

KLINGON EMPIRE



HUMANOID

QO'NOS

TEM: 05 ATS: 07 HY: 06

AIX Statistics

AG: 80 IN: 50 XE: 40

TECH LEVEL 10

Government

Military Meritocracy (Neg Religious)

Physical Traits

Aggressive
Physical Endurance

Social Traits

Honorable
Rival Houses
Warmonger

Starting Resources

No additional resources

Total Benefits & Penalties

Ground units receive a +1 Attack Bonus
Ground troops receive +1 attrition bonus and their D Factor is increased 1 step
+20% bonus to all attempts to declare hostilities/war; 15% chance refusal on any offered Armistice
All diplomatic treaty bonuses and penalties are doubled, except for those provided by Intel
-1 Penalty to all morale checks
Census receive +1 bonus to rebellion rolls
Double the effects of all Morale penalties
Maintenance decreased by 5% (round down) (ex: $64 * 95\% = 60$ EP)
Elite fleet, flight officers and crew grade levels costs reduced by 33% (round up)

NPE Modifiers

-15% penalty to all Armistice Checks

The Klingon Empire was founded some time in the ninth century CE by Kahless the Unforgettable, who performed many heroic feats including the unification of the Klingon people when he killed the tyrant Molor. Kahless came to be revered in Klingon society to the point of near-deification, and many aspects of Klingon culture came to revolve around emulation of Kahless's life.

The warrior ethos has been an important aspect of Klingon society since the time of Kahless, but the warrior aspects became much more dominant beginning in the early 22nd century. Previously, Klingon society was regarded as socially balanced, but over time the warrior caste gained greater prominence, to the point where the Klingons widely came to be regarded as a "warrior race."

Klingons have generally had poor relations with other races after they began to move out into space because of their aggressive outlook. Since many of their initial colonies were resource-poor, the Klingons have developed an intense belief in the need for expansion and conquest in order to survive. The Klingons' relationship with Humans and the Federation has been rocky at best. Following the disastrous first contact between Klingons and Humans, tense rivalries and unavoidable conflicts often developed between the two races.

The Klingon relationship with the Romulans is also extremely unstable. A short-lived alliance and technology exchange notwithstanding, the Romulan Star Empire has been typically regarded by the Klingons as a "blood enemy" since at least the 23rd century. Sporadic Romulan attacks against Klingon colonies and interference in Klingon affairs have continued to sour relationships between the two peoples.

Klingon society is extremely complex. It is based on a feudal system organized around traditional Great Houses of noble lineage, to which various parts of the population owe fealty. The Great Houses are traditionally represented in the Klingon High Council, which is led by a Chancellor. Tradition is an integral part of their lives and breaking from observances is considered a grievous insult to society that is not forgotten easily, bringing shame to the offender's name for several generations. Bloodlines and relations are also taken very seriously by any true Klingon. Lines comprise of more than mere family members.

Internally, Klingon anatomy is markedly different from that of Humans. There is a great deal more multiple redundancy in their organs, a principle they call brak'lul. This allows Klingons to survive severe injuries in battle. Some geneticists believe the extra organs, notably the third lung, evolved to give Klingons greater stamina on the battlefield.

Klingon Empire (TOS Era)

Battleships & Dreadnoughts

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
C8 Dreadnought	2262	DN	7	2/2	9	8	2	7	3	-	1	Uncommon	Y	N	Shields (4)
K'el ri'anda Battleship	2242	BB	7	3/2	8	8	2	6	3	-	2	Uncommon	Y	N	Gunship, Shields (5), Short Range

