

Klingon Empire Unit List

Trek Decade	VBAM	Class Name	Class	Cost	Maint	DV	AS	AF	CR	CC	CV	Special
2270s	2990	House Warriors	GRND	2	1/8	2	1	1	D3			
2270s	2991	F5 QuoH	GB	2	2/12	1	1	1	1	.5	0	Shields (1), Atmospheric, Police, Slow
2270s	2992	N5 Tarq	DD	5	4/6	3	1	1	3	2	0	Shields (1), Supply (2), Trade
2270s	2993	D7m K'tinga	CL	6	2/4	4	4	3	4	2	0	Shields (1)
2280s	2994	L10 Kempat	BB	12	4/2	8	5	3	6	5	4	Shields (2), Disruptor (1), Carrier
2280s	2995	S6 Mek'Leth	LFTR	1/4	1/16	2	1	1	-	-	-	
2290s	2996	R21 Pa'moH	BASE	12	5/2	10	2	1	-	-	6	Shields (2), Supply (4), Missile (+3 AS), Carrier
2290s	2997	Imperial Warriors	GRND	4	2/6	4	1	2	D3			Shock
2290s	2998	S20 Bat'Leth	SHFTR	2	1/4	2	0	2	-	-	-	Assault (2)
2300s	2999	K6 Vo'Quv	FF	6	2/6	2	1	1	2	1	0	Shields (1), Scout, Atmospheric
2300s	3000	K23 B'rel	FF	5	2/6	2	2	1	2	1	0	Shields (1), Stealth (1), Atmospheric

F5 Class



The F5 is a bit of a relic, but the houses of the Empire have found it easy to mass produce these ships for their own use, and so they are thick as flies in Klingon space—and often fulfill House levies to the Empire's own armed forces.

N5 Class



The N5 is a great feat of ingenuity—a truly ancient starship refitted not for combat, but for support and supply. These low-status punishment postings are for warriors out of favor with their House, but these ships are essential for long range attacks.

D7m Class



Though the first D7s were launched in the 2150s, the modernized K'Tinga variant is still in active production as the main Imperial ship, and the pride of many of the Great House fleets that can afford it. These straightforward brawlers do one job well: honorable combat!

L10 Class



The L10 is available only to the High Command of the Empire, and these massive ships (old though they are now) are too expensive for the Houses to maintain or repair and supply. Carrying assault Bat'Leth fighters, these vessels can—and do—carry out invasions of enemy worlds with little additional fleet support. There are only five of these left in the service of the Empire by 2300, however, and they are ripe for replacement by a new symbol of Imperial might.

S6 Class



The S6 is a one-warrior low-warp ship designed with both light torpedo and disruptor pulse weapons for maximum flexibility, and deployed from planets and stations to defend the Empire.

R21 Class



The R21 design is cheap enough for Great Houses, but rugged enough to defend the borders as the High Command needs it to—and so these distinctive defense stations maintained the Cold War with federation until only a few years ago.

S20 Class



The S20 Bat'Leth—sometimes called "D4"—is a low warp heavy fighter designed to act from a mother ship or base and either engage lighter enemy fighters or deliver teams of Klingon warriors into ground combat. Bat'Leth assignments are prestigious and promise much combat—and so are highly sought after.

K6 Class



The K6 is a variation on a much older design, and favored by Houses which emphasize science and engineering. These fast ships have better sensors and equipment than most Klingon vessels, making them good pack leaders and scouts.

K23 Class



Reverse engineered Romulan technology and Klingon ferocity gave rise to this powerful, vicious ambush frigate used by both the Empire and many of its houses, despite initial problems and a delayed launch.

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2300s	3001	F7 Nejoq	DD	6	2/6	4	3	1	3	2	0	Shields (1), Minesweeper (2)
2310s	3002	K15 Mekjot	FF	4	1/6	2	2	2	2	1	0	Shields (1)
2310s	3003	D8 K'nev	CR	8	2/3	6	5	2	4	3	2	Shields (2), Disruptor (1)
2310s	3004	R8 Vo'kal	BASE	6	3/4	6	5	2	-	-	4	Shields (1), Carrier
2320s	3005	K7 Ivik	FF	6	2/6	2	1	2	2	1	0	Shields (1), Scout (1), Atmospheric
2320s	3006	L11 Nahev	BB	14	3/2	10	6(8)	3	9(10)	5	0	Shields (2), Disruptor (2), Tender (2), Missile (+2AS, +1CR)
2320s	3007	D31 JeHol	CH	10	3/2	8	3(5)	2	5(6)	4	8	Shields (2), Carrier, Missile (+2 AS, +1 CR)
2330s	3008	S8 Lo'vet	LFTR	1/4	1/16	2	1	2	-	-	-	
2330s	3009	S12 Mikval	LFTR	1/4	1/16	2	2	1	-	-	-	
2330s	3010	D33 QuoVat	CR	8	3/3	6	6	3	4	3	0	Shields (2), Disruptor (2), Stealth (1)

F7 Class



As conflicts with the Romulans escalated in the 2310s, the Empire needed to reduce the advantage minefields gave their foe, and the F7—based on elements of the successful D7— was born to create a ship with both minesweeing utility and battlefield survivability and punch. These ships remained in service almost 100 years later.

