|
| 350 | 350 |
| Evacuation limit: | 7,000 |
| Shuttlecraft: | 26 |

Engines and Power Data:

| | | |
|------------------------------|--------|--------|
| Total Power Units Available: | 168 | 190 |
| Movement/Point Ratio: | 5/1 | 6/1 |
| Warp Engine Type: | KUWA-2 | KUWE-1 |
| Number: | 2 | 2 |
| Power Units Available: | 45 | 55 |
| Cruising Speed: | 6 | 6 |
| Emergency Speed: | 9.65 | 9.7 |
| Impulse Engine Type: | KIG-3 | KIM-1 |
| Number: | 2 | 2 |
| Power Units Available: | 39 | 40 |
| Auxiliary Power: | 16 | 20 |
| Reserve Power: | 8 | 10 |

Weapons and Firing Data:

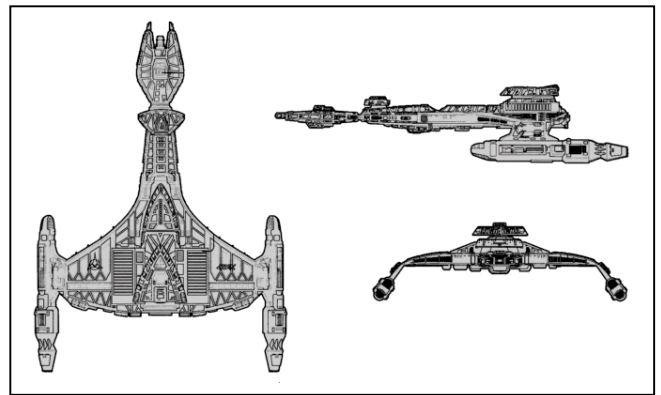
| | | |
|-------------------|-------------------------------|-------------------------------|
| Beam Weapon Type: | KD-16 | KD-16 |
| Number: | 14 | 16 |
| Firing Arcs: | 6 f/p/s, 2 f/p, 2 f/s, 4 a | 4 f/p/s, 4 f/p, 4 f/s, 4 a |
| Chart | W | W |
| Max Power: | 12 | 12 |
| +8 | (1-5) | (1-5) |
| +4 | (6-12) | (6-12) |
| +2 | (13-20) | (13-20) |

Shields Data:

| | | |
|------------------------|---------|---------|
| Deflector Shield Type: | KSS-1 | KSS-1 |
| Shield Point Ratio: | 1/6 | 1/6 |
| Max Shield Power: | 22/side | 22/side |

Combat Efficiency:

| | | |
|--------------|-----|-----|
| Point Value: | 183 | 210 |
|--------------|-----|-----|



The *Vor'cha* is a unique design in the history of the Empire that left many analysts in the Alpha Quadrant scratching their heads in wonder and thinking, "Well how about that...the Klingons finally got it right!" Much to the surprise of everyone, the Empire had finally produced a truly awesome technological wonder that managed to balance offensive firepower and resiliency in the face of enemy fire. Not since the deployment of the *L-24 Komo Val*-class battleships almost a century before had the engineers on Qo'noS been able to surprise the Alpha Quadrant with a vessel that threatened to upset the balance of power.

The *Vor'cha* entered fleet service in 2365 and was immediately hailed as a success. Aside from its obviously devastating firepower, the *Vor'cha* is also a versatile fleet asset and can be easily reconfigured for any number of mission profiles. The pod assembly forward of the bridge sail is swappable with any number of equipment bays and can be replaced even without the assistance of a starbase. Various pods include an enhanced ECM/sensor array, a fighter bay, minelayer, enhanced communications suite, and detachable troop landing craft. Normally however, the *Vor'cha* operates with a weapons cluster that allows the ship to channel all of its disruptor power into a single devastating strike or a number of smaller bursts. This pod also contains a number of dedicated tactical sensor clusters and classified high speed, high-gain subspace antennas for a fleet command link system.

A second version of the *Vor'cha* entered service in 2369 and served to improve upon the vessel's warp power output and weapons coverage. The new design was only marginally faster than her predecessor, but the overall effect was a fundamental improvement in the *Vor'cha's* ability to deliver firepower on demand when and where it was needed most. During the Dominion conflict, vessels of the class were usually paired with two *K'Vort*-class cruisers as roving raiding parties that could quickly strike at the enemy, inflict terrific damage and withdraw before an organized counterstrike could be mounted. Near the end of the war and up until the final assault on Cardassia Prime, the fleet of *Vor'chas* was in almost continuous operation and near the breaking point when the conflict ended. As a result, the entire class was ordered into a four-month stand-down as long neglected maintenance and repairs were caught up with at a dozen starbases throughout the Empire and the Federation.

Of the 28 type A *Vor'cha*-class attack cruisers built, 12 remain in active service. Fourteen were destroyed in the line of duty with one, the *K'mpaka* lost to the Borg at the Battle of Wolf 359. Of the 57 type B *Vor'cha*-class attack cruisers built, 36 remain in active service with 18 destroyed, two scrapped and one transferred to the Klingon Fleet Academy Training Command. The class is currently produced at a rate of three vessels per year at the Qo'noS Orbital Factory Base and Mustaka Fleet Yard.



Negh'var Class Battleship

Construction Data:

Model Number: A B
 Date Entered Service: 4/7012 4/8504

Hull Data:

Superstructure Points: 100 120
 Damage Chart: C

Size:

Length: 682 m 682 m
 Width: 470 m 470 m
 Height: 136 m 136 m

Transporters:

Standard Six Person- 12 12
 Combat, 20 Person- 20 20
 Cargo, small- 6 6
 Cargo, large- 3 3

Cloaking Device Type:

KCI KCL

Power Requirements: 115 150

Crew: 2500 2500

Marines: 500 500

Evacuation Limit 10,000 10,000

Engines and Power Data:

Total Power Units Available: 228 298

Movement/Point Ratio: 6/1 7/1

Warp Engine Type: KUWD-1 KUWC-2

Number: 2 2

Power Units Available: 74 84

Cruising Speed: 6 6.5

Emergency Speed: 9.75 9.975

Impulse Engine Type: KIM-1 KII-1

Number: 2 2

Power Units Available: 40 65

Auxiliary Power: 22 30

Reserve Power: 11 15

Weapons and Firing Data:

Beam Weapon Type: KD-17 KD-17

Number: 18 22

Firing Arcs: 6 f, 4 f/p/a. 6 f, 6 f/p/a,

4 f/s/a, 4 a 6 f/s/a, 4 a

Chart Y Y

Max Power: 12 12

+3 (1-15) (1-15)

+2 (16-20) (16-20)

+1 (21-24) (21-24)

Missile Weapon Type: KP-9 KP-9

Number: 20 24

Firing Arcs: 10 f/p/s, 10 a 12 f/p/s, 12 a

Chart S S

Power to Arm: 1 1

Damage: 10 10

Shields Data:

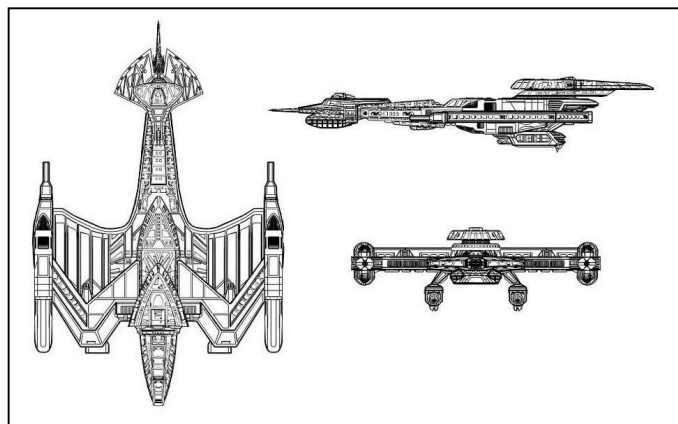
Deflector Shield Type: KSS-1 KSV-1

Shield Point Ratio: 1/6 1/7

Max Shield Power: 22/side 35

Combat Efficiency:

Point Value: 242 323



If the *K'Vort*-class cruiser or *Vor'cha*-class attack cruiser is the face of the Klingon Empire, the *Negh'var*-class battleship is the instrument of its policy. Where other classes introduced in the last fifty years have failed to earn the respect of her neighbors, the *Negh'var* has finally given the Klingons the edge they need to insure the security of their Empire. Although she is no longer the most powerful vessel in the Alpha Quadrant, she has retained a reputation as an aggressive adversary and dangerous foe.

