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KLINGONS PD20M: THE EMPIRE OF STEEL

The Imperial Race in the Star Fleet Universe

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TABLE OF CONTENTS

Kopec's Duty 2
Overview 11
Biology 12
History 12
Politics 16
The Imperial Line 19
Society 21
Justice 27
Planetary Surveys 33
Military Forces 68
Rank Insignia 70
Starting Occupations 80
Armory 85
Warships 91
G1 Gunboat Deck Plans 119
Visions of Duty 129
Verlix Station 132
Lieutenant-Governor Karek's Duty 138
Publisher's Information 145

KLINGONS PD20M: KOPEC'S DUTY

The battle alarm woke Lieutenant Kopec from his restless sleep. Instantly awake, he swung out of his bunk and thrust his feet through the legs of his duty uniform and into his boots even as his eyes flashed to the display on the wall of his quarters. The display told the story — an enemy ship was in the area and the watch officer had called the ship's company to combat stations.

A quick glance across the compartment showed that Lieutenant Kelshenk was not present. Kopec remembered his roommate being on the third watch in Engineering. By the time his mind had processed all of this, Kopec was pulling on his shirt and reaching for his officer's sash. Even in an alert, officers must properly present themselves before the crew. There was respect, and morale, to keep up.

Exiting his quarters, Kopec noted two other officers in the corridor, one headed aft toward the shuttle bay, the other already diving into the gravity tube to the next deck down. Kopec followed him, knowing that it had to be Lieutenant Kolarn who was in charge of the starboard phaser compartment. Kopec exited the gravity tube hard on Kolarn's heels and turned in the opposite direction, heading for the port phasers.

Arriving at his duty station, Kopec noted the Slirdarian Marine guard posted outside the open hatch. That armored door was closed most of the time, but had been opened by the watch crew to allow the rest of the crew to reach their battle stations. The hulking Marine snapped to attention as Kopec ran past him, slapping the stock of his disruptor rifle. Kopec noted that the bayonet was fixed to the muzzle, something done only when the ship was at combat stations. Kopec had been on the *Pitiless* for three years now, and had climbed his way up to a prized post in command of three of the ship's phasers. He had eight crewmen working for him, two or three of them being on duty at any given time. But this was combat stations, and everyone would be here.

They had better be. His crew held the record for getting their station manned, and he wouldn't give that up.

He entered the compartment and turned right toward his station, scanning the seats as he entered. Two of the gunners were already strapped in, as was one of the technicians and Bakten, the petty officer who was the senior gunner. Kopec's quarters were closer to the compartment than any of his other crewmen, and he knew they would all be here in another ten seconds. Bakten looked up at him as he sat down and reported: "Enemy ship is a Federation light cruiser, 53 kilikams away, on the starboard bow. No targets as yet." This was as it should be. The watch officer had called combat stations in plenty of time.

"Very well," Kopec responded, adjusting his panel to show the overall situation on his main screen. He felt, rather than heard, Slishpok, his technical petty officer, flop into the seat to his left. Hilidarians, being large quadrupedal lizards, always spun the standard-issue combat chairs around backwards, pushed them forward against the stops, and laid on them rather than sat in them.

Folik-ten, the Cromarg technician for the #6 waist phaser, was already briefing Slishpok, as Kopec knew he would. Folik-ten had been on duty this shift, and was occupying the technical petty officer's station before the alarm sounded. Kopec didn't waste time thinking about it, but he instinctively knew that once Bakten had determined the distance to the enemy was far enough to not be an immediate threat, Folik-ten had abandoned the petty officer's station and moved to his own chair and strapped in.

Folik-ten's briefing was short, but loud and clear enough for everyone to hear. "Capacitors full. Number seven on backup gyros. Alert to twitch on number four cooling readout." Everyone absorbed the information. With capacitors full, the phasers could be fired instantly. The gyro on the #7 waist phaser had burned out yesterday and was still waiting on replacement, but with the backup and reserve gyros available it was unlikely to be an issue. The cooling system on the #4 wing phaser was stable but the sensors that reported its status were balky and often showed a problem that didn't exist.

Kopec only grunted when Bakten tapped him on the arm and handed him a phaser pistol. The small weapon, less powerful than the disruptor pistols carried on planetary landing missions, was intended to provide Kopec with a last measure of control over the crew in his compartment. Only he and Bakten had such weapons, although several more were locked in a safe below and between their stations.

Moktar, the last of the gunners, arrived wet and out of breath but in proper uniform; obviously he had been in the showers when the alarm sounded. *There will be time to make sport of this later*, Kopec thought to himself. Kopec now had all four of his Klingon gunners in position, and the last two technicians, a Dunkar named Sporl and another Cromarg, Devik-zan, scrambled into the compartment only seconds later. Kopec wondered for a split second why the Marine guard had not closed the hatch when he remembered that Cadet Kvin had been assigned to the compartment for this cycle. The cadet must at least be in sight running up the corridor or the Marine would have sealed them in by now. Kvin was a good boy but so very young, four years Kopec's junior. The cadet was in his final year

at the academy and making his cadet cruise on a real warship. Well, he would get more than he had hoped for when he left Klinshai. As expected, Kvin arrived in a flustered state of agitation and barely got through the hatch before the Slirdarian Marine slammed it shut. Kopec could imagine the mirth that the Slirdarian, and everyone else, had felt at the cadet's expense. Time for that later. Kopec nodded as Bakten asked whether to give the cadet a phaser pistol; keeping track of it would give the cadet something to do as he had no station in the compartment, but was just here to learn.

Kopec watched the enemy in his situation display, and noted that the cruiser was not approaching but had turned to maintain a parallel course outside of weapons range.

"Typical," Kopec muttered to himself. A Klingon ship approaching a Federation cruiser over a Klingon planet would have attacked immediately. But the Federation always gave the Klingons a chance to withdraw. That wasn't going to happen. *Pitiless* was orbiting the Federation colony planet for a reason and the mission parameters did not indicate withdrawal when the first responding starship appeared. Sometimes they did, when the Klingons were just harassing the Federation or testing their reactions, but Kopec had been briefed that the ship's mission called for it to locate something on the planet and send the Marines down to retrieve it. The scanner crews must still be trying to locate it, whatever "it" was. Kopec had not been briefed on that part of the mission and had not asked.

A check of the panels showed that no Marines were on the planet, and that nothing else was in the system except the *Pitiless* and the Federation cruiser. The cruiser was one of the old *Province*-class ships, and no match for the Klingon battlecruiser. Perhaps it was waiting for another ship to arrive? *That would complicate things*, Kopec estimated, putting a time limit on how long the ship would have for its mission, as once two cruisers were present, *Pitiless* would have to withdraw. Worse, it would be difficult to land troops with an enemy warship, even an inferior one, present in the system. Kopec mentally flipped through the options and came to the inevitable conclusion just as the captain turned the ship toward the enemy and flashed the "imminent action" message throughout the ship. The solution was obvious. The enemy ship must be forced to withdraw immediately so *Pitiless* could complete its mission before any more Federation ships appeared.

"Caution, Gunner Grillik," Sporl said in a calm but clear voice to the Klingon gunner beside him. "If you use the pain switch again, the officer may think you enjoy it." The compartment erupted in a brief spasm of laughter. Grillik had been on duty for several hours and was showing fatigue, and had pressed his hand on the electric stud on his panel that shot pain through his body to keep him alert. Many Klingons, and a few of the Subject Races, made use of such devices, but Grillik had used his pain stud three times since Kopec had arrived, and the lieutenant made a note to check the log and find the reason why Grillik was so tired. With a full night's sleep, he should have been able to remain alert for an entire shift.

Kopec watched the readout on the situation monitor.

The Federation ship was still on the starboard bow and the captain apparently intended to engage on that side. The approach looked like a standard one, intending to put the Federation ship at the desired combat range and at exactly sixty degrees to the right of the bow, where both of the starboard waist phasers could be added to the initial salvo. That would give Kopec only one phaser to fire, the #4 wing phaser, aiming across the ship and under the command boom to get in its shot. The #6 and #7 phasers wouldn't have a target, at least not on the first pass, but would have to remain on alert.

Kopec shot a glance at Bakten, noting that his board was already prioritized for the #6 and #7 phasers. That left Kopec to supervise Gunner Grillik on the #4 wing phaser. A press of a button brought Grillik's gunnery screen onto the main panel on Kopec's station. This sent the situation screen to the right-hand secondary panel. Grillik was his best gunner, and Kopec noted that he was tracking the target and calculating a solution despite his fatigue.

The range was continuing to close, and Kopec noted a drone missile launch indicator on the situation panel. It was, of course, from his own ship and he ignored it.

Checking weapon status on the left-hand panel, Kopec noted that the disruptors were overloaded. The captain was going for an all-out attack, and wouldn't fire before reaching a range of eight kilikams. The readout on that panel also noted that one of the shuttlecraft was loaded with missiles and ready for launch. As the missiles were only capable of Warp 2.7, the captain would not launch this scatter-shuttle until the range was much closer and the Federation ship was committed to a closing course.

He had half expected to see the Federation ship turn and run, but it had maneuvered to face the *Pitiless* head-on. It was going very slowly, obviously pumping the power from its warp engines into its forward shield to block the coming Klingon barrage. A Federation ship of this class had only half of the firepower of the *Pitiless*, and was trying to even the odds at the cost of the tactical initiative.

The *Pitiless* continued to close, moving to the left of the Federation cruiser. As the range continued to drop, Kopec anticipated the command to fire, but the range clicked below 8 kilikams and continued to wind down to 7, then 6. Finally, at 5.83 kilikams, the Bridge overrode the firing controls and fired seven phasers and four disruptors in a massive volley, using the targeting data input by each gunner. Kopec was honored to see his phaser was one of those which struck the target, knowing that this would be noted in his service record. The Klingon barrage had crushed the reinforced shield of the Federation ship and had caused some internal damage.

The Federation ship returned fire a split-second later, its volley knocking down the facing shield. This was unexpectedly good shooting, and while damage was only trivial (the shield would be repaired quickly enough) the Federation ship showed surprising audacity. The situation panel on Kopec's screen showed transporter signatures just as Kopec felt the tingle of a transporter field and watched the shimmer as Federation Marines materialized in front of his station. He scrambled for the phaser on his belt as a grenade exploded somewhere to his right and a phaser blast tore into the panel in front of him. Ducking instinctively, he came back up with his phaser ready and shot a Marine who was fumbling with a grenade. Kopec ducked again, anticipating the explosion, and his brain had time to process that if the enemy was using grenades inside the small armored compartment, they must be harmless flash-bang grenades intended to startle and frighten, not injure. Kopec moved to his left, scrambling across the body of the Hilidarian technician, and came back up to fire only to find all of the Federation Marines laying on the deck. Cadet Kvin was leaning against the aft bulkhead, his arms extended in an isocelese triangle with the small hand phaser extended fully before him. Kopec assumed that the cadet had frozen, but Moktar corrected this impression by praising the cadet for his expert shooting. "He got three of them, Lieutenant. You got one and when the grenade he dropped went off, Sporl and Devik-zan wrestled the other one to the floor." Kopec wondered for a moment why the Federation ship did not retrieve its boarding party, but quickly ignored the question.

"Bakten," Lieutenant Kopec turned to make sure his gunnery petty officer was all right, "situation?"

"Enemy ship is fleeing," Bakten reported.

"Very well," Kopec responded. "Status, everyone."

"Technical Master, active," Slishpok reported.

"Phaser 4 Gunner, active," Grillik reported.

"Phaser 6 Gunner, active," Moktar reported.

"Phaser 7 Gunner is a casualty," Kvin reported. "I am taking his station." Kopec flashed a confirmatory hand signal as the roll call continued.

"Phaser 4 Technician, I am unhurt but off station," Sporl responded, looking at Kopec with the obvious question. Kopec made a circular motion with his hand, indicating that Sporl was to continue securing the prisoners.

"Phaser 6 Technician, active," Folik-ten reported.

"Phaser 7 Technician, unhurt but off station," Devik-zan reported. He had secured two prisoners with the plastic wrist restraints kept ready in case a crewmen mutinied, and was attending to the injured gunner with the medical kit. "He's hurt bad," Devik added. This technically violated the roll-call protocol, but as Devik was last in line, he knew he could get away with it and that the officer would want to know the status of a wounded Klingon.

"Watch the systems, Slishpok," Kopec commanded, knowing that the Hilidarian could be counted on to back up the two gunners who did not have the current assistance of their technicians. He had returned to his own station, only to find the panel largely inoperable due to the phaser blast. He looked over Bakten's shoulder at the situation panel and realized that the Federation ship was long gone and the *Pitiless* was turning back toward the planet.

"Sporl, prisoner status?"

"Two dead, two unconscious, one waking up. All five are secured. I have a situation," the Dunkar responded, the last phrase indicating an important but complex matter needing the attention of his officer. Kopec motioned him to continue. "The enemy Marines brought a bomb with them. The primary timer is not active, but the secondary has 30 seconds to run. Emergency beacon attached."

Kopec reached for his intercom switch, but it wasn't functional. Slishpok was ahead of him. "Engineering, emergency jettison of munitions, transporter code 3214. Urgent." Seconds ticked by before the tingle of a transporter marked the disappearance of the bomb. The Marines had apparently set the secondary fuze before transporting over just in case they were all killed. This was, of course, their standard doctrine, just as the crew of the *Pitiless* were trained to quickly search any area where enemy forces had been on the ship and locate the bomb they inevitably left behind. Even a few pounds of high explosive would have been enough to clean out the compartment and kill all of them.

"Bridge has asked for our status," Bakten reported.

"Tell them," Kopec responded, his pulse steadying. He had not realized how fast his heart had raced during the boarding action and the disposal of the bomb.

"I already did," Bakten replied, "but security wants to hear it from the officer on station."

Moving to Slishpok's station, Kopec keyed the intercom. "This is Kopec. Port phaser battery secure. We have one casualty and three wounded prisoners." Nothing more needed to be said. The security station had equipment to verify his voice, and would know to send a detail to collect the prisoners and interrogate them, although it was doubtful that they knew anything beyond the rumors that flew around any ship on the edge of a battle. The security detail would, eventually, arrange for the removal of the enemy bodies. Auxiliary Control had already been notified of their own casualties by Slishpok, and would send a medical team to take the casualty to sick bay and a repair team to fix his panel. Bakten offered to vacate his seat, but Kopec motioned him to stay in place and sat back in his own chair. It had been a short battle, but an intense one, and the situation monitor (easily visible from his seat) would alert him if another enemy ship appeared. Checking the chronometer, about the only thing of any use still working on

his panel, Lieutenant Kopec noted that he had been awake for less than ten minutes.

"Lieutenant Kopec," came a voice from the intercom. "The captain wants you on the Bridge immediately. Turn over your station to the senior crewman." Kopec acknowledged with one word and waved to Bakten as he left his seat. If his station had been functional, he might have allowed the cadet to sit there in nominal "command" of the compartment, counting on Bakten to keep anything stupid from happening. But there was no point in having the cadet sit at a useless station, and besides, the boy seemed quite happy to be sitting at a live gunnery console scanning for targets. Kopec made a note to speak with the cadet later, perhaps over a meal, and explain all of this to him, to let him know that denying him the opportunity for a useless honor was no insult. The cadet had done well and, perhaps, had saved all of their lives. If he had the nerves to be steady on the trigger with an enemy Marine squad standing two meters away, he could learn the technology that would make him a fine officer someday.

Kopec moved to the hatch, keying the lock that would allow it to open. The Slirdarian Marine opened the hatch from the outside, and Kopec headed down the corridor at a brisk walk.

The captain's order had been to report immediately, but was not noted as an emergency, and it would upset the crew to see an officer running down the corridor. They might think another combat emergency was underway. Kopec nodded to the medical and repair crews as he passed them, and allowed himself to wonder what this was all about. He had done nothing to deserve censure, and if he was to be praised, it would have come over the intercom. He proceeded to the turbolift and took a car to the boom section, reporting to the Bridge in just over a minute.

The compartment was filled with officers and was alive with energy. The captain noted the entry of Kopec and the compartment fell silent when he began speaking.

"Lieutenant Kopec," the captain began, "Marine Captain Korgol was a casualty in the recent boarding action. You are to take command of the Marine detachment and execute a raid on the surface of the planet."

Kopec nodded and remained silent, knowing that the captain would brief him as soon as he had mentally shifted to this new assignment. He did not even wonder what shape Korgal was in; it wasn't relevant. Kopec had spent two tours in the ship's Marine detachment, one as an ensign and the second as a junior lieutenant. While every naval officer on the *Pitiless* also held a commission in the Marines, Kopec had been promoted to first lieutenant (one step below his naval rank) during his Marine second tour and was the obvious choice to replace the Marine commander should he be eliminated. There was no need for a formal order designating him as the one in line to take the job; every officer on the ship already knew it.

"The mission is to raid the Federation defense command installation on the planet and recover their computer data files. These will demonstrate to the Organians that the colony is not thriving and that the Federation is maintaining it only as an intelligence post in the Neutral Zone. With their own information to use against them, we can force them to give up the planet under the treaty."

"Has a battle order been written for this raid?" Kopec asked. If so, he could just use it; if not, he would have to take time to study the situation and write one.

"Captain Korgal had just completed the plan when the battle began," the captain responded. "I have approved his plan. You will execute it. Report to the Marine staging area and be prepared to deploy immediately upon my order. Do you have any questions?" The captain tossed a combat tricorder to Kopec, already open to the plan.

"No questions, Sir!" Kopec responded, turning to leave only when the captain waved a dismissal and returned to his other duties. Kopec stepped back into the turbolift car and keyed it to take him to the large compartment in the rear hull that provided space for four large transporters and enough room for an entire company of 50 Marines to organize for battle. He scanned the plan while the car rocketed to the rear of the ship, and found nothing overly complex or out of place. It was a fairly standard plan and could be executed by any officer, even the new ensign he knew was with the Marines. But the plan *would* go wrong once the shooting started, and it was obvious that only someone with battle experience could adapt and overcome.

As he entered the compartment, the senior sergeant called out "Attention on deck!" and the entire Marine contingent of the *Pitiless* snapped into formation with an audible "crack." The naval ensign assigned as the executive officer of the unit turned to face Kopec and saluted, announcing "Company formed and ready for action, Sir!"

"Very well," Kopec responded, studying the troops arrayed before him. Some of these troops, and most of the sergeants, had been part of the contingent the last time he served as its executive officer, less than a year ago.

"Do we have a deployment time from the Bridge?"

"Six minutes," replied the ensign, checking the chronometer on the arm of his combat armor.

"Very well," Kopec replied. "Sergeants have four min-

utes to complete preparations. Carry on." Kopec felt a touch on his arm and turned to face a diminutive Klingon, his arms loaded with combat armor and field equipment.

"I got your equipment out of storage," Technician Kopus said with a subservient smile. "I even found the disruptor carbine you carried when last with us." Kopec smiled in return. Kopus was a Klingon but not a warrior, as the white disk on his rank insignia betrayed, but Kopus was the best armorer that Kopec had ever met, and the other Klingons treated him as something of a pet, an endearing younger brother who was never going to be "one of them" but who was accepted rather than tolerated because of his skills. He had come onto *Pitiless* six years ago when the entire Marine detachment had been replaced, and the Klingon officers had warmed to him even if he was little better than one of the Subject Races — and in some ways worse. Kopec knew that Kopus would have all of his equipment ready, adjusted to his size and rigged as the Lieutenant was known to prefer it. Reaching into his memory for just the right way to thank the man, Kopec asked how his son was doing at the university and tuned out the reply beyond hearing that the younger Kopus was doing well. Kopus the elder helped Kopec get into his armor, and was pleasantly surprised when Kopus produced an open combat ration and encouraged the Lieutenant to eat something before combat. Kopec had not even realized that he was hungry.

Turning back to his troops, Kopec reviewed the plan in his mind and mentally checked off the required elements. There was an ESS sergeant standing only a few meters away who would serve as his bodyguard through the mission. Three computer technicians, one of them a Cromarg, were ready to accompany the raid. Two medics were present, their own weapons holstered as they strapped medical packets to their combat harnesses. The senior sergeant was a tough old Klingon with more than forty landing missions noted on his uniform by the appropriate badges. The training sergeant was also a Klingon, of course, and was adjusting a combat tricorder, his own weapons slung over his back. The young ensign was looking nervous; this would be his first action. The platoon sergeants, a Dunkar, a Slirdarian, and a Klingon, were all barking orders at their troops as the junior sergeants tried to resolve any final problems.

Off to one side stood ten commandos, special forces troops not actually a part of the unit but assigned to the *Pitiless* just before the mission. Their leader was a Klingon, but most of the troops were Hilidarians or Zoolies. The Slirdarians of the regular Marine unit glared across at them as they finished their preparations.

Another cluster of newcomers were the two sections of heavy rocket launcher crews and the one section of combat engineers. All of these had come on board just before *Pitiless* had set out on this mission from Battle Station Zeral-Four, and most of them were Cromargs. They got along well with the regular Marines and the Hilidarian commandos, seemingly unaware of the intense rivalry between the lizards and the bear-apes.

A handful of supply personnel and armorers bustled around the compartment handing out food packets, ammunition, and even replacements for weapons that failed their final checks. These people, mostly Dunkars, would not be going on the mission, of course, but were needed just the same. Kopec knew that the battle could only be won on the ground, but it could be lost right here if the troops were not properly prepared or equipped.

"Two minutes," advised the ensign, and Kopec noted that the sergeants had their troops in combat landing groups and the non-combat supply personnel and technicans were being herded out of the compartment.

Kopec called the Bridge and spoke to the executive officer. "Ready" was the only word Kopec had to speak.

"Acknowledged," was the only reply from the Bridge, followed moments later by the voice of the captain.

"Execute One. Fight well."

In accordance with the plan, the special forces unit and the Third Platoon, already on the transporters, were sent to the planet's surface. The special forces would attack one of the weapon stations while the Marine platoon, with the young ensign and a medic in tow, would attack the shuttle landing field. Both of these raids were diversions intended to show the Federation what it expected to see, infrastructure attacks intended to reduce the colony's ability to function and defend itself. Capturing the shuttle landing field would also momentarily convince the Federation that more Klingon troops were due to arrive by shuttle, even if the imaginary reinforcements hardly needed the shuttle landing field to land their shuttles.

Kopec knew that as soon as the first troops were down, the ship would fire its main batteries to rupture the shields of the command facility, and once that happened, his main attack would begin.

The captain's voice crackled in Lieutenant Kopec's ear. "Execute Two. Attack swiftly."

Kopec waved the Second Platoon and the heavy weapons unit onto the transporter. They would land outside of the enemy command structure and attack through the cargo doors, heading for the power generators in the basement.

"Execute Three. Achieve success," came the voice of the captain.

Kopec led the headquarters unit onto the transporter pad. This included his ESS bodyguard, the first sergeant and training sergeant, the combat engineers, the computer technicians, a squad borrowed from Second Platoon, and one of the medics. The Second Platoon's other two squads took the transporters to either side of him. All went into combat posture, individuals crouching and their weapons trained outward in a 360° circle.

Kopec felt the tingle of the transporter and the gut-wrenching nausea that he always felt when being ripped apart and having digital copies of his molecules sent kilikams across space. He materialized into Pandemonium, as the Federation headquarters was on fire and heavily damaged. Weapons fire rang from every direction, and he even felt the whistle of solid metal projectiles from old weapons in the hands of some of the reservists. Having raided colony planets with the Marines before, Kopec knew to expect this and didn't note it as unusual.

Following standard battle doctrine, Kopec (who landed

facing the objective) signaled a charge and the troops of his headquarters unit stormed across the room, through two doors into the corridor, and began fighting their way through the surprised defenders. After the initial charge, he turned over this part of the battle to the senior sergeant and established contact with his other units.

The First Platoon and heavy weapons unit had landed outside of the complex and had, as planned, quickly blasted through a set of cargo bay doors and were fighting their way to the main power generators on the lower level. The Second Platoon had landed on the far side of the command compartment and were blocking any Federation reinforcements from trying to reach it. Everything was proceeding on schedule.

The lights suddenly went out, and Kopec heard from the First Platoon that the power cables had been cut. Everything in the base would be without power, except the command compartment (which had its own backups). This would buy a few seconds of confusion. Kopec used those seconds to send his engineers to blow through the final armored hatch into the command facility, and charged through the gaping hole with his disruptor blazing, a veteran sergeant on either flank while the Marine squad covered the rear. While the engineers set up a defense around the open door, Kopec ordered the computer technicians to get busy with their part of the task and opened the doors on the opposite side of the compartment to establish contact with the rest of Second Platoon.

It was time to take stock. The commandos had knocked out the phaser battery and had been picked up by transporters and shifted to a group of warehouses where they were to raise havoc and do as much destruction (and more importantly, as much distraction) as possible. The ensign had led the Third Platoon in a successful attack on the almost undefended shuttle landing area, destroying four heavy cargo shuttles, two other shuttles, and the control tower. They were setting charges on the fuel storage area and ransacking the maintenance sheds for good measure, and the Ensign had sent one squad off to destroy dozens of ground vehicles in a parking area only two hundred meters away. First Platoon was fighting its way up from the basement toward the control chamber, and Second Platoon was fighting a counterattack by Federation troops. The combat engineers were looking for more things to blow up with their leftover breaching charges.

But as with all military plans, there comes a time when reality complicates things. The computer technicians advised Kopec that they had recovered some of the needed files but that the rest were in a separate data storage area two levels down and 50 meters north of their current location. This came just as the executive officer of the *Pitiless* reported that two Federation ships had just entered the system and were roaring toward the Klingon cruiser with all weapons fully loaded.

Kopec reported the capture of half of the data, but he already knew the situation. It would take longer for his troops to reach the second data storage compartment than it would take the Federation ships to reach the *Pitiless*.

"Training Sergeant," he ordered, "take the data we have and the casualties and return to the ship at once. First Platoon, return to the ship as soon as practical with the heavy weapons unit. Second Platoon will come with me and the engineers to seize the remainder of the data. Commando element will complete its mission and return as soon as First Platoon has evacuated. Third Platoon will evacuate next, followed by Second Platoon and headquarters. Execute!"

Kopec knew that how many of the landing force escaped would depend on how heavily the *Pitiless* was attacked by the arriving Federation warships. All he could do was prioritize the evacuation based on which units were the least needed and had the least ability to escape into the countryside for later recovery.

Second Platoon led the attack down the corridor to an elevator shaft, which the engineers obligingly opened up for him. Covered by fire from the open door, Marines rappelled down the shaft two deck levels and forced their way into the level where the rest of the data was stored. Once a beachhead was secure, the other troops climbed down the maintenance ladders or rappelled down the ropes into the deeper level and followed the battle to the north. Kopec got confirmation that his training sergeant had returned with the data and casualties, with the First Platoon and heavy weapons units close behind them, but that the enemy ships were engaging *Pitiless* in combat and the battlecruiser was evading but would circle back into transporter range as soon as it could.

Kopec's unit finally reached the data storage area after stopping a counterattack by regular Star Fleet crewmen who had been hastily issued weapons, and after fighting their way past a roadblock manned by good troops, Marines or perhaps National Guard regulars. His engineers blasted their way into the compartment and the computer technicians set to work. Kopec knew that seconds were ticking off the clock.

"*Pitiless* to Landing Force," a voice crackled in Kopec's ear. "Be advised we will make a pass over the planet in two minutes. We will only be able to make one pass before disengaging from the area. Prioritize evacuation."

Kopec knew what this meant. Most of the troops now on the planet would be stranded here. If he had the needed data, that would have the highest priority. The technicians reported that they were working on the system and had some of the data but not all of it. Kopec ordered them to continue data retrieval efforts until told otherwise, and to give each data crystal as it was filled to the ESS sergeant.

"Commando Platoon, Third Platoon. Escape and evade. Never forget you are soldiers of the Empire. Survive and succeed. That is all." Turning to the senior sergeant, Kopec directed him to organize the troops for priority of return.

"We have ten effective Marines from Second Platoon," the senior sergeant said. "Two of the others are dead, two are fighting casualties, and the last two are unconcious. Four of the engineers are alive and the others dead. That leaves you, me, the ESS sergeant, and the three computer technicians. That's twenty-four. We can all get out of here if *Pitiless* has all of her transporters working."

"We cannot count on that. Send back the ESS sergeant with the data first, since that is our priority mission. Then the combat engineers. Their training is expensive and they are of great value to the Empire. Put the two unconcious casualties next, yourself — that's an order — and then the unwounded Marines. Leave the fighting casualties and the computer technicans for the last. The technicians must stay to the last second to get as much data as possible, and the fighting casualties will be the least immediate use to *Pitiless* of anyone who is any use on the ground. I will be with the last group, the technicians and fighting casualties, since I will be able to deal with the changing situation. It is not impossible that *Pitiless* can make another pass if it cannot get us all on the next one."

The senior sergeant knew that this was a faint hope at best, but Marines made their own chances. He moved among the defending troops, setting each man's transporter beacon in priority. The Federation troops were launching yet another counterattack, trying to crush the Klingon kernel inside their base. They blasted through the ceiling of an adjacent storage compartment and launched a vertical attack, but the third squad was able to evacuate without suffering any casualties. Kopec's tiny platoon now occupied four adjacent compartments and a small stretch of corridor. One squad was in a conference room at the south end of the lodgement; the second, in a storage room at the north end. The combat engineers were holding a large restroom across the corridor from the data storage area, which was held by the third squad and the command group. The Klingons had blasted holes in some of the walls to allow them to fire into adjacent rooms, and into the floor and ceiling to prevent being attacked vertically. Only the fact that most of the Federation defenders were disorganized or out of action kept the trapped Klingons from being overwhelmed. No doubt, whatever Federation ground troops remained in effective cohesive formations were on their way here by now.

The special forces reported that they had escaped into the nearby forest and were evading on foot without any effective pursuit. The Third Platoon reported that it had seized three vehicles and was evacuating overland.

"Crazy ensign," Kopec muttered, "he'll be easily spotted in those vehicles."

"Maybe not as crazy as it sounds," the senior sergeant replied. "Lots of civilian ground vehicles are driving at top speed away from here, and if he drives for an hour and then disappears into the forest, the search area will be a thousand times as large, if the Federation even realizes that there are any of us to search for. A fast ship can slip in here in a few weeks and pull them out." Kopec grunted. *The ensign just might be one of the clever ones.*

The Federation launched another assault, and Kopec suspected that they had been told the *Pitiless* was on its way back to make a pickup. The Federation troops would know that this was their last chance to stop the Klingons in their mission, and by now the Federation commander probably had a fairly good idea what that mission was.

"*Pitiless* to landing force. Inbound. Prepare."

"Blue Four!" Kopec bellowed to his troops. This was the pre-arranged signal that meant an emergency on-the-fly transporter pickup, and that it could well be that only some of them would be evacuated. Every Marine would keep fighting until he felt himself being transported, since he might well find himself the only one left holding a given compartment, with other stranded Marines counting on him to watch their backs. The Federation, even if one of them spoke Klingon, would have no idea what "Blue Four" meant and it might even confuse them.

The Federation attack grew to a furious crescendo, and Kopec watched some of his troops disappear while he and others remained. He knew that some of those picked up had probably become casualties beforehand, but there was no time to adjust the list. Kopec did a check on who was still here and found that only twelve had been picked up, including the ESS sergeant with the invaluable data, the casualties, the senior sergeant, the engineers, and a few of the Marines. Kopec was left with the computer technicians and a handful of Marines, many of them wounded.

"*Pitiless* disengaging," crackled in his ear, and he knew that the battle would be over before the ship returned.

The Federation knew it too, and the attack slackened and then fell silent. Kopec, knowing what came next, clicked his second radio channel to several frequencies and eventually found what he knew he would find.

"Klingons, this is the Federation commander. You have been abandoned. Surrender now to save your lives."

"I need to find the major," Kopec responded, hopefully confusing the Federation troops and gaining enough time to formulate a plan. The computer technicians were still retrieving data, and Kopec told them to go ahead and finish that task, which took them only a few more minutes. They had been nearly done. Kopec then told the technicians to do as much damage as they could, corrupting files, planting viruses, cracking into interconnected systems, and so forth. Stalling the Federation with another vague message, he waited until the technicians told him that they had done all they could do. In the meantime, he had pulled all of his remaining troops together. He placed the fighting wounded with the technicians, and put the four unwounded Marines in the restroom.

"Federation commander," Kopec said over the radio. "Can you hear me?"

"This is Captain Jorgenson of the Martian National Guard. Lay down your weapons and leave the compartment through the north door, one at a time. Follow our instructions, and you will not be hurt."

"We will surrender if you will give us five minutes to destroy our weapons. You understand that we cannot allow them to fall into enemy hands. This would be a dishonorable thing, a great disgrace. Our families would be punished by the secret police."

"Understood," came the reply. "This is acceptable. We will count five minutes." Kopec snorted. The Federation military was composed of idiots. No Klingon would have accepted such a stalling tactic.

"Sergant Bakus," Kopec directed, speaking to the senior of the wounded. "You will hold this position. When the enemy says that time has expired, you will tell them that

your commander was murdered by a fanatical lieutenant. That officer has a bomb and is threatening to blow up all of the troops but you are trying to talk him into surrendering. Stall for as much time as you can get. Use your own judgment. When there is nothing more to be done, stack your weapons, place an explosive charge on top of them, and have the computer technicians carry the wounded out. Then set the timer and surrender yourself."

"I would rather go with you," Bakus said, "but I know I cannot keep up. You know I'll die here if you command it."

"That isn't necessary," Kopec explained. "They won't attack any more, and we're almost out of ammunition. We have done as much as we can, and the diplomats will exchange you for captured Federation troops in a few weeks. You do not have the right to throw your life away for nothing. The Empire needs you back. Observe everything, remember everything, report everything. Clear?"

"It is done!" Sergeant Bakus responded.

"Tell them the fanatical lieutenant has holed up in the restroom. I will set an explosive device there. Here is the detonator. Set it off just as you surrender and they will think that they have no one to hunt."

"It is done!" Kopec clapped the sergeant on his unwounded shoulder. Ducking as low as he could, Kopec ran across the hallway into the restroom.

"Ready!" announced the Marine sergeant. She had cut a hole in the floor into the drainage system, and while the drain pipes were too small for a man to get into, they were conveniently located in a tunnel that allowed service workers access to them. "There is an enemy soldier about 40 kels down the tunnel, around that corner, according to the tricorder. We can take him out with a grenade."

"No," Kopec commanded, "that would make too much noise. Use this," he said, handing her the small phaser he had carried since he reported to his combat station in the phaser compartment a century ago. "Send your best man, and send him now. Then get everyone else ready to move."

The sergeant tossed the weapon to a Dunkar and told him what to do. The Dunkar dumped all of his equipment and moved out. The two Slirdarian Marines began shedding much of their combat harnesses, as they would otherwise be too large to fit through the tunnel. Hearing the Federation announce "three minutes" on the radio, Kopec dropped into the service tunnel and began following the Dunkar. The two Slirdarians followed him, and the sergeant brought up the rear. Kopec moved along as fast as he could without making noise, but the disruptor carbine was awkward and Kopec realized too late that his body armor wasn't really made to crawl efficiently through tunnels. About halfway to the corner he heard the Dunkar talking in Federation standard, but had no idea what he was saying. It must have worked as a moment later, Kopec saw a flash of light and the Dunkar signaled that the way was clear.