Cruisers

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Na Ra'den Heavy Assault Ship	2265	CA	5	2/3	5	2	4	4	2	-	2	Common	Y	N	Assault, Shields (3)
Riskadh Heavy Battlecruiser	2257	BC	7	3/2	8	7	3	6	2	-	1	Common	Y	N	Shields (3)
KT'kara Fast Cruiser	2249	CA	5	2/3	5	6	4	4	2	-	1	Common	Y	N	Fast Ship, Shields (3)
Klingon D6 Torpedo Cruiser	2242	CL	4	1/4	5	4	3	4	2	-	-	Common	Y	N	Ballistic, Shields (2)
D7 Battlecruiser (R1)	2230	CA	5	2/3	6	6	3	4	2	-	1	Common	Y	N	Shields (3)
D'ama Cruiser	2217	CL	3	1/4	5	3	1	4	2	-	1	Common	Y	N	Shields (2)
D5 Cruiser (R2)	2216	CL	3	1/4	5	3	1	4	2	-	-	Common	Y	Y	Shields (2)
D6 Cruiser	2204	CL	4	1/4	5	3	3	4	2	-	-	Common	Y	N	Shields (2)
K'Taal Battlecruiser (R2)	2158	BC	5	2/2	6	4	2	4	2	-	-	Rare	Y	N	Shields (2)
D5 Cruiser (R1)	2132	CL	3	1/4	5	2	1	4	2	-	-	Common	Y	Y	Shields (1)
G'tharra Cruiser	2125	CL	3	1/4	4	2	2	4	2	-	-	Common	Y	N	Shields (1)

Carriers

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Klingon D6V Carrier (R2)	2260	CL	5	2/4	5	3	2	4	2	2	-	Common	Y	N	Carrier, Shields (3)
Klingon D6V Carrier (R1)	2248	CL	4	2/4	5	3	2	4	2	2	-	Common	Y	N	Carrier, Shields (2)

Destroyers & Frigates

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Laraatan Destroyer	2269	DD	5	3/6	3	5	1	4	2	-	1	Common	Y	N	Cloak (1), Shields (2)
Desta Kar Destroyer	2268	DD	5	3/6	3	4	2	4	1	-	-	Common	Y	N	Cloak (1), Shields (2)
Mortum Hesta Strike Frigate	2268	FF	4	2/8	3	4	2	4	1	-	1	Common	Y	N	Cloak (1), Shields (1)
Sivista Heavy Frigate (R1)	2264	DD	5	2/6	5	4	2	5	2	-	1	Uncommon	Y	N	Shields (3)
Vkarzadan Destroyer	2262	DD	3	1/6	3	4	2	3	1	-	-	Common	Y	N	Ballistic, Shields (2)
Laraatan Early Destroyer	2252	DD	3	1/6	3	4	1	4	2	-	1	Common	Y	N	Shields (2)
Th'lar Escort Frigate	2250	FF	4	1/8	3	4	2	4	2	-	-	Common	Y	N	Shields (2), Short-Range
E3E Escort Gunboats	2248	GB	2	1/12	2	1	3	2	1	-	-	Common	Y	Y	Shields (1)
Dath d'Ian Light Destroyer	2247	DD	4	1/6	3	3	1	3	1	-	-	Common	Y	N	Shields (3)
Kisarza Attack Destroyer	2233	DD	3	1/6	3	2	2	2	1	-	-	Common	Y	N	Shields (1)
F5 Frigate	2221	FF	3	1/8	2	3	3	3	1	-	-	Common	Y	N	Shields (1)
G2 Police Gunboats	2218	GB	2	1/12	2	2	2	2	1	-	-	Common	Y	Y	Balistic, Shields (1)
E3 Patrol Gunboats	2215	GB	2	1/12	2	1	2	2	1	-	-	Common	Y	Y	Shields (1)
Kalath Gunboats	2214	GB	2	1/12	2	0	1	2	1	-	-	Common	Y	Y	Shields (1)
Dar'kal Ballistics Frigate	2168	FF	4	2/8	3	5	1	4	2	-	1	Uncommon	Y	N	Ballistics, Shields (2)
Ro'Tah Early Bird of Prey	2147	FF	3	1/8	2	3	3	2	1	-	-	Uncommon	Y	N	Shields (1)