For the most part, all of the ship classes entering service with the Klingons in the last three decades had been variations or improvements on already existing designs. Although this had produced a number of excellent warships, the Klingons were quickly losing their innovative edge. The *Vor'cha*-class can be said to be their only truly original design of late, and although it had been a resounding success the Klingons longed for something capable of challenging the largest Romulan *Warbird*. For the first time, their flagship class would feature a rapid-fire torpedo launch system and a set of disruptor cannons that were every bit as powerful as those found on the Federation's *Galaxy*-class starships. Considerable effort was also placed into developing the largest and fastest warp drive the Empire had ever fielded for exclusive use aboard the *Negh'var*. To save time and expense, the Klingons chose shields, sensors, computer cores and a cloaking device that were already in fleet wide deployment, a move that cut a full year off the class vessel's construction schedule. When the *IKV Negh'var* entered the fleet in late 2370, the Chancellor called for a day of celebration throughout the Empire.

In practice, the *Negh'var* is a capable foe, though advances in the last fifteen years have dated some of her primary systems. An extensive update to the class is already under way with plans to introduce a shield system 25% more powerful than the one currently in use, an upgraded powerplant, faster computers and a new SIF/IDF layout that will increase structural integrity by a full 20%. Tactical upgrades will be modest with a slightly greater rate of fire from the primary and secondary systems.

Of the 30 *Negh'var*-class battleships built to date, 21 remain in active service. Nine have been lost in action. Construction of the class continues at the Qo'noS Orbital Factory Base at a rate of three new vessels per year.



KDF-2 K'mirra Class Battlecruiser

Construction Data:

Model Number: A
Date Entered Service: 4/6101

Hull Data:

Superstructure Points: 128
Damage Chart: C

Size:

Length: 385 m
Width: 228 m
Height: 75 m

Transporters:

Standard Six Person- 10
Combat 22 Person- 5
Cargo, small- 2
Cargo, large- 4

Cloaking Device Type:

KCE

Power Requirements:

60

Crew: 75 Officers

375 Enlisted

Marines: 175

Evacuation Limit 3,000

Shuttlecraft: 6

Engines and Power Data:

Total Power Units Available: 112

Movement/Point Ratio: 6/1

Warp Engine Type: KIWA-1

Number: 2

Power Units Available: 40

Cruising Speed: 6

Emergency Speed: 9.2

Impulse Engine Type: KIL-3

Number: 1

Power Units Available: 32

Auxiliary Power: 12

Reserve Power: 6

Weapons and Firing Data:

Beam Weapon Type: FH-11

Number: 6

Firing Arcs: 2 f/p/s, 2 p/a, 2 s/a

Chart: Y

Max Power: 10

+3 (1-10)

+2 (11-17)

+1 (18-24)

Beam Weapon Type: KD-15

Number: 8

Firing Arcs: 2 f, 2 f/p/s, 2 p, 2 s

Chart: X

Max Power: 8

+3 (1-7)

+2 (8-15)

+1 (16-20)

Missile Weapon Type: KP-8

Number: 10

Firing Arcs: 4 f, 4 f/p/s/a, 2 a

Chart: S

Power to Arm: 1

Damage: 10

Shields Data:

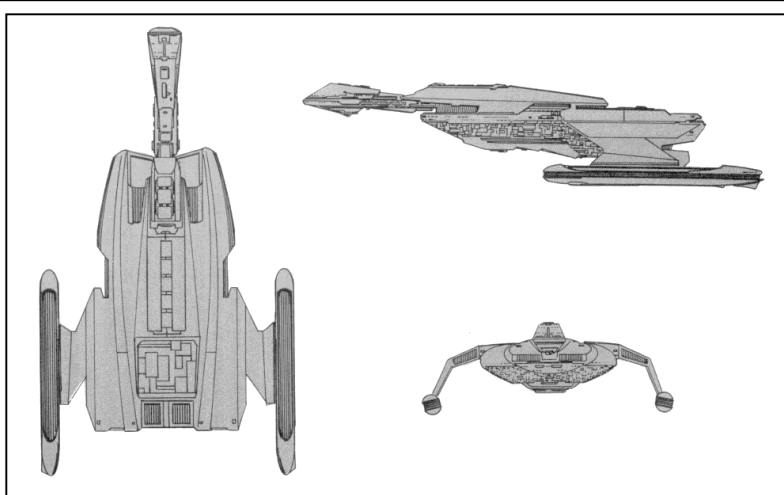
Deflector Shield Type: KST-1

Shield Point Ratio: 1/4

Max Shield Power: 20/side

Combat Efficiency

Point Value: 145



As the Klingons and Federation grew into their new role as allies in the 2340s and 50s, the exchange of technology became inevitable. For the engineers at Utopia Planitia and the Qo'noS Orbital Factory Base, the time had come to collaborate on a project that would benefit the security of both powers and plans were immediately drawn up for a new battlecruiser for both fleets. In the end, only the Klingons would proceed with full-scale production of their hybrid warship, and the results were mixed to say the least. However, for both sides, the development of the KDF-2 K'mirra, or Alliance-class, was a unique learning experience.

To start, the K'mirra is loosely based on a scaled up version of the older L-24 Komo Va-class battleship, a design that was long since out of production but whose potential and properties were well understood by both engineering teams. From there, a reliable powerplant of Klingon design was chosen along with shields, photon torpedoes and a secondary phaser system. Federation engineers provided an upgraded SIF/IDF system that greatly improved the hulls structural integrity. In addition, the Federation also provided the K'Mirra's primary weapon array, an impressive set of FH-11 phasers that covered the vessel from virtually all approach angles. Starfleet also furnished the sensor suite and computer core, lifted with minor modifications from the Ambassador-class. When construction of the class vessel was complete, it was expected from all involved that the K'mirra would be every bit as powerful as the new Galaxy-class starships that were just coming into service. After the first day's trials though, all bets were off.

Almost from the start it was evident that the Federation targeting sensors were unable to control the Klingon installed weaponry with any degree of accuracy, nor could the engineering computer establish a stable warp field past warp 4.7. Even the navigational deflector array was having problems working with the Federation software and the vessel suffered a half dozen stellar debris strikes on her first warp trial. To top it all off, the SIF/IDF array had made the hull so stiff that at impulse and higher warp speeds the entire vessel creaked and groaned like an old fashioned wooden galley on a rough sea. Once she limped back into spacedock, the K'mirra spent the next five months having her entire software suite rewritten to more effectively interface with the Klingon hardware. Although the bugs were eventually worked out, Starfleet never did have confidence in the design and cancelled the four vessels it had ordered. Conversely, the Klingons fell in love with the design and settled into a long production run.

In the years since, the K'mirra has gone on to enjoy an admirable if not distinguished career with the Klingon Empire. Although the vessel is loved for its ruggedness and ability to absorb massive amounts of firepower, it remains to be a maintenance nightmare. They also still creek like wooden galleys in a hurricane.

Of the 34 K'mirra-class battlecruisers built, 25 remain in active service. Five have been destroyed in action with one, the IKV Zuva Bon, lost to the Borg at the Battle of Wolf 359. One has been scrapped and three have defected to the IKS.