Kopec reached the corner and found that the Federation soldier, apparently from Antares, had been stuffed under the pipes, leaving the way clear. Kopec continued to crawl along for what must have been, he decided, two or three hours before he heard a muffled explosion behind him. It had been only three minutes. He picked up speed when he saw light at the end of the tunnel and emerged into a cargo bay, just below the ceiling. From the signs of combat damage, this must have been where First Platoon fought their way into the complex. Kopec began studying the area and formulating a plan. It took almost six more minutes for the two Slirdarians to force their bulk out of the tunnel and into the bay, followed by the sergeant. By that time, Kopec had everything ready.

"Sergeant, get your troops into the back of this van and stay quiet. We're leaving the complex." The sergeant was shocked to see that Kopec was in a radiation suit, as was the Dunkar private. "Just do it!" Kopec snapped.

Moments later, the van rolled out of the broken cargo bay doors and emerged into the daylight. Only a few meters beyond the door, Federation soldiers had set up a battle postion, and one of them fired a stun blast into the engine block (which, of course, did nothing) and ordered the van to halt.

"Apologies," the Dunkar said to the Federation soldier, "but we are ordered to evacuate radioactive debris left by the Klingons. Please do not stand close to the truck for your own safety." The soldier stepped back very quickly and waved them through the area, calling frantically on his radio for other members of his unit to clear the path.

An hour later, with the truck hidden in some trees, Kopec led his troops into the forest and up a mountain valley. The Dunkar had offered to drive the truck another few miles away and hike back, but Kopec wanted to get as far into the forest as he could before local nightfall, and it wasn't likely that the Federation would even look for the truck for several days.

It was nearly ten weeks before Kopec and the other survivors of the raid were picked up by a Klingon cargo ship that was delivering the first Klingon colonists to the world, under mandate from the Organians. The Federation had been forced to admit that they had never really tried to build a successful colony, that none of their civilians were really interested in living this close to Klingon space, that it was always a listening post. The Empire, of course, simply sent its subjects where they were needed.

"Please do not stand close to the truck for your own safety."
"Get that stuff out of here!"

TEN MYTHS ABOUT THE KLINGONS

1. Klingons don't take prisoners.

Certainly they do. Prisoners have a value as sources of information, and as hostages. What the Klingons won't do is risk their own lives or safety just to take prisoners.

2. Klingons never surrender.

In some cases they will do so. Like the Federation military, Klingon warriors won't surrender while they have the means to resist and the ability to influence the battle. They just have a much higher threshold than the Federation does. Federation Marines might surrender when they run out of ammunition, but Klingon Marines would go down in hand-to-hand fighting long after they ran out of ammunition if they were holding a key position or interfering with the enemy's mission. A Klingon commander would even allow non-combat personnel and undependable Subject Race soldiers to surrender, leaving his hard-core warriors to use the remaining supplies of food and ammunition more efficiently and hold out against the enemy longer. This also cleverly tricks the enemy into using up *their* food and medical supplies and pulls enemy troops off of the front line to guard prisoners. Of course, it depends on who they are fighting. As Kzintis sometimes eat their prisoners, the Klingons might avoid surrendering to them.

3. Klingons consider force to be the first option.

The Klingons are more than willing to solve problems without combat if only because even their huge military is ultimately limited. But Klingons are far less willing to "go the extra mile" to make war the "last option." It's not the first option (intimidating the enemy into surrender, or simply asking him to cooperate, is usually worth a try), but war is not nearly the last resort.

4. Klingons promote by assassination or duels.

Klingon warriors fight (for practice) all the time in all manner of duels and other contests. All warriors, Klingons or otherwise, are a very competitive group constantly on watch for any weakness in their enemies or rivals. But it would be foolish for any professional military force to operate this way. You might see the best engineer in a generation die in a meaningless duel in the Academy just because someone with half of his IQ had twice his cunning. Officers with two decades of combat experience might be killed by junior ensigns half of their age who have no clue how to run a starship or command a battalion.

5. All Klingons are warriors.

Of course not. In fact, more than 90% of ethnic Klingons are civilians, but it is rare for the Federation to come into contact with civilians of the Klingon Empire. Klingon and Subject Race civilians don't travel abroad much except as the crew of the freighters carrying trade goods across the borders, and those seldom get past the first bar next to the space dock.

6. Klingons are sworn enemies of the Federation.

Actually, the Klingons have been allied to the Federation in two wars against the Kzintis, during which Klingon officers helped show the relatively new Star Fleet how to conduct combat operations against missile-armed ships. The Klingons fought the Kzintis and Hydrans far more often than the Federation until the General War in Y171.

7. Klingons are barbarians. They sleep on steel beds and inflict pain on themselves to show they are tough.

The Klingons have a rich culture full of songs and stories, poetry and operas, sports and hobbies. There are Klingons who collect stamps, Klingons who play the equivalent of rugby (which puts even the Australian rules to shame), Klingons who publish comic strips, and Klingons who write novels.

Klingons believe in hardship during training, but in combat operations they know that unnecessary hardship just reduces efficiency. Klingons are known to keep themselves from falling asleep at battle stations by using small agonizers just as a human might slap himself.

8. Klingons are rigidly moral, and never lie, cheat, commit adultery, or have premarital sex.

Some strict Klingons feel this way. Most try to maintain a high moral standard (as most Federation citizens do) but some are outright criminals, some have no shame or scruples, and even the most upright citizens have been known, once in a great while, to do something they know they really shouldn't do.

Remember that there are about thirty billion Klingons, and they don't all think or act the same way!

9. Klingons eat their food raw.

Klingons, particularly warriors, eat a higher percentage of their food raw than humans, and will accept uncooked food more readily under desperate or stressful conditions, but they do eat most of their food in a cooked form because it is easier to digest.

10. The Klingon Empire is an armed camp closed to any outsiders.

During peacetime, the Klingon Empire is, like all other empires, open for business (on its own terms). Trade improves everyone's economy (and the Klingon economy needs all the help it can get). The Klingons have things to sell and things they want to buy, and hundreds of civilian freighters pass over the borders every week. Many of these are owned by the Klingon government, or by corporations or noble families within the Klingon Empire. Many of these freighters are owned by citizens and corporations of the Federation. The Federation Express Company sends a regularly-scheduled courier ship to the Klingon Capital twice a week, carrying mail and freight each way. While the Klingons do not allow foreign ownership of real estate, business, or facilities inside Klingon space, they do regularly buy and sell all manner of products, and even license Federation patents to industrial processes. Federation President Isenhavel once said "Sell the Klingons anything they can't shoot back. Just be sure we make a profit!"

KLINGONS PD20M: 1 CULTURE & HISTORY

OVERVIEW

The Klingons are the most dangerous enemy that the Federation faces, and yet the Klingons regard the humans and their Federation to be more of an economic rival than a bitter enemy. The Klingons (prior to Y168) had actually been allied to the Federation in more wars and for more years than it had been at war with them. That changed with the collapse of the Organian ceasefire and the subsequent Klingon Invasion that left half of the Federation in ruins and most of the pre-war Star Fleet in the scrap heap.

The Klingons are, in some ways, more of a mystery than an enemy. Myths about the Klingons (see facing page) are rampant and most of what the average Federation citizen (and most of Star Fleet) "know" about the Imperial Race is either wrong, incomplete, or overly simplistic.

Klingons are more like humans than Vulcans, Brecon, Hortas, or the Mynieni, all of which are member species of the Federation. They are bipedal humanoid mammals, with males who fight wars and females who bear children. While most of the Klingons that anyone in the Federation has met are soldiers, most Klingons are in fact civilians who share the good and bad opinions of Klingon warriors that all empires and species have of their own military: respect, fear, distrust, and awe.

Klingon women, like Federation women, have made great strides to take an equal place with their men, and many have achieved high positions, earned great respect, and achieved incredible accomplishments. And yet their women, like those of the Federation, have some distance to go (perhaps more so than on Earth) before full equality is achieved. If most of the Klingon women the Federation has come to know are aggressive and oversexed, this says more about the Federation writers and which Klingon women they select to portray than it does about the women themselves. The percentage of Klingon women who are aggressive "she-wolves" is not much higher than the equivalent percentage of Human females, although more of the Klingon women tend to carry firearms.

Any study of the Klingons must include an understanding of their history, their concepts of meritocracy, their continual battle against their own corruption and inefficiency, their internal struggles (often against their own paranoia), and their government in order to understand just what makes them what they are.

There are many surprises in store.

The first is that most members of the Klingon Empire are not in fact Klingons at all, but a dozen species such as the Dunkars, Zoolies, Slirdarians, Hilidarians, Cromargs, and others. These "Subject Races" are often considered slave labor by the Federation, but are in fact willing members of the Empire (even if the Klingons never entirely trust them). More than one Federation Marine has been startled in combat to find himself fighting a seven-foot bear-ape or a six-foot lizard, both wearing Klingon insignia.

Another surprise, although it should not be, is that the Klingons and Federation are not perpetually at war. Prior to the General War, Klingon merchant ships were as likely to call in Federation ports as those of "friendly" empires, and every year tens of thousands of Federation citizens paid hard-earned money to travel to Klingon planets for sightseeing or amateur archaeological expeditions.

While everyone in the Federation knows about the Klingon Deep Space Fleet and its manta-ray-shaped warships, not many realize that the Klingon Army is actually several times as large, but is mostly used to defend Klingon planets against foreign invaders.

While the Klingons are a military empire, citizens of the Federation might do well to realize that the Klingon Empire did not materially expand in the half-century before the General War (it actually shrank with the loss of previously captured territory). Regarded as ferocious warriors who never surrender, the Klingons in fact lost part of their Empire to the Tholians (who never gave it back) and while never accepting this loss, were unable to reverse it. There is one planet inside the Empire that was so hard to conquer that the Klingons in fact gave up and asked — nicely — if the inhabitants would sell them mineral ores and provide mercenary soldiers for their Marines.

Stereotypes are a crutch much used in the superficial examination of a foreign culture. When enjoying science fiction or stellar history, it is simply too complex to realize that a given planet probably has as many different climates and environments as Earth has, or that a given alien species probably has just as many different languages, religions, and recipes for stew as are found on Earth. This applies to the Klingons as much as anyone else, and when one Klingon says "We have no devil" it is far too easy to assume that this applies to every Klingon, rather than only to those members of the same faith as the one Klingon you happened to encounter. Billions of Klingons believe in, and fear, the same Satan that humans fear.

The Klingons are, obviously, a far more complex lot than those who set out to read this manual are currently aware. In the next hundred pages, we will review their history, tactics, technology, government, religions, planets, allies, and other enemies. In the end, they will still be the most dangerous enemy of the Federation, but they will also be considerably better understood.

KLINGON BIOLOGY

Klingons are a humanoid mammal species native to the planet of Klinshai. (Klingons in *Prime Directive* and the *Star Fleet Universe* are based on the original source material and appear very much like Humans.)

Klingons have two sexes (males and females). Males tend to be more aggressive and are more likely to serve in the military or in labor intensive jobs, and generally take a leadership role in the Empire. Females can be equally strong and fierce, and while there has never been a female Emperor, women have occupied virtually every other position within the Empire at one time or another.

Reproduction happens in the usual humanoid way, with the female carrying the baby (twins are considerably more rare than with humans) for a gestation period of seven months. Most Klingon women have no medical problem with childbearing, but birth control is often used once the normal family size (three or four children) is reached, or by military women who want to defer children until later in life.

The characterization of Klingons as a brutal warrior species is simplistic. There are two castes: warriors and civilians. Virtually all Klingons encountered will be of the Warrior Caste. Klingon youths must pass a series of tests to become warriors, (although the military finds enough recruits to fill its ranks). It is traditional for sons of warriors to follow in their fathers' footsteps, although such heritage will not make their passage through the ranks any easier.

Most Klingons are born on their home planet, known as Klinshai. Billions live on major Klingon colony worlds. Five colony worlds (see page 41) are run by the military and police; these are places where retired warriors can raise fine children who usually join the military. Klingons from Klinshai, warrior colonies, and other colonies, sometimes regard each other as different social classes.

Species Traits, All Klingons

Size: As Medium creatures, Klingons have no special bonuses or penalties due to their size.

Ability Modifiers: +2 to Strength, +2 to Dexterity, +2 to Constitution, -4 to Charisma (treat their Charisma as -0 when dealing with other Klingons).

Base Speed: 30 feet.

Saving Throw Bonuses: Klingons gain a +4 to Fortitude checks when making checks versus their alcohol intake and to resist pain.

Skill Bonuses: +2 species bonus on Intimidation skill checks. Intimidation is a Klingon's preferred method of diplomacy. Klingons also gain a +4 to Diplomacy skill checks when trying to impress others by their ability to drink alcohol.

Free Language Skills: Read/Write Klingon, Speak Klingon.

Other Languages: Any language the character can learn.

Other Modifiers: Reputation: Klingons feel that reputation is everything; they must make a Will check at -4 to accomplish any task that they believe would bring them dishonor.

KLINGON HISTORY

The Klingons, like other humanoids on Class-M planets, evolved from a primate species as a clever omnivore able to work in groups, pass knowledge and innovations to their offspring, adapt to new situations, and modify their environment by constructing shelters. Little is known of Klingon prehistoric times and the Klingons show relatively little interest in their own paleontology.

Once the first proto-Klingons achieved sentience (perhaps two million years ago) and began to evolve as tribal groups, they passed through the expected gatherer, hunter, stone, copper, bronze, and iron ages. By the time of the Iron Age, perhaps five thousand years ago, there were thriving city-states on all continents, some actively trading and some warring with each other.

Everything Changes In An Instant

An asteroid impact during this Iron Age changed the climate on the planet drastically, making inland regions considerably drier than before. Life got a lot harder, and the various city-states warred among themselves to control the remaining fertile regions. This produced two related social changes. The first was a rise in importance of the Warrior Caste, since wars were considerably more common and more important. Every city-state lived on the bare edge of its resources, and any minor change meant either famine (driving the city-state to raid someone else) or feast (making the lucky city-state a target for those less fortunate). The other social change was that warriors tended to live well apart from the "civilians," occupying fortresses on the edges (or just beyond the edges) of the fertile regions to protect them from invaders. The Warrior Caste developed its own small towns on the edges of the city-states, where retired warriors, dependents, and military industries thrived, leaving the largely "civilian" areas relatively free of the military. While agriculture, society, and population were hit very hard, the nascent iron mining and forging industry was unaffected.

This situation developed and stabilized over two centuries, then continued for thousands of years. During that time, most city-states (there were between eight and twenty at any given time) eventually became military dictatorships, if only because, sooner or later, some crisis would present itself and the military (which had the raw power to take over the government) would consider itself better able to run the city-state. If the military was, indeed, capable, the city-state thrived and the military dictatorship was a success. But if the military dictatorship did not do well, the city-state would grow weak and other city-states would temporarily ally to conquer it and divide its resources. These military dictatorships were (at least in theory) meritocracies. Unlike Western armies on Earth in the 19th and 20th centuries (where wars were a decade or two apart and served to eliminate the deadwood and incompetents at the cost of the lives of soldiers), the Klingon city-states were in a perpetual state of war and only those who were successful at the business of soldiering, war, and the raw exercise of power could survive. If a powerful warlord schemed to make an incompetent son or friend his suc-

cessor, the city-state (which lived on the edge of starvation) would suffer and foreign armies (always at the gates) would conquer it.

Slavery was common in this time period. Prisoners taken in wars were put to work raising food or mining, and were generally "worked to death." Those who could not work were simply executed. A city-state facing a food shortage (which happened to all of them every decade or so) might sell off or slaughter some of its slaves to reduce the burden on the food supply. In some cases, city-states sold their surplus free populations into slavery to other city-states in order to get through the crisis.

The Rise of the Empire

About a thousand years before Y0, Kahless arose as the warlord of one of the powerful city-states. Through shrewd tactics, clever alliances, personal courage, and rigid discipline, Kahless was able to become the supreme warlord and the first emperor of the entire planet of Klinshai. His campaigns have been detailed in Klingon histories, but evidence doesn't support many elements of his legend and it would appear that the Klingon Imperial Government rewrote the history two or more times between his death and the spaceflight era, continually redefining his legend, stories, and history to reflect their current world view. As such, all of the histories of "how Kahless conquered the world" must be regarded with deep suspicion. There is no doubt that he lived, waged war, and united the planet, but the exact mechanics and details are hard to discern from the fantasies and legends.

It is known that the original city-state of Kahless was Kar-Ekrd on the northwest continent, and that he rose to power on the basis of personal bravery, skillful tactics, improved technology, and the ability to motivate and lead others. One legend insists that Kahless invented the stirrup, which made warriors mounted on the Klingon analogue of a horse the dominant force on the battlefield. This cannot be confirmed, but there is ample evidence that Kahless was originally a cavalry officer, and commanded a division of horsemen and then the entire cavalry corps of his city-state. It appears likely that his troops did use stirrups as a decisive advantage, but they may have gotten the idea from traders arriving from other continents. One legend insists that after a particularly important battle, Kar-Ekrd's warlord (Ektorban) surrendered his throne to the brilliant young cavalry commander. Another insists that Ektorban was killed in battle (or in a duel with Kahless) and the infantry and artillery generals (all much senior to Kahless in age and rank) asked him to be their leader (or conspired to kill him and were themselves eliminated). In any case, it is clear that Ektorban had some critical successes on the battlefield and had conquered two other city-states (perhaps due to the brilliant maneuvers of Kahless) prior to the accession of Kahless to the Kar-Ekrd throne.

Kahless is known to have married Roksahn, the daughter of the warlord of the nearby and semi-allied city-state of Bak-Treknr. The legends do not agree on the details. One version is that this happened after Kahless took the Kar-Ekrd throne and it was a strategic alliance. Another version is that the warlord of Bak-Treknr selected the dashing cavalry commander of an allied state to marry his daughter and become the heir to his throne. (It may, or may not, have been a tradition of Bak-Treknr to appoint a new warlord in this way.) A third version of the legend is that the two met during a campaign against one of the two city-states conquered by Ektorban and honestly fell in love. So many love poems and stories circulate around this pair that it does appear that the two were (at least after their marriage) genuinely and deeply in love. The great tragedy of their lives is that they never had children. Some historians consider this a fortunate event, as the son of the first global emperor might have been impossible to keep away from the throne.

Roksahn is the subject of her own legends, and by all accounts was a remarkable woman. She remained by the side of Kahless through all of his campaigns, and the legends insist that she was the genius behind his logistical successes. In one case, when a plague struck the Army in the field, Roksahn organized other high-born wives to treat the sick, a publicity stunt that did much to maintain morale. Roksahn is also said to be responsible for a redesign of the Army's field gear to make it more comfortable to wear and more efficient to manufacture. But then, legend also insists that her kiss brought a dead Kahless back to life, an incident most scholars write off to an exaggerated version of something more mundane (perhaps comforting her husband after he had been knocked unconscious by a blow to the head?).

★ ★ ★

THE *STAR FLEET UNIVERSE*

For those not familiar with the *Star Fleet Universe* products produced by ADB, Inc., we offer this brief summary.

All *SFU* products are based on a consistent background and within the limits of scale, events in one game can be reproduced in other games.

Star Fleet Battles is the best-selling (and the longest-selling) tactical space boardgame of all time. In print for 25 years, it includes well over a thousand ships and about 50 starfaring empires. You can even enjoy playing this game on-line in real-time through our SFBonline.com network.

Federation & Empire is the strategic counterpart to *SFB.* It contains the same ships, but reduces them to a single numerical factor (which is good since each player controls hundreds of ships and an interstellar empire).

Star Fleet Battle Force is the card-game version of *SFB*. With art superior to most other card games, the design starts with a classic "naval" battle system and expands this with new rules and concepts. Those who find the thousands of pages of rules in *SFB* overwhelming will be happy to find only four pages of rules in *SFBF*. This is a non-collectible game; one box is enough for six players and there are no expensive boosters to buy.

Federation Commander is the exciting full-color fast-playing game of space combat and perfect for *Prime Directive* players who need an open-space combat system. Start flying a starship just minutes after opening the box.

The Campaigns of Kahless

The first campaign of Kahless, leading the combined armies of four city-states, was against the city-state of Azer-Kirik, a thousand miles from Kar-Ekrd. Kahless (or Roksahn) is said to have practically invented modern military logistics and the general staff system, as all other military campaigns over such a long distance had failed due to the breakdown of the supply system. Kahless prevailed, conquering Azer-Kirik and then quickly gobbling up the city-state of Pak-Takr-Ikn which had existed as a weak and decadent power under the protection of Azer-Kirik.

Kahless, the legends mostly agree, then set his eyes on the last city-state of the northwest continent, Lub-Kor-Bok. Due to geographic difficulties, the only way to support the huge army of Kahless over this distance was to transport the supplies by sea while the army marched overland. Unfamiliar with naval matters, Kahless suffered his one great defeat when the warlord of Lub-Kor-Bok paid Lak-Fan (a city-state on the Eastern Continent) to use its ships to attack the undefended convoys in one of the first true naval battles on Klinshai. His army stranded and starving at the gates of Lub-Kor-Bok, Kahless challenged the warlord to a personal duel. One version of the legend holds that this duel was accepted, that Kahless won, and the city (and thus the entire continent) fell into his hands. Another version holds that the warlord refused and Kahless paid assassins to slip into the city and kill him. Yet another version insists that the warlord did accept the challenge, was defeated, the city still refused to surrender, and the assassins murdered the warlord's successor. Still another version insists that Kahless launched a desperate attack on the city (accompanied by paid assassins eliminating the warlord to cause confusion).

Kahless had learned a hard lesson, and a lesser man might have been content to live out his days as the unchallenged master of the northwest continent. But Kahless was furious with the interference of a city-state from another continent, and dedicated several years to virtually inventing a navy out of what had been little more than a collection of commercial ships and sailors. By instilling discipline among the sailors (who had been fiercely independent) and adapting technology brought to him by a network of spies, Kahless turned a collection of cargo ships into a well-drilled military machine. Legends credit him with inventing the ram, the spar torpedo, the naval mine, and other technology (some of which, it is fairly certain, appeared at least a century after his death).

Kahless set out first to conquer the smaller southwest continent, landing his forces between two city-states and then marching against the stronger one while conducting deception operations against the weaker one. The conquest of the first city-state complete, the second quickly surrendered. The third city-state agreed to surrender, then (after an internal coup) vowed to fight and allied with Lak-Fan of the Eastern Continent, which sent its ships to fight the navy of Kahless. The naval campaign went on for several months and legend insists that a storm which destroyed part of the Lak-Fan fleet was a key element in the eventual victory of Kahless.

Kahless then set his eyes on the Eastern Continent, home to Lak-Fan and four other city-states. One of these, Rin-Tok, allied with Kahless and some of his troops were sent there. The bulk of his army landed between two other city-states, and Kahless offered both of them a deal. Whichever one would ally with him and lead the assault on the other city would be spared and welcomed into his empire, and would gain the resources of the city who refused the offer. Jar-Bak-Taz accepted the offer and its troops dutifully led the attack on Su-Nat-Koh. Repulsed in three bloody assaults, the troops of Jar-Bak-Taz mutinied and were slaughtered by the army of Kahless, who proceeded to capture both of the now-weakened city-states.

Kahless now held half of the Eastern Continent, and three of its five cites. Only Lak-Fan and Kan-Dakto held out, and they were strongly allied by blood ties and trade. They were, however, isolated from each other by desolate mountains, and had conducted their busy trade and friendly relations by sea. Kahless sent his navy to blockade both cities, and sent armies to besiege them both. In a variation on his original gambit, he announced that whichever city surrendered first could keep its freedom and its own military (as part of the Empire) and would receive the riches of the other city (after Kahless conquered it). Suspecting treachery, both cities refused. The siege dragged on for a year as Kahless, on the edge of final victory, did not want to waste his forces attacking such strongly defended cities. Finally, the Navy of Kahless drove its ships, loaded to the gunwales with troops, into the harbor of Kan-Dakto who stormed into the city from the harbor, putting it to the sword. With Kan-Dakto looted and burned, Lak-Fan offered to surrender if it was spared, but Kahless insisted that it must be looted and burned to show the consequences of its resistance to his power.

The unified Empire thrived. The military, which had suffered many casualties and had absorbed many half-trained warriors during the campaigns, was reduced to a smaller, but still substantial, hard core of veterans. Many older soldiers were retired and given land in the captured and looted city-states. The remaining smaller army and navy were used to crush rebellions and to occupy the "sea kingdoms" that existed on various islands away from the main continents. While Klinshai was still a dry world barely able to feed itself, it was able to begin making progress toward a better future due to the efficiencies of a unified government and a smaller percentage of the gross planetary product going into military uses.

Kahless was an old man by the time his conquests were complete, and established a procedure for the selection of a new Emperor that survived through the ages. The Emperor appointed three princes, each of whom was approved by both the civilian government and military command, and the new Emperor was selected from among them by those same bodies.

Federation histories usually describe Kahless as the man who set the pattern for "Klingon barbarity." Klingons, of course, don't see themselves as barbarians and hotly disagree with this foreign assessment of the man who built the Empire. With so much myth and legend cloaking the

historical figure, it is difficult to assess what his true personality was like. Kahless was certainly a dynamic, magnetic personality, able to inspire great loyalty in his followers. He was obviously intelligent and innovative, although opinions vary as to whether he was the "pure genius" of so many Klingon legends. He was fiercely loyal to his friends, and equally ruthless to his enemies.

The planet continued to develop, reaching the steam-industrial age about 300 years before Y0.

The Coming Of The Old Kings

The Old Kings appeared 274 years before Y0 [the year that the Humans first contacted the Vulcans] according to the official Klingon histories. (This date is generally accepted as an accurate translation of Klingon years into Federation standard years. However, some Klingon historians argue that there is an error in the Klingon records and the date was actually 277 years before Y0. The difference does not seem important.)

The Old Kings were a spacefaring empire which occupied most of what would eventually be Klingon and Federation territory. They employed the Klingons and several other species from future Klingon territory but apparently none from what would be Federation territory. The reasons for this are not clear. The Old Kings may be responsible for the Cygnan Sky Fathers myths or the Earth UFO legends, and similar myths and legends on many other planets. Or perhaps not. It is noted that the Spirit Kings (who may or may not have been the same as the Old Kings) contacted the Hydrans over 700 years before the Old Kings contacted the Klingons.

The Klingons had been able to see stars and (within the century before the arrival of the Old Kings) build some relatively sophisticated telescopes, and understood the concepts of stars, planets, and other heavenly bodies. Some Klingons felt that the stars were the core of their own solar systems, while others felt that stars and the Klingon sun were two different kinds of bodies. The Klingons had legends of strange beings from other worlds and the open arrival of the Old Kings was not a completely disruptive event.

The Old Kings (who had apparently studied the Klingons for some time) sent a diplomatic delegation to contact the Emperor. The Old Kings offered the Klingons a role in their vast stellar kingdom, working first as soldiers and later as technicians on starship crews. The Old Kings gave the Klingons (and other species in their employ) advanced technology and established schools to train the population in its use. The Klingons thrived and their population boomed as technology helped them gain control of their environment. Many thousands of Klingons served on the starships of the Old Kings and brought home stories of faraway worlds that were very different from Klinshai itself.

During two-and-a-half centuries, the Klingons saw what opportunities space offered, and continually pressed the Old Kings (without any success) to allow them to establish permanent colonies on other planets and to operate their own starships. On the other hand, the Spirit Kings (who ruled Hydran space) allowed the Hydrans to do both things, and when the Spirit Kings left, they left the Hydrans in control of low-powered non-tactical-warp starships. The Lizard Kings (a designation given to the unknown beings who seeded the Gorns, Skoleans, and Paravians on their planets) never contacted any of the species they helped to create. The Leopard Kings (a designation given to the beings that were the ancestors of the Kzintis, Lyrans, and Carnivons) apparently ran a far-flung empire that collapsed hundreds of thousands of years before the Old Kings, leaving their refugee populations to evolve as separate species on many planets.

The Old Kings treated the Klingons as employees or mercenaries who were not entirely trusted. Some records indicate that the Old Kings had security stations on their ships to watch the various employed species, just as the Klingons later used such facilities to guard against treason by the Subject Races.

Little information is known about the Old Kings as individuals, and the only art that the Klingons have (which may be more symbolic than literal) show creatures with large black eyes and oversized skulls.

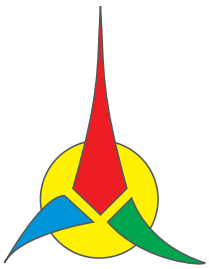
The Old Kings Depart

Twenty-five years before Y0, the Old Kings suddenly departed. One legend holds that they had discovered that a black hole in the center of the galaxy was absorbing stars and would eventually destroy the entire galaxy, although many dismissed this as pure myth. In any case, the Klingons were all taken back to their planet during a brief period of a few weeks, after which the Old Kings disappeared forever.

The Old Kings, who had refused to give the Klingons any starships of their own, left several of their own obsolete vessels in orbit over Klinshai. There they dangled like prizes just out of reach. The Klingons, who had learned much from the Old Kings, needed only 27 years to invent chemical-fueled rocket boosters and (in Y2) send manned space capsules into orbit, where they found the abandoned ships were in a condition that could be reactivated with some difficulty. Many speculated that the Old Kings wanted the Klingons to return to space, but wanted them to "earn the right" with their own effort. If this was the case, they obviously didn't make it too difficult.

It took the Klingons another six years to get the ships fully active and (using star charts left by the Old Kings) reach the Dunkar homeworld. The Klingons had known the Dunkars for centuries (it is unclear which species was contacted first by the Old Kings). As they continued to expand, the Klingons contacted other species that had served

The Klingon "trefoil" emblem dates to the time of Kahless. It symbolizes the Army (the green arm), the Navy (the blue arm), the Emperor's Will (the red arm), and the warriors of the Empire (the yellow disk, the source of all power). A white disk symbolizes "the civlian population" (to be protected).



the Old Kings, including the Vergarians. While the Dunkars considered themselves partners with the Klingons (and accepted their leadership), the Vergarians wanted their own separate kingdom of the stars and attempted to mutiny against the Klingons in Y12. They failed (although they apparently did gain control over two or three starships that the Klingons hunted down and destroyed). Outraged, the Klingons executed all Vergarian crewmen on their ships, bombarded Vergar back to the Stone Age, and increased security measures against future mutinies.

Empire Building

By Y17, the Klingons had built their own starships patterned in shape on a predatory marine reptile of the Klinshai oceans. The Klingons encountered and began fighting the Lyrans (their future allies) in Y38. Expanding the front line, the Klingons (and Lyrans) encountered the Hydrans in Y40 and the Kzintis in Y50. As the power structure in the sector developed, the Klingons found themselves allied to their original Lyran enemies (except for a brief conflict over the division of Hydran territory). By Y91, the Klingon-Lyran Coalition was firmly established and would last beyond Y225, the end of the data records.

The Klingons developed tactical warp power in Y63, and began using drone missiles in Y65. Several wars were fought with the Hydrans and Kzintis, and (starting in Y83) with the Tholians. The Klingons had been planning to conquer the Romulans (whose technology was very primitive) but were prevented by the Tholian occupation of the only area that adjoined both empires. The Klingons (with some Lyran help) conquered the Hydran Kingdom in Y87 and held it until Y135.

Conflicts with the Federation

The Klingons first contacted the Federation in Y85. Busy with several other wars, the Klingons dealt with the Federation as friends and even allies, but this relationship was strained as both empires built new colonies as rapidly as possible. The Klingons provided advice and training to the Federation during the First Federation-Kzinti War which started in Y88. When the Federation issued its formal border declaration of Y102, the Klingons were furious, as the Federation had effectively occupied space the Klingons expected to expand into (and some Klingon colonies were already there). This resulted in the First Klingon-Federation War (Y110-Y111). The very brief Second Klingon-Federation War (Y156) ended within months with the Organian Treaty. It is interesting to note that prior to the General War, the Klingons and Federation had been at war less than three years and regarded each other as economic rivals, not as military enemies.

The Four Powers War (Y158-Y162) set the stage for the General War (Y168-Y185). In both, the Klingons were allied with the Lyrans against the loose alliance between the Hydrans and Kzintis. To neutralize the Federation threat, the Klingons gave PL 10 technology to the Romulans under the Treaty of Smarba in Y159, resulting in the Romulans joining the Coalition during the General War.

Between the Four Powers War and the General War, tensions between the Klingons and the Federation increased geometrically in disputes over colonies (and military bases) built in the Organian-declared Neutral Zone. This increased tension led the Federation to improve its military and establish a tentative alliance with the Kzintis. As the Federation prepared to send its Star Fleet to Kzinti space to fight against the Klingons, the Organians suddenly disappeared. Much has been made of this event, but it is only partially understood. It is not known just who the Organians are or why they wanted to prevent wars between the Klingons and Federation, or why they suddenly disappeared. The widespread myth is that the Organians were able to prevent such Klingon-Federation conflicts, but it is clear that their mental powers did not extend much beyond their own star system and they served more as neutral brokers of a ceasefire of mutual convenience than as enforcers. The disappearance of the Organians caused the Third Klingon-Federation War (a part of the General War) not so much by removing obstacles to conflict as by removing the last mechanism that could have prevented it.

When the initial Klingon invasion of the Federation did not achieve its objectives and the Klingons realized that they had awakened a sleeping economic dragon, they convinced the Romulans to join the General War.

This conflict lasted until Y185 and ended more by mutual exhaustion than by any military victory. The Klingons had occupied much of Federation territory during half of the war and had spent the last few years trying to stop Federation attacks on their original border bases (and once on the capital itself). The appearance of the ISC peacekeepers provided an excuse, not a reason, to end the War, and the Klingons and Federation were allied against the Andromedan threat within a few years.

KLINGON POLITICS

The Klingon Empire strives to be a meritocracy, but is constantly at war with its own internal corruption and wasted effort. Without the free market, multiple political parties, uncontrolled media, and independent judiciary of the Federation, the Klingon Empire resorts to an endless series of inspectors, police, auditors, and computer-monitored records to ensure that everything runs smoothly and that corruption, waste, and abuse of power are held to a minimum. Unfortunately, most of the ways that corruption is fought involve massive duplication of effort by numerous police and security agencies.

While the Empire is often described as a "military dictatorship," this is true only when viewed from outside. Much of the government has military trappings, but the military is of course only a small portion of the overall economy.

The head of the Empire is the Emperor. This title evokes (in Federation eyes) the idea of a hereditary monarchy, something that is simply not the case. The Emperor is sometimes, but only rarely, the son or brother of a previous Emperor. The Empire has exactly three princes. Unlike human monarchies, the children of the Emperor are not automatically given the title "prince"; princes are instead appointed by the Emperor with the approval of the

Council and of the Military High Command. When an Emperor dies, the three princes appear before a joint session of the Council and Military High Command, and this joint body elects one of the princes as the new Emperor. The new Emperor then (within a few days) appoints a replacement prince (subject to approval).

It is entirely possible that a given Emperor could have princes who were appointed by one or more of his predecessors. Princes serve for life and cannot be forced to retire, but often do so either because they feel too old to serve or because they want to enjoy a comfortable retirement. Often, a prince will negotiate his retirement with the Emperor and/or Council in an effort to influence the selection of the next prince.