K15 Class



The K15 was proposed as a replacement to the K23, which some considered too weak or a coward's choice due to its cloak technology. Though it never replaced the Bird-Of-Prey, this more conventional escort warship did find use throughout the Empire in the 2310s and 20s by houses unable to deal with the K23's complex maintenance.

D8 Class



Bigger and meaner than the D7, the D8 was intended to keep pace with Federation technology in the Excelsior and Constellation, despite the peace treaties. However, it did not incorporate new cloaking technologies—a reflection of the High Command's conservative mindset, and a reason for its relatively limited service.

K7 Class



The first new scout ship in decades, the K7 is designed to hang back at the battle's edge or support battleships against fighter attack while providing detail scans of enemy plans and weaknesses—ensuring a less costly honorable victory for those in the main line.

R8 Class



L11 Class



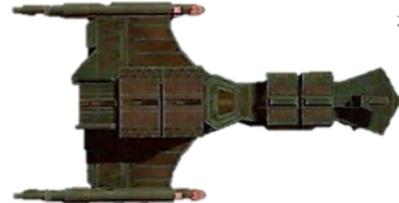
The last ship designed by the conservative High Command before the Council took full power in the 2320s and war with the Romulan became unstoppable, the L11 took the principles of the D7 and D8 to their logical conclusion—carrying K15 or K23 frigates on hardpoints and dedicated to honorable, frontline assault, these juggernauts had no frills or tactical tricks—just huge firepower.

S8 Class



The D31, S8, and S12 were a design revolution initiated by the Council after they took power, to create a fleet whose fighter power could match and overwhelm the Romulan raiding and invasion fleets which regularly won border skirmishes against the straightforward cruiser fleets of the High Command. Though the D31 did not have the power for a cloaking device, reduced skepticism of these devices would soon become a hallmark of the Council's new approach to ship design. The D31's powerful fighter compliment and emphasis on warrior-centric, honorable fighter combat were the start of a revolution, however.

D31 Class



S12 Class



D33 Class



A departure from the mainline cruisers of the D7 and D8 variety, the D33 used the ambush-cruiser design of the K23, with power for a cloaking device and heavy assault disruptors to take down enemy shields during the initial strike. These ships cooperated with fighter strikes from D31s to, eventually, turn the tide of the long border war against the Romulans by the early 2350s.

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2340s	3011	Council Warriors	GRND	4	2/6	4	2	2	D3	-	-	Shock
2340s	3012	D7d K'Tinga D	CL	7	2/4	4	5	3	4	2	0	Shields (2), Disruptor (2)
2340s	3013	L33 Botleh	BB	12	4/2	10	7(10)	4	8	4	5	Shields (3), Missile (+3 AS), Carrier
2340s	3014	K25 B'Rel Mk2	FF	5	2/6	2	3	2	2	1	0	Shields (1), Stealth (1), Atmospheric
2340s	3015	K8 Vo'heH	FF	6	2/6	2	1	2	2	1	0	Shields (1), Stealth (1), Scout (1), Atmospheric
2350s	3016	N21 Baikal	DD	5	3/6	4	2	1	4	2	4	Shields (1), Stealth (1), Carrier
2350s	3017	F11 NehvoH	CT	4	3/8	2	2	1	2	1	0	Shields (1), Atmospheric, Trade, Police
2350s	3018	D35 Vor'cha	CH	10	3/2	8	6	4	6	4	0	Shields (3), Stealth (2), Disruptor (2)
2360s	3019	S27 Bat'leh Mk2	HFTR	2/2	1/8	2	0	2	-	-	-	Assault (2)
2360s	3020	N29 Pelmeq	FF	6	2/6	3	1	1	3	1	0	Shields (2), Supply (1), Atmospheric

D7d Class



When the Council found itself strapped for funds, the D7d project to refit the ubiquitous, 80 year old focused light attack cruiser with modern technology was born. Though too old to maintain modern weapons and a cloak, the D7d would remain in service through the 2370s with this refit.

S27 Class



The S27 is a slimmed-down, modernized version of the Bat'leh superheavy fighter that retains its predecessor's impressive troop landing capabilities while being easier to mass produce, just as tough as the original ships, and with the same secondary role in fighter and fleet combat.

K25 Class



The K25 B'rel-2 rebuilds the ubiquitous ambush ship which revolutionized Klingon tactics. More maneuverable, with better torpedo technology, this ship became the absolute mainstay of the Houses until 2390.

D35 Class



The D35 was a revolution in Klingon ship design. Melding the stealth technology of the B'Rel series with the aggressive weapons and tactics of early attack cruisers, the Vorch'a quickly became the recognizable symbolic ship of the Klingon reformations and civil wars of the 2350s, leading House and Imperial fleets alike and courageously breaking enemy formations with its heavy cannons and torpedoes.

K8 Class



Accompanying squadrons of K25s or scouting for bigger task forces, the K8 is a continuation of the Vo'Quv lineage—but with such improved power management that it can incorporate a cloaking device.