Scouts & Auxiliaries

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Ta'Naden Logistics Cruiser	2269	AOE	3	1/8	3	2	1	4	1	-	3	Common	Y	N	Shields (2), Supply (1/2)
Hban Pav Mobile Construction Yard	2262	SY	13	4/2	9	2	1	7	7	-	-	Common	Y	N	Mobile Construction (8), Shields (2)
K'nall Tender	2258	AOE	5	1/4	3	1	1	4	2	-	-	Common	Y	N	Field Repair (2), Shields (2)
Z'gal Scout Cruiser	2256	ECL	5	3/2	5	5	2	4	2	-	1	Uncommon	Y	N	Scout (1), Shields (2), Towing (2)
Mas'to'gal Shielded Troop Transport	2254	AOE	3	1/4	2	0	2	3	1	-	2	Common	Y	N	Assault, Shields (2)
L'rexa Exploration Vessel	2254	EX	5	1/2	4	2	1	3	1	-	-	Common	Y	Y	Explorer (1), Shields (1)
Baka Re Priority Freighter	2247	FT	2	1/8	3	0	0	3	1	-	1	Common	Y	N	Fast Ship, Shields (1), Supply (1), Towing (2)
Tas'esta Combat Scout	2244	EDD	3	3/6	2	4	2	3	1	-	-	Common	Y	Y	Scout (1/2), Shields (1)
Plen Zha Free Trader	2238	FT	2	1/8	2	0	1	2	1	-	1	Common	Y	N	Shields (1), Towing (2), Trade (1)
F5S Scout Frigate	2221	EFF	3	2/4	3	2	3	3	1	-	-	Uncommon	Y	N	Scout (1/2), Shields (1)
Raptor Heavy Scout	2144	CL	3	1/4	5	3	2	3	1	-	-	Uncommon	Y	N	Scout (1/2), Shields (1)
D5F Deuterium Tanker	2132	AOE	3	1/4	5	1	1	4	2	-	-	Common	Y	Y	Shields (2), Supply (1)

Bases & Defenses

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Zha Mortas Outpost (R1)	2241	BASE	12	1/2	12	19	9	-	-	-	4	Common	N	N	Shields (9), Supply (1/2)

Fighters & Shuttles

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Z-2 Light Fighter Shuttles	2248	ST	1/4	1/20	1	0	2*	-	-	-	-	Common	N	Y	Shields (1)
Z-1 Assault Fighter Shuttles	2248	HF	1/2	1/8	3	2	1	-	-	-	-	Common	N	Y	Shields (1)

Ground Units

Class	ISD	Cost	Maint	Attack	Defense	D Factor	Attrition	Abilities
Census	-	-	-	2	1	1	2	
Regulars	-	1	1/3	3	2	d3	3	
Warriors	-	2	1/2	4	2	d3	3	Marine
Yan-Isleth	-	2	1/1	3	4	d4	3	

*Notes: All non-flight units are considered to having Towing (1), unless otherwise indicated
Suggested Initial Campaign Date: 2255*

Klingon Empire (Movie Era)

Battleships & Dreadnoughts

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Komo Val Battleship	2275	BB	9	3/2	12	11	4	7	3	-	2	Rare	Y	N	Shields (5)
C8 Dreadnought	2262	DN	7	2/2	9	8	2	7	3	-	1	Uncommon	Y	N	Shields (4)
K'el ri'anda Battleship	2242	BB	7	3/2	8	8	2	6	3	-	2	Uncommon	Y	N	Gunship, Shields (5), Short Range