Traditionally, one prince is selected from the military and focuses most of his attention on that area. The second prince traditionally comes from the ruling governmental class and focuses his attention on that area. The third prince usually comes from a major industrial family that is not part of the governmental structure.

In rare cases, a woman may occupy one of the princely positions on her own merits. While she has the same Klingon designation as a prince, the Federation usually translates this as princess and the women involved are not on record with any objections to that translation.

There is no established procedure to remove a prince or the Emperor, except conviction for treason. Lower-level officials can be removed for all manner of crimes and even incompetence, although this requires the unanimous approval of the next-higher level of government and the next-higher official. Thus, a baron could be removed only if the Count and all three viscounts approved, as well as the Duke. The ESS can arrest any official for treason, but would have to prove its case to the satisfaction of the higher levels of government. Sadly, it is often more efficient to simply assassinate an official who needs to be removed. This is of course a capital crime and the assassins (and whoever paid them if it can be discovered) will suffer for it.

There is no royal family in the sense that the Federation would expect, although the relatives of any powerful individual often gain advantages in business, military assignments, or jobs as the assistants to the dukes, counts, barons, and governors (with a chance to rise into those posts). Things become confused during visits to the Federation by individuals who happen to be children of a titled official, as the Federation diplomatic corps insists on treating them as nobility (or royalty), a concept that the Klingons find amusingly bizarre.

The Empress: There is often an Empress, who is usually the wife, sister, or daughter of the Emperor. This position is one of being "first lady" and is mirrored at the various civil administration levels. (Dukes, counts, barons, and governors all have "first ladies" in the same role.) This woman is often but not always charged with social roles, being the official hostess at state functions, being the voice of women within the government, maintaining morale, dealing with cultural issues, or similar functions. She may also be given other duties, and (if qualified) might even be in charge of some major operation or project. (At least one governor's wife was an engineer in charge of a major industrial operation prior to his promotion and remained in this job her entire life, their daughter eventually assuming the "first lady" duties.) In some cases, an Emperor whose Empress is older may appoint one of his female relations as Princess (separate from the three Princes) to assist the Empress in her duties. When the Emperor dies, these women usually become dowagers, their duties assigned to women appointed by the new Emperor. Sometimes, however, they may be given other important duties or continued in their positions.

The Military High Command controls the military and is described in the military section. The Military High Command has the right to approve new princes and a new Emperor, and the theater commands (page 74) hold the right to approve new administrators at lower levels.

The Council controls the civilian economy (including the factories that build weapons and the shipyards that build starships). Membership in the Council is not elective, but based on how much power (expressed in terms of production, money, and manpower) an individual can wield. Some members head corporations, while others are feudal lords who control planets or sectors. The Federation has spent years trying to figure out just how the Klingons decide who is and isn't going to be on the Council without any success. The head of the Council is the Chancellor, who serves as a prime minister in all except military matters. Some emperors delegate much of their responsibilities to the Chancellor while others used him as a palace chief of staff.

The Civil Administration includes the four dukes who control major regions of the Empire, the counts who control the 26 counties (and the Capital Complex), the barons who control the 134 districts (and the four Capital Complex Systems), and thousands of governors in a chain of command that has all the trappings of the military. Many of these officials are military officers (often from the reserves) and those who are not soldiers often wear a uniform similar to the military that is approved for civil administrators. At least one of the counts is always a Dunkar, one is always a Vudar, one is often a Hilidarian and there is sometimes another from a Subject Race. Up to a dozen barons and a hundred or more governors are from Subject Races, as are perhaps 10% of the deputies at each level. About 20% of the civil administration leaders are women.

As with the Emperor and the three princes, each level of the administration has one deputy from the administration, one from industry, and the third is the military deputy. This will always be a serving line officer (from the DSF, Marines, or Army). Dukes have a two-star admiral or general as their military deputy; counts have a commodore or brigadier; Barons have a captain or colonel; Governors have a commander or lieutenant-colonel. These officers form yet another system of checks and balances. Since the military deputy (of any level) has access to all of the government's files, he is the military's "agent" to ensure that the government is providing the required support. He is also the administration's spy on the military forces in his region. While he has no command authority (active duty

units are under the military chain of command), he does have the right to visit and inspect any military unit in his region and could report any failure of responsibility or misappropriation of assets. He also provides a link between the government and military, solving problems regarding government support for the military and military interference with the government. These officers serve an important function, and while their normal military careers are probably over, they can advance to become the military deputy of the next higher level of government, or to the governorship of his own area. At the higher levels (admirals and commodores) the post is a glorious retirement with the chance to accumulate wealth and raise a family. For commanders and captains, it often signals the end of a promising combat career (something regarded as bitterly disappointing to most Klingon officers). Some careers do survive a tour of duty in the government, if the officer can call in enough political favors.

The selection of new deputies at each level is subject to approval at both that level and at higher levels, although more remote underlings get less attention from the highest levels. Each deputy must be selected by the leader for that administrative level (e.g., the Duke selects needed replacements for the vice-duke posts), and these selections must be approved by the higher leaders (see the chart at right), the military theater command that covers the administrative unit, and the local Council. (All members of the Imperial Council are also members of the councils of the duchy, county, and district in which they reside. Less powerful officials and businessmen whose holdings are all within one administrative unit may have enough clout to get on the Council for their county or duchy if they cannot also get into the Imperial Council.)

Major Subject Race planets (e.g., Dunkaria, Zoolax) have their own governmental structures and the planetary leader is simultaneously the Imperial Governor of his planet. The Dunkar King is simultaneously the Count of the County, while the Hilidarian Supreme Lord is simultaneously the Imperial Governor of his planet and Baron of his district.

The ISF for each level of government is under control of the leader for that level, but also sends reports to the ISF chain of command (which handles pay, promotions, assignments, procurement, and policy). In some cases, the ISF also makes reports to the military chain of command.

Of course, an ESS office at every level watches the leader, his deputies, all of their staffs, the ISF, the DSF, the Army, the population, and foreign travelers for any sign of treason, espionage, or corruption.

Klingon diplomats can be either military or civilians. Some of them are from the families of powerful officials; others are career civil servants who excel or find satisfaction in this field. The most powerful Klingon diplomats (often, those assigned to command "diplomatic cruisers") are not career civil servants, but powerful nobles or political leaders who hold military commissions. Such diplomats bring unique capabilities to the negotiating table and virtually become third parties to any treaty. Being personally wealthy, their careers and fortunes do not depend on reaching an agreement, although they are likely to profit by any treaty because corporations they own would be in the best position to grab any contracts to produce, buy, or sell trade goods. Being a third party, a Klingon diplomat can promise certain things in his own right without having to get them approved by the government. In one case, Count Kaleen reached a treaty by paying for something the Romulan Emperor wanted (a complete collection of Klingon operas on trivideo chips) out of his own pocket, knowing he would make far more than their trivial cost once contracts were signed to deliver spare parts for the KR-series warships. In another case, a diplomat was able to reach an agreement with an enemy by threatening to walk away from the bargaining table, explaining that while the Emperor could fire him as a diplomat, his personal wealth ensured that he would suffer no penalty for the failure to reach an accord.

Leadership Summary

Emperor: Selected from the three princes by unanimous consent of the Council and Military High Command.

Empress: Appointed by the Emperor with consent of the Council and military. Might be the Emperor's wife, sister, daughter, mother, or another woman selected for her political and administrative abilities.

Prince: Appointed by the Emperor; might have been a duke or count, the chancellor, or a major military or industrial leader. Requires approval by Council and Military High Command.

Duke: Selected from the three vice-dukes of that duchy with consent of the Emperor, the Theater Military Command, and the Duchy Council.

Vice-Duke: Appointed by Duke with approval of the Theater Military Command, Emperor, and Duchy Council. Might have been a count, viscount, or other leader of note. One vice-duke per duchy will always be a two-star admiral or two-star general.

Count: Selected from the three viscounts of that county with consent of the Duke, the Emperor, the Theater Military Command, and the County Council.

Viscount: Appointed by the Count with approval of the Theater Military Command, Duke, and County Council. Might have been a baron or baronet or some other leader of note. One viscount per county will always be a commodore or brigadier.

Baron: Selected from the three baronets of that District with consent of the Count, the Duke, the Emperor, the Theater Military Command, and the County Council.

Baronet: Appointed by the Baron with approval of the Theater Military Command, Count, and County Council. Might have been a governor, lieutenant governor, or some other leader of note. One baronet will always be a military officer of rank K6.

Governor: Selected by the Baron from the three lieutenant-governors with consent of the Theater Military Command, Count, and County Council.

Lieutenant-Governor: Selected by the Governor; one will always be a military officer of rank K5.

THE KLINGON IMPERIAL LINE

Klingon records are not completely available, and most of what follows here can be considered a summary of the most significant rulers.

• Kahless: The first Emperor, he united Klinshai under a single government in -Y942. (This is the generally accepted translation of the date; some periods of Klingon history have better records than others.)

• Khavek I: This emperor ruled from -Y890 to -Y873 and is noted as an engineer who built the first long-distance paved roads. This Khavek is no relation to any of the others of that name (the name is fairly common). We know more about the Khaveks than other early emperors simply because Khavek IV was the Emperor during the General War and research papers about his namesakes appeared in the Air Force transcripts. It should be noted that none of the Khaveks used a Roman numeral in their official titles.

• Khavek II: He ruled from -Y605 through -Y581 and crushed a rebellion on the Eastern Continent. He is also known to have opened new and important mines on that continent, and the two events are thought to be related.

• Kor: Ruled from -Y580 through -Y565 and was the brother of Khavek II. Unlike his brother, Kor was not a soldier but was one of the few emperors known to be a civilian industrialist. He started a reconstruction program for the Eastern Continent that made its people happy to be part of the planet-wide empire.

• Khavek III was Emperor from -Y302 to -Y296 and is noted as having revolutionized the oceanic navy with new technology (steam power) in response to pirates operating from remote islands.

• Kell was Emperor when the Old Kings appeared, serving from -Y281 through -Y266. He is considered to have been a man of great insight, but some regard him as the Emperor who "surrendered" to the Old Kings and consider this a mark of shame. Just what he might have done to resist a PL 10+ alien invasion is not mentioned.

• Kerek became emperor in -Y266. He had been appointed prince by the emperor before Kell, and was from a business background. The Council felt he would be better able to deal with the Old Kings and obtain technology and access to other worlds.

• Korv I was Emperor when the Old Kings departed in -Y25, leaving the Klingons trapped on Klinshai. He instituted a long-term program of reaching the orbiting starships, handing over power to his Prince Belak-Kyn in -Y5.

• Belak-Kyn was Emperor in Y2 when the Klingons regained access to space. He remained Emperor until Y12. After the Vergarian mutiny, he retired (one of few Emperors to do so) to self-imposed exile on a remote colony planet where he is revered by an ancestor-worship cult.

• Tilus Krall was Emperor from Y12 through Y20. He completed the suppression of the Vergarians following Belak-Kyn's retirement, and institutionalized the use of "security stations" on all starships and installations to watch the Subject Races. He also instituted a variety of bureaucratic reforms to reduce corruption. Tilus Krall greatly strengthened the ESS, and is regarded by some historians as the father of the modern Klingon security state. The ESS headquarters building on Klinshai bears his name to honor his role in history. He died of a stroke in his sleep in Y20.

• Marak Kivv was Emperor from Y35 to Y42 and fought the first interstellar war (against the Lyrans). His son, Koran Kivv, succeeded him (Y42-Y60) and was regarded as a military emperor who left the civilian economy in the hands of the Council.

• Kraw was Emperor from Y60 to Y75. A military engineer by training, he was the one who brought tactical warp power and drones into the fleet. He was forced to retire after being defeated by the Hydrans.

• Kavish, the governmental Prince, took power in Y75 and made the deal with the Vudar. He paid scant attention to the military, which won the war with the Kzintis in Y82, lost the war with the Tholians in Y84, and conquered the Hydran Kingdom in Y87. He died in Y89.

• Kerg (the old Military Prince) was Emperor from Y89 to Y93. Although he ruled just four years before dying of a heart attack, his impact was still felt a century later: Kerg pushed hard for a diplomatic rapprochement with the Lyrans, which eventually led the two Empires to become formal allies. At one point he took personal charge of the negotiations, breaking an impasse over certain disputed territories. (This emperor had no relation to the later Klingon Captain Kerg of General War fame).

• A series of weak Emperors from Y94 to Y145 left the empire in the hands of the Chancellors.

• Kieron, the military prince, became Emperor in Y145, and revolutionized the military. He died in battle in Y150 (one of few emperors to do so) and was succeeded by his son, Kiefer.

• Kiefer fought the Four Powers War and ruled until his death (in the arms of his mistress) in Y165.

• Khavek IV: Of all the Emperors, Khavek IV (Y165-Y182) is the best known to the Federation, although he is generally regarded with fear and loathing. This is the Emperor who joined the Lyrans in launching the General War in Y168 and who ordered the invasion of the Federation in Y171. He remained in power until he died suddenly of natural causes in Y182.

• Koral became Emperor in Y182 and held the throne until Y194. He had been named as the military prince by Khavek-IV (who had once held that position).

• Karrelli, who had been named the Government Prince by Khavek IV, succeeded Koral but (being elderly) ruled only two years before dying of natural causes. He had been a compromise candidate when the Council could not agree between two younger Princes named by Koral.

• Kellish, the Military Prince named by Koral, became Emperor in Y196 and led the Empire to victory over the Andromedans in Y202. He retired in Y207 to exile on the colony planet Bakuria, where he was killed by a wild boar during a hunting expedition in Y211.

• Korv II became Emperor in Y207. He had been the Industrial Prince and was responsible for a reorganization of the economy, bringing in more free market concepts. He instituted a further set of major reforms.

KLINGON GEOGRAPHY

The Klingon Empire consists of a broad region extending from the galactic rim inward about 6,500 parsecs. The Empire is "west" of the Federation, and borders the Kzintis, WYN Cluster, Lyrans, LDR, Tholians, and Hydrans.

Regions: The Empire is divided into four administrative regions, each controlled by an official which the Federation translates as a "Duke." As with the Emperor, these are not hereditary positions but use the same system of selecting a successor (i.e., three Vice-Dukes serve at all times, and the combined Regional Council and military theater command select a successor from among them.

The Empire is further divided into 26 counties, each of which is controlled by an official which the Federation translates as a "Count." These are, again, not hereditary feudal feifs but use the same system of succession as the Emperor himself. The counties are assigned to the various duchies as follows:

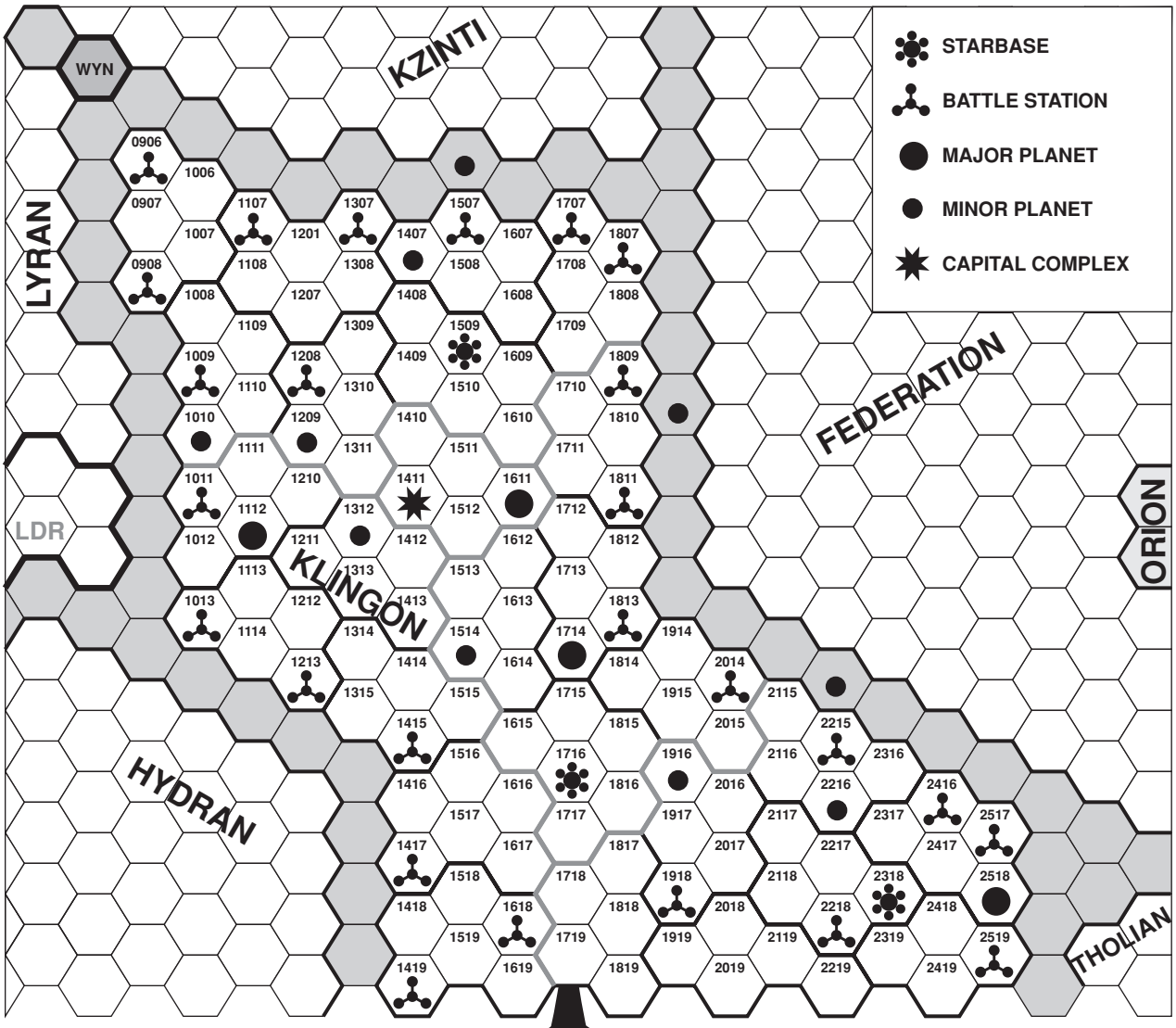
- Northern Duchy: Provinces designated by map coordinates 0906, 1107, 1507, 1707, 1008, 1309, and 1408.
- Eastern Duchy: Provinces designated by map coordinates 1809, 1410, 1712, 1612, 1715, and 1914.
- Western Duchy: Provinces designated by map coordinates 1111, 1312, 1113, 1314, 1516, and 1518.
- Southern Duchy: Provinces designated by map coordinates 1817, 1916, 2018, 2115, 2117, 2416, and 2418.

Each province is subdivided into four, five, or six Districts (hexes), each of which is controlled by an individual whom the Federation translates as "Baron." Within each district, major planets and mandates (groups of smaller colonies) are each administered by a governor (with three lieutenant-governors).

Detailed descriptions of major planets are included in the Planetary Survey section starting on page 33.

Transportation: Regularly scheduled interstellar freighters conduct commerce and passenger service between planets. Warships sometimes carry passengers (usually of the highest rank) and some fast government courier ships are available when regularly-scheduled service is not fast enough. Sublight and low-warp ships and shuttles are used inside each star system.

Ground transportation is provided by various PL 10 systems, including transporters (expensive to use for routine travel), sub-orbital shuttles, aircraft, ocean-going ships, riverine boats, and all manner of ground vehicles including various kinds of trucks, cars, and trains.



KLINGON SOCIETY

The Klingons have a complex society rich with traditions of hard work and equally boisterous recreation. Klingons have homes, jobs, hobbies, and recreations. They enjoy music, trivideo, and sports.

Most Klingons have strong family ties. Parents raise their children to be good citizens, grandparents use their modest incomes to provide their grandchildren with presents (although usually more of the "educational" variety), brothers protect each other in school, sisters share secrets, and so forth. Bonds of marriage are usually somewhat stronger than in human society, but while there is less infidelity it still happens and is still considered wrong. It can result in divorce, although this is less common than in Human culture.

The expected sexual perversions, diversions, and variations exist, mostly as guilty personal secrets (although an ESS or ISF investigation into some other activity may uncover them). Strip clubs, group sex lifestyle clubs, swingers, cheaters, open marriages, homosexuality, bisexuality, and other harmless variations exist (perhaps less so than in the Federation). Sex with animals or children, sex while using illegal drugs, and of course rape, are considered serious crimes and punished accordingly.

Klingon architecture could be generously described as "utilitarian". Buildings are intended to last several generations, and the utilities within the buildings are placed in easily accessible spaces so that they can be maintained and upgraded over time.

The Economy

The primary factor of the Klingon culture is the poor economy. Subjects of the Klingon Empire (both ethnic Klingons and Subject Races such as Dunkars or Zoolies) have a relatively lower standard of living than in the Federation. There is just not a lot of money flowing around. Most workers are provided food, clothing, and housing by their employers, which may be the government, corporations, or noble families. Klingon families do not own the "clutter" and "stuff" that Federation families own. There are no garage sales simply because Klingon families cannot afford to have a lot of property they are not using. Most families own relatively little, but are provided the use of property held by their employer or their worker's cooperative. This is a matter of efficiency. Most Human families own a hammer and other household tools but use them only infrequently, on weekends if that often. For Klingon families, the cooperative has several sets of tools and a Klingon who wanted to do a little work around his apartment would simply sign out the needed tools on his day off.

Klingons and Subject Races are taught from an early age that they must continually make a contribution to the Empire through their hard work and the sacrifice of living a relatively spartan lifestyle. There is no unemployment (except for a few criminals and religious hermits), and (in theory) no make-work government boondoggles. Everybody is given something to do that produces something of benefit to the Empire. (At least in theory. The inefficiencies of a command economy mean that many things are produced for which there is not really any further need, or for which superior substitutes could be produced if allowed.) Surplus population is shipped off to colony planets by, and for the convenience of, the government.

Business activity in the Empire is a strange dichotomy between the need for innovation and entrepreneurs to keep the economy from stagnating, and a fear that they will cause dissention, unrest, or revolt. There is also a concern that an entrepreneur with a new product may make obsolete an established business run by people with powerful political connections who use the supposed fear of rebellion to eliminate competition.

The government is the largest employer, particularly when you consider businesses owned by all of its levels (including the nobility, who pass their feudal territory on to their successors rather than their children, but will often try to ensure that their children and other relatives have good jobs and even independent businesses). The term "corporation" is applied to any business (of any size) which is not owned by the government itself. (Many corporations are owned by nobles who set them up so that they can become an inheritance for blood relations.) Any citizen of the empire can start a business, but to do so requires the approval of the local government. In theory, an individual who wants to set up a business must prove that he has the skills, education, and assets to run it. (The Klingons consider the Federation business model, where an entrepreneur can borrow money from speculators and start a business that is likely to fail, all without any government oversight, to be hopeless chaos.) Klingons who want to go into business must show that they have money (probably from investors) to pay their bills and the education to run a business (courses at a local community college which anyone can pay to attend). Most corporations are started by people who are already wealthy. Someone who was elevated to be a nobleman might take some of his income to start a corporation, make sure that his administration does plenty of business (at fair prices monitored by the ESS) with that corporation, and then leave the corporation to his children (since it is unlikely any of them would follow his footsteps as a noble).

Commercial borrowing and consumer credit is generally not known in the Klingon Empire, at least not to the extent that it is known in the Federation. This lack of credit is one reason that the economy is not advancing as rapidly as outside observers would think it should. Individuals do not have credit cards, but the equivalent of debit cards (using thumb prints and retinal patterns for security). Most purchases are cash-and-carry at all levels. Cash flow is tight and a business will not order regular supplies from a vendor unless it already has money in the bank to pay for them (said funds being frozen in escrow at the time of the order). Money owed to the business and on escrow in other banks may be "assigned" to cover the escrow deposits. In some cases, when a business must order things months or years ahead, it is required by the government to make regular payments into the escrow account that will eventually pay for the order. The government ensures that the vendor is on schedule to deliver the items in question.

This is, of course, the theory. The reality is somewhat sloppier, less certain, and occasionally corrupt. A corporation owned by relatives of a high government official might get away with "shorting its escrow accounts" for a time, although anyone who does this too often will eventually be warned (and maybe arrested). The ESS almost always knows when this is happening, but often looks the other way if it feels that the debt is reasonably secure. A small businessman may find that he lacks the political power to get a bank to promptly release escrow accounts owed to him, and the economy suffers from this inefficiency. Sometimes a bank will stall the release of an escrow account because a powerful leader wants to punish or disadvantage that business. Foreigners wanting to buy things in Klingon markets must have cash or other negotiable instruments to pay on delivery. In many cases, traders are required to deposit their cash with the government before starting to make deals, and then draw on the account at the government bank. The government can, of course, have the bank tie up the funds if it wants to pressure the foreign businessmen, or suspects they are involved in something illegal.

Taxes in the Klingon Empire are mostly of the value-added type, basically a national sales tax built into the cost of goods sold between planets or outside the Empire. Each planet raises taxes in its own way (all Klingon planets using the VAT) for its own expenses and to pay the required tribute to the Imperial Treasury.

"On today's show, we will demonstrate the Dunkar method for pan-frying a steak with special herbs and blood wine. Let me start this steak cooking so the tasters will have something to enjoy and then I'll show our home audience how to mix the herbs."

The Klingon Philosophy

Klingons are guided by the principle of *pah-mak-toh*, which is translated as Order-Righteousness-Strength. If the Empire is running in an orderly manner, then everyone will do the right thing (whether out of duty or fear), and the Empire will become stronger.

Although Klingons naturally regard their culture as being superior to that of other sentient species, Klingons and other species of the Empire interact fairly well with other empires and species. The vast majority do not hold any species in open contempt, although Klingon warriors will hold non-warriors (both Klingon and non-Klingon) in lower regard and sometimes in open disdain. Conversely, Klingons will respect species with a "warrior ethic." Even traditional enemies like the Kzintis and the Hydrans are looked on as worthy (and even dangerous) adversaries. Although the Klingons do not regard them as equal partners and do not trust them politically, most admire the warrior instincts of Hilidarians, Slirdarians, and Yitlians. Klingons are intrigued with the ingenuity and creativity of most Federation species, even if they can't understand or make sense of what they perceive as the Federation's reluctance to use its military power. Klingons see humans in particular as a fellow "predator" species, though badly misguided ideologically. Some Klingons are bigots and (while not becoming obvious about it) hold other species, including Subject Races, in contempt. During the stress of the General War, an increasing number of young Klingons, particularly in the military, adopted the view that Klingons were biologically (not just ideologically) superior to others, but this view never became especially widespread and was regarded as foolish by many. If the Klingons hate any other empire as a "blood enemy" it would be the Tholians, who not only occupied (and continue to occupy) Klingon territory and murdered or enslaved millions of Klingon colonists, but blocked the Klingons at the moment they were set to conquer the newly encountered Romulans.

Civilian Society

Klingon society has the equivalent of social classes, based on wealth and power. Hard work can improve your lot in life, and laziness can cause you to lose your place. In theory, the society is a pure meritocracy, where those who work harder and use their innate talents can achieve greater power, honor, and comfort.

Klingons have standards of clothing similar to humans. Everyone is fully clothed in most cases, although those involved in sports or holidays may wear considerably less, and those in cold climates considerably more. Klingon civilian females use cosmetics to improve their appearance, but males and those females of the Warrior Caste rarely do so.

Most food is served in communal kitchens and is provided as part of the employment compensation. Klingon workers are given some of their compensation in cash or trade credits and can use this to obtain luxuries, hobby items, travel, vacations, special meals in restaurants, etc. (Civilians cannot borrow money, but their employers often credit part of their salary to the equivalent of debit cards.

This is more convenient, and encourages employees to buy from their employer rather than the open market.) In many civilian worker groups, meals rotate between a series of dining facilities so that employees can experience a variety of tastes and flavors.

Klingons, like any society, could not function without some standard of morality. Honesty, truthfulness, and a willingness to help others are considered virtues. In the case of the Klingon Empire, honesty and truthfulness are monitored by the ever-present security and police agencies, and most Klingons are basically honest out of fear or perhaps habit.

The Life of a Worker

A civilian in the Klingon Empire will be born in a civilized hospital and in most cases raised by his parents. (Adoption exists, and young unwed Klingon mothers who chose to bear their children usually surrender custody to older adoptive parents in stable married relationships.)

A Klingon child is raised in his parents' home (although he may spend much of the day in what amounts to industrialized day care) and begins the nine years of primary schooling at age 5. (Some Klingons complete only the first six years.) During this schooling, the children work in school-based factories or businesses in order to properly learn a trade, skill, or profession. While Federation children engage in school projects, Klingon children learn the same lessons while producing items of at least some value to the Empire. Graduates of primary school usually have 3 ranks in skills such as Craft (Mechanical), Craft (Electronic) or Computer Use and improve them over time.

Most Klingon children then begin their working careers, but some (about 15%) are selected for higher education in the numerous universities and colleges, or technical trade schools. There are no degrees in Liberal Arts or General Studies. Those lucky enough to go to college earn degrees that are actually useful in contributing to the Empire and gain three ranks in Profession.

The "day" on Klinshai is only 18 hours long, although the Klingons divide this into 24 time periods generally translated as "Klingon Hours." Workers usually work for six straight hours and sleep for four hours, the remaining eight hours being time for rest, meals, personal matters (errands, entertainment, etc.), and sometimes paid overtime. [Starship crews use a variation of this system; see the military section.] Klingons living on planets with their own day-night patterns adapt to those hours; Klingons on facilities without an "outdoors" (e.g., asteroid mining camps) generally use whatever "day cycle" they are used to from their homes, or the Klinshai standard 18-hour day.

Workers may be rated as apprentice (2-3 ranks in their primary skill), experienced (4-8 ranks in their primary skill) or master (9+ ranks in their primary skill). Those with university degrees work in the various professions such as medicine, engineering, or business.

Young Klingons socialize and eventually pair off and get married. About half of young Klingons are still living with their parents when this happens; the rest have already moved on to their own apartments. Most housing is owned by corporations, nobles, or the government and is provided to workers as part of their compensation. Medical care is also provided by the employer.

Klingons rarely retire and usually work (perhaps fewer hours and in less demanding jobs) until they become infirm. Many Klingons die of strokes, heart disease, and other rapidly progressing maladies. Those who become infirm and unable to care for themselves are often euthanized by the government. Virtually all deceased Klingons are cremated, as their mortal remains have no reverence for most Klingon religions.

Fun with Klingons

All humanoids need recreation to, as the word implies, re-create themselves. Recreation and entertainment provides a mental break, relief from stress, and maintains morale. Klingons engage in all manner of sports and games, most of them being fairly physical in nature. Team and individual sports are both held in high regard. In many individual sports, it is not so much a matter of being the winner on that day as it is to meet the accepted standard or to set a new one. In the Klingon version of the Olympic Games, athletes receive the various medals based not on how they finished within the competing group, but on how they measure up against long-established standards. If the humans did the same thing, then every Olympian who ran a mile in three minutes and fifty seconds would get a gold medal. Standards are changed (usually made tougher) at rare intervals by special committees. Most such competitions are those that can be judged by objective standards. It is easy to tell who jumped a given distance; it is hard to determine who did the most artistic presentation in ice skating. Such subjective judging tends to become corrupt, politicized, and the cause of fights and arguments, and the Klingons simply avoid the issue by focusing on objective performance. Many Klingon workers participate in amateur sports, either in "sandlot" games by groups of friends, or in amateur leagues. Klingons have the equivalents of football, soccer, bowling, and of course (for soldiers only) all kinds of marksmanship.

Klingons enjoy all manner of entertainment, many in live theater and many via trivideo. Most such productions are done by the government, but some are put on by corporations, nobles, or groups of people who enjoy acting. Traveling carnivals and circuses are common, and any worker can attend a live free concert at least once in each work week. Of course, all such stories (from situation comedies to ponderous historical mini-series) are intended to inspire loyalty and hard work and show the intangible rewards of such a lifestyle.

Many Klingons have hobbies, although these are more often in terms of crafts (that could be sold or given as gifts) than collections. Many Klingons collect things (e.g., postage seals) but few of them spend money doing so. Most collectors meet to trade such items in weekly or monthly gatherings. Klingons enjoy physical hobbies such as hiking, power walking, and rock climbing, and as they grow older become voracious readers of books borrowed from the library.

Klingon Naming Conventions

There are billions of Klingons, and various regions (including colony planets) have their own ways of identifying themselves.

All Klingons have a "first name" and a "family name". Some individuals go by either name, or by both, or by their rank or position and either their first or last name. Some have more elaborate names used for formal occasions such as "Kollos Kumerian, Son of Ardak, of the House of Kumaar."

It should be noted that the "Houses" of Klingon culture are very different from the "Great Houses" that dominate Romulan society. While the Romulans have relatively few Great Houses and these form huge cohesive power blocs spanning the military, government, and industry, Klingon Houses are simply honored families. There are thousands of them, and while many Klingon warriors or business leaders claim descent from a specific house, only a handful of houses are well known to the entire population. The vast majority are known only within their own circles. The best human analogue to a Klingon house might be the families of Presidents Kennedy or Bush, or perhaps the numerous US Army officers related to General George Patton.

While most literature routinely assigns Klingon characters names that start with the letter "K" and many Klingons actually do have names that start with this hard consonant, Klingon names can in fact start with any sound or letter.

Time and Distance

The Klingons have a ten-day week, and a fifteen-month year. On starships, junior officers rotate duty assignments every five months.

Klingons use a standard distance measurement called the "tam" which is close to a meter or yard. A kam is a thousand of these "Klingon meters" or a "Klingon kilometer." Kilikam is a unit of 10,000 kilometers.

Klingon Religions

There are billions of Klingons, and while many citizens of the Federation assume that they must all have the same religion, this is hardly the case.

There are two dominant religions, each with many subgroups and factions. There is relatively little religious conflict or rivalry, and Klingons of all religions regard any differences over these matters as being no more important than Federation citizens might regard the rivalries of their favorite sports teams.

The Star Cult: The most widely known Klingon religion is the one that the Federation insists on translating as "The Star Cult". This is basically a moral code or philosophy that could be described as "the greater cosmic karma will get you if you don't behave morally, and that same karma will reward those who do well." The basic tenet of the Star Cult is that even if no one sees you commit a crime or an offense against morality or decency, the all-seeing stars will observe and record the event. Someone who commits such offenses will eventually come to ruin (his fate influenced by the stars that observed his behavior) and someone who dies while gloriously performing his duty (even if no one else sees it) will have his actions recorded by the all-seeing stars. More than 80% of DSF and more than 60% of Army personnel subscribe to this belief system. This religion is thought to have been introduced to the Klingons by the Old Kings, but this cannot be confirmed. There are various subdivisions of the Star Cult based on stricter or looser versions of a fairly common morality code.

There is a fairly common belief among military personnel that warriors who fight well are, upon their deaths, sent to "The Black Fleet" or to "The Black Army" where they await "The Final Battle Against Chaos". It is not clear how seriously Klingon warriors take this tradition, although it is often mentioned and never derided. Some felt that the Black Fleet should have appeared when the Federation made its one and only attack on Klinshai, while others insist that its failure to appear meant that the living members of the Warrior Caste were more than equal to the task of defeating that attack.