Qul'qab Class Battlecruiser

Construction Data:

Model Number:
Date Entered Service: 4/7403

Hull Data:

Superstructure Points: 80
Damage Chart: C
Size:
Length: 365 m
Width: 225 m
Height: 93 m

Transporters:

Standard Six Person- 6
Combat 22 Person- 4
Cargo, small- 4
Cargo, large- 2
Cloaking Device Type: KCF
Power Requirements: 72
Crew: 90 Officers
560 Enlisted

Passengers: 50
Evacuation Limit 3,000
Shuttlecraft: 6
Landing Capability: Yes

Engines and Power Data:

Total Power Units Available: 140
Movement/Point Ratio: 5/1
Warp Engine Type: KUWA-1
Number: 2
Power Units Available: 40
Cruising Speed: 6
Emergency Speed: 9.75
Impulse Engine Type: KIF-3
Number: 2
Power Units Available: 30
Auxiliary Power: 14
Reserve Power: 7

Weapons and Firing Data:

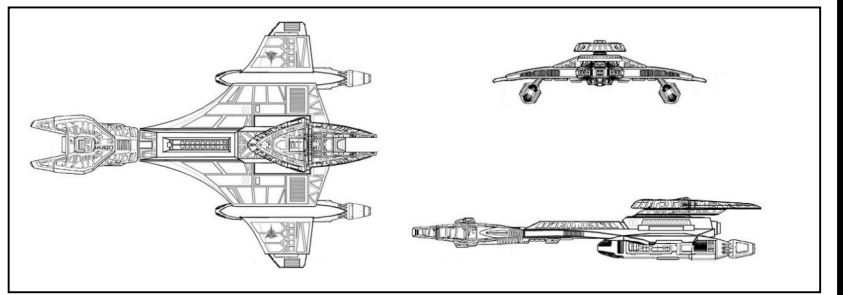
Beam Weapon Type: KD-17
Number: 8
Firing Arcs: 4 f/p/a, 4 f/s/a
Chart Y
Max Power: 12
+3 (1-15)
+2 (16-20)
+1 (18-24)
Missile Weapon Type: KP-9
Number: 8
Firing Arcs: 2 f, 4 f/p/s/a, 2 a
Chart S
Power to Arm: 1
Damage: 10

Shields Data:

Deflector Shield Type: KSS-1
Shield Point Ratio: 1/6
Max Shield Power: 22/side

Combat Efficiency:

Point Value: 174



The *Qul'qab* is easily one of the most beloved warship designs fielded by the Klingon Empire in the last twenty years and is a child born of experiences learned from the Borg and Dominion. Intended to supplement the fleet of *Vor'cha*-class attack cruisers and operate in tandem with the emerging *Negh'var*-class, the *Qul'qab* is every squadron commander's "go-to" ship when the interests of the Empire are at stake.

The *Qul'qab* sports excellent all around offensive disruptor cover in a unique weapon "sail." This feature on the aft dorsal has the ability to track targets through 360° of movement or shunt the whole disruptor array through a reinforced emitter at the bow of the vessel for a single devastating shot. Intended for use against Borg vessels, the cannon also proved effective in dealing with sluggish Dominion battleships during the Dominion War. For a mid-sized battlecruiser, the vessel sports a fairly robust shield system, a feature often overlooked on all but the largest flagship vessels. Unfortunately, her capacity to launch photon torpedoes is fairly limited, although they are the more flexible KP-9 type.

Like the *Vor'cha*-class, the *Qul'qab* was initially designed to possess a swappable weapons bay mounted at the bow of the vessel that could be replaced with an enhanced ECM pod, shuttle bay or any other of a half dozen variants. However, this was abandoned late in the construction phase in favor of a more standardized weapons array.

Unlike her counterpart *K'vort*-class cruiser, the *Qul'qab* possesses the ability to land on a planetary body of up to 1.3g. Admittedly, this is a rarely used facet of the ship's capabilities and most repairs that can be performed on the ground can be done a hundred times easier in zero-g, but several factions in the High Command argued for and got this feature. Their reasoning was that several times in recent memory vessels had been called into a planet's lower atmosphere to provide close in fire support, and the smaller *B'rells* had taken frightful losses in the process.

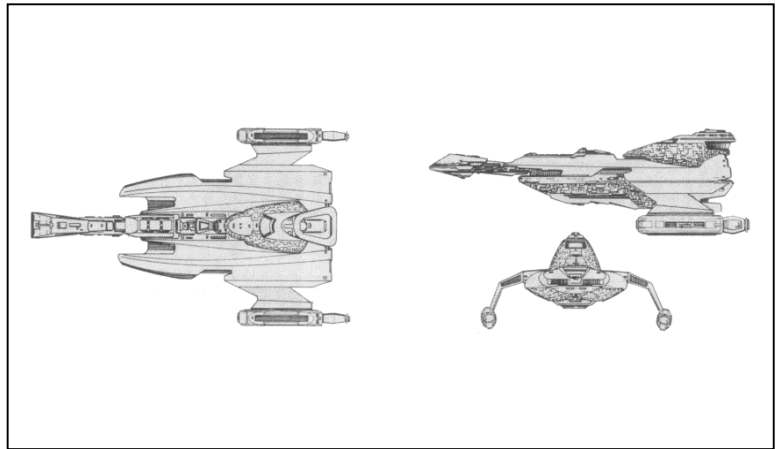
Hoping to reverse a trend of territorial stagnation of the last few decades, the Klingons incorporated a respectable capability for exploration into their new battlecruiser. Although her surveying and research facilities aren't quite up to UFP standards or as advanced as those found on the *Mok'bara*-class, the *Qul'qab* represents a leap forward in the Empire's ability to provide new lands and conquests for her people. Two vessels of the class, the *Mok'tera* and the *K'lovak* are specially fit with extra fuel bunkers and high resolution sensors to help extend their range into the previously unexplored regions of Klingon space.

Of the 21 *Qul'qab*-class battlecruisers constructed, 16 remain in active service. Two were lost to the Dominion, 1 to other hostile actions, 1 has been scrapped due to excessive damage and one is listed as missing, presumed lost. Construction continues at the Qo'noS Orbital Factory Base and Gnuu Re' fleet yards at a recently accelerated rate of five vessels per year.



L-24 "Ever-Victorious" Class Battlecruiser

| | |
|---------------------------------|-------------------------------|
| Construction Data: | |
| Model Number: | F |
| Date Entered Service: | 4/4801 |
| Hull Data: | |
| Superstructure Points: | 80 |
| Cloaking Device Type: | KCE |
| Power Requirements: | 60 |
| Crew: | 1070 |
| Marines: | 500 |
| Shuttlecraft: | 22 |
| Engines and Power Data: | |
| Total Power Units Available: | 130 |
| Movement/Point Ratio: | 6/1 |
| Warp Engine Type: | KIWA-2 |
| Number: | 2 |
| Power Units Available: | 50 |
| Cruising Speed: | 6.2 |
| Emergency Speed: | 9.2 |
| Impulse Engine Type: | KIF-3 |
| Number: | 1 |
| Power Units Available: | 30 |
| Auxiliary Power: | 14 |
| Reserve Power: | 7 |
| Weapons and Firing Data: | |
| Beam Weapon Type: | KD-15 |
| Number: | 12 |
| Firing Arcs: | 4 f/p, 4 f/s, 2 p/a, 2 s/a |
| Chart: | X |
| Max Power: | 8 |
| +3: | (1-7) |
| +2: | (8-15) |
| +1: | (16-22) |
| Missile Weapon Type: | KP-8 |
| Number: | 8 |
| Firing Arcs: | 2 f, 2 p, 2 s, 2 a |
| Chart: | S |
| Power to Arm: | 1 |
| Damage: | 10 |
| Shields Data: | |
| Deflector Shield Type: | KST-1 |
| Shield Point Ratio: | 1/4 |
| Max Shield Power: | 20/side |
| Combat Efficiency: | |
| Point Value: | 139 |