Cruisers

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
D7 Battlecruiser (R3)	2289	CA	6	3/3	6	6	3	6	2	-	1	Common	Y	N	Cloak (1), Command, Shields (3)
D7 Battlecruiser (R2)	2281	CA	6	3/3	6	6	3	4	2	-	1	Common	Y	N	Cloak (1), Shields (3)
Kronos One Command Cruiser	2278	CA	8	1/1	6	9	3	6	2	-	1	Unique	Y	N	Cloak (1), Command, Shields (5)
K'Tinga Battlecruiser	2271	CA	6	3/3	6	7	3	4	2	-	1	Common	Y	N	Cloak (1), Shields (3)
K'T'amar Torpedo Cruiser	2271	CA	7	2/3	6	7	2	5	2	-	1	Uncommon	Y	N	Ballistic, Cloak (1), Shields (3)
Na Ra'den Heavy Assault Ship	2265	CA	5	2/3	5	2	4	4	2	-	2	Common	Y	N	Assault, Shields (3)
Riskadh Heavy Battlecruiser	2257	BC	7	3/2	8	7	3	6	2	-	1	Common	Y	N	Shields (3)
K'T'kara Fast Cruiser	2249	CA	5	2/3	5	6	4	4	2	-	1	Common	Y	N	Fast Ship, Shields (3)
D6 Torpedo Cruiser	2242	CL	4	1/4	5	4	3	4	2	-	-	Common	Y	N	Ballistic, Shields (2)
D7 Battlecruiser (R1)	2230	CA	5	2/3	6	6	3	4	2	-	1	Common	Y	N	Shields (3)
D'ama Cruiser	2217	CL	3	1/4	5	3	1	4	2	-	1	Common	Y	N	Shields (2)
D5 Cruiser (R2)	2216	CL	3	1/4	5	3	1	4	2	-	-	Common	Y	Y	Shields (2)
D6 Cruiser	2204	CL	4	1/4	5	3	3	4	2	-	-	Common	Y	N	Shields (2)

Carriers

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Klingon D6V Carrier (R2)	2260	CL	5	2/4	5	3	2	4	2	2	-	Common	Y	N	Carrier, Shields (3)

Destroyers & Frigates

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Sivista Heavy Frigate (R2)	2287	DD	6	2/6	5	5	2	5	2	-	1	Uncommon	Y	N	Shields (3)
K'Vort Bird of Prey	2286	DD	5	2/6	4	5	1	4	2	-	-	Common	Y	Y	Cloak (1), Shields (5)
Gor'Targ Assault Frigate (R2)	2283	FF	5	2/8	3	3	3	3	1	-	-	Common	Y	N	Cloak (1), Direct Assault (1), Shields (2)
B'ras Bird of Prey	2274	FF	4	2/8	2	4	3	3	1	-	-	Uncommon	Y	Y	Cloak (1), Shields (1)
Gor'Targ Assault Frigate (R1)	2272	FF	4	2/8	3	3	2	3	1	-	-	Common	Y	N	Cloak (1), Direct Assault (1), Shields (2)
Vor'Sal Frigate	2271	FF	4	2/8	3	4	3	3	1	-	-	Common	Y	N	Cloak (1), Shields (2)
B'rel Bird of Prey	2270	FF	4	2/8	2	3	4	3	1	-	-	Common	Y	Y	Cloak (1), Shields (1)
Laraatan Destroyer	2269	DD	5	3/6	3	5	1	4	2	-	1	Common	Y	N	Cloak (1), Shields (2)
Desta Kar Destroyer	2268	DD	5	3/6	3	4	2	4	1	-	-	Common	Y	N	Cloak (1), Shields (2)
Mortum Hesta Strike Frigate	2268	FF	4	2/8	3	4	2	4	1	-	1	Common	Y	N	Cloak (1), Shields (1)
Sivista Heavy Frigate (R1)	2264	DD	5	2/6	5	4	2	5	2	-	1	Uncommon	Y	N	Shields (3)
Vkarzadan Destroyer	2262	DD	3	1/6	3	4	2	3	1	-	-	Common	Y	N	Ballistic, Shields (2)
Th'lar Escort Frigate	2250	FF	4	1/8	3	4	2	4	2	-	-	Common	Y	N	Shields (2), Short-Range
E3E Escort Gunboats	2248	GB	2	1/12	2	1	3	2	1	-	-	Common	Y	Y	Shields (1)
Dath D'lan Light Destroyer	2247	DD	4	1/6	3	3	1	3	1	-	-	Common	Y	N	Shields (3)
Kisarza Attack Destroyer	2233	DD	3	1/6	3	2	2	2	1	-	-	Common	Y	N	Shields (1)
F5 Frigate	2221	FF	3	1/8	2	3	3	3	1	-	-	Common	Y	N	Shields (1)
G2 Police Gunboats	2218	GB	2	1/12	2	2	2	2	1	-	-	Common	Y	Y	Ballistic, Shields (1)
Dar'kal Ballistics Frigate	2168	FF	4	2/8	3	5	1	4	2	-	1	Uncommon	Y	N	Ballistics, Shields (2)