There are no formal religious ceremonies for the Star Cult, but often times its members will gather to tell stories of heroism by those present, historical figures, former associates, and even fallen friends.

Kavarism: Something over 80% of civilians belong to a loose collection of religions based on a supreme being named Kavar. Most believe that Kavar created the universe but has, since then, taken little role in its progress and has merely observed what his creatures have made of their lives. For the most part, Klingons of this religion believe that Kavar is the final judge of whether a person has led a good life deserving of a final reward, that being to have his soul absorbed into the greater soul of Kavar himself. Various sects and factions of this religion revere or worship numerous prophets who have interpreted or added to the traditional beliefs and ancient manuscripts of this faith. Some believe that Nin'kul, a prophet who walked the planet centuries before Kahless, was the spiritual son

of Kavar who came to provide additional guidance and wisdom. Others regard Nin'kul as only one of many prophets, or as a myth. Some of the factions believe that one can obtain guidance and even help from Kavar by means of fasting and prayer. The Kortahn Monks worship Kavar and avoid technology; they also tend to avoid dealing with the government, which largely ignores them. Some of these monks live in small colonies in Federation space.

Kavarists hold weekly religious gatherings where priests speak to the masses. For starship crews, this amounts to a short ceremony during an off-duty period by a part-time priest. Army units, being much larger, have full-time chaplains and permanent houses of worship. While these priests and houses are often maintained by one of the many sects or factions, all of them welcome any Kavarist, so anyone from a sect too small to have its own priests or houses in a given area can find religious counseling from "brother" churches, in much the same way that the only Presbyterian in a Star Fleet Marine unit might worship his Lord with the local Baptists. Factional affiliation is a private matter not requiring government approval, and individuals may switch to another faction (or another religion) as it suits them.

Some Federation anthropologists regard Kavarism as similar to Judaeo-Christianity, but it is unclear if the similarities are the result of divine inspiration or because any system of morality follows similar lines.

The Old (Pagan) Religion: The third largest Klingon religion (although much smaller than the first two) could loosely be defined as paganism. Adherents to this natural-world religion called themselves Nej'hu, which the Federation translates as Searchers.

As with many sentient species, the first religions were nature-based, e.g., the spirits of the sky, of the wind, of the river, etc. These belief systems were usually local and varied widely; some were more structured than others. These were eventually replaced by more "modern" religions including Kavar and the Star Cult.

A few Klingons maintain the "Old Ways" as a formal religion, and most Klingons are at least familiar with the legends. Much as humans still respect "Mother Nature" regardless of their actual religion, Klingons might remark that the storm demons or the rain gods were certainly restless this spring. Those who kept the "Old Ways" as a belief system have adapted it (in various ways) over time to keep up to date with new scientific information about their world and universe. Even as the adherents to the "Old Ways" dwindled in numbers, the old legends and myths coalesced from a broad concept to a more formalized religion retaining most of the original ideas.

Individual beliefs often vary from the mainstream concept, but most adherents accept a core group of ideas:

• The universe was not created by a single being, and no one being oversees their final fate in the afterlife. Instead, the universe is controlled by several equally powerful deities who control various aspects of day-to-day life and the natural world. A worshipper could follow the path of one or more of these deities, at his choice. Generally, a Klingon who follows this faith would choose a deity or deities to follow shortly before adulthood based on his personality, goals, and social standing. A warrior headed to the DSF is much more likely to choose a warrior god, and a homesteader working the land in a border colony is more likely to choose a goddess of the soil or plants.

• The deities of the universe take an active interest in their believers, and can be petitioned for actions, favors, and blessings. Such petitions require some service or ritual involving materials from the natural world which are special to the deity in question. Those Nej'hudists who join the DSF or ISF or who otherwise travel in space usually make it a point to take such materials, or a token made of them, along with them. In some cases, the ritual to petition the deity might be actual work, such as building a flood control dam or building a shelter that hikers along a trail in public parkland might use. The few Nej'hudists on starships make do with the fellowship of their fellow searchers rather than formal priests and ceremonies, but Army units (being much larger) often have full-time shamans and regular weekly gatherings.

• People are reborn at the time of death. Those who lived good lives are reborn as higher creatures or in more fortunate areas. Those who lived dishonorable lives might be reborn in a lower form to "earn redemption". This judgement is made by the entire pantheon (whether he was a Nej'hudist or not, whether he worshipped a single god or not) so a warrior who despoiled the environment might not fare well. The point is a balance of respect and honor for the entire natural world. The judgement is based on the individual's entire life so good deeds can wash out dishonorable ones. Some individuals are willing to risk the disfavor of the entire pantheon in order to seek the patronage of a particular deity.

• Nej'hudists quickly accepted and expanded the concept of the Black Fleet. They believe that being reborn into a higher spiritual being (i.e., a member of the Black Fleet) means continuing to serve the deities and the species as a whole from beyond the grave. Nej'hudists expanded the concept to provide the equivalent of a "Black Fleet" for every profession and calling, so a great farmer might eventually work his way up (over several lifetimes) to becoming a spiritual being working at a farm on the spiritual plane. Some believe that it is possible, by shifting profession during each lifetime, to achieve the highest state, the Black Way, a spiritual plane where individuals who have honored all of the deities and all of nature reach the highest possible level.

Minor Religions: There are some minor Klingon cults and religions but most of these are close enough to the two mainstream religions as to not require further definition. A few of the exceptions include:

• Gra-Koros (Balance with Chaos): Some Klingons subscribe to the belief that one can obtain balance through the release of the chaos that builds in one's spirit after long periods of discipline. This chaos cannot simply be unleashed but must be applied to society in such a way as to "Stir the Stagnant Waters". Some find chaos in drunken celebrations; a very few take it to extremes and commit crimes or acts of violence in its name. Some who are prone

to antisocial violence subscribe to Gra-Koros as an excuse for their extreme behavior. Police tend to watch the annual Gra-Koros celebrations with some concern but overlook minor violations of law or decorum that do no real harm. Some warriors of the Star Cult hold Gra-Koros parties as group therapy to deal with combat stress disorder.

• Ancestor worship is not a major element of Klingon culture, although there are some who revere, honor, and (rarely) pray to distinguished ancestors or historical figures. Most of those who fit into this category are also members of the Star Cult.

• Personality cults: Some messianic individuals are so charismatic that they acquire followers who worship them as gods, deities, or prophets during their lifetime. Most of these cults are regarded as dangerous by the ESS but efforts to stamp them out have proven futile.

• Monarchists: Although relatively small in numbers (about a hundred thousand, mostly on the Southwest Continent), the Monarchists are the only Klingons to regard the Old Kings as something other than their former masters. The Monarchists believe that the Old Kings created the Klingon species in their image (millions of years before contacting them), and set up the galaxy to test the strength of their creation. The Subject Races were "gifts" to the Klingons, and many other sentient species were seeded to provide competition. Followers of Monarchism believe that the Old Kings are waiting for the Klingons to fulfill their destiny through domination of the galaxy, at which point they will return to reward the Klingons for their success. Any archeological evidence that depicts the Old Kings differently is regarded as a red herring planted by the ancient beings to mislead the Klingons, who should achieve galactic domination on their own initiative. Monarchists sometimes join the military, where they are noted as unusually diligent and hard-working.

• One offshoot of Kavar worship that is different enough from the regular sects to merit exposition is the "Incarnation/Atonement" movement. Arising about 600 years ago, this group worships Kahless himself as a religious prophet, even as (possibly) the incarnation of Kavar himself. According to this group, Kahless was sent by Kavar to unify the Klingon people and prepare them for the journey to the stars. This group believes that Kahless will return in bodily form to lead the Klingon people personally, and that his failure to do so to this point is due to the moral failings and sins of the Klingon people. When all Klingons everywhere are virtuous, the Empire will earn the blessing of Kavar to conquer the galaxy, and Kahless will return to lead the battle. Members of this sect tend to be highly ascetic and adopt a very rigid form of Klingon morality. Although less than 2% of all Klingons hold to this view, it is fairly widespread on the warrior colony of Sefaria and some smaller colonial planets.

• Satan: The Kavarists believe in the existence of personified evil in the form of Satan or the Devil. (The actual Klingon word is a proper name used for no other purpose and does not translate; most Federation analysts accept "Satan" as being the same being.) The Star Cult and the Nej'hudists acknowledge that evil and the temptation to commit evil exist, and many (but by no means all) of them accept the concept of a personified Satan. A very small number of Klingons actually worship Satan. This is considered a crime likely to result in a long prison sentence, so followers of the Satan Cult keep their practice secret. Most are regarded as deeply disturbed.

THE SUBJECT RACES

The Klingon Empire includes thousands of planets. About a dozen of these have major sentient populations which have reached technological status. These planets have become "members" of the Klingon Empire subject to the Emperor and to Imperial Law. These planets and species are described in the Planetary Survey chapter starting on page 33.

It should be reinforced that while Subject Races are not slaves in any sense, they are clearly second-class citizens, never really trusted by the Klingons, watched constantly, and only a few achieve high military rank or the genuine trust of ethnic Klingon comrades. On their own planets, they lead lives largely free of Klingon interference. As long as the entire planet pays taxes; provides the soldiers, workers, and colonists required by the Empire; and allows no rebellion or disloyalty to fester, the Klingons leave the Subject Races largely to their own devices.

CRIME IN THE EMPIRE

Discounting political crimes, the level of crime inside the Empire is slightly lower than in the Federation and considerably lower than crime in, say, the United States in 1999. This is due to several factors, including the police state, the lack of anything worth stealing in most households, and the pervasive sensor networks.

Even so, crime does exist in several venues. Orion Pirates operate in Klingon space, and through dishonest businesses on many worlds. Petty criminals rarely stay far head of the Planetary Police, but small-scale corruption by local officials is common. Foreigners are particularly vulnerable to the petty tyrannies of civil servants. While few of these could be bribed to do anything that endangers the Empire (e.g., give a visa to a known spy), more than a few of them will happily charge extra fees to put your application on the top of the stack.

KLINGON JUSTICE

You are under arrest by the Internal Security Forces. You have the duty to give a full and complete accounting of your actions in answer to our questions. If you feel we have overlooked any information relevant to your case, you have the duty to call it to our attention. If you feel we have misunderstood or misconstrued any of your answers, you have the duty to provide further elaboration or explanation. If you feel some of your actions mitigate your guilt, you have the duty to call these to our attention. If you are confused by our questions or procedures, we will explain them to you. You may provide evidence against others as part of your answer, but false accusations are punished. A legal advisor will help you prepare for trial after you answer our questions.

The Federation prides itself on the principle that an accused individual, even a non-citizen, is "innocent until proven guilty" and often derides Klingon justice as "guilty until proven innocent." In fact, the Klingons would be mystified by either concept. To their eyes, the point is the truth: *did the accused commit the crime or not?* The Klingons regard Federation justice as a "game" played by strange and arbitrary "rules" in which determination of the truth is an accidental by-product. In a single sentence, Klingon justice could be defined as: "the accused is neither presumed guilty nor innocent, but stands accused until a magistrate issues a verdict."

The Klingons are not fools, and know that if an innocent man is sent to prison, the truly guilty man is still at large in society committing even more crimes. To the Klingon sense of order, discipline, and righteousness, this is unacceptable.

If the Federation criticism ("guilty until proven innocent") has any real basis, it is in the fact that the Klingons will tend to err on the side of protecting the state and society. In Klingon courts, guilt is decided by a preponderance of the evidence (the standard used in Federation civil lawsuits) not "beyond a reasonable doubt." This eliminates various nonsensical defenses seen in Federation courts ("I don't know how it happened! The phaser just went off in my hand without my touching the trigger!") that are designed to create "reasonable doubt" in the mind of an untrained citizen who couldn't think of a way to avoid jury duty. If someone is "probably guilty" he would certainly be sent to prison; if the real criminal is found later, the wrongly-jailed individual is released and compensated. The Klingons have no "double jeopardy" rule, so someone found innocent of a crime might be prosecuted again if further evidence was collected. (The Klingons find Federation trivideo programs in which the defendant is found innocent, then discovered to be guilty but free from prosecution, to be outrageous, and darkly funny.) In cases where the facts are not known, the accused can be kept in custody (although in better conditions than prison) for weeks or months until the government is ready to drop the case or take it to trial. In some cases, especially crimes against the state, the accused may be held without being able to contact his family or business associates. While the Klingons do not have the concept of "bail" (most trials are held quickly after the arrest), some accused persons are allowed limited freedom under police escort to facilitate any investigation that could find the truth.

THE POLICE AND THE STATE

The Klingons have a variety of police organizations to enforce the law, maintain order, and investigate crimes. Each planet has its own police structure, an evolution of its original pre-Empire legal system as modified by the requirements of the Empire. As on Earth, there are local, regional, and global police agencies, each dealing with higher crimes or crimes that bridge jurisdictions.

The Internal Security Forces deal with police matters that pass between planets, or which take place on planets which do not have their own justice system. The ISF handles tariffs, customs, smuggling, and piracy (as well as search and rescue), and will investigate criminal cases involving military property or personnel as well as civilians and the civil government. They are a separate branch of the military, distinct from the Deep Space Fleet (starships), Marines (ground troops carried on warships), or Army (the planetary defense forces).

Most feared is the ESS or Empire Security Service. This agency deals with "crimes against the state" such as treason, corruption, and counterfeiting (the last two also being investigated by the ISF's intelligence branch, the MVD). It is the ESS which arrests military personnel charged with cowardice, and a team of ESS personnel is on board every Klingon starship (some of them covertly). The ESS is also responsible for "policing the police" and will arrest police or judges who appear to violate the law.

The ESS, Planetary Police, and ISF all include the usual array of subdivisions and specialist units, such as patrol cops, investigators (both technical and physical), SWAT teams, crime lab technicians, medical examiners, arson experts, and so forth.

Many corporations have their own security organizations which function only on corporate property. Similarly, many of the civil nobility have their own security and investigative personnel and the legal authority to handle certain matters (other than crimes against the state) within their territory.

Military units handle "field discipline" (crimes against the good order of the unit) within their own chains of command using fines, physical punishment, or extra duty, just as they do in the Federation Star Fleet (which, of course, does not have the option of physical punishment). Military personnel can be sent to penal or labor units for serious crimes.

The Knights Paladin, the personal agents of the Emperor, have the right to arrest anyone they think is guilty of any breach of the law, peace, or state security (but such a person still faces a fair trial). In the case of minor crimes not related to their assignments, they would almost certainly summon the local police rather than making an arrest themselves. Paladins also have the right to search or inspect anything which they decide is relevant to their as-

signment. In extremely rare cases, Paladins (a few of whom are lawyers) sometimes serve as judges or prosecutors.

All police organizations use networks of informants (under careful control and accountability), monitoring systems, and security sensor networks. Some say that most Klingons and Subject Races remain fiercely loyal because they know that they probably talk to at least one government informant at some point during every day of their normal routine. It may be a loyalty born of risk-aversion and even mild paranoia, but for the Klingons, it works. Someone (even a policeman) who expresses disloyal attitudes will certainly be reported sooner rather than later.

THE COURT SYSTEM

The pride of the Federation is its independent judiciary, appointed for life to rule on cases involving everything from petty theft to state treason. Not a part of the military or police, the courts stand aloof as the arbiters of Federation justice.

For the Klingons, justice is simply a matter of administration. Magistrates and all but the highest courts are part of the various police organizations, not a separate body. Judges run special higher courts for the most serious offenses. Magistrates and judges have little discretion to interpret the law (and absolutely no ability to "make new law") and little discretion in the type of sentence handed down. Computerized formulae define the sentence for each offense (after the magistrate finds guilt) based on prior records and mitigating or aggravating circumstances (determined by the judge). Judges who invent new laws to right perceived social wrongs are quickly removed from office by the ESS.

The "rules of evidence" are very different from the Federation. In the Klingon judicial system, evidence obtained illegally is still valid and used in court, as the point is the truth, not the "rules of the game". (Such illegality could involve a policeman exceeding his authority, or a civilian who broke into someone's home to find evidence and give it to the police.) There is no "fruit of the poisonous tree"; anything found as a result of an illegal act by the police (or anyone else) can still be used in court. If a policeman exceeded his authority in finding evidence, he would be punished for his offense, but the evidence would still be valid and admissible (and *might* justify his actions and result in no punishment). Steps and measures to ensure that evidence is *bona fide* and not faked by technology are even more rigid in the Klingon Empire than in the Federation, but evidence that is suspected to be incomplete or corrupted may still be considered if it fits the pattern established by other evidence that is unchallenged.

The Klingons have no concept of "entrapment". If a policeman (undercover or not) encourages you to commit a crime, you are guilty if you agree to do so. This gets particularly dangerous when policemen solicit bribes, as happens often, since the policeman might charge you (then or later) with paying the bribe.

Likewise, the Klingons have no concept of "discovery" in which the prosecution must advise the defense of all of its evidence and witnesses so that they cannot be trapped with surprise new evidence. To the Klingons, this is simply helping a guilty man craft a lie to fit whatever evidence exists. Klingon prosecutors regard catching a defendant in a lie with suddenly revealed information as just another tool to reach the truth. After all, a truly innocent defendant, who spoke the truth in his testimony, would not care what unknown evidence the government had against him.

Lie detectors are used extensively (and mind sifters rarely), but their accuracy is not 100% (not even at PL 10). Torture is rarely used to extract information, as the Klingons know that information obtained this way is often unreliable. Threats to punish the entire family of the accused are common; such punishment would take the form of lost privileges rather than jail, fines, or torture. Even a confession, however, is not taken at face value but must be consistent with the known facts and pass muster on a lie detector. Using psionic powers for interrogation is legal, but the number of qualified experts in this field is small, and they are kept busy with the most serious cases.

Search warrants are unknown in the Klingon Empire. A policeman with any reasonable suspicion that a crime is in progress or evidence is to be found may search anywhere at any time, but those few policemen who abuse this authority are disciplined (including fines and imprisonment) within their own organizations. (Should those organizations fail to police their own personnel, other organizations such as the ESS, Paladins, military intelligence, or even the semi-independent press would expose this as corruption.) Search orders are sometimes issued by courts or police officials, but these are directives to conduct a search, not permission for one. Policemen who needlessly damage or destroy property in the conduct of a search can be forced to pay for these damages (although this is rarely done if the individual being searched is found guilty). Individuals who refuse to give police access to their property are responsible for the damage done by the police in forcing their way in. The "right to privacy" is an alien concept that the Klingons cannot grasp. A law-abiding citizen, they feel, has nothing to hide, while a criminal has no right to hide his activities. The concept that a police agency could not make an arrest based on remote sensor readings, or that someone might sue the government to stop the installation of security cameras in a public space, is unheard of.

Klingon trials are similar to those in the Federation if only because they serve the same function. The accused is brought forward, the evidence presented, witnesses questioned, and a decision made. In most trials, the magistrate or judge (or a panel of judges in higher courts) simply makes a decision. There is an automatic review (often on the same day) by a higher court (randomly selected, in a different city). This prevents any individual from being "railroaded" by a court that has a personal grudge against him. Appeals are allowed (and are automatic if new evidence is found), but defendants have no right to waste the time of the court with frivolous appeals and can face additional punishment if they do so. Only in cases of the most serious crimes is the equivalent of a jury used, and even then it consists of professional judges and investigators, not common citizens ordered to serve in rotation. Klingon

judges can ask their own questions of the witnesses and order additional tests, calling of witnesses, review of evidence, plea bargains, or investigations as they see fit. Klingon juries have the same authority.

There is no right against self-incrimination; silence when asked questions implies guilt (of either the crime being investigated or some other, worse, offense). The accused cannot refuse to testify. Perjury is, if anything, an even more serious offense against Klingon law than it is in the Federation.

There is no insanity defense, and no excuse for "ethnic rage" or similar defenses. If someone commits a crime, he is punished for it, insane or not. The Klingons find the Federation concept of innocence by "temporary insanity" unfathomable; to them, if you lose control of yourself and commit a violent crime, then you are likely to do it again and need to be locked up. Being under the influence of drugs or psionics is an accepted defense unless you took the drugs yourself. Anyone using mind-altering drugs, legally or illegally, is responsible for his actions when using them.

Punishment depends on the crime but can include fines, physical punishment (e.g., the agonizer booth), imprisonment, or the equivalent of community service. The Federation finds the idea of physical punishment barbaric, but the Klingons feel that the point is to punish the guilty and warn of sterner punishments in the future, and if the guilty party can learn his lesson in a few minutes of the agonizer booth instead of a few weeks in jail, this allows him to return to being a productive member of society all the sooner. Financial penalties are rare as few Klingons have much disposable cash; rich Klingons routinely negotiate fines to avoid jail time or loss of status. Most imprisonment includes hard labor; only dangerous prisoners are kept in their cells without being sent to work. (The Federation routinely defines convict labor as "slave labor" and prohibits imports of any product that is the result of such activities.) The death penalty is used for some crimes (and may be imposed if a violent convict is more trouble than he is worth) but the ruthlessly efficient Klingons would rather see someone forced to work for years in a prison factory than given an easy death. An exception is made for treason, as a traitor is dangerous to keep around and could incite more treason or become the focal point of rescue attempts by disaffected factions. When imposed, the death penalty is administered with as much pain as possible. The concept of painless dignity, used on the rare occasions that the Federation imposes a death sentence, is unfathomable to the Klingons. Someone who deserves the death penalty, in the Klingon Empire, deserves the most painful death that can be devised.

JUSTICE IS SWIFT

Klingon justice is incredibly fast compared to the Federation. With modern (PL 9-PL 10) technology, evidence is often iron-clad once the suspect is caught. There are no delays for motions and pre-trial maneuvering; Klingon police do not need court orders to get blood samples or run DNA tests. Police often collect fines for minor infractions on the spot (using datalinks so that the credits go to the precinct bank; no cash changes hands) and since the government knows where most of its (law-abiding) subjects are at any given time, getting them to report for community service work in lieu of fines is not difficult.

Someone arrested for any offense less than a major felony will probably face trial that same day or the next day at worst. Most trials for misdemeanors take only a few minutes (as they do in the Federation); felony trials can last several days but not the endless weeks seen in the Federation legal system.

For the swift summary trials at the lowest levels, the object is to get the accused party adjudicated and either released or sentenced as soon as possible; a senior administrative judge reviews all of the cases within a few days to ensure that nothing was overlooked that caused an error. Such reviews are often cursory but corruption is at least limited by this practice.

EQUAL JUSTICE UNDER LAW

In theory, all citizens of the Klingon Empire are equal under the law. In practice, ethnic Klingons are a step above the various Subject Races, and on Klinshai itself, Klingons born on other planets are often a step below native Klinshai-Klingons. Most judges and virtually all magistrates on Klinshai and major Klingon colonies are ethnic Klingons, as are most of the senior judges on Subject Race planets. Disputes between Klingons and Subject Races are almost always settled by Klingon judges. Favoritism based on species is officially outlawed but, as a practical matter, is common and tolerated within limits. A clearly guilty Klingon will be punished, but if Klingons and non-Klingons are involved in a criminal act, it will be the Klingon who gets offered the chance to testify against his associates in exchange for leniency, and only if he turns it down will Subject Races be given that chance.

LAWYERS

The Klingon Empire has less than 5% as many lawyers as the Federation, since most law is quite clear and standardized and is uncomplicated by judicial discretion, prior cases, or jury nullification or sympathy. Most trials are conducted without formal attorneys, with the arresting police officer (or a supervisory or administrative police officer assigned to such duties) presenting the prosecution and the accused presenting his own defense. The accused is allowed to have a friend or family member assist him in his defense, and some individuals become sufficiently familiar with the law as to become part-time lawyers assisting a wide circle of friends. True lawyers (those with a university education in law) are quite rare and work only on major contracts between corporations or governmental agencies, prosecute or defend the most serious crimes, or serve as senior judges. In felony cases, the equivalent of a "public defender" is provided by the government. Only in the most serious of crimes is the accused able to obtain his own attorney from among the small number of criminal defense lawyers licensed to practice.

There is no "attorney-client privilege" in Klingon law.

As officers of the court, lawyers are charged with finding the truth. A defense attorney is required to pass any confession by his client to the prosecution, and in the case of a guilty client can only present mitigating circumstances to reduce the sentence, or an offer of testimony against other offenders in exchange for mercy. But defense attorneys play a vital role in preventing the "railroading" of innocent defendants, not because this is unfair to the defendant but because it means a guilty criminal remains at large and able to commit other crimes.

CORPORATE AND BUSINESS LAW

Most business deals are done by using standard preapproved contracts. The concept of having a lawyer draft a contract to the specific needs of a single business deal is all but unheard of except when doing business with foreign companies (and even then only when the Klingons want the deal badly enough to agree to such contracts). Law suits for breach of contract are handled swiftly by assigned judges who specialize in the field.

Intellectual property suits are unknown, since all intellectual property is owned by the Empire and royalties are paid at standard rates to those who create something sufficiently valuable or unique to be designated by the government as a royalty work.

STRANGERS IN A STRANGE EMPIRE

Foreigners within the Klingon Empire have relatively few rights, and the Klingons certainly do not grant them the rights of their home nations. Foreigners are likely to be roughly treated while incarcerated, but might be deported rather than adjudicated. Bribing one's way out of trouble can be a risky business, as the penalties for offering a bribe (at least, to someone who is honest enough to report it rather than simply pocket it) start at two years in prison (at hard labor) and go up with the size of the bribe and severity of the offense the offender attempted to get out of. But then, bribery is not unknown and plea bargaining to pay a fine is very common in the case of foreigners (who rarely face the agonizer booth).

Minor Klingon officials are likely to abuse their authority to protect their interests, and to be more amenable to the interest of fellow Klingon citizens than to a foreigners. Say for example that the cost of a monopole in the market on a particular Klingon planet is $100 and a foreigner arrives with a cargo hold full of them for which they paid only $50, and they start selling them for $90 and taking over the market. (They of course have a valid license from the Klingon regional governor to take monopoles to that particular planet, but he's on another planet 200 light years away.) Klingon merchants who have supplied these to the local market are going to cry foul, and the local police and the special magistrate who handles foreigners are likely to find some excuse to force this foreigner to leave. Of course, buying some tickets to the local police charity fundraiser (say, equal to $5 for each monopole he sells) might solve the problem, as might paying a year's dues to join the local merchants' association. These are bribes in all but name, but local Klingon officials will protect their markets.

While the Klingons could not tolerate the idea of knowingly sending the wrong man to jail for a crime that was committed, there are frequent cases of visiting foreigners being charged with crimes that were never committed, either as harassment, a negotiating ploy, or simply to make a little money for the government off of the tourist trade. The Klingons know that if they don't allow visiting merchants to make some profit, the merchants won't be back, but they will not tolerate a merchant taking advantage of a local market problem. Say one has been carrying food to a Klingon planet, charging five credits per kilo, for several years. Arriving this time, however, he learns that unusual weather patterns have caused the local crops to be 10% short of goals. Everybody is hungry and (were this a Federation planet) he could quickly raise his price to ten credits per kilo and make a tidy profit. But not on a Klingon planet. Try that, and the local government will arrest his crew and impound his ship until he agrees to a fair price (or better than fair price) and might even confiscate the ship and send him and his crew to a penal colony as an example to other merchants not to attempt profiteering. The problem is that once a local planetary government has decided to abuse its police powers to force you to charge a fair price, it's only one short step on a very slippery slope to using those powers to force the price down to the point traders cannot make a profit. In theory, the ESS would notice this, consider it a bad thing for the Empire, and step in to stop the practice, but it might take weeks or months for an investigation. (The ESS is more concerned with patterns of corruption than individual cases. They would feel no pressure to solve *your* problem for *your* convenience, but only if they were going to do it anyway.) And if the ESS is agreeable to that level of corruption, it could be even longer before an Imperial Paladin arrives to find out why foreign traders will no longer go to that planet.

Foreign merchants who realize that paying such fees to grease the wheels is a cost of doing business will get along fine, but those who expect to do business in the same free market that the Federation or some other empire offer will run into trouble. There are profits to be made in peacetime trade with the Klingons, but these may not be so large as the simple cost-and-retail-price equation would seem to indicate.

REALITY AND THE KLINGON COURTS

The Klingon courts (with their quest for truth and disdain for the courtroom theatrics and stunts seen in the Federation) would seem to be almost idyllic. The reality, however, all too often falls short of the goal. Being a military dictatorship, the Klingon Empire struggles constantly to avoid corruption, but fails in ways large and small. Policemen, government officials, and judges of all levels can become petty tyrants and push their own agendas, their own philosophies, and their own priorities, and unless their abuses rise to a level where the higher courts or ESS must take corrective actions, they can usually get away with it. This allows corruption to exist at low levels, and it can usually be discovered by a pattern of aggravated abuse of power, not in individual cases.

THE EMPEROR'S PALADINS

The Klingon Empire is a military dictatorship, and such a political form is vulnerable to corruption, since power corrupts. Free societies keep corruption under control through democratic elections, an independent judiciary, and a free press that is always willing to humiliate the government by reporting its foibles. These mechanisms are not available to the Empire, which concentrates power in vertical lines. Checks and balances are provided by several means, not the least being the division of power between the Emperor (and the nobles), the Council, and the military, all of which have a vested interest in uncovering any corruption, incompetence, or treason in the others.

The Emperor exercises his power through his direct commands to both the military and civil administration, but confirms the compliance with those orders through two bodies. One of these, the ESS (Empire Security Service) is a vast and pervasive organization with over a million personnel. The ESS provides detachments that watch all military units and government offices.

The Paladin Brigade

The other means of Imperial oversight is a corps of special agents hand-picked by the Emperor for their personal loyalty and their ability to accomplish his orders. There are two types of these agents, the senior of which is the Kler-Tak-Manhar (Trusted Hands of the Emperor) while the junior is the Kler-Yad-Manhar (Trusted Eyes of the Emperor). The Federation, with an eye to its own history, translates the senior rank as Knights Paladin and the junior rank as the Squires Paladin. The Knights Paladin and Squires Paladin are organized into the Paladin Brigade, but this is an administrative, not a combat, formation.

The Knights Paladin are, for the most part, personal friends and compatriots of the Emperor. In some cases, an Emperor picks as Knights fellow officers he served with in his youth, or relatives, or other friends. In other cases, an Emperor elevates to Knight Paladin those officers and other officials who have proven worthy of that office. At any given time, there may be from six to twelve Knights Paladin. Three of these (usually but not always the most senior) hold the higher rank of Knights-Commander Paladin, and oversee the Squires Paladin in the three battalions. The three Knights-Commander jointly command the brigade; the Emperor himself is the nominal brigade commander. The other Knights serve as independent inspectors, agents, and auditors who are sent by the Emperor to act in his name. Knights Paladin have the power to arrest any subject of the Emperor, suspend any commander or civil official, and in exigent circumstances even to order executions or acts of war.

There are usually between sixty and a hundred Squires Paladin, most of whom are organized into three "battalions" (each commanded by a Knight-Commander Paladin). The three battalions are administrative rather than regional commands; a given Squire Paladin of the Second Battalion could be sent anywhere in the Empire. A Squire Paladin is given orders to investigate something the Emperor wants to know about and report back what he finds, but a Squire Paladin has no authority to act in the name of the Emperor beyond the actual conduct of his investigation. (He can order a factory manager to open his books for audit but cannot order him to replace an ineffective foreman or install new machinery.) Squires Paladin are usually recruited by the Knights, but sometimes by the Emperor himself or by the princes. (Each Prince is an honorary Knight, and has one Knight and three Squires *assigned* to him — but *loyal to the Emperor*.) The final decision on any candidate, however, is made by the Emperor, since the Paladins of both ranks are the eyes and voice of the Emperor himself. While most Knights Paladin are military officers or the children of nobles and have broad mandates (they can be sent to deal with anything as they have a large staff that includes an expert on everything), most of the Squires Paladin focus on a limited number of related skills. Some of the Squires are accountants, military and police officers, lawyers, scientists, or medical doctors.

Squires Paladin can be "promoted" to Knights Paladin, but this is actually rare. Most Knights Paladin are selected by the Emperor from outside the Brigade.

Duties of a Paladin

Knights Paladin travel to their assignments with a retinue often exceeding 20 persons (and sometimes over 100), including technical experts of various skills, bodyguards, military and ESS liaisons, technicians, secretaries, and servants. A Squire Paladin travels with a much smaller retinue, usually about six people (an ESS officer, two technical experts in whatever field the Squire is assigned to, two bodyguards, and a military or police liaison officer). Staff personnel are constantly reassigned between Paladins so that a given Paladin (and his retinue) cannot become corrupt without being noticed. While a Knight's retinue includes all major specialties, the retinue of a Squire usually focuses on a single specialty (e.g., accounting, engineering, military operations, etc.)

Virtually all Knights and the majority of Squires are ethnic Klingons, although they can be drawn from any of the colony planets and might be from the warrior or civilian class. Most of the Paladins will include one or more Subject Races in their retinue, and some Squires are from Subject Races. (History records a very few Knights Paladin from Subject Races, each of them an exceptional case in many ways.) Most of the Paladins are male but there are almost always one or two female Knights and ten or more female Squires. Female Paladins have the same titles, standing, and authority as male Paladins.

Paladins can come from any walk of life, although they must have accomplished something to bring them to the notice of the emperor. Many are military officers, but as the role of Paladin is of supreme importance, their military ranks become more a matter of courtesy than a mark of any actual command authority. Paladin is a full-time job and those promoted to this office never have other duties. (One way to get a troublesome Count out of his office is to "promote" him to Squire Paladin.) Staff assistants assigned to each Paladin are members of the Paladin Brigade, but

are not Paladins. Many staffers serve in the Brigade during their entire lifetime, while others serve a few years and return to normal duties. Some staff personnel show great ability and become Squires Paladin in their own right.

Paladins of both ranks can be sent on any manner of inspection or other mission the Emperor orders, but no Paladin is sent to the same location twice (or at least not within several years, and not unless other Paladins have visited the same location in the interim) to avoid having Paladins conspire with the officials they are inspecting. In cases of extreme importance, two or more Paladins might be sent to independently investigate the same thing, and the military, police, intelligence, and ESS will usually be doing their own investigations.

The Paladin Brigade has starships of its own (although most of these are swift couriers such as Prime Traders). Most Squire Paladins travel by regularly scheduled passenger ships rather than by Paladin-controlled starships as their missions are not often of a time-critical nature, but in the line of his duties any Paladin can demand that the nearest military commander provide him transportation. (Such a request would be refused only when the tactical situation made it too great a risk, to the Paladin or to the forces in the theater, to honor it. This becomes a matter for later review, and either the Paladin or the military commander could be found to have exceeded his authority.)

Missions for a Paladin

The kinds of missions given to Paladins vary widely, and can include such things as auditing the tax records of a colonial government, determining if charges of favoritism by the head of a major military command are denying deserving officers the opportunity to serve in their best capacities, finding out if a given governmental office is carrying out its duties effectively, interviewing candidates for high office (e.g., background checks for promotion to the highest military or civilian offices), evaluating the work of a research institute to find out if they deserve additional funding or are simply wasting money on research they already know has no chance of leading to anything useful, and many other missions. A Paladin and his retinue might ride along on the shakedown cruise of the first ship of a new class, or observe wargames or actual combat operations, or watch the opening of a new industrial facility.