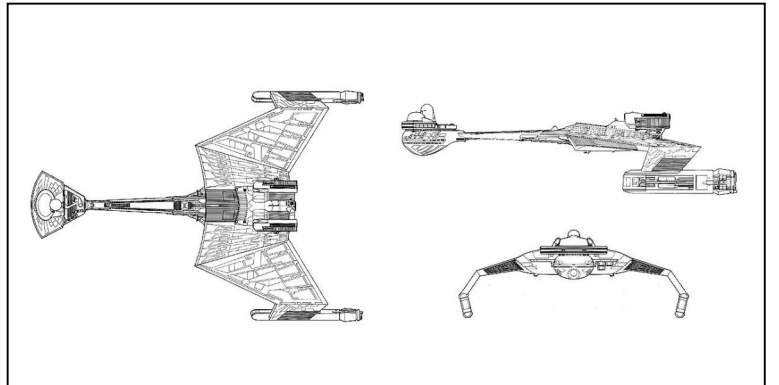


Although the L-24 "Ever Victorious" battleship is no longer the queen of the Klingon fleet, this venerable warship still serves in a supporting role nearly a century after they were first introduced into service. At this point in their deployment, they rarely leave Klingon space and are mostly used in a supporting role along trade routes and low priority border regions. Unfortunately, upgrades in their systems have gone neglected over the last four decades, and they are no longer capable of modern task force operations. Several of the class have been completely refit as massive troop carriers capable of deploying thousands of troops at a time, a feature that was used on more than one occasion during the Dominion War.

Of the 50 L-24 "Ever Victorious" -class battleships produced, 23 remain in active service. Eighteen were destroyed, four scrapped and five have defected to the IKS. The class is no longer in production.

K'tinga Class Battlecruiser

| | |
|---------------------------------|-------------------------------------|
| Construction Data: | |
| Model Number: | V |
| Date Entered Service: | 4/6806 |
| Damage Chart: | C |
| Hull Data: | |
| Superstructure Points: | 50 |
| Cloaking Device Type: | KCD |
| Power Requirements: | 48 |
| Crew: | 800 |
| Marines: | 250 |
| Shuttlecraft: | 6 |
| Engines and Power Data: | |
| Total Power Units Available: | 108 |
| Movement/Point Ratio: | 3/1 |
| Warp Engine Type: | KIWB-2 |
| Number: | 2 |
| Power Units Available: | 25 |
| Cruising Speed: | 6 |
| Emergency Speed: | 9.6 |
| Impulse Engine Type: | KIG-1 |
| Number: | 2 |
| Power Units Available: | 29 |
| Auxiliary Power: | 10 |
| Reserve Power: | 5 |
| Weapons and Firing Data: | |
| Beam Weapon Type: | KD-15 |
| Number: | 12 |
| Firing Arcs: | 2 f, 2 f/p, 2 f/s, 2 p, 2 s, 2 a |
| Chart: | X |
| Max Power: | 8 |
| +3: | (1-7) |
| +2: | (8-15) |
| +1: | (16-22) |
| Missile Weapon Type: | KP-8 |
| Number: | 6 |
| Firing Arcs: | 4 f, 2 a |
| Chart: | S |
| Power to Arm: | 1 |
| Damage: | 10 |
| Shields Data: | |
| Deflector Shield Type: | KST-1 |
| Shield Point Ratio: | 1/4 |
| Max Shield Power: | 20/side |
| Combat Efficiency: | |
| Point Value: | 115 |



The latest incarnation of the long serving *K'tinga*-class battlecruiser is the "V" type, a modification that has managed to breathe just a little more life into a design that has served the Klingons since the time of the first Federation *Constitution*-class cruisers. With a wealth of mothballed hulls to choose from, the Klingons have managed to beef up their fleet numbers and provide much needed coverage along their internal lines, something that they had been struggling to do for several decades. She was reintroduced to fleet wide deployment at a time when the *K'Vort*-class was just reaching wide spread squadron service and was a welcome site to many fleet commanders.

The modern *K'tinga* will never be mistaken for a front line combatant, but great care was taken when upgrading her tactical and secondary systems. Her communication and sensor suites are on par with anything in use by the front line vessels, and her weapons system is robust enough to put up a respectable showing in most situations. With further upgrades planned in the next decade, it is not hard to imagine the *K'tinga* in service well into the next century.

Of the 100 "V"-type *K'tingas* refit into service between 2368 and 2376, 46 remain in active service. 37 of those were destroyed in action, five were scrapped, three are listed as missing, presumed lost, and nine have defected to the IKS. No further reactivations are planned for the immediate future.

K'Vort Class Cruiser

Construction Data:

| | | |
|-----------------------|--------|--------|
| Model Number: | A | B |
| Date Entered Service: | 4/6202 | 4/7304 |

Hull Data:

| | | |
|------------------------|-------|-------|
| Superstructure Points: | 65 | 72 |
| Damage Chart: | C | C |
| Size: | | |
| Length: | 328 m | 328 m |
| Width: | 484 m | 484 m |
| Height: | 62 m | 62 m |

Transporters:

| | | |
|-----------------------|--------------|--------------|
| Standard Six Person- | 5 | 5 |
| Combat 22 Person- | 4 | 4 |
| Cargo, small- | 2 | 2 |
| Cargo, large- | 1 | 1 |
| Cloaking Device Type: | KCF | KCF |
| Power Requirements: | 72 | 72 |
| Crew: | 120 Officers | 120 Officers |
| | 400 Enlisted | 400 Enlisted |

Marines:

| | | |
|------------------|-------|-------|
| Evacuation Limit | 3,000 | 3,000 |
| Shuttlecraft: | 4 | 4 |

Engines and Power Data:

| | | |
|------------------------------|--------|--------|
| Total Power Units Available: | 140 | 180 |
| Movement/Point Ratio: | 3/1 | 3/1 |
| Warp Engine Type: | KIWA-1 | KUWC-1 |
| Number: | 2 | 2 |
| Power Units Available: | 40 | 60 |
| Cruising Speed: | 6 | 6 |
| Emergency Speed: | 9.4 | 9.5 |
| Impulse Engine Type: | KIF-3 | KIM-1 |
| Number: | 2 | 4 |
| Power Units Available: | 30 | 40 |
| Auxiliary Power: | 14 | 18 |
| Reserve Power: | 7 | 9 |

Weapons and Firing Data:

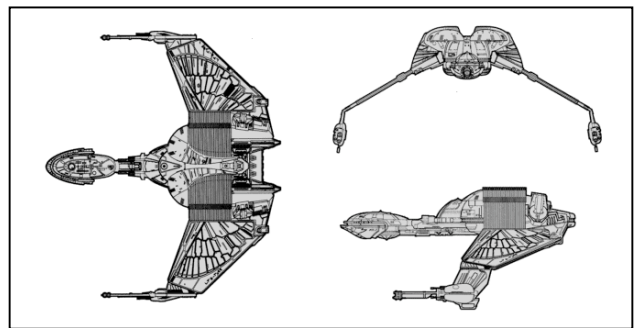
| | | |
|----------------------|-------------------|-------------------|
| Beam Weapon Type: | KD-15 | KD-15 |
| Number: | 16 | 20 |
| Firing Arcs: | 6 f/p, 6 f/s, 4 a | 8 f/p, 8 f/s, 4 a |
| Chart | X | X |
| Max Power: | 8 | 8 |
| +3 | (1-7) | (1-7) |
| +2 | (8-15) | (8-15) |
| +1 | (16-20) | (16-20) |
| Missile Weapon Type: | KPL-4 | KPL-5 |
| Number: | 1 | 1 |
| Firing Arcs: | 1 f | 1 f |
| Chart | T | U |
| Power to Arm: | 8 | 12 |
| Damage: | KL-4 | KL-5 |

Shields Data:

| | | |
|------------------------|---------|---------|
| Deflector Shield Type: | KSU-1 | KSU-1 |
| Shield Point Ratio: | 1/5 | 1/5 |
| Max Shield Power: | 25/side | 25/side |

Combat Efficiency:

| | | |
|--------------|-----|-----|
| Point Value: | 159 | 194 |
|--------------|-----|-----|



The *K'Vort*-class cruiser is an expansion of the familiar "Bird-of-Prey" hull form that the Klingons obtained from the Romulans over a century ago. Like numerous designs before her, the *K'Vort* greatly improves upon the innovations found in those earlier ships of the line. Much like the retired *L-42* class of old, the *K'Vort* is the Empire's first line of defense, the tip of a spear that is feared and respected throughout the Alpha Quadrant.