Scouts & Auxiliaries

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Ta'Naden Logistics Cruiser	2269	AOE	3	1/8	3	2	1	4	1	-	3	Common	Y	N	Shields (2), Supply (1/2)
Hban Pav Mobile Construction Yard	2262	SY	13	4/2	9	2	1	7	7	-	-	Common	Y	N	Mobile Construction (8), Shields (2)
K'nall Tender	2258	AOE	5	1/4	3	1	1	4	2	-	-	Common	Y	N	Field Repair (2), Shields (2)
Z'gal Scout Cruiser	2256	ECL	5	3/2	5	5	2	4	2	-	1	Uncommon	Y	N	Scout (1), Shields (2), Towing (2)
Mas'to'gal Shielded Troop Transport	2254	AOE	3	1/4	2	0	2	3	1	-	2	Common	Y	N	Assault, Shields (2)
L'rexa Exploration Vessel	2254	EX	5	1/2	4	2	1	3	1	-	-	Common	Y	Y	Explorer (1), Shields (1)
Baka Re Priority Freighter	2247	FT	2	1/8	3	0	0	3	1	-	1	Common	Y	N	Fast Ship, Shields (1), Supply (1), Towing (2)
Tas'esta Combat Scout	2244	EDD	3	3/6	2	4	2	3	1	-	-	Common	Y	Y	Scout (1/2), Shields (1)
Plen Zha Free Trader	2238	FT	2	1/8	2	0	1	2	1	-	1	Common	Y	N	Shields (1), Towing (2), Trade (1)
D5F Deuterium Tanker	2132	AOE	3	1/4	5	1	1	4	2	-	-	Common	Y	Y	Shields (2), Supply (1)

Bases & Defenses

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Zha Mortas Outpost (R2)	2267	BASE	12	1/2	12	22	9	-	-	-	4	Common	N	N	Shields (9), Supply (1)
Zha Mortas Outpost (R1)	2241	BASE	12	1/2	12	19	9	-	-	-	4	Common	N	N	Shields (9), Supply (1/2)

Fighters & Shuttles

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Toron Light Fighter Shuttles	2282	ST	1/4	1/20	2	1*	3*	-	-	-	-	Common	N	Y	Shields (1)
Z-2 Light Fighter Shuttles	2248	ST	1/4	1/20	1	0	2*	-	-	-	-	Common	N	Y	Shields (1)
Z-1 Assault Fighter Shuttles	2248	HF	1/2	1/8	3	2	1	-	-	-	-	Common	N	Y	Shields (1)

*Notes: All non-flight units are considered to having Towing (1), unless otherwise indicated
Suggested Initial Campaign Date: 2270 or 2280*

Klingon Empire (Movie Era)

Ground Units

Class	ISD	Cost	Maint	Attack	Defense	D Factor	Attrition	Abilities
Census	-	-	-	2	1	1	2	
Regulars	-	1	1/3	3	2	d3	3	
Warriors	-	2	1/2	4	2	d3	3	Marine
Yan-Isleth	-	2	1/1	3	4	d4	3	
Regulars II	2279	1	1/3	3	2	d4	3	
Warriors II	2277	2	1/2	4	2	d4	3	Marine