If the Emperor has reason to want to know something, or concern that something in his realm is not going according to his wishes, a Paladin can be sent to find out what the true situation is. This makes Paladins something of a combination of an investigative reporter, marshal, diplomat, and spy. Most Paladins conduct their missions openly, but sometimes a Paladin must go "under cover" to find the truth. More often, a Paladin would be sent to a location with very public orders to investigate something innocuous and secret orders to investigate something far more sinister. Paladins are often sent to public events not to investigate but to show that the Emperor supports the activity, which provides them with an easily explainable reason to be somewhere while conducting a secret investigation. This also breeds fear and suspicion as a Paladin attending a public event for no reason other than to represent the Emperor may well spark rumors that he is there to investigate something.

Some of the Squires Paladin function more as advisors than as inspectors. For example, an extremely gifted scientist might be recognized by the Emperor for his service with appointment as a Squire Paladin, and then (using the authority and privilege of that office) travel around the Empire to impart his wisdom and technical expertise in solving scientific problems. During the General War, one particularly gifted Dunkar engineer was named a Squire Paladin and sent to various Klingon colony planets to show them ways to improve their ground defenses against attack by Kzinti or Federation starships. (As he was a Squire Paladin and the "eyes of the Emperor," the local ethnic Klingon commanders could not ignore him as they could ignore a Dunkar major of the Engineer Service. All of the local commanders wanted the Emperor to see them performing their duties with vigor and efficiency.)

Knights Paladin are extremely "high-level" characters due to their skills, ranks, and their ultimate Patron (the Emperor himself). As such, players will have to work hard to become Knight Paladin characters. Whenever they are in the Empire (or if they are subjects or soldiers of the Emperor) the players may well have encounters with such types. An interesting campaign could be run based on a Squire Paladin and his retinue of specialists, sent by their Knight Commander (the GM) to get to the bottom of some mystery and report back.

PALADIN ADVANCED CLASS

More than two thirds of Paladins are military officers. Most will hold several military medals and have a university education. While some of them may have held titles in the real nobility or military nobility, they give up these titles when they assume the duties of a Paladin. Paladins are appointed by the Emperor.

The fastest path into this advanced class is from the Charismatic hero basic class, though other paths are possible.

Requirements

While there is no specific training for the job, and the only requirement is the absolute confidence of the Emperor, persons holding this position must fulfill the following criteria.

Species: Klingon.

Ability Score: Cha 15.

Feat: Combat Martial Arts.

Allegiance: The Klingon Paladin must pledge his primary allegiance to the Emperor.

Class Information

The following information pertains to the Paladin advanced class.

Hit Die

The Klingon Paladin gains 1d6 hit points per level. The character's Constitution modifier applies.

continued on page 82

PLANETS OF THE EMPIRE

The Klingon Empire is large and includes many planets. These include the original home planet of the ethnic Klingons (Klinshai), the other planets of the Klinshai system, the other systems of the group of stars known as the Capital Complex, other major industrial colonies dominated by ethnic Klingons, the five Warrior Colonies, the homeworlds of the Subject Races, and thousands of smaller colonies on various planets.

PLANET TYPES

The vast majority of the noteworthy planets are standard Class L, M, and N oxy-nitrogen worlds suitable for humanoid habitation. This includes all of the major planets and colonies, the homes of the Subject Races, the Warrior Colonies, and hundreds of minor colonies. Any Human or humanoid species from the Federation could live and breathe on these planets without much difficulty (although industrial pollution makes many of them very uncomfortable environments).

A second broad category are the airless moons, asteroids, and small planets on which life can exist only in artificial environments where life support is provided. Once again, Humans (and humanoids) can live anywhere Klingons (and their Subject Races) can live, so a sealed Klingon mining colony on a large airless asteroid would have an atmosphere and food supplies amenable to humans. (Assuming, of course, that the Klingons would allow them entry.) Those planets with toxic, unusually cold, or unusually hot atmospheres can effectively be considered in the same category as "airless" planets. Sealed environments may have been established, but going outside requires a space suit or similar equipment.

A third broad category are the gas giants (Classes A and B). Humanoids cannot exist on these as the "surface" (if one can define it as such) has a high atmospheric pressure, severe winds, and extreme temperatures. Those gas giants of Class S which have rocky continents floating on a sea of liquid methane (such as Hydrax, capital of the Hydran Kingdom) may be suitable to Hydrans or other methane-breathers, but humanoids would need heavily protected space suits, possibly with gravity compensation.

There are other types of planets, but these are for the most part not going to interest travelers (or Klingons) all that much. Some have a surface temperature of molten lead, some have corrosive atmospheres, some have infectious diseases, and others have even worse problems. The GM can handle such cases using rules from other *d20 Modern* manuals if he sees a need to go there.

A VISIT TO THE EMPIRE

Entering the Empire is not impossible, assuming that the journey is made in peacetime. One simply applies to the Klingon consulate and (after a rigorous background check by the Klingons, and a security review by the traveller's government, e.g., Federation) a visa is issued. This normally takes a couple of weeks. Getting a visa in a hurry requires a number of factors including some reason that the Empire is willing to accept (perhaps they have invited you to address a seminar or bring in trade goods), skill in dealing with bureaucrats (both Federation and Klingon) who have no particular reason to help you, a clean record (the Klingons avoid allowing criminals inside their borders, and the Federation will stop you if you are under investigation or indictment), the lack of any security concerns (the Klingons don't issue visas in a hurry to military personnel or known spies), a Federation diplomat who might be able to call in a few favors, or a winning smile.

Visas might be issued for any of the following reasons:

Merchant ship visas are issued for a specific course and time, to reach a particular destination with a specific cargo. Any deviation can result in immediate arrest and having your ship impounded. There is no such thing as a visa allowing you to wander around Klingon space looking for things to buy and sell, but you can obtain visa extensions at any port to visit other ports, so long as the Empire finds you to be little or no security threat.

Tourist visas are available. These allow travel on designated passenger ships to specific planets for a limited time. On some planets you can wander at will as long as you radio a visa control desk every day. On other planets your travel may be limited to certain areas.

Archaelogical visas: Klingon space is home to dozens of planets with ruins from long-lost civilizations, and makes a paying business out of allowing Federation archaeologists to visit such sites. Some sites are limited to top-level professionals, others are open to any graduate student, still others are considered tourist attractions. As with tourist visas, these allow travel on specific ships, at specific times, to specific places. Deviation from the scheduled itinerary can lead to immediate arrest.

Diplomatic visas are issued at the convenience of the government with negotiated privileges.

Academic visas are available to students, professors, and professionals who wish to attend certain scheduled seminars, presentations, and conferences. Often, powerful Klingon business interests will help expedite the visa process, getting access for last-minute applicants who are

The Capital Complex

The core of the Klingon Empire is a small region about 500 parsecs across. (*F&E* hex 1411.) This region includes four major star systems.

The Klinshai system includes the capital (and home) planet of Klinshai, as well as one major industrial planet (Keress) and two minor industrial planets (Marak and the gas giant Kovar).

The Kangor system includes Kangor (a major industrial planet) and two minor industrial planets (Kangorax and Kangor-Ultra).

The Kadrak system includes Kadrak (a major industrial planet) and two minor industrial planets (Drakis and Shadrak).

The Klardon system includes Klardon (a major industrial planet) and two minor industrial planets (Vordon and Aradon).

All thirteen of these planets have major populations (over a billion for the five major planets, hundreds of millions for the eight minor planets).

The capital complex is ruled by a Count (separate from the other counties and not under any of the Dukes). Each of the four systems is ruled by a Baron. Each continent on a planet is ruled by a Governor.

Capital Complex: Klinshai System

Star Class: G1V yellow dwarf with 1.09 stellar masses. Star is designated Klinshai Primary.

Planets (in order from primary):

- K I: Class I, airless, semi-molten rock. Small research station.
- Marak (K II): Minor industrial planet, see below.
- Keress (K III): Class M. See at right.
- Klinshai (K IV): Class M. See page 35.
- Kovar (K V): Class-A hot gas giant, fourteen moons, minor industrial planet complex.
- K VI: Class-B cold gas giant, three moons, mining stations.
- K VII: Class-J airless frozen rock, small mining stations.

Keress

Planetary Survey: Marak

I. GENERAL INFORMATION

Status: Minor industrial planet, Klinshai System.
Location: Coordinates 1411, Klingon capital complex.
Mass: 0.4766 x 10^{21} metric tons.
Density: 5.2.
Diameter: 3,600 miles.
Class: D.
Surface Area: 40.7 million square miles.
Surface Gravity: 0.43 G.
Mean Surface Temperature: 280° F.
Orbital Distance: 53 million miles (0.57AU).
Day: 15 hours.
Year: 241 local days (151 Standard days).
Axial Tilt: 7°.
Population: 700 million (30% Subject Races).

II. BIOSPHERE: None; it's an airless rock.

III. HISTORY OF MARAK: Settled by Klingons quickly after their return to space. This is a mining and industrial colony with an artificial atmosphere in the habitat areas.

IV. CULTURE OF MARAK: Typical Klingon Empire.

Planetary Survey: Keress

I. GENERAL INFORMATION

Status: Major industrial planet, Klinshai System.
Location: Coordinates 1411, Klingon Capital Complex.
Mass: 5.4 x 10^{21} metric tons.
Density: 5.6.
Diameter: 7,888 miles.
Class: M.
Surface Area: 195 million square miles.
Land Area: 50.8 million square miles.
Land Area as Percentage of Surface: 26%.
Surface Gravity: 0.98 G.
Mean Surface Temperature: 92° F.
Surface Pressure at Sea Level: 1.10.
Atmosphere Composition: Nitrogen: 78%.
Oxygen: 21%.
Argon: 1%.
Trace Gases: less than 1%.
Pollution: Moderate.
Orbital Distance: 90 million miles (0.97 AU).
Day: 26.4 hours.
Year: 308 local days (339 Standard days).
Axial Tilt: 7°.
Population: 7 billion.

II. BIOSPHERE: Typical Class-M planet.

III. HISTORY OF KERESS

Klingons explored the planet during the time of the Old Kings and resettled it quickly after their return to space. It is known as "Little Klinshai" and is a virtual twin of the home planet (but not as dry).

IV. CULTURE OF KERESS: Typical Klingon Empire.

Planetary Survey: Klinshai

I. GENERAL INFORMATION

Status: Homeworld of ethnic Klingons, Capital of the Klingon Empire, Klinshai system.
Location: Coordinates 1411, Klingon Capital Complex.
Mass: 5.546 x 10^{21} metric tons.
Density: 5.6.
Diameter: 7,959 miles.
Class: M (borderline L).
Surface Area: 199 million square miles.
Land Area: 69.7 million square miles.
Land Area as Percentage of Surface: 35%.
Surface Gravity: 1.02 G.
Mean Surface Temperature: 83° F.
Surface Pressure at Sea Level: 1.03.
Atmosphere Composition: Nitrogen: 77%.
Oxygen: 22%.
Argon: 1%.
Trace Gases: less than 1%.
Pollution: Heavy.
Orbital Distance: 110 million miles (1.18 AU).
Day: 18 hours.
Year: 599 local days (449 Standard days).
Axial Tilt: 20°.
Population: 14 billion.

II. BIOSPHERE: Typical Class-M planet.

III. HISTORY OF KLINSHAI: See pages 12-16.

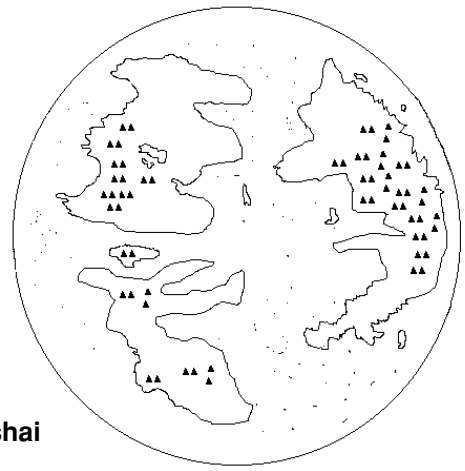
IV. CULTURE OF KLINSHAI

Government: Standard Klingon. A Baron controls the planet and a Governor controls each continent.

Society, Economy: Standard Klingon.

Laws: Klingon Imperial Law.

Religion: Kavarist and others; see pages 24-26.



Klinshai

Planetary Survey: Kovar

I. GENERAL INFORMATION

Status: Minor industrial planet, Klinshai system.
Location: Coordinates 1411, Klingon Capital Complex.
Class-A, hot gas giant with numerous moons.
Orbital Distance: 205 million miles (2.2 AU).
Year: 3.13 Earth years.
Population: 600 million.

Kovar is a huge gas giant. It is, obviously, not inhabited or colonized, but it is considered a "planet" for purposes of the economy and government due to the huge population on the moons around the gas giant. These moons are airless rocks with habitats constructed on them. Unique in the Klinshai system, this "planet" has a considerable number of Subject Race personnel (comprising 40% of the population). None of the other planets in the Klinshai system have more than 10,000 Subject Race persons in permanent residence.

There are fourteen moons of Kovar, all of them inhabited Class-D airless rocks.

Kovar IV is the largest, with a population of 300 million. It is the major "cultural" and urban center of the Kovar group, and its capital. Artificial gravity is provided for most "city" areas at 0.68 G.

Kovar VI is the major starship construction dockyard for the entire Klingon Empire. Population is 150 million and artificial gravity is provided at 0.68 G.

Kovar II has a population of 100 million and is the only other planet with major habitation. It is virtually solid metal and is a major source of metal for starship hulls.

The other eleven moons have a total population of 50 million, one of them (Kovar I) has only about 4,000 inhabitants. Most have artificial gravity only in limited areas. All of them are involved in asteroid mining except Kovar I, which is the base for ships that "mine" hydrogen and methane from the gas giant itself.

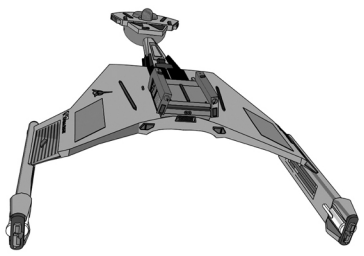
II. BIOSPHERE: None. Enclosed habitats.

III. HISTORY OF KOVAR

Kovar is the largest planet in the Klinshai system, and other than Keress and the moons of Klinshai it was the brightest object in the sky. The similarity in names between the planet Kovar and the god Kavar dates from prehistory, when some Kavarists thought that the planet was the eye of their God watching over them.

The Klingons colonized the moons of this gas giant shortly after their return to space.

IV. CULTURE OF KOVAR: Typical Klingon Empire.



Capital Complex: Kangor System

Star Class: G5V yellow dwarf (0.88 stellar masses).
Planets (in order from primary):

- G I: Class I, airless, semi-molten rock. Small research station.
- Kangorax (G II): Minor industrial planet, see below.
- Kangor Major (G III): See below.
- G IV: Class-A gas giant, two moons, a few small mining colonies.
- Kangor Ultra (G V): Class-A gas giant, fourteen moons, minor industrial planet complex.
- G VI: Class-B small gas giant, three moons, small mining stations.
- G VII: Class-J airless frozen rock, small research station.
- G VIII: Class-Q airless iceball, probably a captured comet but if so remarkably large, no habitat.

Planetary Survey: Kangor Major (G III)

I. GENERAL INFORMATION

Status: Major industrial planet, Klingon Empire.
Location: Coordinates 1411, Klingon Capital Complex.
Mass: 5.66 x 10^{21} metric tons.
Density: 6.7.
Diameter: 7,549 miles.
Class: M.
Surface Area: 179 million square miles.
Land Area: 46.5 million square miles.
Land Area as Percentage of Surface: 26%.
Surface Gravity: 1.16 G.
Mean Surface Temperature: 68° F.
Surface Pressure at Sea Level: 1.12.
Atmosphere Composition: Nitrogen: 76%.
Oxygen: 23%.
Argon: 1%.
Trace Gases: less than 1%.
Pollution: Moderate.
Orbital Distance: 99 million miles (1.06 AU).
Day: 27 hours.
Year: 376 local days (423 Standard days).
Axial Tilt: 3°.
Population: 5 billion (97% Klingon).

II. BIOSPHERE: Typical Class-M planet.

III. HISTORY OF KANGOR MAJOR: Known to Klingons during the Old Kings Era. Quickly occupied during first decade of return to space; heavily industrialized. Population expanded to other planets in system.

IV. CULTURE OF KANGOR MAJOR: Typical Klingon Empire.

Planetary Survey: Kangorax (G II)

I. GENERAL INFORMATION

Status: Minor industrial planet, Kangor System.
Location: Coordinates 1411, Klingon Capital Complex.
Mass: 2.80 x 10^{21} metric tons.
Density: 4.8.
Diameter: 6,673 miles.
Class: N Oceanic.
Surface Area: 140 million square miles.
Land Area: 14 million square miles.
Land Area as Percentage of Surface: 10%.
Surface Gravity: 0.73 G.
Mean Surface Temperature: 91° F.
Surface Pressure at Sea Level: 0.88.
Atmosphere Composition: Nitrogen: 74%.
Oxygen: 25%.
Argon: 1%.
Trace Gases: less than 1%.
Pollution: Minor.
Orbital Distance: 73 million miles (0.785 AU).
Day: 18 hours.
Year: 360 local days (270 Standard days).
Axial Tilt: 14°.
Population: 1 billion (70% Klingon, 27% Dunkar).

II. BIOSPHERE: Typical Class N, warm ocean-dominated planet, rich food production, exports food to Klinshai.

III. HISTORY: See Kangor Major.

IV. CULTURE: Typical Klingon Empire.

Planetary Survey: Kangor Ultra (G V)

I. GENERAL INFORMATION

Status: Minor industrial planet group, Kangor System.
Location: Coordinates 1411, Klingon Capital Complex.
Class: Kangor Ultra itself is a gas giant. The fourteen moons are occupied by enclosed mining and industrial colonies.
Orbital Distance: 163 million miles (1.75AU).
Year: 2.47 Earth years.
Population: 300 million (30% Klingon, 20% Dunkar, 20% Cromarg, 20% other Subject Races).

About 150 million are on Moon 5; another 100 million are on Moon 9; most of the rest are on Moon 10. These three moons have major industrial facilities. The other moons have a few thousand inhabitants and exist only as mining colonies and military bases.

II. BIOSPHERE: Enclosed habitats with artificial gravity.

III. HISTORY: See Kangor Major.

IV. CULTURE: Typical Klingon Empire.

Capital Complex: Kadrak System

Star Class: G7V yellow dwarf (0.89 stellar masses).
Planets (in order from primary):
- D I: Class-I airless, semi-molten rock. Small research station.
- Drakiss (D II): Minor industrial planet, see below.
- Kadrak: See below.
- D IV: Class-A gas giant, two moons, a few small mining colonies.
- Shadrak (D V): Class-A gas giant, fourteen moons, minor industrial planet complex.
- D VI: Class-B Small gas giant, three moons, small mining stations.
- D VII: Class-J airless frozen rock, small research station.
- D VIII: Class-Q airless frozen iceball, small research station.

Planetary Survey: Drakis

I. GENERAL INFORMATION

Status: Minor industrial planet, Kadrak System.
Location: Coordinates 1411, Klingon Capital Complex.
Mass: 3.68 x 10^{21} metric tons.
Density: 6.3.
Diameter: 6,676 miles.
Class: L.
Surface Area: 140 million square miles.
Land Area: 78 million square miles.
Land Area as Percentage of Surface: 56%.
Surface Gravity: 0.95 G.
Mean Surface Temperature: 105° F.
Surface Pressure at Sea Level: 0.92.
Atmosphere Composition: Nitrogen: 76%.
- Oxygen: 23%.
- Argon: 1%.
- Trace Gases: less than 1%.
- Pollution: Severe.

Orbital Distance: 65 million miles (0.699 AU).
Day: 18.56 hours.
Year: 292 local days (226 Standard days).
Axial Tilt: 11°.
Population: 640 million (50% Subject Races).

II. BIOSPHERE: Class L, semi-arid. Due to lack of water, more than half of the food has to be imported.

III. HISTORY OF DRAKIS

After the settlement of the mineral-poor Kadrak, the Klingons established mining facilities on Drakis. The planet proved to have huge quantities of many different mineral ores and the population boomed.

IV. CULTURE OF DRAKIS: Typical Klingon Empire.

Planetary Survey: Kadrak

I. GENERAL INFORMATION

Status: Major colony planet, Kadrak System.
Location: Coordinates 1411, Klingon Capital Complex.
Mass: 11.921 x 10^{21} metric tons.
Density: 4.5.
Diameter: 11,048 miles.
Class: M.
Surface Area: 384 million square miles.
Land Area: 111 million square miles.
Land Area as Percentage of Surface: 29%.
Surface Gravity: 1.13 G.
Mean Surface Temperature: 82° F.
Surface Pressure at Sea Level: 1.11.
Atmosphere Composition: Nitrogen: 78%.
- Oxygen: 21%.
- Argon: 1%.
- Trace Gases: less than 1%.
- Pollution: Nil.

Orbital Distance: 87 million miles (0.935 AU).
Day: 36 hours.
Year: 233 local days (350 Standard days).
Axial tilt: 9°.
Population: 2.6 billion.

II. BIOSPHERE: Typical Class-M planet.

III. HISTORY OF KADRAK

Known to the Klingons in the time of the Old Kings, Kadrak was a large planet with a low density and consequently a surface gravity within the tolerable range. The Klingons quickly colonized it after their return to space. The planet has few ores and minerals, but has an abundant biosphere capable of massive agricultural production. Kadrak exports billions of tons of food every quarter, much of it to Drakis and the asteroid colonies. About 10% of its food production goes to Klinshai and about 10% to other Klingon colonies or for export.

IV. CULTURE OF KADRAK: Typical Klingon Empire. About a quarter of the population are Bargantines who get along well with the local Klingons. About a quarter are from other Subject Races (mostly Dunkars) who enjoy the concept of a clean natural world with minimal industry but with huge cities to provide a metropolitan cultural atmosphere.

Shadrak Complex

The major gas giant Shadrak is of course uninhabitable, but there are 550 million people (half of them Klingons) living in artificial habitats on the moons and nearby asteroids. Most of these are involved in mining metal ore and processing it into refined metals. The fourth moon has over 100 million people and is the cultural center of the "planet."

Capital Complex: Klardon System

Star Class: G4V yellow dwarf (1.03 stellar masses).
Planets (in order from primary):

- R I: Class-I airless, semi-molten rock. Small research station.
- R II: Class-D airless rock, mining facilities.
- Klardon (R III): Major industrial planet. See below.
- R IV: Class-A gas giant, two moons, a few small mining colonies.
- Aradon (R V): Class-A hot gas giant, nine moons, minor industrial planet complex.
- R VI: Class-B cold gas giant, three moons, small mining stations.
- Vordon (R VII): Class-J airless frozen rock, minor industrial planet.
- R VIII: Class-J airless frozen rock, small research station.
- R IX: Class-J airless frozen rock, mining stations.

Planetary Survey: Klardon (R III)

I. GENERAL INFORMATION

Status: Major industrial planet.
Location: Coordinates 1411, Klingon Capital Complex.
Mass: 5.189 x 10^{21} metric tons.
Density: 5.5.
Diameter: 7,831 miles.
Class: M.
Surface Area: 193 million square miles.
Land Area: 52 million square miles.
Land Area as Percentage of Surface: 27%.
Surface Gravity: 0.98 G.
Mean Surface Temperature: 71° F.
Surface Pressure at Sea Level: 0.98.
Atmosphere Composition: Nitrogen: 76%.
Oxygen: 23%.
Argon: 1%.
Trace Gases: less than 1%.
Pollution: Minor.
Orbital Distance: 91.5 million miles (0.984 AU).
Day: 21 hours.
Year: 401 local days (351 Standard days).
Axial Tilt: 5°.
Population: 1.9 billion (99.9% Klingon).

II. BIOSPHERE: Typical Class-M planet.

III. HISTORY OF KLARDON

This planet was not found or settled until Y14; the Old Kings had never told the Klingons about it. Once settled, it was found to have numerous ruins and relics from the Old Kings and may have been one of their major settlements.

IV. CULTURE OF KLARDON: Typical Klingon Empire. Klingon archaeologists hold special legal control status over several key areas and foreigners are only rarely invited to this planet.

Planetary Survey: Vordon (R VII)

I. GENERAL INFORMATION

Status: Minor industrial planet, Klardon system.
Location: Coordinates 1411, Klingon Capital Complex.
Mass: 0.403 x 10^{21} metric tons.
Density: 5.5.
Diameter: 3,341 miles.
Class: J (cold airless rock).
Surface Area: 35 million square miles.
Surface Gravity: 0.42 G.
Mean Surface Temperature: -270°F.
Atmosphere: None.
Orbital Distance: 275 million miles (2.96 AU).
Day: 31 hours.
Year: 1,418 local days (1,832 Standard days).
Axial Tilt: 23°.
Population: 335 million (70% Subject Races).

II. BIOSPHERE: None. Artificial habitats.

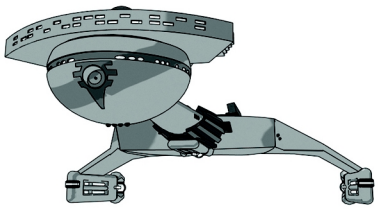
III. HISTORY OF VORDON

The planet was occupied shortly after Klardon and became a rich source for metal mining and the construction of freighters and non-military starships.

IV. CULTURE OF VORDON: Typical Klingon Empire.

Planetary Survey: Aradon (R V)

Aradon itself is an uninhabitable gas giant. The moons and nearby asteroids are the site of many artificial habitats with a total population of 374 million. These people are involved in producing metals and other minerals. The fourth moon is a rich source of dilithium crystals, but these are of lower grades and are used for merchant ships only.



Klardon

Other Major Klingon Worlds

The following are major Klingon planets outside of the capital complex, largely inhabited by Klingons and using typical Klingon law, culture, economics, etc. These are considered "significant" planets in that they produce income for the Empire as a whole. Any one of these planets would produce more in tax money and products than an entire province of minor colonies.

Planetary Survey: Farlin

Status: Minor industrial planet.
Location: Coordinates 1407, Klingon Empire (North).
Mass: 3.85 x 10^{21} metric tons.
Density: 6.0.
Diameter: 6,892 miles.
Class: M.
Surface Area: 149 million square miles.
Land Area: 43 million square miles.
Land Area as Percentage of Surface: 29%.
Surface Gravity: 0.94 G.
Mean Surface Temperature: 62° F.
Surface Pressure at Sea Level: 0.91.
Atmosphere Composition: Nitrogen: 72%.
Oxygen: 26%.
Argon: 1%.
Trace Gases: 1%.
Pollution: Minor.
Orbital Distance: 52 million miles (0.55 AU).
Day: 19 hours.
Year: 230.5 local days (182.5 Standard days).
Axial tilt: 12°.
Population: 2.4 billion (80% Subject Races).
Star Class: K1V orange dwarf (0.66 stellar masses).

Located near the Kzinti border, the Farlin system provides food, shore leave, and refined metals to the Northern Fleet. The population includes tens of millions of Hilidarians, Bargantines, and Dunkars, as well as about 140,000 Slirdarians, some of whom are fourth generation. The Slirdarian males have military training and are regarded as reserve Army divisions.

Other planets in the system include four airless Class-J cold rocks, one (and only one!) Class-B gas giant, one Class-I nearly molten rock, one Class-O glacier planet (used as a prison), and two Class-Q cometary objects.

Planetary Survey: K'brogrh

Status: Minor industrial planet.
Location: Coordinates 2216, Klingon Empire (South).
Mass: 4.66 x 10^{21} metric tons.
Density: 5.3.
Diameter: 7,653 miles.
Class: M.
Surface Area: 183 million square miles.
Land Area: 50 million square miles.
Land Area as Percentage of Surface: 27%.
Surface Gravity: 0.92 G.
Mean Surface Temperature: 78° F.
Surface Pressure at Sea Level: 0.94.
Atmosphere Composition: Nitrogen: 77%.
Oxygen: 22%.
Argon: 1%.
Trace Gases: less than 1%.
Pollution: Minor.
Orbital Distance: 83 million miles (0.89 AU).
Day: 23 hours.
Year: 370 local days (355 Standard days).
Axial tilt: 30°.
Population: 3 billion (70% Subject Races).
Star Class: G7V (0.75 stellar masses).

Colonized in Y31, this planet provides an economic base and capital for the Southern Duchy. While Kypruss actually has a larger population and economy, K'brogrh is considered the "cultural center" of the Southern Duchy.

Other planets include one Class-I hot rock, two Class-J cold rocks, one Class-K desert planet (used as a prison), one Class-A and two Class-B gas giants, and two Class-Q cometary outer planets.

Planetary Survey: Klegarine

Status: Major industrial planet.
Location: Coordinates 1611, Klingon Empire (East).
Mass: 6.63 x 10^{21} metric tons.
Density: 5.9.
Diameter: 8,301 miles.
Class: M.
Surface Area: 216 million square miles.
Land Area: 47.6 million square miles.
Land Area as Percentage of Surface: 22%.
Surface Gravity: 1.12 G.
Mean Surface Temperature: 92° F.
Surface Pressure at Sea Level: 1.13.
Atmosphere Composition: Nitrogen: 76%.
Oxygen: 23%.
Argon: 1%.
Trace Gases: less than 1%.
Pollution: Moderate.
Orbital Distance: 112 million miles (1.2 AU).
Day: 26.5 hours.
Year: 393 local days (434 Standard days).
Axial tilt: 17°.
Population: 7 billion (40% Subject Races).
Star Class: F9V yellow-white Dwarf (1.2 stellar mass).

One of the first planets settled by the Klingons outside of the Capital Complex, this planet is known to the Federation as Klinshai East. When the Federation first contacted the Klingons and sent diplomatic missions, they were met by the Eastern Duke on this planet and the Federation assumed they were on the Klingon homeworld and did not learn the truth for several years.

The planet has a vast population and extensive industry, but imports much of its food. Several other planets include two Class-J cold airless rocks, one Class-I world close to the primary and nearly in a molten state, two asteroid belts, one huge Class-A gas giant (five times the size of Jupiter), two smaller Class-B gas giants, and five(!) Class-Q cometary outer planets. The Class-J worlds, the asteroids, and the moons of the gas giants are extensively mined for minerals and metals.

Planetary Survey: Klomarth

Status: Major industrial planet.
Location: Coordinates 1714, Klingon Empire (East).
Mass: 4.77 x 10^{21} metric tons.
Density: 5.4.
Diameter: 7,662 miles.
Class: N (Oceanic).
Surface Area: 184 million square miles.
Land Area: 22 million square miles.
Land Area as Percentage of Surface: 12%.
Surface Gravity: 0.94 G.
Mean Surface Temperature: 72°F.
Surface Pressure at Sea Level: 1.01.
Atmosphere Composition: Nitrogen: 76%.
Oxygen: 23%.
Argon: 1%.
Trace Gases: less than 1%.
Pollution: Minor.
Orbital Distance: 101 million miles (1.09 AU).
Day: 29 hours.
Year: 341 local days (412 Standard days).
Axial tilt: 18°.
Population: 6 billion (50% Subject Races).
Star Class: G1V yellow dwarf (1.01 stellar masses).

One of the major Klingon colony worlds, this planet has extensive cities and industry, and and boasts the largest wet-ocean shipping fleet in the Empire. The planet is famous for its ocean technology (the largest Klingon oceanographic institute is here) and experts from Klomarth travel to other Klingon Class-M, Class-N, and Class-L planets to help them reap resources from their oceans, including manganese nodules from the sea floor, precious metals dissolved in the water, and stocks of fast-growing fish. Scientists from this planet have been able to eliminate predator species of fish in order for the humanoid population to replace them as the primary ocean predators. While the Federation deplores this interference with a natural ecosystem, their scientists marval that the Klingons have been able to pull it off on this planet and several others. There have been spectacular failures on some colony planets, and at least three have been abandoned after miscalculations effectively killed entire oceans.

Klomarth is a favorite vacation spot for rich Klingons and the wealthy classes of the Empire's other species. During peacetime, Federation tourists have been welcomed to come and spend their dollars. For a five-star luxury resort, Klomarth is considerably less expensive than resorts inside the Federation, even including transportation. When the General War began, about 20,000 Federation civilians were "interned" on an island (in one-star accomodations). When they were released in Y185, many of them remained on the planet as permanent residents, creating some diplomatic complications.

The system includes two airless Class-I rocks, one Class-C planet with a corrosive and toxic atmosphere, two large Class-A hot gas giants, two smaller Class-B cold gas giants, and one Class-Q cometary object which is considered to be a small planet. There is a thick asteroid belt which is extensively mined.

Planetary Survey: Kypruss

Status: Major industrial planet.
Location: Coordinates 2518, Klingon Empire (South).
Mass: 3.83 x 10^{21} metric tons.
Density: 5.7.
Diameter: 7,993 miles.
Class: M.
Surface Area: 153 million square miles.
Land Area: 45 million square miles.
Land Area as Percentage of Surface: 29%.
Surface Gravity: 1.04 G.
Mean Surface Temperature: 70° F.
Surface Pressure at Sea Level: 1.05.
Atmosphere Composition: Nitrogen: 74%.
Oxygen: 24%.
Argon: 1%.
Trace Gases: 1%.
Pollution: Moderate.
Orbital Distance: 85 million miles (0.914 AU).
Day: 24.5 hours.
Year: 327 local days (334 Standard days).
Axial tilt: 15°.
Population: 4.3 billion (60% Subject Races).
Star Class: G5V yellow dwarf (0.91 stellar masses).

Located near the Tholian border, this planet includes extensive industry and food production and is the home port of the Tholian Border Squadron. In some ways it operates as an unofficial Warrior Colony due to the millions of military personnel who retire on the planet.

The planet got its start in Y80 when the Klingons were trying to expand the colonies (see page 66) in order to use them as a base for an invasion of the Romulan Empire. Huge convoys of supplies, colonists, and equipment were already en route (or on order) to the colonies when the Tholians destroyed (or captured) the colonies, and the Klingons landed these on Kypruss. This was at first a temporary measure, but when the first attacks on the Tholians failed, the colonists realized that they were on Kypruss to stay. The Klingon military and council agreed that expanding the Kypruss colony was important in order to provide a solid bulwark against the Tholians. The planet is heavily defended with ground-based and space-based weapons. It is one of the few planets with an entire corps of active-duty Army troops.

Kypruss is also a major trading port with the Romulans and Federation, and even with the faraway Gorns. Federation shipping costs are such that it is cheaper for the Gorns to send their exports to Kypruss than to send them all the way across the Federation on a route that is shorter in light years and longer in credits. There is no trade between the Tholians and Klingons. The Romulans maintain a consulate on this planet (one of only three in Klingon space outside of the Klingon Capital Complex).

The system includes four "airless rocks" (two Class D, two Class J), two asteroid belts, and three gas giants (two Class B, one Class A) with extensive systems of rings and moons. All of these are mined extensively for metals and other materials needed to feed the Tholian Border Squadron and local industry.