As the *L-42s* began to leave service, the Empire scrambled to replace their beloved frigate with a worthy successor. The older vessels had been wrung through one too many campaigns and were becoming a hazard to operate. Although the production base to construct new copies was still in place, the time had come for an upgrade in the frigate's tactical capabilities. New fabrication techniques had allowed for a stronger structural system and greater rate of fire from the forward wing mounted disruptors. A newly designed heavy plasma torpedo was chosen for her primary mode of assault. Shield technology had finally caught up with the Klingons, and their innovative KSU-1 shield generator provided much needed protection for their new cruiser. Although her top speed was a bit of a disappointment, the *K'Vort's* stealth abilities by way of a new generation of cloaking technology made her one of the most undetectable vessels in the quadrant. After a design period of only two years (an eternity by Klingon standards) the new vessel was rushed into full production in 2360. By 2362, the first line examples of the class were in squadron service.

In the near quarter century since their introduction into service, the *K'Vort* has seen action in conflicts with the Borg, Federation, Romulans, Shornack, IKS and took terrible losses during the Dominion War. An upgraded version of the class entered service in 2373 with an even more powerful plasma weapon and engines capable of driving the ship at slightly higher emergency speeds. However, her greatest enhancement came in the form of an upgraded disruptor system that delivers almost 25% more firepower on target than the older type.

Of the 189 type A *K'Vort*-class cruisers built, 98 remain in active service with 56 destroyed in action, 4 listed as lost, presumed destroyed, 14 scrapped and 17 captured by or defected to the IKS. Of the 60 B type *K'Vort*-class cruisers built, 45 remain in fleet service with 9 lost in action, 3 scrapped and three captured by or defected to the IKS. Production of the type B *K'Vort* continues at a rate of 5 units per year at the Qo'noS Orbital Factory Base.



Mok'bara Class Cruiser

Construction Data:

Model Number: A
Date Entered Service: 4/7001

Hull Data:

Superstructure Points: 82
Damage Chart: C
Size:
Length: 395 m
Width: 93 m
Height: 78 m

Transporters:

Standard Six Person- 7
Combat 10 Person- 5
Cargo, small- 2
Cargo, large- 4

Cloaking Device Type: KCF

Power Requirements: 72

Crew: 45 Officers
380 Enlisted

Marines: 125
Evacuation Limit 700
Shuttlecraft: 12

Engines and Power Data:

Total Power Units Available: 138
Movement/Point Ratio: 4/1
Warp Engine Type: KUWA-2
Number: 2
Power Units Available: 45
Cruising Speed: 7
Emergency Speed: 9.85

Impulse Engine Type: KIM-2

Number: 1
Power Units Available: 48

Auxiliary Power: 14

Reserve Power: 7

Weapons and Firing Data:

Beam Weapon Type: KD-15
Number: 16
Firing Arcs: 4 f/p/s, 4 f/p,
4 f/s, 4 a

Chart X
Max Power: 8
+3 (1-7)
+2 (8-15)
+1 (16-20)

Missile Weapon Type: KP-9

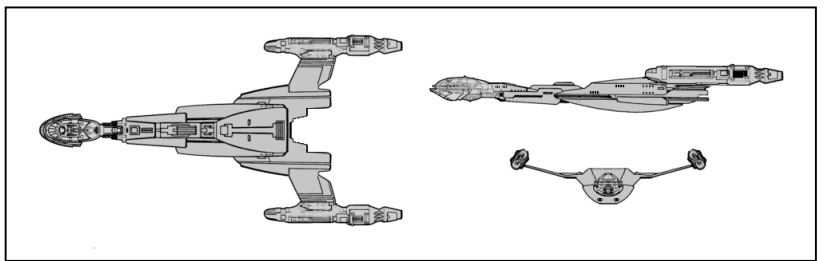
Number: 6
Firing Arcs: 4 f/p/s, 2 a
Chart S
Power to Arm: 1
Damage: 10

Shields Data:

Deflector Shield Type: KSU-1
Shield Point Ratio: 1/5
Max Shield Power: 25/side

Combat Efficiency

Point Value: 162



When the Klingon Empire began to look at ways to shore up its neglected exploration program, they found that the existing stable of available warship designs were simply not up to the task. A review found that a completely fresh approach to exploration was in order, and a new, dedicated science vessel was the only answer. However, with their warrior mentality geared toward offense, they took a page from the Federation playbook and decided to field a vessel that incorporated the facilities of a cutting edge surveyor and the firepower of a front line warship. After a design review of three different potential hull types, the *Mok'bara*-class was chosen for full production and entered service in 2370.

As a vessel of exploration, the *Mok'bara*'s capabilities are roughly on par with an *Oberth*-class or *Excelsior*-class starship of 25 years ago. Still, this is an enormous leap forward in the Empire's ability to push back the edge of their borders and exploit the resources that her people lust for. With help from Starfleet Engineering and several private contractors from within the Federation, the sensor and lab suites aboard the *Mok'bara* are far and away the most advanced in the Empire. The class also features advanced quarantine fields for specimen collection, high-speed computers with massive storage banks for stellar mechanics studies, variable geometry shield generators to safely push through particle or energy wavefronts and a cutting edge, high bandwidth communications array for getting the information back to the High Command as fast as possible.

As a tactical asset, the *Mok'bara* is a dangerous foe, though she is not quite as versatile as some of the more cutting edge warships like the *Vor'cha* or *K'Vor*-classes. However, on the edge of known space and far from friendly lines, the *Mok'bara*'s weaponry has proven itself to be more than sufficient. Upon seeing the Klingon vessel in their space for the first time, more than one race has responded with weapons blazing only to be brought low by the *Mok'bara*'s considerable firepower. Despite her capacity for offensive operations, the Klingon High Command has rarely chosen to throw their valuable exploration asset into the fray unless absolutely necessary. Even during the darkest days of the Dominion War when victory was far from certain, the *Mok'baras* were held in reserve far from the front lines in a desperate search for raw materials to help fuel the engines of war. Some have even said that without the *Mok'baras* the war might have been lost for the Klingons as they quickly burned through several strategic resource stockpiles early in the conflict.

Of the 68 *Mok'bara*-class cruisers built to date, 57 remain in active service. Four have been destroyed in action and seven are listed as lost, presumed destroyed. Construction continues at the Qo'noS Orbital Factory Base, Taamar and Gnuu Re' at a rate of four vessels per year.