*Notes: All non-flight units are considered to having Towing (1), unless otherwise indicated
Suggested Initial Campaign Date: 2270 or 2280*

Klingon Empire (TNG Era)

Battleships & Dreadnoughts

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Voodieh Heavy Cruiser	2384	DN	15	3/2	14	17	3	9	4	-	2	Common	Y	N	Cloak (1), Command, Gunship, Shields (8)
Negh'Var Dreadnought	2371	DN	14	3/2	12	15	4	9	3	-	2	Rare	Y	N	Cloak (1), Command, Gunship, Shields (7)
K'mirra Battleship	2330	BB	8	2/2	12	15	5	7	3	-	2	Rare	Y	N	Command, Shields (5)
K'Shen Dreadnought	2298	DN	9	2/2	9	10	4	7	3	-	1	Uncommon	Y	N	Shields (5)

Cruisers

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
K'vort Cha Light Cruiser (R2)	2378	CL	9	2/4	9	6	2	7	3	-	-	Uncommon	Y	Y	Cloak (1), Shields (5)
KT'Leth Heavy Bird of Prey	2377	CL	10	2/4	9	8	2	7	3	-	-	Uncommon	Y	Y	Cloak (1), Shields (6), Tender (2)
Fek'Lhr Strike Cruiser	2376	CA	11	3/3	9	14	3	7	3	-	1	Common	Y	N	Cloak (1), Shields (6)
K'mpec Heavy Cruiser	2376	CA	12	3/3	11	17	8	8	3	-	1	Uncommon	Y	N	Cloak (1), Shields (6)
SuQ'Jagh Armored Assault Cruiser	2374	CA	9	2/3	11	8	2	7	3	-	2	Common	Y	N	Assault, Shields (6)
K'vort Cha Light Cruiser (R1)	2372	CL	9	2/4	8	6	2	7	3	-	-	Uncommon	Y	Y	Cloak (1), Shields (5)
Vod'leq Heavy Cruiser	2369	CA	11	3/3	11	14	3	8	3	-	1	Uncommon	Y	N	Ballistic, Cloak (1), Shields (6)
Torath Torpedo Cruiser	2364	CA	11	3/3	9	15	7	7	3	-	1	Rare	Y	N	Ballistic, Cloak (1), Shields (6)
KT'argha Escort Battlecruiser	2360	CA	7	2/3	6	6	4	5	2	-	1	Common	Y	N	Cloak (1), Shields (4)
Vor'Cha Attack Cruiser	2347	CA	11	2/2	9	13	6	7	3	-	1	Common	Y	N	Cloak (1), Command, Shields (6)
Komo Var Torpedo Battlecruiser	2324	BC	10	3/3	12	8	3	7	3	-	2	Rare	Y	N	Ballistic, Shields (5)
D7 Battlecruiser (R3)	2289	CA	6	3/3	6	6	3	6	2	-	1	Common	Y	N	Cloak (1), Command, Shields (3)
Kronos One Command Cruiser	2278	CA	8	1/1	6	9	3	6	2	-	1	Unique	Y	N	Cloak (1), Command, Shields (5)
KT'inga Battlecruiser	2271	CA	6	3/3	6	7	3	4	2	-	1	Common	Y	N	Cloak (1), Shields (3)
KT'amar Torpedo Cruiser	2271	CA	7	2/3	6	7	2	5	2	-	1	Uncommon	Y	N	Ballistic, Cloak (1), Shields (3)
Na Ra'den Heavy Assault Ship	2265	CA	5	2/3	5	2	4	4	2	-	2	Common	Y	N	Assault, Shields (3)
Riskadh Heavy Battlecruiser	2257	BC	7	3/2	8	7	3	6	2	-	1	Common	Y	N	Shields (3)
KT'kara Fast Cruiser	2249	CA	5	2/3	5	6	4	4	2	-	1	Common	Y	N	Fast Ship, Shields (3)
Klingon D6 Torpedo Cruiser	2242	CL	4	1/4	5	4	3	4	2	-	-	Common	Y	N	Ballistic, Shields (2)
D6 Cruiser	2204	CL	4	1/4	5	3	3	4	2	-	-	Common	Y	N	Shields (2)