The Warrior Colonies

Because of the unique nature of the Klingon Warrior Caste, five Class-M worlds were set aside in early Klingon Empire history for the military. These colonies have military rather than civil governents, and most (but by no means all) of the population are either retired military, reserve military, or the families of military personnel. The general idea was that retired soldiers could go to these colonies (where law provided them with land for farming, or space for a home or business) and live out their lives in honored retirement. They would also be given the opportunity to marry (if they had not previously) or to rejoin their spouses and raise children who (growing up in a planetary-scale military camp) would be more likely to join the military and better prepared for careers as soldiers. There are numerous military bases on these planets, and a large percentage of their space is devoted to basic and advanced training. Klingons recruited from other planets in the Empire are sent to these warrior colonies for their boot camps.

As these colonies were first settled around Y20, by the time of the General War (Y168) they had populations in the hundreds of millions, well-developed industries (often related to military production), dynamic cultures, and booming economies. Under Klingon law, retired soldiers paid no taxes, and could plow all of the proceeds of their efforts into building family fortunes. Klingon industrial corporations were given special charters to set up factories on these planets, and these planets were often favored when the Empire had to select new areas for development. Millions of Klingon civilians moved to these planets for the good job opportunities, and many of their children took up lives as warriors. These planets amounted to a combination of military base, retirement home, recruiting center, and industrial park. One Federation editorialist, writing of such colonies in Y155, said: "Imagine an entire planet where every citizen is a member of the Conservative Party and the Federation Rifle Association, has a carefully preserved copy of Rush Limbaugh's books in a glass display case in the parlour, flies the Federation banner in the front yard every day, and considers the History Channel to be the only thing good on trivideo. Then ask yourself how busy the Star Fleet recruiting office on this planet is."

Each warrior colony has a large ESS presence, as these collections of soldiers and weapons factories are considered a potential breeding ground for coups.

There is one "dark secret" of these colonies which is never spoken aloud on other Klingon planets. Klingon women, civilian and military alike, are recruited for special towns where unmarried male warriors may go to father children. While some Klingons (and many in the Federation) find this concept offensive, the Klingon Empire has no difficulty recruiting thousands of women every year for this "honored duty." Some are women who want the cash rewards, others want to live independent of men and know that they can do so in subsidized housing with guaranteed employment, all in exchange for producing a child every year or two. These children are raised in military schools and a very high percentage of them enter military service.

Planetary Survey: Bakuria

I. GENERAL INFORMATION

Status: Warrior Colony, Klingon Army.
Location: Coordinates 1210, Klingon Empire.
Mass: 5.74 x 10^{21} metric tons.
Density: 5.4.
Diameter: 8,148 miles.
Class: M.
Surface Area: 209 million square miles.
Land Area: 67 million square miles.
Land Area as Percentage of Surface: 32%.
Surface Gravity: 1.05 G.
Mean Surface Temperature: 82° F.
Surface Pressure at Sea Level: 1.04.
Atmosphere Composition: Nitrogen: 78%.
Oxygen: 20%.
Argon: 1%.
Trace Gases: 1%.
Pollution: Moderate.
Orbital Distance: 188 million miles (2.02 AU).
Day: 22.6 hours.
Year: 784 local days (738 Standard days).
Axial Tilt: 11°.
Population: 125 million.
Star Class: F7V yellow-white dwarf
(1.7 stellar masses).

II. BIOSPHERE

No previous sentient life. Local flora and fauna have largely been supplanted by species imported from Klinshai. There are two major and six minor continents, plus numerous islands. Climate is hotter than Earth-normal and the ice caps are unusually small.

III. HISTORY

First settled in Y20 by Army personnel looking for new training areas, Bakuria was steadily expanded with industry and retirees.

IV. CULTURE

Government: Military administration. The planetary governor is a four-star general on active duty.

Society: While the Klingon Army predominates, all of the military branches are present and youth from the planet can enter any of the services. The predominance is reflected primarily in the industry and basic training facilities, which focus on Army (planetary defense and ground forces) functions. Most of the retired military personnel are from the Army. Thousands of Lyran and Subject Race personnel are on planet for training at any given time, as are thousands of (strictly monitored) foreigners from trading ships.

Economy: Typical Klingon mixed economy with the benefit of government incentives. Retired military personnel live tax-free and many wealthy families are present.

Laws: Klingon military law.

Religion: The vast majority of residents are members of the Star Cult, the predominant religion among ethnic Klingon military personnel.

Planetary Survey: Korgal

I. GENERAL INFORMATION

Status: Warrior Colony, Internal Security Forces.
Location: Coordinates 1615, Klingon Empire.
Mass: 5.86 x 10^{21} metric tons.
Density: 5.0.
Diameter: 8,420 miles.
Class: M.
Surface Area: 223 million square miles.
Land Area: 65 million square miles.
Land Area as Percentage of Surface: 29%.
Surface Gravity: 0.96 G.
Mean Surface Temperature: 64° F.
Surface Pressure at Sea Level: 0.96.
Atmosphere Composition: Nitrogen: 76%.
Oxygen: 21%.
Argon: 2%.
Trace Gases: 1%.
Pollution: Nil.
Orbital Distance: 51 million miles (0.55 AU).
Day: 19.3 hours.
Year: 200 local days (161 Standard days).
Axial Tilt: 14°.
Population: 265 million.
Star Class: K2V orange dwarf (0.85 stellar masses).

II. BIOSPHERE

No previous sentient life. Local flora and fauna have largely been supplanted by species imported from Klinshai. There are four major continents (one the size of the others combined). Climate is colder and drier than Earth.

III. HISTORY

First settled in Y24 by a Klingon industrial consortium. After the revolt of Y40, the ISF moved in thousands of personnel to keep order and by Y60 had converted the planet into their primary training and support base.

IV. CULTURE

Government: Military administration. The planetary governor is a four-star police commander on active duty.

Society: While the Klingon Internal Security Forces predominate, all of the military branches are present and youth from the planet can enter any of the services. The predominance is reflected primarily in the industry and basic training facilities, which focus on ISF functions. Most of the retired military personnel are from the ISF. No foreigners are allowed on the planet except as prisoners. The Klingon Empire's few permanent prisons are on this planet, and there is a strong ESS presence.

Economy: Typical Klingon mixed economy with the benefit of government incentives. Retired military and ISF personnel live tax-free and many wealthy families are present. Industrialization is very low; most products are imported but the planet grows its own food.

Laws: Klingon military law.

Religion: The vast majority of residents are members of the Star Cult, the predominant religion among ethnic Klingon military personnel.

Planetary Survey: Sefaria

I. GENERAL INFORMATION

Status: Warrior Colony, Deep Space Fleet.
Location: Coordinates 1312, Klingon Empire.
Mass: 3.435 x 10^{21} metric tons.
Density: 6.0.
Diameter: 6,630 miles.
Class: M.
Surface Area: 138 million square miles.
Land Area: 33 million square miles.
Land Area as Percentage of Surface: 24%.
Surface Gravity: 0.91 G.
Mean Surface Temperature: 75° F.
Surface Pressure at Sea Level: 0.99.
Atmosphere Composition: Nitrogen: 77%.
Oxygen: 22%.
Argon: 1%.
Trace Gases: less than 1%.
Pollution: Moderate.
Orbital Distance: 100 million miles (1.07 AU).
Day: 18.1 hours.
Year: 510 local days (385 Standard days).
Axial Tilt: 25°.
Population: 740 million.
Star Class: G3V yellow dwarf (1.1 stellar masses).

II. BIOSPHERE

No previous sentient life. Local flora and fauna have largely been supplanted by species imported from Klinshai. There is one major and three minor continents. Climate is similar to Earth's but more humid. This planet is famous for a species of potato widely enjoyed by Klingons.

III. HISTORY

First settled in Y22 by Naval authorities looking for farms to provide to retiring warriors. First colony to import women for child-bearing camps. Even by the time of the General War, more than 70% of women who lived in this lifestyle were on this planet.

IV. CULTURE

Government: Military administration. The planetary governor is a four-star admiral on active duty.

Society: While the Klingon Deep Space Fleet predominates, all of the military branches are present and youth from the planet can enter any of the services. The predominance is reflected primarily in the industry and basic training facilities, which focus on Fleet (starship and deep orbital base) functions. Most of the retired military personnel are from the Deep Space Fleet. Society is somewhat more cosmopolitan than other colonies, with a few million Subject Race citizens and a few thousand foreigners allowed to live in three major cities.

Economy: Typical Klingon mixed economy with the benefit of government incentives. Retired military personnel live tax-free and many wealthy families are present. Imports 20% of food; heavy industrial exports.

Laws: Klingon military law.

Religion: About 80% Star Cult, 18% Kavarist.

Planetary Survey: Valoria

I. GENERAL INFORMATION

Status: Warrior Colony, Klingon Marines.
Location: Coordinates 1514, Klingon Empire.
Mass: 7.47 x 10^{21} metric tons.
Density: 5.2.
Diameter: 9,010 miles.
Class: M.
Surface Area: 255 million square miles.
Land Area: 84 million square miles.
Land Area as Percentage of Surface: 33%.
Surface Gravity: 1.07 G.
Mean Surface Temperature: 79° F.
Surface Pressure at Sea Level: 1.05.
Atmosphere Composition: Nitrogen: 78%.
Oxygen: 20%.
Argon: 1%.
Trace Gases: 1%.
Pollution: Light.
Orbital Distance: 87 million miles (0.94 AU).
Day: 27 hours.
Year: 308 local days (347 Standard days).
Axial Tilt: 26%.
Population: 356 million.
Star Class: G7V yellow dwarf (0.93 stellar masses).

II. BIOSPHERE

No previous sentient life. Local flora and fauna contiue to flourish and imported plant or animal species rarely survive, although the Klingons themselves seem to thrive. There are four major continents, all roughly the same size. Agriculture is a predominant industry.

III. HISTORY

First settled in Y21 by Marine personnel looking for new training areas. Expanded with industry and retirees.

IV. CULTURE

Government: Military administration. The planetary governor is a four-star Marine general on active duty.

Society: While the Klingon Marines predominate, all of the military branches are present and youth from the planet can enter any of the services. The predominance is reflected primarily in the industry and basic training facilities, which focus on Marine (ship security and landing force) functions. Most of the retired military personnel are from the Marines. Relatively little foreign trade; foreigners are strictly limited to spaceport areas.

Economy: Typical Klingon mixed economy with the benefit of government incentives. Retired military personnel live tax-free and many wealthy families are present. This planet exports nearly 75% of the food grown here, and even so the population has one of the highest caloric intakes of the Klingon Empire.

Laws: Klingon military law.

Religion: The vast majority of residents are members of the Star Cult, the predominant religion among ethnic Klingon military personnel.

Planetary Survey: Walkuria

I. GENERAL INFORMATION

Status: Warrior Colony, Klingon Army.
Location: Coordinates 1916, Klingon Empire.
Mass: 5.85 x 10^{21} metric tons.
Density: 6.2.
Diameter: 7,842 miles.
Class: M.
Surface Area: 193 million square miles.
Land Area: 58 million square miles.
Land Area as Percentage of Surface: 30%.
Surface Gravity: 1.11 G.
Mean Surface Temperature: 85° F.
Surface Pressure at Sea Level: 1.1.
Atmosphere Composition: Nitrogen: 75%.
Oxygen: 20%.
Argon: 2%.
Trace Gases: 3%.
Pollution: Heavy.
Orbital Distance: 82 million mi. (0.88 AU).
Day: 24.3 hours.
Year: 271 local days (274 Standard days).
Axial Tilt 17°.
Population: 1.4 billion.
Stellar Class: G4V yellow dwarf (1.2 stellar masses).

II. BIOSPHERE

No previous sentient life. Local flora and fauna have largely been supplanted by species imported from Klinshai. This is the Army's major industrial site, and pollution is rampant, seriously affecting the climate. There is only one major continent (comprising 70% of the land area) and a number of much smaller continents and islands.

III. HISTORY

First settled in Y22 by Army personnel looking for new training areas. Expanded with industry and retirees.

IV. CULTURE

Government: Military administration. The planetary governor is a four-star general on active duty.

Society: While the Klingon Army predominates, all of the military branches are present and youth from the planet can enter any of the services. The predominance is reflected primarily in the industry and basic training facilities, which focus on Army (planetary defense and ground forces) functions. Most of the retired military personnel are from the Army. Active trade with the Federation brings new entertainment and social concepts, but foreigners are strictly limited to spaceport areas.

Economy: Typical Klingon mixed economy with the benefit of government incentives. Retired military personnel live tax-free and many wealthy families are present. Exports both food and industrial products.

Laws: Klingon military law.

Religion: The vast majority of residents are members of the Star Cult, the predominant religion among ethnic Klingon military personnel. About 20% are Kavarists and 1% are Pagans.

KLINGONS BEYOND THE EMPIRE

Millions of Subject Race members, and more than a few tens of thousands of ethnic Klingons, live beyond the borders or laws of the Empire. A brief summary of these cases and situations is provided here.

THE WYN STAR CLUSTER

Located near the triple border point with the Lyrans and Kzintis, the WYN cluster is a hollow shell of radioactive dust that it is difficult for starships to penetrate. Inside this sphere are several star systems with habitable planets, all of them rich in heavy metals and other mineral deposits. The WYN cluster exists as a separate neutral enclave, and includes people who originated or descended from the Lyran, Kzinti, and Klingon empires as well as the Orion Pirates. Several million members of Klingon Empire Subject Races live in the cluster as free citizens, and more than 10,000 ethnic Klingons also live there (again, as free citizens with the same rights as any other resident of the cluster). Many of these are rebels or political dissidents (or their descendants) who fled the Klingon Empire or were allowed to emigrate because the ESS was tired of watching persons it regarded as likely to be disloyal.

Most of these people are content to live out their lives inside the cluster, but some serve on WYN trading ships and warships, or Orion raiders, based in the cluster. Their legal status when entering the Klingon Empire varies widely. Some are wanted on arrest warrants, and in some cases the children of wanted fugitives are held hostage to force their return. Most of those who serve as crews on trade freighters have valid passports and visas and enter the Kingon Empire as authorized foreigners, just as traders from anywhere else do. Those who serve on Orion raiders are considered criminals, although the Klingons do deal with such ships and pirates from time to time. Those who serve on WYN warships are considered foreign military personnel, to be taken prisoner if the cluster is considered at war with the Empire and to be treated as guests in peacetime, when port calls are authorized.

Many of the Klingons and Subject Race members in the cluster are agents of Klingon intelligence services, and many of them are recruited by the WYN intelligence service to spy on the Klingon Empire.

THE HYDRAN EXILE RACES

Millions of Subject Race colonists were transported to Class-L-M-N planets in the Hydran Kingdom during the period (Y88-Y135) when it was occupied by the Klingon Empire. When the Hydrans retook their Kingdom in Y135, the Klingon Empire evacuated all of the ethnic Klingons, but there were simply too many Subject Race people to transport. These remained on their planets and became citizens of the Hydran Kingdom and subjects of the Hydran king, as well as members of Hydran trade guilds.

These people have considerably more freedom and better living conditions than their relatives inside the Klingon Empire, and some political dissidents flee (or are allowed to leave) the Empire every year to join their relatives inside the Hydran Kingdom. Thousands of these Exile Races (as both the Hydrans and Klingons call them) travel into the Klingon Empire during periods of peace as the crews of merchant ships. Unless actually wanted on current arrest warrants, Exile Race people enter the Klingon Empire on passports as would any other foreigner.

Every year (in peacetime, or when the Klingons occupied the Kingdom in Y170-79) thousands of these people apply for and are granted the opportunity to "return" to their original planets or other colony planets inside the Klingon Empire. Obviously, many of these people work for the intelligence services of either the Hydran Kingdom or the Klingon Empire; some apparently work for both. Some join the Orion Pirates, as do criminals from many planets within all of the empires and species.

LYRAN DEMOCRATIC REPUBLIC

The LDR is an independent (actually, rebellious) county of the Lyran Star Empire. The LDR needs skilled workers and technicians, and (for political reasons) often hires Klingons or Subject Race (or Hydran Exile Race) personnel rather than fellow Lyrans from the Lyran Empire. These people are, for the most part, Klingon citizens who are simply working abroad with the permission (or at the direction) of the Klingon government. The ESS has a presence inside LDR space and monitors those Klingons and Subject Race persons working there.

THE KORTAHN MONKS

This is a Klingon religious sect dedicated to the worship and service of their god, Kavar. The Federation calls them "monks" because they are pacifistic, avoid technology, and ignore the Imperial government, but the Kortahn Order includes both men and women, most of who are married and parents. Their children grow up in the Order to become full members. The Order is over a thousand years old; few people each year join the order from outside or leave to return to mainstream Klingon society.

All members of the Kortahn Order are ethnic Klingons, although some people from other species are "associated" with the Order and residents of some of their colonies and monastaries. There are no proven cases of Klingon intelligence agents within these colonies.

The total number of Kortahn Monks is perhaps 100,000, about 90% of whom are inside the Klingon Empire in various remote areas. They are exempt from taxes and military service, and the Empire only rarely takes much notice of them.

A few Kortahn colonies exist in Federation space, having been established there prior to the Federation border declaration of Y102. A few others exist in Lyran, LDR, and Hydran space; the Kzintis and Tholians exterminated the colonies in their space before Y100.

THE ORION PIRATES

Some Klingons and Subject Race persons, mostly criminals or renegades, join the Orion Pirates and serve on their starship crews. These are regarded as outlaws and criminals by the Klingons (except for those who are undercover agents of the ISF and ESS).

SUBJECT RACE PLANETS

Some planets had native sentient populations when the Old Kings, or the later Klingons, first found them. These planets were absorbed into the Klingon Empire and, while allowed local autonomy within the limits of Imperial law, were required to provide resources and people to serve the needs of the Empire.

The status of these planets is, in theory, equal to that of any of the Klingon planets. In practice, the status of these planets is clearly one step below those major planets settled by ethnic Klingons, and two steps below Klinshai itself.

Most Subject Race populations only barely notice that they are under the domination of the Klingon Empire. It is not as if they could compare their pre-Klingon and post-Klingon lives; the post-Klingon lives brought higher taxes, but the economic benefits of off-planet trade and technology cancelled these out. In theory their standard of living would be higher under a less oppressive regime, but as they have no comparison, they are largely unaware of this fact. (Any local leader who tries to make them aware is quickly carted off to prison by the Empire Security Service.) Subject Race people must get permission to leave their planets, although this is easily obtained unless the individual is a criminal or on the ESS watch list as a suspected radical or rebel, and they wouldn't be able to travel to other planets if the Klingons had not appeared in their skies with starships that could carry them. The average citizen is unlikely to be in a position to commit a crime that would be handled by the Klingon ISF, and unless he conspires to commit treason the ESS would never take notice of him. The average Subject Race citizen probably knows someone (perhaps a relative) who has gone off planet to work for the Empire somewhere else.

The Klingon Empire recruits soldiers and starship crewmen from all of the Subject Race planets, as well as colonists for new worlds. Given that entire planetary populations are available for recruiting, there is never any shortage of recruits. Many more are recruited into local defense units of the Klingon Army, manning phaser batteries and drone launchers to protect the planets from enemy attack. The planets are not militarily occupied in any sense (there are always several times as many local soldiers as there are ethnic Klingon soldiers on any given planet), but the planetary governments and populations know that but for the Empire, they would have no access to interstellar trade and exploration.

How each species feels toward the Empire depends on how they actually became a part of it.

When the Klingons were, themselves, a Subject Race of the Old Kings, they served alongside three other species: the Dunkars, the Hilidarians, and the Vergarians. While members of all of these species served in all of the different jobs and roles, in general the Klingons were the starship crews, the Dunkars were the administrators, the Hilidarians were the ground troops, and the Vergarians were the businessmen. When the Old Kings suddenly left in -Y25, they took all of the people of these species back to their home planets without explanation and left them there. It was the Klingons who figured out how to reach and reactivate the abandoned Old Kings starships, and it was the Klingons who recontacted the other species.

Klingon-controlled Old Kings ships reached the Dunkars in Y8 and enlisted them into plans to re-establish the Old Kings Empire. The Dunkars quickly signed on board, considering themselves partners of the Klingons (who did *not* regard the Dunkars as their equals, but once the Dunkars figured that out, they accepted their status as first among inferiors). The Hilidarians were contacted in Y9. The Dunkars and Hilidarians had no problem assimilating into the Klingon Empire, since they had served in the same roles under the Old Kings. As had been the case during the Old Kings period, the Dunkar and Hilidarian governments continued to run their own affairs while the Klingons took control of anything in space.

The Vergarians were contacted in Y10 and quickly re-established trade between the many abandoned colonies that the Klingons and Dunkars were reoccupying. The Vergarian revolt of Y12 eliminated them from space (and reduced their planet to the stone age). The Vergarians had made the mistake of asserting themselves as the equals of the Klingons and not under their authority. It was not until Y74 that the Klingons allowed the Vergarians to enlist in the military and work in off-planet colonies, and then only under close supervision.

The next species contacted was the Cromargs. The Klingons had been aware of that planet under the Old Kings but had never been taken there, and the Old Kings star charts listed the planet as "prohibited." This made the Klingons curious, and they sent a ship there to find out what was the source of this prohibition. They found the Cromargs living in deep caves under a highly radioactive surface (the results of a nuclear war), and only too willing to "surrender to" or "be absorbed into" or "join" the Empire since this meant a chance to escape their planet.

The Zoolies were contacted as the Klingons explored planets on the Old Kings' maps. The Old Kings had worked with the Zoolies but had never let them meet with any other species. The reasons for this are not known.

The Vudar were contacted in Y76. The problem was that Vudar was in a highly radioative area. The Klingons wanted to claim that space (since it had plenty of resources) but could not stay there. They brought the Vudar into the Empire by a treaty granting them the right to operate their own armed starships, something that proved a mistake.

There are at least a dozen other Subject Races, but for a variety of reasons these seldom appear in starship crews or colonies frequented by travelers. There are also several species which the Klingons haven't contacted, as they lack high enough technology to be of any use to the Empire. Some of these races include an aquatic species (the Akians), an insectoid species the Klingons never allow off their planet (the Chitins), a felinoid species related to the Lyrans (the Jwarundils live in stone age conditions and have never been contacted), the Arakans (octopoids who are well adapted to zero-G) and the Morkons (about whom nothing is known to the Federation). We may present some of them in future products.

Planetary Survey: Bargantine

I. GENERAL INFORMATION

Status: Homeworld of the Bargantines.
Location: Coordinates 1114, Klingon Empire (West).
Mass: 5.12 x 10^{21} metric tons.
Density: 5.1.
Diameter: 7,999 miles.
Class: L, drier than Earth but habitable.
Surface Area: 201 million square miles.
Land Area: 60 million square miles.
Land Area as Percentage of Surface: 36%.
Surface Gravity: 0.93 G.
Mean Surface Temperature: 81° F.
Surface Pressure at Sea Level: 1.01.
Atmosphere Composition: Nitrogen: 74%.
Oxygen: 24%. Argon: 1%. Trace Gases: 1%.
Pollution: Minor.
Orbital Distance: 85 million miles (0.914 AU).
Day: 22.5 hours.
Year: 353 local days (331 Standard days).
Axial Tilt: 11°.
Population: 7 billion.
Star Class: G5V yellow star (0.93 stellar masses).

This is the second planet circling the star they have named Bar. It is smaller and denser than Earth or Klinshai. Unfortunately for the Bargantines, most of the mineral wealth is buried deep, so it is a mineral-poor world. There are two moons, 490 and 1100 miles in diameter, both Class-D airless rocks. Planets: Bar I is a Class-C greenhouse planet similar to Venus. Bar III is a Class-A hot gas giant slightly smaller than Saturn. Bar IV is a Class-R nitrogen/ammonia world. Bar V is a Class-Q iceball similar to Pluto. There are no asteroid belts of any importance.

II. BIOSPHERE: Typical Class-L planet, smaller and drier than Earth or Klinshai, but quite habitable for humanoids.

Bargantines

Bargantines are superficially similar to Klingons, but shorter (averaging five feet tall for males and five-and-a-half feet tall for females) and more timid. They may be genetically related to proto-Klingons, but this is inconclusive. Bargantines fanatically believe they are Klingons; Klingons are, frankly, disgusted with this idea.

Homeworld: Class-L, Gravity 0.93G, Atmospheric pressure 1.01, mean temperature 81°F, Zorski Group II.

Species Traits

Size: As Medium creatures, Bargantines have no special bonuses or penalties due to their size.
Base Speed: 30 feet.
Skill Bonuses: Bargantines gain a +1 species bonus to Survival skill checks due to their physiology.
Bonus Feats: Bargantines gain the bonus feat of Planetary Adaptation (barren world).
Free Language Skills: Read/Write Bargantine, Read/Write Klingon, Speak Bargantine, Speak Klingon.
Other Languages: Any language the character can learn.
Other Modifiers: Bargantines suffer from combat paralysis and must make a Will roll (DC 15) to be able to make an attack (or do anything else) in combat. If they fail, they are unable to move for the duration of the round. Bargantines are easily distracted and must make a Will roll (DC15) to avoid being distracted from the task at hand. Due to their status as a minority group in Klingon society, Bargantines have an effective reputation of -4 to all Charisma-based skill checks while dealing with Klingons.

III. HISTORY OF BARGANTINE

The Bargantines evolved to make the best use of their world; they require less food and water than most species, and have developed skills and abilities to make the most of the scarce resources their world possesses. They are rarely encountered individually, preferring to be in groups. They do not react well to any form of surprise, and have difficulty concentrating on tasks for any length of time.

Despite this, they had achieved PL 6 when the Klingons arrived in Y56, and had limited space travel within their home system. While the Klingons were initially pleased that they had found a species so similar to their own, their attitude changed to disgust when the Bargantine's mental and cultural differences became known.

The Bargantines think they are Klingon relatives and want very much to be Klingons. As they are short, not particularly strong, and all but useless in combat, the Klingons have little use for them, but the Bargantines are always the first to respond when the Empire asks its Subject Race planets for more troops. Few of these troops are accepted, although some exceptional Bargantines (without the disadvantages) serve in the Klingon military.

The primary reason the Klingons allow millions of Bargantines off of their homeworld is that they are excellent farmers and agricultural experts, filling a void within the Empire, and by Y120 were considered equal to the other Subject Races. As the Bargantines want so strongly to be Klingons, the planetary government squandered much of its profits to organize virtually every off-world Bargantine farmer into a Klingon Army Reserve ground forces unit. The Bargantines in these units spend most of their off time conducting endless military drills (which the Klingons regard as a source of amusement). See page 139.

IV. CULTURE OF BARGANTINE

Government: Follows the Klingon model in as many ways as possible. The Klingons recognize the Bargantine head of state as the local Imperial Governor of both the Bargantine and Landfalk systems.

Society: Bargantines strive to be Klingons in as many ways as possible, modeling their society after their Klingon "cousins" as much as they can.

Economy: The Bargantines could be wealthy if they gave up their obsession with being warriors, but they spend every spare credit buying weapons.

Laws: Bargantines use Klingon Imperial Law, having abandoned their own legal system.

Religion: Most Bargantines followed a faith similar enough to Kavarism that they were able to adopt this as the official state religion. Many Bargantine soldiers *also* subscribe to the ideals of the Klingon Star Cult.

Landfalk

One other reason for the importance of the Bargantines to the Klingon Empire became apparent a few years later: the close proximity of the Bar system to the vastly richer Landfalk system, located near the edge of the Klingon-Hydran Neutral Zone.

Landfalk possesses worlds which can be colonized by both Klingons and Hydrans: it has two Class-M worlds (suitable for Klingons), and a Class-S nitrogen/methane gas giant, which was suitable for Hydrans. The Hydrans colonized the Class-S planet in Y71, partially to continue their expansion program and partially to mine the two asteroid belts, both of which had abundant mineral resources including pergium and dilithium.

The Klingon Empire had surveyed the Landfalk system in Y69, but due to its distance from Klinshai, it had not been colonized immediately. In Y72, a Klingon colonization force arrived in the Landfalk system only to find the Hydrans in residence, busily mining the two belts (which the Klingons coveted for their mineral wealth). As the Klingon force outgunned the Hydran ships present, the Klingons proceeded to take possession of and colonize the Class-M worlds with little objection from the Hydrans. However, the number of objections and complaints by the Hydrans increased markedly as the Klingons began to execute their own plans for mining the asteroid belts. This resulted in an uneasy truce marked by a number of minor skirmishes and "incidents."

In Y73, the First Klingo-Hydran war erupted. There were many causes for this war, of which Landfalk was only one. The Hydran fleet attacked the Landfalk system almost immediately. When the fighting was over the Hydrans had won, and only a few hundred Subject Race personnel were still alive. These were evacuated by the Hydrans to other "exile colonies" inside Hydran space.

The Klingons rapidly defeated the Hydrans in the Second Klingo-Hydran War, conquering most of the Kingdom by Y87. As the Hydrans had mined out most of the mineral wealth of the Landfalk system during the intervening years, resettlement was a low priority for the Klingons.

The Bargantine homeworld had become seriously overpopulated due to technological advances recieved from the Klingons. Count K'gry, who ruled the sector the Bar system was in, decided to kill two kRyth'Ha with one stone; he would relieve the overpopulation on Bargantine by transporting the excess to the Landfalk system and colonizing both of the Class-M worlds there. This was done relatively swiftly, and the Landfalk system became one of the better agricultural exporters in the region. The Hydran colony on the gas giant was still operating, and only too happy to do business with the Bargantines and Klingons.

The Hydran Kingdom was restored in Y135, and Landfalk remained a disputed planet in the Neutral Zone. The Hydrans retook the system in Y141, but it changed hands several times over the next 30 years (all the while leaving both the Hydran and Bargantine colonies in place). This intermittent warfare destroyed much of the infrastructure and population; during the periods when it was held by the Klingons, the Bargantine population of the Landfalk system was replenished from their homeworld.

When the General War began in Y168, the Hydrans were in nominal control of Landfalk. This was a sore point with the Klingons, who quickly re-established ownership when war broke out between the Klingons and Hydrans in Y169. The system remained a major agricultural production area for the Klingons, supplying much of the food for the Klingon (and Lyran) fleets holding the Firewall against the Hydrans.

In Y185, the General War had stopped, and negotiations between the Hydrans and Klingons had begun. The Landfalk system was one of the issues to be resolved, and in a stroke of genius (and great daring, especially for a Bargantine!) First Citizen P'p'fl of the Bargantines suggested that the Klingon Empire free the Bargantine system, and that the Bargantines take over the Landfalk system, so that these two systems (which were only a few light-years apart) could form a new independant (and pro-Klingon) state within the Neutral Zone. The Klingons agreed, but the Hydrans did not and launched the brief war between the exhausted Hydran Royal Navy and the leftover Klingon ships in the hands of the Bargantines. The Hydrans prevailed and recaptured Landfalk. They could probably have conquered Bargantine itself, but the Klingons warned that this would result in a war and brought the Bargantines back into the Empire.

Landfalk survey data

Primary is K0V orange dwarf with six planets and two asteroid belts.

I: This is a Class-I hot rock with no moons.

II: This is Class-M with one 900-mile Class-D moon.

III: This is Class-M with three Class-D moons 180, 330, and 200 miles diameter.

IV: There is no Landfalk IV; an asteroid belt rich in iron and other metals is in that orbit.

V: This is a moonless Class-E superterrestrial world 18,300 miles in diameter with a gravity of 1.67 G.

VI: This is a Class-S gas giant with eleven moons. It has a liquid methane sea, a surface gravity of 1.09 G, and floating rocky continents, suitable for Hydran occupation. Landfalk VIa is a Class-O glaciated moon. Landfalk VIb is a Class-J cold rock. The other eight moons are Class-D cold rocks less than 120 miles in diameter.

VII: There is no Landfalk VII. In its place is a stony-iron asteroid belt.

VIII: Landfalk VIII is a moonless Class-Q iceball in an eccentric orbit; it is believed to be a captured rogue planet.

Planetary Survey: Cromarg

I. GENERAL INFORMATION

Status: Homeworld of the Cromargs.
Location: Coordinates 1513, Klingon Empire (East).
Mass: 5.32 x 10^{21} metric tons.
Density: 5.5.
Diameter: 7,899 miles.
Class: M (see Pollution).
Surface Area: 196 million square miles.
Land Area: 57 million square miles.
Land Area as Percentage of Surface: 29%.
Surface Gravity: 0.99 G.
Mean Surface Temperature: 69° F.
Surface Pressure at Sea Level: 0.99.
Atmosphere Composition: Nitrogen: 79%.
Oxygen: 15%.
Argon: 2%.
Trace Gases: 4%.
Pollution: Heavy. Most areas are radioactive.
Orbital Distance: 94 million miles (1.01 AU).
Day: 26 hours.
Year: 339.6 local days (368 Standard days).
Axial Tilt: 26°.
Population: less than 4 million on the planet. There are about 5 million Cromargs on other planets.
Star Class: G2V yellow dwarf (1.02 stellar masses).

Cromarg is the third planet of ten that orbit this star. Cromarg has two small moons, which collectively equal the mass of Luna. Neither has an atmosphere. There are significant tidal effects. The other planets include:

I Thorik. Class-C hot rock, 7,000 miles in diameter. Orbiting at 30 million miles, it is a blistering hot world with a poisonous atmosphere and considerable volcanism.

II Koorik. Class-G rocky planet, 4,200 miles in diameter, orbiting at 60 million miles. It has a thin atmosphere composed mostly of carbon dioxide, generally similar to Mars, but much warmer.

IV Armarg. Class-G rocky planet, 5,300 miles in diameter, orbiting at 122 million miles. This planet is like a larger version of Koorik, with a slightly thicker carbon dioxide atmosphere but much colder.

V Thil. Class-D rock, 3,350 miles in diameter, orbiting at 150 million miles. It lacks an atmosphere and is essentially a dead rock.

VI Kiith. Class-A, Saturn-sized gas giant orbiting at 175 million miles. It has fourteen large moons, but no rings.

VII Thihhn. Class-A Saturn-sized gas giant at 210 million miles. It has twenty moons, and a thin ring system.

VIII Alathn. Class-B Neptune-sized gas giant, orbiting at 250 million miles. It has eighteen moons and thin rings.

IX Thonnl. Class-B Neptune-sized gas giant, orbiting at 290 million miles. It has ten moons. One moon is a Class-O terrestrial-sized world (7,000 miles in diameter), covered with water ice, with native bacterial lifeforms living near subsurface volcanic vents.

X Thiks. Class-Q icy rock similar to Pluto, in an erratic orbit. This is probably a captured extra-solar body.

II. BIOSPHERE

At one time, Cromarg was a prototypical Class-M body, with an oxygen-nitrogen atmosphere and abundant life, extremely similar to Earth. There are four major land masses and numerous islands. The planet has moving tectonic plates, a molten core, and is quite rich in industrial minerals. There were plants, insects, fish, and numerous higher life forms, with analogues of most species types common to Class-M worlds.

Unfortunately, the planet's surface is now heavily polluted and highly radioactive in most areas, the result of a horrific nuclear war in the year -Y521.