K'Tan Class Cruiser

Construction Data:

Model Number: A
Date Entered Service: 4/6501

Hull Data:

Superstructure Points: 78
Damage Chart: C
Cloaking Device Type: KCF
Power Requirements: 72

Crew: 520
Shuttlecraft: 4

Engines and Power Data:

Total Power Units Available: 132
Movement/Point Ratio: 4/1
Warp Engine Type: KIWA-2
Number: 2
Power Units Available: 50
Cruising Speed: 6
Emergency Speed: 9.5
Impulse Engine Type: KIL-3
Number: 1
Power Units Available: 32
Auxiliary Power: 14
Reserve Power: 7

Weapons and Firing Data:

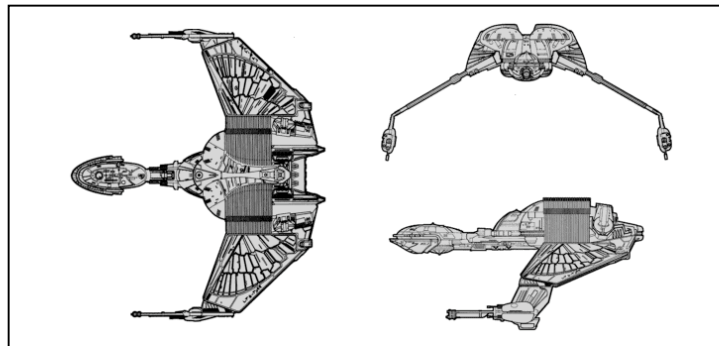
Beam Weapon Type: KD-15
Number: 15
Firing Arcs: 6 f/p, 6 f/s, 3 a
Chart: X
Max Power: 8
+3 (1-7)
+2 (8-15)
+1 (16-20)
Missile Weapon Type: KP-7
Number: 4
Firing Arcs: 4 f
Chart: R
Power to Arm: 1
Damage: 10

Shields Data:

Deflector Shield Type: KST-2
Shield Point Ratio: 1/5
Max Shield Power: 20/side

Combat Efficiency:

Point Value: 151



The *K'Tan*-class cruiser came about from the desire to regun the early *K'Vort*-class cruisers with photon torpedo technology instead of the KLP-4 plasma weapon found on that model. At the same time, a decision was made to upgrade the powerplant and structural systems, though this came at the cost of a small measure of disruptor firepower and shield strength. The tradeoff was deemed acceptable, and the new cruiser type went into limited production next to its more prolific counterpart.

In squadron service, the *K'Tan* has fared slightly better than the *K'Vort* and are popular assignments with her crews. An enhanced tactical sensor suite has made the class into a sort of heavy scout with abilities far above what the *K'Vort* is capable of. In addition to her outstanding stealth capabilities, the *K'Tan*'s passive sensors are nearly twice as sensitive as any others in fleet service and are a closely guarded secret. When the *IKV Fak'Tra* attempted to defect to the Imperial Klingon States in 2381, no less than forty warships were sent to seal off the border, an action that nearly brought the Klingons to blows with several of the Triangle races but ultimately netted them the return of their wayward cruiser. It is a testament to the lengths the Klingons will go to keep their top shelf technology secret.

Of the 60 *K'Tan*-class cruisers built, 52 remain in active service. Six were lost in action and two were scrapped. Twenty years after their introduction, the *K'Tan*-class remains in production at a rate of three units per year at the Mustaka and Iosia ship yards.

Kanar Class Destroyer

Construction Data:

Model Number: A
Date Entered Service: 4/7701

Hull Data:

Superstructure Points: 58
Damage Chart: C
Cloaking Device Type: KCD
Power Requirements: 48

Crew: 120
Shuttlecraft: 3

Engines and Power Data:

Total Power Units Available: 92
Movement/Point Ratio: 3/1
Warp Engine Type: KUWB-2
Number: 2
Power Units Available: 26
Cruising Speed: 7
Emergency Speed: 9.75
Impulse Engine Type: KIM-1
Number: 1
Power Units Available: 40
Auxiliary Power: 10
Reserve Power: 5

Weapons and Firing Data:

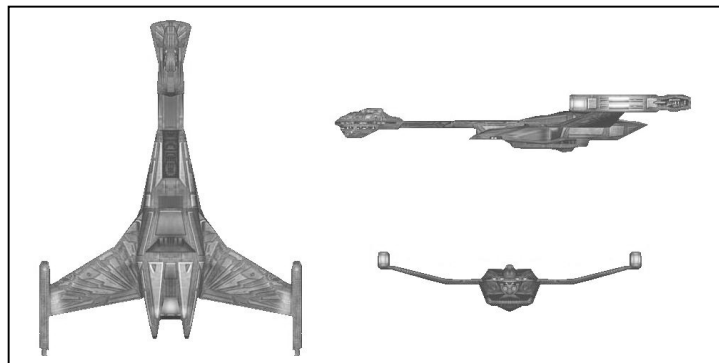
Beam Weapon Type: KD-15
Number: 16
Firing Arcs: 2 f/p, 2 f/s, 2 a
Chart: X
Max Power: 8
+3 (1-7)
+2 (8-15)
+1 (16-20)
Missile Weapon Type: KP-9
Number: 16
Firing Arcs: 4 f, 2 f/p, 2 f/s, 2 p/a, 2 s/a, 4 a
Chart: S
Power to Arm: 1
Damage: 10

Shields Data:

Deflector Shield Type: KSU-1
Shield Point Ratio: 1/5
Max Shield Power: 25/side

Combat Efficiency:

Point Value: 130



The *Kanar*-class is currently the only destroyer type vessel in the Klingon inventory and represents a fundamental shift in the Empire's approach to fleet support missions following the Dominion War. In that conflict, lightly armed *B'rell*-class scouts or antique *K'tinga*-class battlecruisers were used as a screening force for task force operations and took horrific losses as a result. Plans were drawn up during the middle of the conflict to reactivate and regun a number of retired L-9 frigates (and in fact a few made it into service in the last week of the war), but this was purely a desperate measure. Plans for the *Kanar*-class were drawn up before the end of the war, though the first examples of the class would not see service until two years after the cessation of hostilities. Stinging from the lessons of that great conflict, the High Command ordered the class into full production.

The *Kanar* is designed as a first strike support ship that is able to approach the enemy before the task force main body, engage them close in with a withering torpedo barrage and disengage as quickly as possible. Her tactical systems are not meant for long term slugging matches and the destroyer depends on her superior maneuverability and speed to keep the enemy occupied.

Of the 60 *Kanar*-class destroyers constructed, 53 remain in active service. Six have been destroyed in battle with one, the *IKV Chek'noS* defecting to the IKS. The defecting captain of that vessel also managed to sneak out the complete construction schematics for the *Kanar*-class, and the renegade Klingon state may be gearing up for production in the near future. As for the Klingon Empire itself, they continue to produce the *Kanar* at a rate of three vessels per year.

B'rell Class Scout

Construction Data:

Model Number: J
Date Entered Service: 4/6105

Hull Data:

Superstructure Points: 28
Damage Chart: C

Size:

Length: 88 m
Width: 103 m
Height: 16 m

Transporters:

Standard Six Person-
Cargo, small- 1

Cloaking Device Type:

KCC

Power Requirements: 32

Crew:

12

Evacuation Limit

50

Shuttlecraft:

None

Landing Capability:

Yes

Engines and Power Data:

Total Power Units Available: 110

Movement/Point Ratio: 2/1

Warp Engine Type: KIWC-2

Number: 2

Power Units Available: 35

Cruising Speed: 7

Emergency Speed: 9.4

Impulse Engine Type: KIE-4

Number: 2

Power Units Available: 20

Auxiliary Power: 12

Reserve Power: 6

Weapons and Firing Data:

Beam Weapon Type: KD-9

Number: 16

Firing Arcs: 8 f/p, 8 f/s

Chart: W

Max Power: 5

+3 (1-7)

+2 (8-15)

+1 (16-20)

Missile Weapon Type: KP-9

Number: 2

Firing Arcs: 2 f/p/s

Chart: S

Power to Arm: 1

Damage: 10

Shields Data:

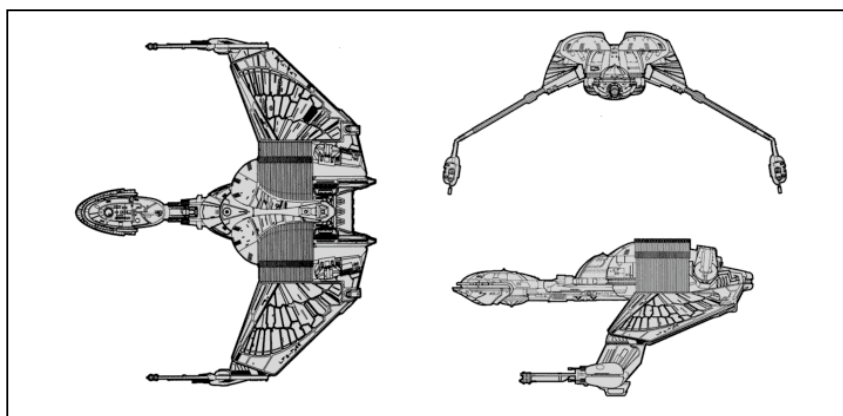
Deflector Shield Type: KSP-1

Shield Point Ratio: 1/4

Max Shield Power: 16/side

Combat Efficiency:

Point Value: 114



Prolific in numbers and versatile in function, the *B'rell*-class scout has served with the Klingon Fleet in some form or another for nearly a century. Although the early models have long since been sent to the scrap yard, the newest type-J model of the *B'rell* continues to enjoy widespread service throughout the Empire in a variety of roles.