Carriers

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Klingon D6V Carrier (R2)	2260	CL	5	2/4	5	3	2	4	2	2	-	Common	Y	N	Carrier, Shields (3)

Destroyers & Frigates

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Makita Combat Frigate	2366	DD	4	2/6	4	4	2	4	1	-	-	Uncommon	Y	Y	Cloak (1), Direct Assault (1), Shields (3)
D-12 Birds of Prey	2352	FF	4	1/8	2	4	2	3	1	-	-	Common	Y	Y	Cloak (1), Shields (1)
K'Vasen Advanced Bird of Prey	2345	DD	9	2/6	4	7	2	4	2	-	-	Rare	Y	Y	Cloak (1), Shields (5)
T'Larr Heavy Bird of Prey	2327	DD	9	2/6	5	7	2	6	3	-	-	Uncommon	Y	Y	Cloak (1), Shields (5)
Chut'Duj Patrol Craft	2310	CT	2	1/8	2	3	3	3	1	-	-	Common	N	Y	Cloak (1), Shields (1)
Tro'Qa Fast Destroyer	2307	DD	4	2/6	3	4	2	3	1	-	-	Common	Y	Y	Cloak (1), Fast, Shields (2)
B'dra Birds of Prey	2304	FF	4	1/8	2	3	2	3	1	-	-	Uncommon	Y	Y	Cloak (1), Long-Range, Shields (1)
Sivista Heavy Frigate (R2)	2287	DD	6	2/6	5	5	2	5	2	-	1	Uncommon	Y	N	Shields (3)
K'Vort Bird of Prey	2286	DD	5	2/6	4	5	1	4	2	-	-	Common	Y	Y	Cloak (1), Shields (5)
Gor'Targ Assault Frigate (R2)	2283	FF	5	2/8	3	3	3	3	1	-	-	Common	Y	N	Cloak (1), Direct Assault (1), Shields (2)
B'ras Bird of Prey	2274	FF	4	2/8	2	4	3	3	1	-	-	Uncommon	Y	Y	Cloak (1), Shields (1)
Vor'Sal Frigate	2271	FF	4	2/8	3	4	3	3	1	-	-	Common	Y	N	Cloak (1), Shields (2)
B'rel Bird of Prey	2270	FF	4	2/8	2	3	4	3	1	-	-	Common	Y	Y	Cloak (1), Shields (1)
Laraatan Destroyer	2269	DD	5	3/6	3	5	1	4	2	-	1	Common	Y	N	Cloak (1), Shields (2)
Desta Kar Destroyer	2268	DD	5	3/6	3	4	2	4	1	-	-	Common	Y	N	Cloak (1), Shields (2)
Mortum Hesta Strike Frigate	2268	FF	4	2/8	3	4	2	4	1	-	1	Common	Y	N	Cloak (1), Shields (1)
Vkarzadan Destroyer	2262	DD	3	1/6	3	4	2	3	1	-	-	Common	Y	N	Ballistic, Shields (2)
E3E Escort Gunboats	2248	GB	2	1/12	2	1	3	2	1	-	-	Common	Y	Y	Shields (1)
G2 Police Gunboats	2218	GB	2	1/12	2	2	2	2	1	-	-	Common	Y	Y	Ballistic, Shields (1)