F11 Class



Intended to replace or supplement the older F5 gunboats, F11s operate in groups of three to act as armed merchantmen in House convoys, patrol local space, or, in a pinch, as picket torpedo boats in larger Klingon warfleets.

F17 Class



The N21, based on the decades-old F7 minesweeping destroyer, is a light carrier intended to supply fighter support when larger, powerful D31 fleet carriers or old battleships like the L10 are not available. In its new incarnation, the sturdy and useful F7 proves its worth again.

L33 Class



The L33 is a replacement for the aging "Fat Man" battleships, and less dependent on the old D7 era templates and technology. These massive command ships are essential to the new ruling faction on the Council, their only real problem is their lack of the new cloaking technology, which was deemed too cowardly for a fleet command vessel, even if ambush tactics were useful for smaller ships.

N29 Class

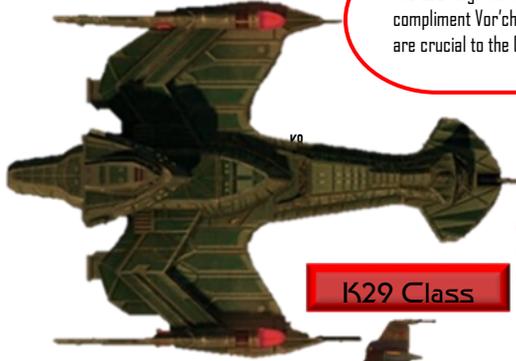


As the Klingon civil wars subsided, a thirst for new conquest was proper for the warriors of the Empire. Unlike in previous wars, these might take the fleets far from the Empire's borders—and the new, unglamorous N25 armed supply and repair ship could double as a post for new or dishonored warriors but, more importantly, could extend the Empire's supply lines and warfighting ability into new areas.

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3070s	3021	L39 Negh'var	BB	13	5/2	10	8	4	8	5	4	Shields (3), Stealth (2), Disruptor (2), Missile (+2 AS, +1 Disruptor)
3070s	3022	D23 K'vort	CL	7	3/4	4	6	4	4	2	0	Shields (2), Stealth (2), Missile (+1 Disruptor)
3070s	3023	N23 Johev	FF	5	2/6	2	1	2	2	1	0	Shields (1), Stealth (2), Minesweeper (2)
3070s	3024	Dominion War Vets	GRND	4	2/6	4	3	3	D3	-	-	Shock
3070s	3025	R92 LovuQ	BASE									
3080s	3026	K10 Vo'sheV	FF	6	3/6	2	1	2	2	1	0	Shields (1), Scout (1), Stealth (2), Atmospheric
3080s	3027	L50 HoHvel	DN	15	7/2	13	10(12)	6	10	6	8	Shields (3), Stealth (2), Disruptor (2), Missile (+2 AS, +2 Disruptor), Carrier,
3080s	3028	K29 B'rel Mk3	FF	5	2/6	2	4	2	2	1	0	Shields (1), Stealth (2), Atmospheric
3090s	3029	D26 K'nir	CR	8	3/3	7	7	5	6	3	0	Shields (2), Disruptor (2), Armor
3090s	3030	New Empire Warriors	GRND	4	2/6	4	2	4	D4	-	-	Shock

L39 Class



The L39 Negh'var is a cloaking battleship intended to command and compliment Vor'cha and K'vort squadrons. These powerful flagships are crucial to the Chancellor's command and prestige, but expensive.

K29 Class



The old B'rel and K'tinga design legacies are the most durable and powerful in the Empire, and the K29 is the latest and greatest of the recognizable B'Rel raiding frigate. Fast, mean, and stealthy, these are the first ship of many a Klingon House or Imperial commander.

K10 Class



The K10 is the last of the Raptor line, a scoutship optimized to defend itself against fighters while holding back from the battle line—a specialty of the technologist Houses the warrior Houses value.

L50 Class



The K10 is the last of the Raptor line, a scoutship optimized to defend itself against fighters while holding back from the battle line—a specialty of the technologist Houses the warrior Houses value.

D23 Class



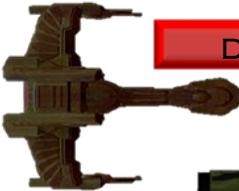
The D23 is an ambush cruiser whose design is a scaled up version of the K23 and K25 B'Rel ships. They fill a crucial role—heavier than ambush frigates but requiring less investment than massive command battleships or cruisers like the Vorcha — and are the ships of choice for warrior houses and mainline Romulan fleets during the Dominion wars. However, they remain vulnerable to fighter swarm attacks.

N23 Class



Though the Romulans were at bay and the Civil Wars occupied attention by the 2370s, the N23 was developed to replace the most outdated element of the Imperial fleet—its minesweepers. Though few were ever built, the N23 filled a crucial niche.

D23 Class



After the Dominion War and the Romulan Collapse, a new and tough, aggressive approach to Imperial ship design came to dominate. Like the L50, the D23 exemplified the might of the Empire after it had recovered from the Dominion War.

R92 Class