As a scout, the *B'rell* is not quite as sophisticated as her Federation counterparts, but is more than up to the task put before her. The class' only weak spot is a limitation to the range of her sensor array due to the vessel's size and computing power. However, when under cloak, the vessel is able to get in close and report on enemy movements with a sort of precision that only a first hand account can provide. In the end, it may take three *B'rell*'s to cover the same area that a Federation *Heimdall*-class scout can with a single sensor sweep, but the Klingons have operated like this for decades and it is a system that they have honed to perfection.

In the offensive role, the *B'rell* is one of the most feared attack vessels in the Alpha Quadrant. Upgrades in the early 2360s greatly increased her rate of fire and power output making the *B'rell* a dangerous opponent. Vessels of the class can engage an enemy many times her size and inflict a surprising amount of damage before zooming off under the protection of her cloaking device. When operating as a three-ship element, the Klingons have developed a number of tactics that make the best use of the class' maneuverability and firepower.

On the modern battlefield, a single *B'rell* is a fairly weak opponent and is easy to overwhelm with concentrated firepower. Because of this, the Klingons have built a high degree of interchangeability into her systems that allow a shipyard to pull entire sections from one damaged vessel and drop them unmodified into another. While this does require a greater attention to detail in the fabrication process (something the Klingons are rarely noted for), the scheme worked greatly to their benefit during conflicts with the Dominion, Federation and Romulans during the 2370s. Repairs that could have taken days or weeks came down to hours at a decently equipped starbase or mobile repair facility. Despite their ability to repair damage quickly, many fleet commanders made the mistake of utilizing their *B'rell*'s as a destroyer screening force, a task that they are woefully ill-equipped for (this accounts for the nearly total annihilation of the H and I type *B'rell*'s during the Dominion War and their removal from service shortly after that conflict). The class simply lacks the ability to land a decisive first strike against a determined enemy assault and many ships were lost before tactics were changed to reflect the reality of the situation. This was one of the primary factors in bringing about the *Kanar*-class, the Klingon Empire's first destroyer type vessel in several decades.

Although construction of the class was suspended after the Dominion War, it is not hard to imagine that the next generation of "Bird of Prey"-type scout ships is too far away. Generations of warriors have cut their teeth aboard the class as young officers and crewmen, and it is hard to imagine a Klingon fleet bereft of the *B'rell*.

Of the 170 "J" type *B'rell*-class scouts built, 91 remain in active service. Forty-two were destroyed in action, three are listed as missing, presumed lost, twenty-six have been scrapped and ten have defected to the IKS.



T-12 Assault Ship

Construction Data:

Model Number: D
Date Entered Service: 4/5703

Hull Data:

Superstructure Points: 35
Damage Chart: A

Size:

Length: 300 m
Width: 170 m
Height: 65 m

Transporters:

Standard Six Person- 8
Combat 22 Person- 12
Cargo, small- 8
Cargo, large- 4

Crew:

Troops: 2,400
Evacuation Limit 3,000
Shuttlecraft: 14

Engines and Power Data:

Total Power Units Available: 74
Movement/Point Ratio: 4/1
Warp Engine Type: KIWB-1
Number: 2
Power Units Available: 20
Cruising Speed: 7
Emergency Speed: 8.5
Impulse Engine Type: KIF-1
Number: 2
Power Units Available: 17
Auxiliary Power: 8
Reserve Power: 4

Weapons and Firing Data:

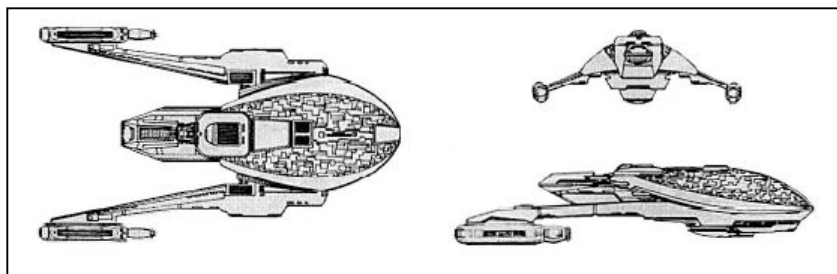
Beam Weapon Type: KD-14a
Number: 8
Firing Arcs: 2 f, 2 p,
2 s, 2 a
S
Chart
Max Power: 8
+3 (1-8)
+2 (9-14)
+1 (15-18)

Shields Data:

Deflector Shield Type: KSN-3
Shield Point Ratio: 1/3
Max Shield Power: 14

Combat Efficiency:

Point Value: 66



For well over a century the Klingon navy has relies on the T-12 as its primary troop carrier and planetary assault ship. With the capability of placing its entire contingent of troops and their support craft on target in a matter of minutes, this vessel is one of the most respected (and feared) in known space. Its contingent of 2,400 troops and mixture of over 80 light and heavy ground support vehicles makes it very difficult for enemy forces to repel this force.

A massive upgrade program in the mid-2350s brought many of the T-12s systems up to modern specifications with tactical, sensor and communication enhancements. The entire class was also reengineered to help improve sublight maneuverability and increase their maximum emergency warp speed. Structural enhancements also helped increase the class' staying power in the face of shore based defenses wile in the process of beaming.

For all of their benefits though, the T-12s are agonizingly expensive to operate and fuel intensive requiring extensive tanker support while away from port. For the most part, the class spends most of their time in mothballs awaiting the call of duty with skeleton crews performing regular maintenance in order to keep these behemoths in a state of instant readiness.

Of the 205 type D T-12s built or refit to current specifications, 133 remain in active service. 39 have been destroyed in the line of duty, 10 have been scrapped due to extensive damage, two are listed as missing, presumed lost, 8 were sold to a private shipping company and 13 have defected to the IKS. The T-12 is no longer in production.



G-3 Cargo Freighter

Construction Data:

Model Number: D
Date Entered Service: 4/3905

Hull Data:

Superstructure Points: 22
Damage Chart: B

Size:

Length: 240 m
Width: 140 m
Height: 60 m

Transporters:

Standard Six Person- 1
Cargo, small- 12
Cargo, large- 7

Crew:

30
Passengers: 12
Shuttlecraft: 6
Landing Capability: None

Engines and Power Data:

Total Power Units Available: 74
Movement/Point Ratio: 4/1
Loaded 6/1

Warp Engine Type:

KIWB-1
Number: 2
Power Units Available: 20
Cruising Speed: 6
Loaded 5.5
Emergency Speed: 8
Loaded 6.5

Impulse Engine Type:

KIF-1
Number: 2
Power Units Available: 17
Auxiliary Power: 8
Reserve Power: 4

Weapons and Firing Data:

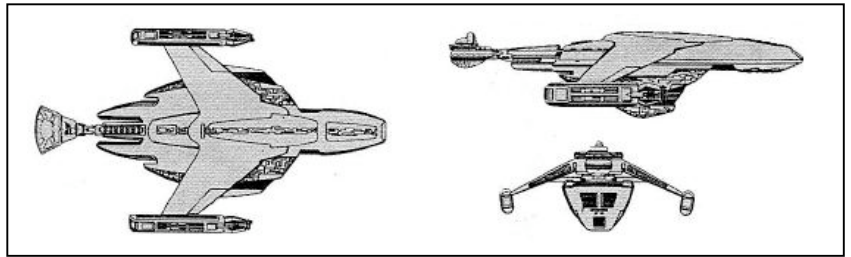
Beam Weapon Type: KD-6
Number: 4
Firing Arcs: 2 p, 2 s
Chart T
Max Power: 6
+2 (1-18)

Shields Data:

Deflector Shield Type: KSN-3
Shield Point Ratio: 1/3
Max Shield Power: 14

Combat Efficiency:

Point Value: 58



The G-3 cargo freighter is fairly typical of the type of cargo vessel utilized by the Klingon navy and merchant marine. These vessels have been in deployment for decades and are a study in the simplicity and ruggedness of Klingon vessel design.