Although the nuclear winter caused by dust clouds kicked up by thermonuclear explosions has long since subsided (it lasted less than a decade), deadly radioactive fallout still contaminates the planet's surface. The only species that have survived are those that could adapt to these conditions, namely certain insects and hardy plants. Atmospheric oxygen has dropped significantly since the prewar days due to the disruption of the biosphere. The air is heavily polluted with toxic contaminants. Although radiation caused directly by the war is gradually tapering off, the war destroyed the ozone layer, leaving the planet open to cosmic ray bombardment and the dangers of solar flares. The oceans are close to dead; only a few species that live deep in the ocean depths have survived in any great numbers. It is expected that the planet will eventually "heal" itself and become able to sustain complex life again, but this will take thousands of years.

Humanoid life cannot survive unprotected on the surface of Cromarg. In most areas of the surface, the average humanoid will receive a lethal dose of radiation in less than a day of exposure.

Cromargs live in underground caverns, scattered across the planet, generally in mountainous regions. The surface is, for the most part, uninhabitable, although there are scattered small domed outposts protected by heavy shielding. An orbital station manned mostly by Klingons relays communications and supplies between the crippled civilization under the surface and the outside galaxy.

Cromargs, humanoid dwarfs whose blotchy skin is a result of too much radiation, are the tragic remnants of a once great and proud species. While Humans were dragging themselves up out of the Dark Ages, the Cromargs were experimenting with atomic energy and electronics.

Having built a comfortable technological society for themselves, the Cromargs never seemed to develop the drive to go into space. They began to bicker among themselves over political and social matters. In the end, a terrible atomic war ravaged their world, driving the shattered remnants underground. They eked out a marginal existence for hundreds of years until the Klingons arrived and offered them a way off their devastated homeworld. As their surviving society had retained much of its high technology, the Cromargs serve the Empire as technicians. Many Klingon gunners controlling a phaser on a starship have Cromarg technicians sitting beside them to keep the phaser working. Every Klingon active-duty infantry battalion has Cromargs who man the rocket launchers and other heavy weapons.

Cromargs reproduce in the typical male-female humanoid fashion. Unfortunately, the death rate (on the planet) still exceeds the birth rate, making survival of the species a chancy long-term proposition. Even "healthy" Cromargs demonstrate the effects of genetic damage; nearly all have weak immune systems. Birth defects and spontaneous abortions are very common. Cromargs do have strong psionic resistance, and a higher rate of positive psionic potential than the Klingons or other Subject Races. Whether this is a result of radiation-caused mutation or a long-standing evolutionary trait is unclear.

The Klingons recruit Cromargs and the Cromargs are willing to do just about anything to leave their planet. Indeed, about half of the original population has left and now resides on other colony worlds. The problem is that the birth rate (of healthy offspring, anyway) is low and Cromargs tend to die of disease or infection, so attempts to start breeding colonies on other worlds have failed. For reasons no one understands, Cromarg women have a higher birth rate on their home planet than on other worlds.

Although the Klingons provide shipments of medicines and supplies that make life in the underground more bearable, they have refused to help the Cromargs rebuild or clean up the planetary surface, citing their own limited economic resources. It is cheaper for the Klingons to move Cromargs to other worlds than to clean up a planet.

Species Traits

Size: As Medium creatures, Cromargs have no special bonuses or penalties due to their size.

Ability Modifiers: +2 to Intelligence, +2 to Charisma, -2 to Constitution.

Base Speed: 30 feet.

Saving Throw Bonuses: Cromargs have a -4 to all Fortitude checks when dealing with the contraction of a disease. +4 species bonus to all Will rolls for defense when faced with a psionic attack.

Skill Bonuses: +4 species bonus to all Craft skill checks. They also gain +4 species bonus to all Repair and Knowledge (physical sciences) skill checks.

Free Language Skills: Read/Write Cromarg, Read/Write Klingon, Speak Cromarg, Speak Klingon.

Other Languages: Any language the character can learn.

Other Modifiers: Due to their status as a minority group in Klingon society, they have an effective reputation of -4 to all Charisma-based skill checks while dealing with Klingons.

III. HISTORY OF CROMARG

The fate of the Cromargs is one of the great tragedies of galactic history. No one knows how many sentient species in the Milky Way Galaxy have destroyed themselves, but the position of the Cromargs as a Subject Race of the Klingon Empire has preserved much of their history and culture, giving sociologists and political scientists a case study in self-destruction.

The early history of the Cromargs is typically humanoid. They evolved from a species of primate several million years ago, developing language, tools, organized social groups, and agriculture. Extremely intelligent and inquisitive, they quickly got on the path to a technological culture, passing through the stone, iron, and bronze ages several hundred years before most of the galactic powers. The Cromargs went through their Industrial Revolution about 400 AD and flew powered aircraft in 802 AD. If history had gone differently, the Cromargs, not the Klingons, could have ended up as the dominant power in this portion of the galaxy. Unfortunately for the Cromargs, history did not go that way.

Following the first manned landing on the moons of Cromarg, the Cromargs turned inward. For hundreds of years, society had been divided into various nation-states and power blocs, which occasionally warred with one another over ideological, cultural, or religious differences. The nation-state most responsible for the space program dropped it for economic reasons, and no one else took up the banner of exploration. Following the discovery of atomic power, a nuclear arms race and a "Cold War" conflict between rival power blocs sapped more and more resources. But Cromarg versions of the "balance of terror" and "mutually assured destruction" kept the major powers from direct confrontation. Despite tens of thousands of nuclear weapons sitting atop ballistic missiles, the situation seemed stable for decades. Technological advancement continued, and few worried about the long-term survival of civilization, provided that rational leaders remained in charge.

Everything began to go awry in the year -Y530. A coup in one of the major nuclear nations brought to power Kassak Thorinor, a religious fanatic. Thorinor avidly looked forward to the "Final Cleansing from the Sky," an Armageddon-like judgment where the god Thisov would descend to Cromarg, build a heaven for his followers on Cromarg, take the most elite to the true heavenly plane, and cast the unworthy into the fires of Hell. Many had interpreted this "Cleansing" as referring to the possibility of nuclear war. This became a self-fulfilling prophecy.

Seeking to jump-start the "Cleansing," Thorinor and his followers launched an all-out nuclear first strike on their

opponents in -Y521. As with all first strike scenarios, the point was to win the war, and Thorinor was convinced that his attack plan would be such a complete surprise and so devastating that there would be no retaliation.

Unfortunately, nuclear war is very complicated, and with seven different nuclear-armed states, something was bound to go wrong. Spies from one alliance predicted the attack and retaliation was launched before Thorinor's missiles hit their targets. About a third of Thorinor's missiles did not launch on the first try and arrived too late to destroy the missile silos they were targeted on. Some missiles went off target, and a few were destroyed by defenses. Many were not as accurate as expected and while they detonated and caused surface devastation and fallout, they did not prevent retaliation.

The nightmare that followed saw tens of thousands of nuclear detonations within the span of a few hours. Many of the bombs used were high-fallout "dirty" weapons, designed for long-term contamination. Cobalt, thorium, and biological weapons were used. Within a month, four billion of the six billion Cromargs were dead, and the survivors wished they were. Nuclear winter, horrific plagues, ozone depletion, and mass starvation soon followed, wiping out almost all of those who had survived the initial exchange, and rendering the surface virtually uninhabitable.

To the dismay of the fanatic Thisovists, Thisov did not reappear in the sky to lead the righteous to Heaven.

The desperate survivors of Cromarg society took to underground caves and shelters, some of which had been prepared before the war. Despite the odds, the remnants of Cromarg society held on, though radiation sickness and disease took a huge toll. The Cromargs managed to retain much of their technology (which had reached late PL 6/ early PL 7 before the war), but life was generally unpleasant, and the population slowly but surely declined.

There is no evidence that the Old Kings ever contacted the Cromargs. The Kings were generally interested in more primitive societies they could "mold" as necessary, and apparently didn't think the devastated Cromargs were worth the effort to help.

A Klingon survey ship reached the Cromarg homeworld in Y24, and Cromargs began serving the Empire in Y30.

Cromarg

IV. CULTURE OF CROMARG

Government: There is no central government. Cromargs live in widely scattered communities underground, each of which has its own form of government. These communities range in size from several hundred to several thousand, with a wide variety of government structures. Some are democracies, some are dictatorships. The Klingons maintain a space station in orbit, which serves as the headquarters for the Klingon governor, his staff, and selected Cromarg advisors and technicians. This is not considered a glamorous job, and a Klingon official out of favor or near retirement usually holds the governorship.

Society: Survival trumps all on Cromarg. Cromargs were generally monogamous before the war, but the need for genetic variety has led most communities to adopt polygamy or group marriage. Getting "off planet" and into Klingon employ is a lifetime ambition for most, but the Klingons can afford to be choosy, and only the most qualified are allowed to serve the Empire. There hasn't been a planetary census since the war, but the estimated population is a bit less than 4 million, and dropping slowly. Sick or elderly individuals are usually euthanized to conserve resources. Many Cromargs are depressive and withdrawn, especially those with no hope of getting off-world.

Economy: Decentralized and focused on survival. Food is grown in underground hydroponic farms, though the Klingons do provide supplemental supplies if famine threatens. What manufacturing exists is focused on maintaining equipment and keeping the underground environment livable. Cromargs work hard to maintain their remaining technology. Some of the underground communities have been able to expand by drilling new tunnels or creating heavily shielded structures on the surface.

Laws: Vary from community to community, and usually derived from whatever nation-state tradition the community descends from. Some communities are strict and authoritarian, while others are libertarian (or even libertine). Klingons only rarely go to the planet, and when they do they have bodyguards and what could amount to diplomatic immunity.

Religion: There were three major religions and several minor ones on Cromarg before the war. The largest religion was the monotheistic Thisovist sect. It was the rise to political power of an apocalyptic offshoot of this group that sparked the war that destroyed Cromarg society. This helped give religion a bad name for many Cromargs. Most are now the equivalent of secular humanists or atheists, though some individuals still cling to the old beliefs. Many Cromargs in Klingon service convert to the Star Cult or Kavarism. Thisovism, even the benign variants that once were the majority religion, is discredited in most communities. A very small minority of Cromargs, descended from fanatic Thisovists, believe that Thisov ordained the war, and that the "holy fallout" was his "blessing." These individuals live in small isolated communities and are looked on by other Cromargs as a perverted death cult. The Klingons do not recruit them, and other Cromargs shun them.

Planetary Survey: Dunkaria

I. GENERAL INFORMATION

Status: Homeworld of the Dunkars.
Location: Coordinates 1112, Klingon Empire (West).
Mass: 5.144 x 10^{21} metric tons.
Density: 5.7.
Diameter: 7,716 miles.
Class: M.
Surface Area: 187 million square miles.
Land Area: 58 million square miles.
Land Area as Percentage of Surface: 31%.
Surface Gravity: 0.98 G.
Mean Surface Temperature: 75° F.
Surface Pressure at Sea Level: 1.01.
Atmosphere Composition: Nitrogen: 80%.
Oxygen: 18%.
Argon: 1%.
Trace Gases: 1%.
Pollution: Mild.
Orbital Distance: 88 milllion miles (0.946 AU).
Day: 27.4 hours.
Year: 308.1 local days (344.6 Standard days).
Axial Tilt: 11°.
Population: 8 billion.
Star Class: G4V yellow dwarf (0.95 stellar masses).

Dunkaria, second planet (of seven) in the Dunkar Star System. Dunkaria is a typical Class-M planet, habitable by carbon-based humanoids, oxy-nitrogen atmosphere. Molten core, rocky continents floating on magma layer.

Dunkaria has two minor moons with no significant tidal effects. There are five major continents, known to the Federation as the Northwest, Southwest, Eastern, Minor, and Wilderness continents.

The capital city of Bergaria is on the Northwest Continent. There are major planetary defense bases on every continent, the largest (considered planetary military headquarters) is on the Minor Continent.

Population is divided approximately as:
Northwest Continent: 3 billion, heavy industry
Southwest Continent: 2 billion, mixed
Eastern Continent: 2 billion, agricultural
Minor Continent: 700 million, industrial
Wilderness Continent: 300 million, agricultural

North and South magnetic poles roughly coincide with axis, which is inclined only 3° to the plane of the orbit, minimizing seasonal differences.

The other planets in the system include:

I: Nevix, an airless Class-I rock only 32 million miles from the primary, its surface temperature is that of molten lead. Tide locked, it keeps the same face to the sun.

An asteroid belt occupies the position (roughly 90 million kilometers from the primary) of an expected but absent planet.

II: Povix, called the twin of Dunkaria, its atmosphere is poisonous ammonia and there is no known life or water. Located 109 million miles from the primary. Class C.

III: Kavoid, a Class-A gas giant located 180 million miles from the primary, it has two broad rings and eleven moons.

IV: Zelvoid, a Class-B gas giant, smaller than Kavoid, 224 million miles from the primary, it has one broad ring, two narrow rings, and fourteen moons of various sizes.

V: Arcton, an airless Class-J rock 180 million miles from the primary. It is home to an active colony of five million Dunkars mining rare metals.

VI: Picton, another airless rock, much smaller than any of the other planets, orbiting 300 million miles from the primary. It is thought to be a captured Class-Q body from outside the system. A small research base on this planet conducts various experiments.

II. BIOSPHERE

Dunkaria is Class M, meaning that its biosphere is not that different from Earth. The Dunkars are omnivores and reached the top of the food chain due to their adaptability and intelligence.

The expected assortment of domestic and wild animals exist, including analogues of the horse, bovine, swine, dog, birds, insects, etc. The oceans teem with thousands of species of fish, all of them cartilaginous (no “bony fishes”). Numerous shellfish and other sea creatures also exist. Dunkaria is known for its fine seafood.

Dunkars are orange-skinned humanoids whose homeworld has long since been subject to the Klingons. Dunkars are quiet, genteel people who excel in the medical arts and enjoy above all else the telling of a good tale or yarn. The “mustache” is their organ for detecting smell.

Of all the Subject Races controlled by the Klingons, the Dunkars are the most passive and accepting of their situation, and hold a status second only to the ethnic Klingons themselves. Numerous Dunkars have risen to positions of responsibility and even authority in the Empire due to their levelheaded and calm manner. Some even serve as officers, and a very few are trusted enough to actually know how to navigate a starship and fire its weapons. The Dunkar King is simultaneously the Klingon Count of Province 1111.

Species Traits

Size: As Medium creatures, Dunkars have no special bonuses or penalties due to their size.
Ability Modifiers: -2 to Strength, +2 to Intelligence.
Base Speed: 30 feet.
Free Language Skills: Read/Write Dunkar, Read/Write Klingon, Speak Dunkar, Speak Klingon.
Other Languages: Any language the character can learn.

Other Modifiers: Dunkars gain an extra feat at first level. Dunkars gain +2 skill points per level. When faced with a situation where their morale is called into question, Dunkars gain an additional +4 to their morale check. Due to their status as a minority group in Klingon society, they have an effective reputation of -4 to all Charisma-based skill checks while dealing with Klingons.

III. HISTORY OF DUNKARIA

Proto-Dunkar cave men appeared about four million years ago on the Southwest Continent. After several intervening species with steadily improving intelligence, modern Dunkars appeared about 50,000 years ago on the Northwest Continent and spread by 20,000 years ago to the Eastern and Southwest continents. They reached the Wilderness and Minor Continents only in Bronze Age times, about 6,000 years ago.

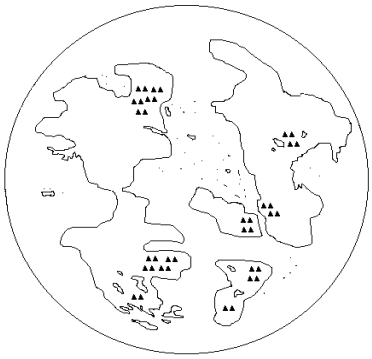
Various nations, empires, and cultures rose and fell on Dunkaria. About 2,500 years ago, the Dunkar Empire controlled most of the three major continents. This empire lasted nearly a thousand years before it fell apart in a civil war. The Old Kings contacted the Dunkars about 500 years ago when they were in a Dark Age with many smaller warring states. Backing the most powerful faction, the Old Kings united the planet within twenty years and recruited the Dunkars for off-planet labor, steadily building them into an industrial society. The Dunkars worked alongside the Klingons and other species that were subject to the Old Kings. When the Old Kings disappeared in -Y25, the Dunkars had all been returned to their planet. No Old Kings starships were left in orbit, and the Dunkars had to wait 33 years for the Klingons to return to their planet before they could resume their travels between the stars, along with the exploration and colonization efforts.

The Dunkars have been a loyal Subject Race of the Empire since that time, and regard themselves as partners with the Klingons. (The Klingon Warrior Class might grudgingly consider them *very junior* partners.)

IV. CULTURE OF DUNKARIA

Government: The head of the Dunkar government is the King, who inherits the title from his father or older brother. Which of the possible heirs actually takes the throne is selected by an elected parliament (and, although nobody admits it, must be approved by the Klingons). There are four dukes and 24 counts who control divisions of the territory and population, each assisted by a locally elected legislature. Unlike Earth cultures that constantly pass new laws and create new government programs, the Dunkarian government simply administers the existing laws and applies existing programs to solve any newly developing social problem.

Society: Dunkars have two sexes (male and female). Ideally they marry for life, but divorce and infidelity are common. The "nuclear family" of a mother, father, two or three children, and perhaps an aged parent, is the norm. Dunkar women tend to run the households and raise the children while the men earn income, but about 20% of married women have careers in their own right.



Dunkaria

Economy: The Dunkar economy is a free market where anyone can go into business (within the limits of Klingon Imperial Law) and launch a new product or idea. The Dunkars are, thus, the source of many innovations in the Empire. Left to their own devices, the Dunkars might have a much higher standard of living than the Klingons (it is in fact slightly better) but the needs of the Empire drain any surplus wealth from the economy.

Laws: The Dunkars maintain their own local legal system, which includes a constitution and civil code, an independent judiciary, and numerous rights to ensure that justice is done should anyone be accused of a crime. Dunkars are subject to Klingon Imperial Law and any crime against the Empire is handled by Klingon-controlled courts. Visiting foreign characters who run afoul of local laws will find themselves in a somewhat better situation than they might face in the Klingon Court, but then, being foreigners, they are more likely than native Dunkars to run afoul of Imperial Law.

Religion: The Dunkars have three major religions.

Ovites worship truth and knowledge; their faith might be considered more of a philosophy than a religion. This faith has no concept of an afterlife, and is compared to secular humanism.

Bekardites follow a book of ancient teachings thousands of years old, dating from before the Empire. The Bekardites were conquered and absorbed by the Empire, but eventually their religion replaced the previous pagan faiths. Bekardites (Bekar is the Dunkar word for "holy book") believe in a father God (Yavit, very similar to Kavar and Yahweh) and his wife (Natrit) the mother Goddess. Bekardites (and Jellarists, below) believe in an afterlife during which the evil in any person's soul will be purged by fire in a painful process that could last hundreds of years. Those who have been cleansed then spend eternity in paradise. Good works during life can, it is believed, serve to reduce the time one spends being purged in the fire.

Jellarists follow the teachings of Jellar, a prophet from the dark ages after the fall of the Empire. He is regarded as a spiritual being who came to Dunkar fully grown, walked among the people for two decades teaching his philosophy (an evolution of Bekardism), and then disappeared into thin air in the presence of thousands of witnesses. Some Federation scientists think he was an alien agent of the Old Kings who left by way of a transporter.

Planetary Survey: Hilidaria

I. GENERAL INFORMATION

Status: Homeworld of the Hilidarians.
Location: Coordinates 1010, Klingon Empire (West).
Mass: 5.74 x 10^{21} metric tons.
Density: 5.7.
Diameter: 8,002 miles.
Class: M.
Surface Area: 201 million square miles.
Land Area: 99 million square miles.
Land Area as Percentage of Surface: 49%.
Surface Gravity: 1.04 G.
Mean Surface Temperature: 89° F.
Surface Pressure at Sea Level: 1.05.
Atmosphere Composition: Nitrogen: 77%.
Oxygen: 21%.
Argon: 1%.
Trace Gases: 1%.
Pollution: Moderate.
Orbital Distance: 99 million miles (1.06 AU).
Day: 21.5 hours.
Year: 427.5 local days (383 Standard days).
Axial Tilt: 9°.
Population: 7 billion.
Star Class: G0V yellow dwarf (1.09 stellar masses)
K9V orange dwarf (0.45 stellar masses)

The homeworld of the Hilidarians is located in a binary star system, consisting of a G0V yellow dwarf and a close companion K9V orange dwarf. The two stars are separated by slightly less than 0.11 AU. They orbit each other in a highly circular and stable manner. The system has eight planets, orbiting the center of mass between the two stars. The majority of close binary systems are not stable or long-lived enough to support the development of intelligent life on Class-M worlds, making this system a curiosity for astronomers.

Hilidaria is a Class-M body, with an oxygen-nitrogen atmosphere. The planet is somewhat warmer and larger than Earth. The surface is almost evenly divided between water and land mass. The oceans tend to be shallow, while the land masses outside of mountainous areas tend to be moist and swampy. The planet has a tropical climate in most areas, and the small axial tilt limits seasonal changes.

Hilidaria has two satellites: a small moonlet barely visible in the night sky, and a much larger body nearly the size of Luna and very similar in composition. This airless moon houses a research facility with some 10,000 scientists and employees from all over the Empire. Tidal effects on Hilidaria tend to be complex.

Population is spread relatively evenly across the planetary surface. Cities tend to be small in size; the capital city of Hiith'ha has a population of just 5 million, tiny by galactic standards. Industrial areas are generally near the mountains, where most heavy metals needed for industry are found. The planet is rich in hydrocarbons and diamonds. There are also dilithium deposits in some of the mountain areas, although these are declining. The magnetic poles coincide with the axis of planetary rotation very closely.

Hilidaria is the fourth planet in the system. The other planets in the system are:

I: Hult, Class-I, hot, airless rock, 3,200 miles in diameter, similar to Mercury and orbiting at 20 million miles.

II: Holu, Class-C hothouse, 6,900 miles in diameter, orbiting at 35 million miles. This planet is similar to Venus, with a blistering hot, poisonous, greenhouse-baked atmosphere composed mostly of carbon dioxide. The surface temperature averages 880° F.

III: Hilu'a is another Class-C world, 7,200 miles in diameter, orbiting at 70 million miles. It is similar to Holu, though not as hot. It is still unlivable for humanoids, with a toxic atmosphere and a temperature in excess of 400° F.

IV: Hilidaria.

V: Hilid'o is Class O, 5,900 miles in diameter, orbiting at 120 million miles. This planet is at the outer edges of the biozone for this star system. It is covered with water ice, though on warm days near the equator this ice can turn to liquid water for a few hours. The planet has native bacterial and microscopic life, but no higher forms. A domed penal colony for Hilidarian criminals is located in the northern hemisphere of this planet.

VI: Hssth is the sixth planet, a Class-A Saturn-sized hot gas giant typical of the type. Orbiting at 190 million miles, it has twelve large moons, numerous moonlets, and an extensive and beautiful ring system.

VII: Hallsh, Class-A, huge hot gas giant with about ten times the mass of Jupiter, nearly big enough to be considered a brown dwarf. It orbits at 270 million miles. There are 25 moons worthy of the term, one of which (Hallsh-Hanth) is 3,000 miles in diameter, airless, and rich in dilithium. There is an extensive mining operation on this moon. Another moon, Hallsh-Hoothan, has a subsurface liquid ocean and indigenous primitive jellyfish-like lifeforms.

VIII: Hullna is a Class-J frozen airless rock, 3,500 miles in diameter, lacking atmosphere, orbiting at 320 million miles. The planet consists of rock and numerous unremarkable ores.

There are asteroid belts between the sixth and seventh, and the seventh and eighth, planets.

II. BIOSPHERE

Hilidaria has a Class-M biosphere. Reptilian forms dominate the planet; the only mammals present are several species of small, mouse-like creatures. Hilidarians are carnivorous, though they enjoy some plants as garnish or seasoning for their meals. They evolved from a reptilian predator similar to those found on many warm, wet, "Jurassic" worlds. Hilidaria is a planet teeming with reptilian and amphibious life of all varieties, some of which serve the Hilidarians as beasts of burden, food sources, or companion pets. There are analogues of crocodiles, lizards, and many species similar to Terran dinosaurs. The oceans are similarly alive with life, with thousands of varieties of fish, eels, and turtle-like creatures. "Sea monsters" on Hilidaria are quite real; the largest animal in the ocean is a close analogue to the extinct Terran plesiosaur.

Hilidarians are a reptilian species similar in outward appearance to the Gorns or the Pronhoulites, though closer

in physical size to the latter and not directly related to either. Hilidarians are amphibious, with webbed feet and hands, but can function adequately on land. While they walk erect when required, they are more comfortable (and much faster) when on all fours.

Hilidarians use male-female reproduction, but do not bear live young. The female lays an egg about three-to-four months after fertilization. One egg is the norm. Although two eggs are not uncommon, the hatchlings will not be identical twins. Eggs take another four months to hatch. It takes Hilidarian children eleven-to-twelve years to reach puberty, and another four-to-five years to reach adulthood. Hilidarians are known to live up to 100 years with good nutrition and medical care, though the average lifespan is about 75. Males tend to have slightly greener scales than females, but otherwise it is difficult for non-Hilidarians to tell them apart.

Hilidarians are a Subject Race employed mostly in ground forces, although some serve as technicians in starship crews and colonists (miners, farmers, etc.). A few obtain battlefield commissions, and a handful have attended academies or service schools. It is uncommon for Hilidarians and Slirdarians to be in the same company, and very unusual for them to be in the same platoon because of a long-standing rivalry or animosity between them. Those selected for service with special teams (including Dagger Teams) are carefully picked to avoid personality conflicts with other species. Physically equal to Klingons or other humanoids, they are not nearly as powerful as the Slirdarians, but they are more intelligent and clever.

Species Traits

Size: As Medium creatures, Hilidarians have no special bonuses or penalties due to their size.

Ability Modifiers: +2 to Strength.

Base Speed: 30 feet; when they are on all fours they have a base land speed of 50 feet. They also can swim at a rate of 40 feet.

Natural Attacks: A Hilidarian does 2d6 points of damage when using its sharp teeth or claws as a weapon and 1d8 points with its tail (if it has room to maneuver).

Amphibious: Hilidarians are at home equally on land and in the water.

Free Language Skills: Read/Write Hilidarian, Read/Write Military Klingon, Speak Hilidarian, Speak Military Klingon.

Other Languages: Any language the character can learn.

Other Modifiers: Hilidarians are covered in a thick scale hide that gives them a natural Defensive bonus of +6 and DR 5/-. Due to their status as a minority group in Klingon society, they have an effective reputation of -4 to all Charisma-based skill checks while dealing with Klingons.

Level Adjustment: +1.

III. HISTORY OF HILIDARIA

Hilidarians evolved from small precursor carnivorous reptiles, the first emerging about 12 million years ago. These creatures had bigger brains than their physically larger *Allosaurus*-like competitors, and gradually gained the upper hand, using their adaptability and intelligence to rise to the top of the food chain. The development of cooperative social groups, tool-making, language, and an organized hunter-gatherer society eventually allowed the Hilidarians to hunt the most threatening predator reptiles on their planet to extinction.

As is common among sentient species, they eventually turned to warring among themselves, which stimulated technological development. Recorded history goes back about 9,000 years, as the Hilidarians progressed through the stone, bronze, and iron ages.

By about 500 years before Y0, the Hilidarians were in the early stages of the Industrial Revolution. Their society was torn with political and social strife between the "Nine Nations," which promised ever-more destructive conflicts as industrial techniques were married to the sinews of war. Around the year -Y270, one nation under the leadership of the warrior lord Hur-Nak suddenly gained the upper hand over the others through the rapid development of PL 4 technology. Hur-Nak was a charismatic military genius, a Hilidarian equivalent to Napoleon or Kahless. His secret police, the Public Security Committee, dealt with traitors harshly and secured his iron grip. In a period of twelve years, Hur-Nak conquered or co-opted six of the Nine Nations, and the other two were in danger of falling.

In the year -Y258, the Old Kings arrived and quickly recognized Hur-Nak as the planetary leader. Some speculated that the Old Kings had given Hur-Nak secret assistance for many years, and were responsible for the rapid and sudden advances his nation had made technologically. This was never proven either way. In any event, the two holdout nations capitulated to the inevitable and recognized Hur-Nak's leadership as Supreme Lord.

The Old Kings were interested in the dilithium deposits common in the planet's mountains, but needed Hilidarian labor to mine them. Before this time, the Hilidarians did not recognize the crystals as being of value. Hilidarians were recruited to work the mines and export the crystals in exchange for better technology and trade goods. The Hilidarians also served the Old Kings as ground troops. There was apparently at least one revolt against Old King rule about the year -Y180, but it was quickly suppressed by loyal troops and the Public Security Committee.

The Hilidarians felt the Old Kings treated them well.

When the Kings vanished, the Hilidarians harbored am-

bitions of starting their own interstellar empire (there were abandoned starships orbiting in their own skies just as there were over Klinshai), but the Klingons beat them to it. The Klingons contacted them in Y9. The Supreme Lord at the time wanted to reject Klingon leadership, but the Lords of the Nine Nations ousted him in Y15, the first and only time this has been done in modern history. The Lords knew what had happened to the Vergarians, and were willing to accede to Klingon leadership considering the alternative. The former Supreme Lord was turned over to the Klingons as an act of good faith; it is unclear what happened to him.

The Klingons and Hilidarians get along reasonably well, and despite their biological differences they share many cultural similarities. The main bone of contention is the Slirdarians, as the Hilidarians resent the leading position the dumb brutes have taken as the shock troops of the Empire. The Hilidarians do take great pride in their system Honor Guard squadron (older Klingon ships which the Hilidarians are allowed to operate, under ESS supervision, as training to join the DSF), the flagship of which is always named *Hur-Nak*.

IV. CULTURE OF HILIDARIA

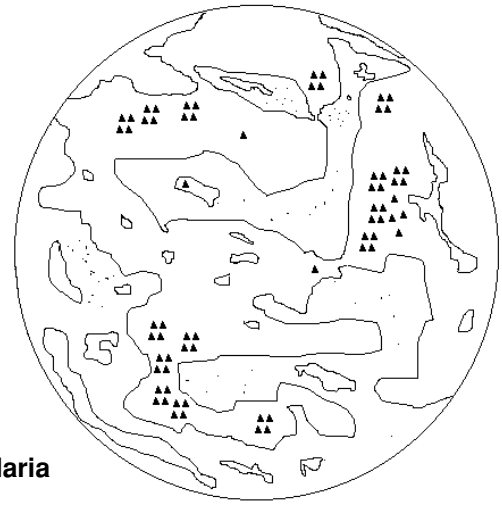
Government: The government of Hilidaria is a military dictatorship, commanded by the Supreme Lord, who also acts as head of the planetary defense forces, the Imperial Governor, Baron of his district of the Empire, and sometimes Imperial Count of the Province. The Supreme Lord is chosen by the Lords of the Nine Nations, and is always one of them. The Nine Lords act as an advisory council for the Supreme Lord. The Supreme Lord can theoretically be removed by a unanimous vote of the Nine Lords, but this has not happened since Y15. The government is otherwise hierarchical and bureaucratic, similar to the Klingon model though with Hilidarian variations.

Society: Patriarchal. The traditional Hilidarian family consists of the male, who is considered the "lord" of his household, and between one and three wives. Males are expected to take good care of their wives and to treat them kindly, but unfortunately there are many exceptions. Females are expected to stay home and take care of the eggs and hatchlings, though some younger females (before they get married) take jobs outside the home, often as teachers. Marriages are usually arranged, but some love matches do take place. Hilidarian males are expected to be warriors if they are physically vital, or businessmen, scientists, or technicians if they are not. Over 90% of females accept the traditional gender roles, but a minority reject them and seek to expand their horizons. Such individuals are often forced to move off-world into other parts of the Empire to find opportunity; some serve in the Imperial military, usually in technical specialties. Millions of Hilidarians are on colony worlds, and on some of those, females are given equal stature.

Economy: Mixed. Large-scale state-owned enterprises control economic production related to the military, particularly mining and manufacturing. Service industries tend to be privately owned, and most small businesses are in the service sector. The standard of living is similar to the Klingon norm, although the average Hilidarian living on the homeworld has a somewhat wider range of consumer goods to choose from than his ethnic Klingon counterpart on Klinshai. Although the dilithium mines on the surface of the planet are nearly tapped out, the mines on the moon Halsh-Hanth remain very productive. The mines are worked by convict labor, and dilithium remains the major planetary export to the Empire.

Laws: Police forces are centralized under the notorious Public Security Committee, though this organization is but a shadow of its former self, and the Klingons have veto power over the selection of its director. The PSC and local magistrates handle ordinary crimes, but state security functions are handled by the ESS and Imperial courts. There is something of a rivalry between the two organizations, but the ESS obviously has the upper hand, and the influence of the PSC does not extend beyond the star system. Some proud Hilidarians claim that the ESS learned many of their interrogation and police techniques by studying the PSC, but the Klingons dispute this. History supports the Klingon view; the PSC was ruthless in its heyday, but the ESS takes a back seat to no one in technique.

Religion: Over 90% of Hilidarians recognize two gods, translated by Federation researchers as "Life Mother" and "War God." Generally speaking, females worship the former and males worship the later, though sometimes this is reversed, depending on the individual, and in some ceremonies entire families venerate both gods. The two gods are considered coequal and mutually dependent. There are numerous sects and sub-sects, but the vast majority of Hilidarians agree on the basics of their belief, and there is little religious conflict. The Hilidarians had no concept of monotheism until the Old Kings exposed them to the idea. Interestingly, there is still no Hilidarian monotheistic sect, but there have been a significant number of converts to the Klingon religion of Kavarism. Some Hilidarians in the Imperial military subscribe to the concepts of the Star Cult in addition to their own religion.



Hilidaria

Planetary Survey: Slirdaria

I. GENERAL INFORMATION

Status: Homeworld of the Slirdarians.
Location: Coordinates 1511, Klingon Empire (East).
Mass: 8.348 x 10^{21} metric tons.
Density: 5.8.
Diameter: 9,015 miles.
Class: M.
Surface Area: 255 million square miles.
Land Area: 84 million square miles.
Land Area as Percentage of Surface: 33%.
Surface Gravity: 1.2 G.
Mean Surface Temperature: 88° F.
Surface Pressure at Sea Level: 1.21.
Atmosphere Composition: Nitrogen: 75%.
Oxygen: 23%.
Argon: 1%.
Trace Gases: 1%.
Pollution: None.
Orbital Distance: 88 million miles (0.95 AU).
Day: 30 hours.
Year: 226 local days (332 Standard days).
Axial Tilt: 11°.
Population: Unknown, estimated at 50 million.
Star Class: G0V yellow dwarf (1.03 stellar masses).

Slirdaria is the third planet of its primary, a yellow dwarf star. There is one moon which provides minimal tidal effects. There are six continents and dozens of major islands. The entire planet is hot and humid, and consists of lush forest and jungle with some open grasslands.

I-II: The first two planets are airless Class-I rocks with temperatures in the hundreds of degrees. Marl (42 million miles from the sun) is not inhabited but there is a Klingon research post on Vorn (63 million miles).

IV: The fourth planet, Perg, is 118 million miles from the star and hosts a Klingon naval base and metal mining facility. Klingon ships trading with Slirdaria operate from this base. The planet is a Class-J cold, airless rock.