Scouts & Auxiliaries

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Toh'Kaht Long Range Explorer	2356	ECA	11	3/2	9	11	6	7	3	-	1	Rare	Y	N	Cloak (1), Scout (2), Shields (6)
Troop Transport	2330	AOE	5	1/6	4	0.2	2	4	2	-	1	Common	Y	N	Assault, Shields (3), Supply (2)
Noggra Transport Cruiser	2318	AOE	8	2/6	6	3	2	7	3	-	1	Common	Y	N	Cloak (1), Shields (4), Supply (1)
K'Fama Survey Bird of Prey	2294	EDD	8	3/6	4	5	2	4	2	-	-	Uncommon	Y	Y	Cloak (1), Scout (1), Shields (5)
Ta'Naden Logistics Cruiser	2269	AOE	3	1/8	3	2	1	4	1	-	3	Common	Y	N	Shields (2), Supply (1/2)
Hban Pav Mobile Construction Yard	2262	SY	13	4/2	9	2	1	7	7	-	-	Common	Y	N	Mobile Construction (8), Shields (2)
K'nall Tender	2258	AOE	5	1/4	3	1	1	4	2	-	-	Common	Y	N	Field Repair (2), Shields (2)
Z'gal Scout Cruiser	2256	ECL	5	3/2	5	5	2	4	2	-	1	Uncommon	Y	N	Scout (1), Shields (2), Towing (2)
Mas'to'gal Shielded Troop Transport	2254	AOE	3	1/4	2	0	2	3	1	-	2	Common	Y	N	Assault, Shields (2)
L'rexa Exploration Vessel	2254	EX	5	1/2	4	2	1	3	1	-	-	Common	Y	Y	Explorer (1), Shields (1)
Baka Re Priority Freighter	2247	FT	2	1/8	3	0	0	3	1	-	1	Common	Y	N	Fast Ship, Shields (1), Supply (1), Towing (2)
Plen Zha Free Trader	2238	FT	2	1/8	2	0	1	2	1	-	1	Common	Y	N	Shields (1), Towing (2), Trade (1)
D5F Deuterium Tanker	2132	AOE	3	1/4	5	1	1	4	2	-	-	Common	Y	Y	Shields (2), Supply (1)

*Notes: All non-flight units are considered to having Towing (1), unless otherwise indicated
Suggested Initial Campaign Date: 2365*

Klingon Empire (TNG Era)

Bases & Defenses

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Ty'Gokor Armored Station	2330	BASE	30	3/1	24	31	8	-	-	-	20	Common	N	N	Shields (14), Supply (2)
K'Thar Orbital Satellites	2325	OSAT	2	1/12	2	4	1	-	-	-	-	Common	N	N	Shields (1)
Zha Mortas Outpost (R2)	2267	BASE	12	1/2	12	22	9	-	-	-	4	Common	N	N	Shields (9), Supply (1)

Fighters & Shuttles

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Ro'Tahr Light Birds of Prey	2366	SHF	1	1/6	8	4	2	-	-	-	-	Common	Y	Y	Ballistic, Cloak (1), Shields (1)
Kho'Tak Fighter Shuttles	2301	ST	1/4	1/20	3	1	2*	-	-	-	-	Common	Y	Y	Shields (1)
Toron Light Fighter Shuttles	2282	ST	1/4	1/20	2	1*	3*	-	-	-	-	Common	N	Y	Shields (1)
Z-2 Light Fighter Shuttles	2248	ST	1/4	1/20	1	0	2*	-	-	-	-	Common	N	Y	Shields (1)
Z-1 Assault Fighter Shuttles	2248	HF	1/2	1/8	3	2	1	-	-	-	-	Common	N	Y	Shields (1)

Ground Units

Class	ISD	Cost	Maint	Attack	Defense	D Factor	Attrition	Abilities
Census	-	-	-	2	1	1	2	
Regulars II	-	1	1/3	3	2	d4	3	
Warriors II	-	2	1/2	4	2	d4	3	Marine
Yan-Isleth	-	2	1/1	3	4	d4	3	

*Notes: All non-flight units are considered to having Towing (1), unless otherwise indicated
Suggested Initial Campaign Date: 2365*