To get the job done, the G-3 doesn't need to be technologically advanced or over engineered. Instead, her primary systems are simple, easy to maintain for her sometimes poorly trained crews and capable of taking an incredible amount of punishment. Civilian crews praise the design for utilizing a number of commercially available components making repairs at non-military starbases all the easier.

The G-3 is incredibly prolific in the Triangle region, though most of the older B and C models are retired versions of the existing Imperial navy design. The currently deployed D type was the first to employ a set of disruptor banks for defensive purposes and features a new SIF/IDF arrangement that has helped increase structural integrity by nearly 20%. A new dual impulse drive arrangement has also make them much more responsive at sublight speeds.

Although exact numbers are unknown, it is estimated that nearly 390 B and C type G-3 freighters remain in civilian service while the Klingon navy currently deploys 177 of the D model. Production of the class continues at a reduced rate of 4 new vessels per year, though this was only instituted to replace Dominion War losses and may cease in the next five years.



Z-4 (Deathgame) Defense Outpost

Construction Data:

Model Number: F
Date Entered Service: 4/6712

Hull Data:

Superstructure Points: 210
Damage Chart: Special
Size:
Length: 320 m
Width: 300 m
Height: 110m

Transporters:

Standard Six Person- 6
Combat 22 Person- 4
Cargo, small- 4
Cargo, large- 3

Crew: 480
Passengers: 270
Shuttlecraft: 26

Engines and Power Data:

Total Power Units Available: 290
Movement/Point Ratio: 10/1
Warp Engine Type: KMAPG-3
Number: 1
Power Units Available: 234
Impulse Engine Type: KIPG-4
Number: 2
Power Units Available: 34
Auxiliary Power: 30
Reserve Power: 15

Weapons and Firing Data:

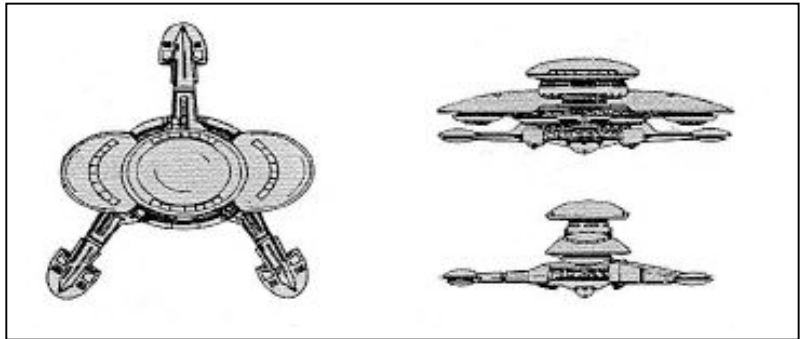
Beam Weapon Type: KD-17
Number: 10
Firing Arcs: 360°
Chart: Y
Max Power: 12
+3 (1-15)
+2 (16-20)
+1 (21-24)
Beam Weapon Type: KD-8
Number: 12
Firing Arcs: 4/arc
Chart: U
Max Power: 7
+3 (1-7)
+2 (8-15)
+1 (16-20)
Missile Weapon Type: KP-9
Number: 36
Firing Arcs: 12/arc
Chart: S
Power to Arm: 1
Damage: 10

Shields Data:

Deflector Shield Type: KSPG-2
Shield Point Ratio: 1/5
Max Shield Power: 90

Combat Efficiency:

Point Value: 310



The latest incarnation of the long serving Z-4 defense outpost entered in service in 2367 after a ten-year design review by the Klingon Navy. The older B and C type outposts had long since been pulled from service, and the type currently in use was quickly becoming obsolete. Fortunately, the design lends itself toward easy upgrades, and local commanders were directed to begin refits once the necessary parts were on hand. By the time the Dominion War began in the early 2370s, the task was complete, and the Klingons were relying on their outposts to provide much needed field support during that bloody conflict.

As in the past, these fortresses provide forward deployment of defensive assets and make excellent listening posts along sensitive border regions. In the field, they are usually found accompanied by numerous repair facilities, supply stockpiles and fleet recreation facilities. When stationed closer to existing starbases, the Z-4 will be deployed in number to provide interlocking fields of fire.

Over the years, the Klingons Engineering Corps has become increasingly proficient at moving and setting up these behemoths in place in record setting time. Once on site, the six sections of the Z-4 can be set in place, reconnected and operational in less than six days. For a fleet on the move, these ready to deploy "coaling stations" can make the difference during an extended campaign close to enemy lines.



| Klingon Plasma Weapon Chart | | |
|------------------------------------|------|------|
| <i>Range</i> | KL-4 | KL-5 |
| 1 | 46 | 62 |
| 2 | 46 | 62 |
| 3 | 46 | 62 |
| 4 | 46 | 62 |
| 5 | 46 | 62 |
| 6 | 46 | 60 |
| 7 | 46 | 60 |
| 8 | 46 | 60 |
| 9 | 42 | 55 |
| 10 | 40 | 50 |
| 11 | 36 | 45 |
| 12 | 30 | 40 |
| 13 | 24 | 35 |
| 14 | 20 | 30 |
| 15 | 10 | 25 |
| 16 | 6 | 20 |
| 17 | | 15 |
| 18 | | 10 |
| 19 | | 5 |
| 20 | | 5 |

| Klingon Vessel Scenario Point Values | |
|---|-----|
| Alliance (BC) | 145 |
| Mok'Bara (BC) | 162 |
| Negh'Var A (BC) | 242 |
| Negh'Var B (BC) | 323 |
| Qul'qab (BC) | 174 |
| Vor'cha A (BC) | 183 |
| Vor'cha B (AC) | 210 |
| K'Tan (CR) | 151 |
| K't'inga (CR) | 115 |
| K'Vort A (CR) | 159 |
| K'Vort B (CR) | 194 |
| Kanar A (DD) | 130 |
| B'rel (SC) | 114 |

| Klingon Fleet Inventory (2385) | | | |
|---------------------------------------|--------------------------|---------------|--------------------------------|
| <i>Class</i> | <i>Total Constructed</i> | <i>Active</i> | <i>Current Production/Year</i> |
| Alliance (BC) | 34 | 25 | 0 |
| Mok'Bara (BC) | 68 | 57 | 4 |
| Negh'Var A (BC) | 30 | 21 | 0 |
| Negh'Var B (BC) | 3 | 3 | 3 |
| Qul'qab (BC) | 21 | 16 | 5 |
| L-24 (BC) | 50 | 23 | 0 |
| Vor'cha A (AC) | 28 | 12 | 0 |
| Vor'cha B (AC) | 57 | 36 | 3 |
| K'Tan (CR) | 60 | 52 | 3 |
| K't'inga (CR) | 100 | 46 | 0 |
| K'Vort A (CR) | 189 | 98 | 0 |
| K'Vort B (CR) | 60 | 45 | 5 |
| Kanar A (DD) | 60 | 53 | 3 |
| B'rel (SC) | <u>170</u> | <u>91</u> | <u>0</u> |
| Total | 930 | 578 | 26 |

The Klingon Ship Recognition Manual 2385 Edition



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