V: The fifth planet, Beng, is 190 million miles from the star. A Class-A hot gas giant the size of Saturn, it has six rings, 26 significant moons (some with Klingon mining bases), and (of particular interest) one trapped comet which is mostly ice. A Klingon science station is on the comet body, which is sixteen miles across.

VI: The sixth planet, Lemm, is 270 million miles from the star and is a Class-B cold gas giant the size of Uranus. It has two rings, 16 moons, and a minor Klingon orbital base that is used by miners stripping metal from the moons.

VII: The seventh planet, Qarm, a Class-B gas giant, has one ring and 11 moons, and orbits at 330 million miles.

VIII: A frozen, airless, Class-Q iceball designated only as "Eight" is in a highly erratic 360 to 500 million mile orbit.

II. BIOSPHERE

Slirdaria is Class M. It is hot and humid, and covered by virgin forest and jungle. Thousands of animal and bird species cover the land while thousand of creatures (all of them mollusks or crustaceans; there are no "fish" in the normal sense of the term) inhabit the broad oceans.

Slirdarians are a hulking bear-ape species which equals the Gorns and Kzintis for physical size and combat power. Most Slirdarians are of below-average intelligence, but there are many exceptions. There are more Slirdarian sergeants and lieutenants in the Klingon ground forces than any species other than the Klingons themselves, and many have attended the Academy and reached positions of company or even battalion command. There are males and females; they pair off in "marriages" (arranged in some tribes) and reproduce in the usual humanoid way.

Species Traits

Size: As Medium creatures, Slirdarians have no special bonuses or penalties due to their size.
Ability Modifiers: +4 to Strength, +2 to Dexterity, -2 to Intelligence, -2 to Wisdom.
Base Speed: 30 feet.
Saving Throw Bonuses: Slirdarians gain a +2 on all Fortitude saves when dealing with heat stroke, sun poisoning, or frostbite.
Temperature Tolerance: As Slirdarians come from a world where the temperature is in constant flux, they get a +2 skill bonus to all Survival or Treat Injury skill checks directly related to heat stroke, sun poisoning, hypothermia, or frostbite.
Natural Weapon: Slirdarians have powerful claws; these claws do 1d6 (plus Strength bonus).
Berserk: If a Slirdarian fails a Will check against a DC of 15 he can fly into a rage. In a rage, a Slirdarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 bonus on Will saves, but he takes a -2 penalty to Natural Defense Bonus. The increase in Constitution increases the Slirdarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a Slirdarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Drive, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration. He can use any feat he has except Combat Expertise. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A Slirdarian may prematurely end his rage. At the end of the rage, the Slirdarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter.
Free Language Skills: Read/Write Slirdarian, Read/Write Military Klingon, Speak Slirdarian, Speak Military Klingon.
Other Languages: Any language the character can learn.
Other Modifiers: Slirdarians are covered with a thick fur which provides a Defensive bonus of +3 and DR 3/-. Slirdarians gain an additional 1d6 hit points at first level in addition to hit points provided by class and Constitution modifiers. Due to their status as a minority group in Klingon society, they have an effective reputation of -4 to all Charisma-based skill checks while dealing with Klingons.
Level Adjustment: +2.

III. HISTORY

The Klingons first found the planet in Y21. Scans showed deposits of valuable metals and minerals, and the Klingons quickly made deals with local tribes only to discover that any given spot was claimed by several tribes, all of which had to be bribed separately and some of which refused to make deals. Many of the first mining colonies were overrun and slaughtered by Slirdarian tribes.

The Klingons responded by landing troops and bombing villages, but found these tactics unsuccessful. Deep in the virgin forests, the Slirdarians could ambush Klingon patrols with ease. (Minerals in the soil, absorbed into the trees, prevented good sensor data.) There were no population centers to bomb, and their tiny factories (able to produce firearms) were in separate caves. Humiliated by two decades of guerrilla warfare, the Klingons considered burning the planet to the ground, but found this impractical.

Finally, Klingon Baron Kelzin, in charge of the district, withdrew all of the Klingons from the planet, waited nearly a year, and then (Y42) sent in another survey team to an area with a rich but easily accessible iridium mine. The team passed out "trade goods" (knives, tools, cloth, and other things) and arranged a meeting with leaders of four adjacent tribes. The tribes agreed to a deal, working the shallow deposits in an open-pit mine themselves and trading the raw ore to the Klingons for food and tools. The tribes (which resented the presence of an alien tribe in their territory) quickly found the benefits of the metal, food, tools, and other things the Klingons had to offer.

Baron Kelzin made similar deals in other locations. In some cases, the local leaders allowed the mines to be worked by off-planet labor if the Klingons paid tribute to the tribes. In others, the Klingons armed one tribe, allowing it to dominate the others and simplify the negotiations. In a few cases (on islands) the Klingons exterminated entire tribes and mined as they wanted without interference. As relations between the Klingon mining posts and the Slirdarians steadily improved, many Slirdarians took jobs in the mines (and as guards around them) and became civilized wage-earning workers. Slirdarian females discovered the advantage of accepting a mate who had a steady supply of food and off-world goods over one whose income varied with the success of the hunting season.

In Y50, the Klingons began the first of several wars with the Kzintis. Since the average Kzinti is bigger, taller, and fiercer than the average Klingon, the Klingons and their Subject Races were at a disadvantage in ground combat. Baron Kelzin recruited Slirdarian security guards (who respected, and were respected by, the Klingons) as soldiers, promising them a chance to fight an enemy of similar size and ferocity. With an entire planet to pick from, he had no problem finding a thousand volunteers who would enlist in exchange for tribute paid to their tribes. The regiment of these warriors sent to Zursk in Y52 gave the Kzintis their first defeat in a hand-to-hand battle. Baron Kelzin demanded that half of the first thousand be sent home with their weapons and equipment. They highly impressed their relatives and, thousands more Slirdarians signed up and were shipped off to war. Tribal leaders had no problem in sending their surplus males off planet (trade with the Klingons had caused a population boom), and the returning warriors quickly took over their original tribes and sent even more surplus males to serve the Klingons.

The rivalry between the Slirdarians and the Hilidarians (who formed the bulk of Klingon Empire ground troops prior to Y60) comes from this period. The Slirdarians feel they saved the Empire by doing what the Hilidarians could not (fight Kzintis hand-to-hand), while the Hilidarians consider the Slirdarians to be little more than dumb brutes.

After a few years, the Klingons began selecting the brighter and more civilized Slirdarian veterans to attend various schools and established small Slirdarian enclaves on the Warrior Colony planets. Some Slirdarians were able to assimilate, and their children were fully civilized. By Y80, the first Slirdarians had become sergeants and technicians, and by Y100, the first Slirdarians were graduating from the Academy and receiving commissions as officers. While relatively few Slirdarians went into technical trades, those that did so were in high demand because of their strength.

IV. CULTURE

Government: There is no single political unit larger than a tribe of several thousand people. Hundreds of tribes exist; some have kinship or trade relations with other tribes that approach the status of formal alliances. It would be an exaggeration to say there are wars between the tribes as nothing is that organized. Border clashes, raids, forced migrations, aggressive expansions, are the norm.

Society: The tribal leaders hold absolute power, usually won by a duel with the previous leader, but some tribes have a more civilized process of selecting their leaders.

Economy: Most tribes exist at the hunter-gatherer level, although there is some agriculture among about a third of tribes. There are semi-regular multi-tribal gatherings in many areas to hold festivals, exchange young women of marriageable age, and conduct trade.

Laws: There are no formal laws, although many tribes have written traditions which approach that status (but only within their own tribe). Numerous treaties and deals exist between tribes, some of them reaching nearly legal status. In the end, however, a tribal leader is a law unto himself until his people (or his neighbors) find the need and will to force him out of power.

Religion: Dozens of tribal religions exist, some followed by entire regions. Most of these are based on the assumption that spirits or demons inhabit trees, mountains, rivers, animals, or whatever.

Planetary Survey: Vergaria

I. GENERAL INFORMATION

Status: Homeworld of the Vergarians.
Location: Coordinates 1311, Klingon Empire (North).
Mass: 5.86 x 10^{21} metric tons.
Density: 6.5.
Diameter: 7,714 miles.
Class: M.
Surface Area: 187 million square miles.
Land Area: 54 million square miles.
Land Area as Percentage of Surface: 29%.
Surface Gravity: 1.14 G.
Mean Surface Temperature: 93° F.
Surface Pressure at Sea Level: 1.30.
Atmosphere Composition: Nitrogen: 77%.
Oxygen: 22%.
Argon: 1%.
Trace Gases: less than 1%.
Pollution: Some residual radiation from the Y12 bombardment, but this is nowhere near as bad as it is on Cromarg since the Klingons used relatively "clean" bombs.
Orbital Distance: 43 million miles (0.462 AU).
Day: 38 hours.
Year: 104 local days (165 Standard days).
Axial Tilt: 21°.
Population: 500 million.
Star Class: K8V orange dwarf (0.48 stellar masses).

Vergaria is the second of five planets in the system.

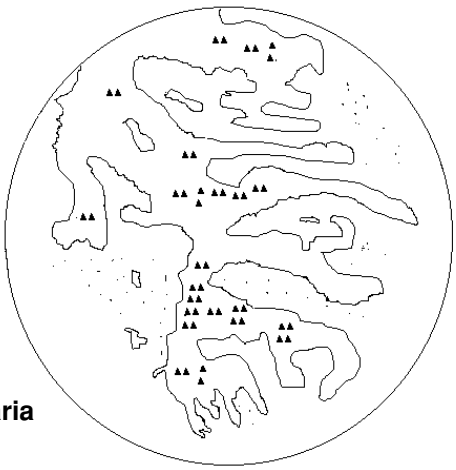
V-I: A Class-C hothouse planet with a corrosive atmosphere orbiting 27 million miles from the primary.

V-II: Vergaria itself, 43 million miles from the primary. There are two small moons with minimal tidal effects. The Klingon bases that watch Vergaria are on these moons.

V-III: A Class-J airless cold rock 74 million miles from the primary. This is a base for Klingon ships mining the asteroids in the two belts (one on either side of V-III).

V-IV: A Class-B cold gas giant the size of Neptune. It has six small moons and two thin rings.

V-V: A Class-Q frozen rock in an erratic orbit, perhaps a captured rogue or an Oort cloud object.



Vergaria

II. BIOSPHERE: Typical Class M.

The Vergarian homeworld circles a dim K8V orange star which is only 7% as luminous as Sol, so at high noon there is not even as much light as a full moon on Earth. As a result, Vergarians evolved being able to see in the infrared range only, and cannot see with visible light or in color.

Vergarians

Vergarians resemble large (short-legged) spiders with a thick exoskeleton like a lobster. They are warm-blooded. Mature adults have a flattened body about three to four feet long and two feet wide, plus a six-inch-diameter head. They have ten limbs total, all about three feet long, with two elbow/knee joints in each. All ten limbs can act as legs, but only the front two have manipulators that allow them to act as arms and hands.

Vergarians can exist in a wide range of climates and environments (desert, mountain, swamp, forest, shallow oceans). Due to their body structure (basically flat) they are less affected by higher gravity. Due to their exoskeleton, they can exist in non-oxygen atmospheres with minimal equipment (although they need oxygen packs).

Vergarians have both male and female reproductive equipment, and alternate between "phases" with long periods (a year or more) between them. An individual in either phase accumulates the appropriate biological material over a period of months and, in the final stage, goes to a nesting area. A female-phase Vergarian scoops out a depression and lays her eggs, then leaves. A male-phase Vergarian looks for a clutch of eggs, adds his deposit, covers the eggs, and leaves. The urge to deposit the accumulated biological material is overpowering, but once this is done the Vergarian reverts to normal and goes back to its original life. There is no concept of romance or sexuality, and no Vergarian knows or cares who his parents are.

Vergarians grow up illiterate and uneducated. Thus they learn to speak their own language and just enough Military Klingon to get by.

Homeworld: Class-M, Gravity 1.14G, Atmospheric pressure at Sea Level 1.30, mean temperature 93°F, Zorski Group VI-a.

Species Traits

Size: As Medium creatures, Vergarians have no special bonuses or penalties due to their size.
Ability Modifiers: +2 to Strength, -2 to Constitution.
Base Speed: 30 feet.
Skill Bonuses: Vergarians get a +4 to Spot and to Search skill checks if what they are looking for has a difference in temperature from its surroundings. If it does not, then they get a -4.
Temperature Tolerance: As Vergarians come from a world where the temperature is in constant flux, they get a +3 skill bonus to all Survival or Treat Injury skill checks directly related to heat stroke, sun poisoning, hypothermia, or frostbite.
Low-Light Vision: Vergarians only see in the infrared range and thus can see twice as far normal under poor lighting conditions. However, Vergarians do not see color

as Humans see color; instead the different colors Vergarians see represent different temperatures.

Poor Vision: In normal sunlight Vergarians have trouble seeing due to heat diffusion. Therefore, they can only see half as far as normal in the daylight.

Natural Weapons: Vergarians do 1d4 points of damage when using their pincers as a weapon.

Adhesion: Vergarians can walk up a vertical surface as easily as walking on the ground and can even stand on the underside of a horizontal surface. To use Adhesion, the Vergarian's movement must start on a normal surface and, one round later, end on a normal surface. Using Adhesion, the Vergarian gains a +10 bonus to Climbing skill checks (assuming the Vergarian is attempting to climb an object normally, rather than walk up it). Vergarians may use Adhesion to stick upside down while climbing.

Bonus Feats: Vergarians are ambidextrous and gain the Two-Weapon Fighting Feat. Because of their infrared vision, they also have the Track feat.

Free Language Skills: Speak Vergarian, Speak Military Klingon.

Other Languages: Any language the character can learn.

Other Modifiers: Vergarians have a natural Defensive bonus of +2 and DR of 2/-. Most Vergarians are not trusted by Klingons and all dealings between Vergarians on Vergaria and Klingons begin at levels no higher than hostile for diplomacy or intimidation. Those few Vergarians allowed off planet have an effective reputation of -4 to all Charisma-based skill checks while dealing with Klingons.

III. HISTORY OF VERGARIA

The Vergarians were one of the species employed by the Old Kings. While the Vergarians could see abandoned Old Kings starships in orbit, they had made no progress in reaching them and remained convinced that the Old Kings would surely return within a few more years.

When the Klingons arrived in Y10, the Vergarians were glad to return to space, but harbored deep concerns that the Klingon actions would anger the Old Kings. The Vergarians were unhappy to see the Klingons take over the power of the Old Kings, and demanded to be given complete control over their own starships. The Klingons refused, insisting that they were the new Imperial Race and the other planets would follow their directives.

By Y12, the Vergarians (dissatisfied with their treatment) attempted to revolt. Their revolt failed. In retaliation, the Klingons executed all Vergarians who were off-world and carpet-bombed all cities on the Vergarian homeworld. The Klingons were clearly making an example of the Vergarians. It would not go too far to say that the lack of other planet-wide revolts stems from this episode. This devastation (and the resulting radioactive contamination) is partially responsible for their poor general health.

The Vergarian Agency was created within the Klingon Empire Security Service (ESS) to ensure that the Vergarians would never again pose a threat to the Empire. Cities were forbidden to exceed 20 million, and Vergarian technology was strictly limited (anything that could get them into space being outlawed). Few Vergarians are allowed to receive any technical training.

After the revolt, Vergarians were not permitted off their homeworld until Y74. At that time, the Klingon Empire was at war with the Kzintis and the Hydrans, and the highly aggressive Carnivons had appeared. Needing troops, the Klingons decided to allow the Vergarians back into space, but only as crewmen on civilian merchant ships and as ground troops, and never as crewmen on warships.

Many of the more technically proficient Vergarians found employment as construction technicians working in the vacuum of space, always closely supervised by a Klingon engineer or officer, and by the ESS. It was decades before the Klingons trusted the Vergarians enough to allow other Subject Races to supervise Vergarians.

In Y75, the Klingon Army created a number of Vergarian assault regiments. Klingon officers, and officers from Subject Races, led these formations. Such an assignment was punishment for a Klingon (similar to being on a penal ship) but Subject Race officers considered it an opportunity for higher rank and the command of companies (or even battalions). These regiments were assigned to the most difficult and dangerous missions and most experienced heavy casualties. Vergarians were banned from gaining officer rank in any service until Y178.

IV. CULTURE OF VERGARIA

Government: Each city has its own government; there are many different forms. Most of the planet is not controlled by any government.

Society: Vergarians form "families" based on mutual goals and the enjoyment of companionship. Each family may consist of 2-20 individuals living in a communal home.

Economy: Much of Vergaria and most Vergarians exist in a hunter-gatherer state outside of the few cities. Those who live in cities do so under Middle Ages conditions. The economy is mostly one of barter.

Laws: Each of the Vergarian cities has its own laws established by the local lord. The vast majority of the planet exists without any kind of legal system.

Religion: The Vergarians have no religion *per se*, but revere the Old Kings as they were treated much better by them than by the Klingons. They specifically blame the Klingons for "driving the true gods away" and await their return. Needless to say, the Klingons do not welcome this view and any Vergarian who holds it keeps it a deep personal secret, as such talk can be considered seditious and result in arrest, imprisonment, or execution.

Planetary Survey: Vudar

I. GENERAL INFORMATION

Status: Homeworld of the Vudar.
Location: Coordinates 1619, Klingon Empire (West).
Mass: 2.97 x 10^{21} metric tons.
Density: 5.9.
Diameter: 6,617 miles.
Class: M (note radiation).
Surface Area: 123 million square miles.
Land Area: 33 million square miles.
Land Area as Percentage of Surface: 27%.
Surface Gravity: 0.89 G.
Mean Surface Temperature: 75° F.
Surface Pressure at Sea Level: 1.01.
Atmosphere Composition: Nitrogen: 82%.
Oxygen: 16%.
Argon: 1%.
Trace Gases: 1%.
Pollution: Low.
Orbital Distance: 111 milllion miles (1.19 AU).
Day: 30.1 hours.
Year: 338 local days (424 Standard days).
Axial Tilt: 9°.
Population: 5 billion.
Star Class: F7V (1.25 stellar masses).

Vudar is the third planet (of five) in the Rudak Star System. Vudar has two major moons with fairly significant tidal effects. There are no major continents. The planet's large seas are dotted with thousands of islands, the largest of which is just smaller than Australia on Earth.

The other planets include a Class-I molten rock, a Class-C corrosive hothouse, a Class-A hot gas giant, and a Class-B cold gas giant.

II. BIOSPHERE: Class-M planet with high radiation.

Vudar

The Vudar, while humanoid, are a reptilian species, descended from a line of gecko-like reptiles. The warm-blooded Vudar have a green complexion and are taller and thinner than Humans. They have a clear inner eyelid which protects the eye while the Vudar are swimming. The same eyelid wets the eye while the Vudar are out of the water and may lead to the impression that a Vudar is always staring. The Vudar have a similar lifespan to Klingons.

While in Klingon society, the Vudar are treated by Klingons as any other Subject Race species. However, when on Vudar ships, the Klingons accord the Vudar slightly more respect, although it is clear that the Klingons do not regard the Vudar as equals.

Homeworld: Class-M, Gravity 0.89G, Atmospheric pressure 1.01, mean temperature 75°F, Zorski Group V-c.

Species Traits

Size: As Medium creatures, Vudar have no special bonuses or penalties due to their size.
Ability Modifiers: +2 to Intelligence.
Base Speed: 30 feet.
Saving Throw Bonuses: Vudar gain a +4 to Fortitude saves when dealing with the effects of poison.
Skill Bonuses: Vudar get a +4 to Spot and to Search skill checks.
Radiation Tolerance: As the Vudar come from a world where ionizing radiation is normal, Vudar have a damage resistance equal to 10/- versus attacks using radiation.
Amphibious: Vudar are at home equally on land and in the water.
Free Language Skills: Read/Write Vudar, Read/Write Military Klingon, Speak Vudar, Speak Military Klingon.
Other Languages: Any language the character can learn.
Other Modifiers: Due to their status as a minority group in Klingon society, Vudar have an effective reputation of -4 to all Charisma-based skill checks while dealing with Klingons.

III. HISTORY

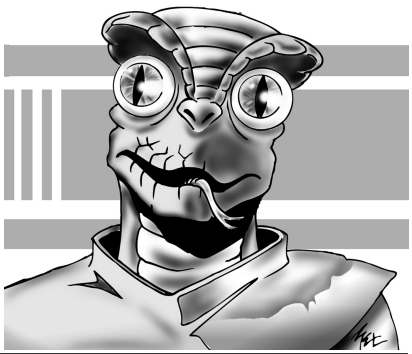
In Y77, the rapidly expanding Klingon Empire discovered and conquered the planet Vudar, located adjacent to the galactic rim. A weakness (called, somewhat inaccurately, "the Hole") in the galactic barrier near the planet creates an area of higher than normal ionizing radiation.

Although the Vudar are a highly intelligent species, their space program had been severely retarded by this radiation and they had no ability to deal with it. However, in preparing for the move into space, the Vudar had become very adept at employing ion-based technologies and proved useful to the Empire as a source of impulse engines. Vudar technicians served on Klingon warships (often as impulse engine crews). A few even attended the Academy.

In Y125, after years of good behavior, the Vudar were given permission to construct a fleet of local security and transport vessels specially designed for the high radiation areas near the galactic rim. The Klingons' ulterior motive was to alleviate the high cost of providing the same forces in the zone of radiation. (Vudar could stand the radiation, and in fact could not live without it. Klingons and other Subject Races became ill after a few weeks of exposure without expensive extra radiation shielding.)

In response, the Vudar designed and constructed a small police craft and later a destroyer-class ship armed with ion cannons. Officially, these vessels belonged to the Internal Security Forces, not the Deep Space Fleet.

For many years, the Klingon-Vudar "relationship" proved profitable to both. The Klingons acquired high quality impulse engines at very reasonable prices and the Vudar were left mostly alone to explore and exploit the space around them. The presence of the Vudar "fleet" meant that the Klingons did not have to maintain a security force in the area, as the combination of radiation and ion cannon kept the pirates at



bay. The Vudar Fleet even took part in the Klingon-Hydran War of Y135-Y140.

From this point, there are two versions of Vudar history. The Klingons insist that the Vudar remained part of the Empire, but gained increasing autonomy and the right to colonize a wide area near the galactic edge (including conquered Hydran territory) and patrol it with their own ships. The Federation insists that the Vudar revolted and became an independent empire. The truth is unclear.

The Federation version of the story goes like this. In Y142, the Vudar leadership began a secret program called the "Shadow Fleet." This concept involved "hiding" some newly constructed Vudar ships near "the Hole" in the galactic barrier. In addition, existing ships were rotated in and out of hiding to extend their service lives.

The Vudar idea was to secretly build (over a period of decades) a fleet large enough to gain independence. The general idea was to wait for the next major Klingon-Hydran war (which happened often enough) and then demand more autonomy (or, in the Klingon version, offer to assume greater responsibilities as a loyal part of the Empire). In Y153, the record of Vudar loyalty, and the Vudar record on anti-piracy, police, and cargo transport operations, resulted in authorization to build a light cruiser class to face increasingly larger Orion and Hydran raiders.

The Y165 rise to power of Seng-erin, a popular Vudar ex-admiral, began to change all of that (according to the Federation). When the General War began, Seng-erin sent ships to help in the Empire's conquest of the Hydrans, and used this to get Klingon permission to build even more ships. The Vudar took over police duties in those areas of the conquered Hydran Kingdom near the galactic rim. Seng-erin convinced the Klingons to send home almost all of the Vudar serving on Klingon starship crews to provide the manpower needed to operate these new ships.

Meanwhile, Seng-erin was covertly upgrading his ships with more power and weapons and some new technology.

Seng-erin fell to an assassin's pulser in Y172, and there are no end of conspiracy theories as to who did it.

The next regular election, in Y177, pitted the followers of Seng-erin against the "loyalist" faction. The Klingons bought the election with more autonomy and by offering the title of Count to the leader of the "loyalist" faction (if he won). Based on this help and his personal charisma, Val-erik, the leader of the "loyalist" faction, squeezed out a narrow victory. The Federation version of the story reports that secret technology projects begun decades earlier (to create artificial ion storms that would destroy Klingon ships) gave the Vudar the leverage to force the Klingons to give the Vudar a level of autonomy that might as well have been independence. The Klingon version of the story is that the loyal Vudar became more and more important as the General War dragged on, and Klingon ships were needed on the Federation border.

In early Y178 (the Federation story goes), construction of the planetary ion storm generator was complete, and all but a few Vudar serving with the Klingon fleet were home. Margrave Val-erik declared independence from the Klingon Empire. He sent diplomatic overtures to Klinshai, offering everything from an alliance to a free supply of impulse engines, but it was to no avail. The Klingons could abide anything except rebellion by a Subject Race.

The nearest Klingon fleet, under the command of Admiral Kurivik, raced to Vudar to eliminate this revolt. As Kurivik's squadron entered Vudar space, the Margrave issued a final warning, then slammed home the ion storm generator's activation lever and, to Kurivik's horror, the resulting gravity wave swept his fighters into eternity and caused severe damage to his larger units. (The Vudar had grounded their own ships or sent them out of the system, and were prepared to replace their orbital stations, which had been stripped of their valuable hardware.) Kurivik limped home in disgrace, harassed by the Vudar fleet, leaving Vudar independence assured. Val-erik continued his diplomatic overtures (on less favorable terms) and the Klingons at least gave the appearance that the Vudar were allies within the Empire instead of rebels who had left it.

For the next few years, the Vudar carved an enclave out of Klingon and Hydran space. Small Vudar squadrons would enter a system and beam down Storm Teams with the mission of setting up an ion storm generator. This device, once operational, would make the system uninhabitable for other species. In Y182, the Vudar ended their expansion and began a period of consolidation. They stayed clear of the General War and therefore the ISC. They were smart enough not to tangle with the Tholians, and the Andromedans completely avoided the challenge of fighting someone in a radiation zone after their first attempt.

The now-independent (so the Federation story goes) Enclave maintained good relations with the Orion Pirates, who are rumored to have assisted the Vudar. It is also rumored that there is an Orion shipyard somewhere in the Enclave. The Vudar continued to sell impulse engines to the Klingons. The Enclave has no formal treaties with anyone, but did send forces to support Operation Unity, the grand alliance that destroyed the Andromedan invasion.

At least, that's the official Federation history. The Klingons insist that the Vudar remain loyal subjects of the Empire and that their ships remain part of the ISF.

IV. CULTURE OF VUDAR

Government: Democracy. During the Klingon period the ESS vetoed the candidacy of anyone disloyal.

Society: Typically humanoid. Males and females pair off, marry, buy homes, raise children, work at their jobs, and retire to enjoy their grandchildren.

Economy: Typical Klingon mixed economy until independence, then a more dynamic entrepreneur economy developed as the government knew it had to relax controls in order to expand new ideas and production.

Laws: Vudar Civil Code. Citizens have more rights in Vudar courts than in Klingon courts.

Religion: Two religions dominate. One is secular humanist and its adherents could easily merge into the Star Cult. The other and larger religion was a typical monotheistic creator-god system similar to Kavarism or to Judeo-Christianity.

Planetary Survey: Yitlia

I. GENERAL INFORMATION

Status: Homeworld of the Yitlians.
Location: Klingon Lease Territory, Lyran Far Stars.
Mass: 6.17 x 10^{21} metric tons.
Density: 5.9.
Diameter: 8,150 miles.
Class: M, but semi-arid.
Surface Area: 206 million square miles.
Land Area: 99 million square miles.
Land Area as Percentage of Surface: 48%.
Surface Gravity: 1.09 G.
Mean Surface Temperature: 79° F.
Surface Pressure at Sea Level: 1.09.
Atmosphere Composition: Nitrogen: 73%.
Oxygen: 24%.
Argon: 1%.
Neon: 1%.
Trace Gases: 1%.
Pollution: Moderate, severe in some areas.
Orbital Distance: 96 million miles (1.03 AU).
Day: 30 hours.
Year: 310 local days (387 Standard days).
Axial Tilt: 11°.
Population: 4 billion.
Star Class: G4V yellow dwarf (0.98 stellar masses).

Yitlia is the home of the Yitlian species. It is the third planet of the star known to its inhabitants as "Yitlia-Sorne-Alana," translated as "that which gives life to Yitlia." The primary is a standard G4V yellow dwarf. It has a brown dwarf companion about one-half light year distant.

The planet Yitlia is a typical Class-M body, with an oxygen-nitrogen atmosphere. The planet is slightly larger than Earth, and is very rich in minerals and heavy metals compared to many Class-M worlds. The planet has two major land masses, a number of smaller islands, and large, deep oceans that separate the continents. Rich both agriculturally and in minerals, Yitlia is an ideal Class-M world. It tilts on its axis only slightly, leading to a long growing season and only mild seasonal changes. The planet has about 10% more tectonic and volcanic activity than Earth, making earthquakes and volcanic eruptions the main form of natural disaster faced by the natives. The planet has vast deposits of the strategic mineral topaline, as well as fairly large quantities of platinum, rhodinium, gold, uranium, pergium, and small quantities of dilithium.

Yitlia has a single small satellite called Akta, similar in composition and type to Luna, though only 60% as large. Tidal effects are similar to Earth's, but less pronounced.

There are two major continents. Forests and jungles dominated the Western Continent, while vast plains marked the Eastern Continent. Both continents also have considerable areas of mountainous (and volcanic) terrain. There are many smaller islands and archipelagos.

The huge capital city of Yatalis (population 40 million) is located on the eastern shore of the Western Continent. Population is divided more or less equally between the continents, with about 1.6 billion persons living on each continent. Portions of both continents are only marginally habitable due to the effects of a nuclear war in Y40, although the Yitlians have made great progress in repairing the environmental damage. The rest of the population lives on the various islands, some of which are quite large. The magnetic poles coincide with the axis of planetary rotation very closely.

The other planets in the system include:

I Akla: A hot, Class-I world similar to Mercury, 45 million miles from the primary. The planet has nothing of value and has only been visited by automated probes.

II Alas-Yitlia: Tranlates as "New Yitlia." This is a marginal Class-L desert world, 80 million miles from the star, larger than Mars but smaller than Earth, about 4,000 miles in diameter. The planet was first visited by the Yitlians in Y99, and has been colonized. About 5,000 Yitlians lived there when the Klingons made First Contact in Y169. The planet has native plant life, but no known animal or insect forms. The planet bears the scars of numerous asteroid and comet impacts, which may have inhibited the development of more advanced life forms. Yitlians and most other humanoids can breathe the atmosphere unaided, although the elderly, infirm, and those involved in strenuous activities often need the benefit of a respirator. The planet is hot compared to Yitlia (mean surface temperature 110° F) and rainfall is sparse.

III Yitlia. An asteroid belt occupies the position between Yitlia and the fourth planet.

IV Akos: A Class-S gas giant, about the size of Saturn. The planet has 16 major moons, and is located about 200 million miles from the primary. There are rocky continents floating on a methane sea, with sub-sentient life.

Another asteroid belt occupies the position between the fourth and fifth planets.

V Akos-Sta: Another gas giant, but Class B rather than Class S, and known in Yitlian mythology as its twin. The planet has fifteen moons and is located 220 million miles from the primary. One moon, Akos-Sta-Re, is an icy world with a molten core. Yitlian researchers believed that this moon harbored life in subsurface liquid oceans. Automated probes sent by the Yitlians to investigate in Y119 and Y140 both malfunctioned before arrival, and no further expeditions had been mounted as of Y169.

VI Aknar: Another Class-B cold gas giant, similar in both composition and size to Uranus and Neptune. Located 280 million miles from the primary, it has seven major moons and an extensive ring system.

VII Akstan: Another Class-B cold gas giant, similar to Aknar. It has twelve moons, extensive rings, and lies 320 million miles from the primary.

VII Aklos: Another Class-B cold gas giant, similar to Aknar and Akstan. It has eleven moons, but lacks rings, and lies 340 million miles from the primary. One of its moons, Aklos-Re, is quite large, nearly the size of Yitlia itself, and is probably a captured extra-solar body. This moon is an ancient world, covered with ice, and appears at one time to have been a (possibly) Class-M planet of another star eons ago.

II. BIOSPHERE

The Yitlians are omnivores who reached the top of the food chain due to intelligence and adaptability. Yitlians arose on the Western Continent; the now-extinct felinoid Akalanaita developed on the Eastern Continent. Higher forms differ widely between the two land masses. This gives Yitlia a remarkably diverse set of flora and fauna, even by the standards of Class-M biospheres. There are the usual varieties of domestic and wild animals, with Yitlian analogues of horses, cattle, antelope, dogs, etc.

Yitlians

Yitlians are humanoids; their only outwardly distinguishing trait is slightly yellow skin and double nostrils. They are functional warm-blooded mammals with two sexes (male and female). The female bears the children and feeds them as mammals do.

The Yitlian home planet is not inside Klingon territory, but far away in the outer reaches of the Lyran Star Empire. When the Klingon D6E survey ship *Investigator* made contact in Y169, the Yitlians were at first extremely paranoid, fearing an invasion from a stronger power. It is perhaps fortunate that it was the Klingons, rather than the Lyrans, who made first contact, as the Yitlians have an antipathy to all things feline. The Yitlians are associated by treaty with the Klingon Empire; they are not considered a Subject Race, but for all intents and purpose might as well be. (The Lyrans do not often allow other species in their territory to leave their planets; the Yitlian situation is unique and is due to a treaty between the Klingons and Lyrans which allowed the Klingons to exploit resources in some unexplored areas of Lyran territory.)

Homeworld: Class-M, Gravity 1.09G, Atmospheric pressure 1.09, mean temperature 79°F, Zorski Group I-b.

Species Traits

Size: As Medium creatures, Yitlians have no special bonuses or penalties due to their size.
Ability Modifiers: +2 to Dexterity, -2 to Wisdom.
Base Speed: 30 feet.
Bonus Feats: Because of their excellent sense of smell all Yitlians gain the Scent Quality as described in Chapter 8 of the *d20 Modern Roleplaying Game Core Rulebook*.
Free Language Skills: Read/Write Yitlian, Read/Write Military Klingon, Speak Yitlian, Speak Military Klingon.
Other Languages: Any language the character can learn.
Other Modifiers: Yitlians have a particular hatred for felinoid species; if they encounter a member of one of the felinoid species, they have to make a Will roll with a DC of 15 to avoid attacking immediately. Due to the Yitlians' status as a minority group in Klingon society, Yitlians have an effective reputation of -4 to all Charisma-based skill checks while dealing with Klingons.

III. HISTORY

Recorded Yitlian history goes back about 6,000 years. About 4,000 years ago, the Yitlians began to war with another sentient species that arose on their homeworld. The Akalanaita ("vile ones") were a species of intelligent felines descended from predatory cats that roamed the vast plains. It cannot be confirmed that Akalanaita were related to the Lyrans or Kzintis (no DNA survives in the fossils), although some researchers believe they may have been a result of a "seeding" program by the "Leopard Kings". The war between the species lasted nearly 1,900 years, ending about 2,000 years ago when the Yitlians conquered the Akalanaita and exterminated them.

IV. CULTURE OF YITLIA

Government: The Council of Caste Warriors operates as a central authority deciding large political and foreign policy issues, although there is considerable local economic and political autonomy among the fifteen caste-states. Since the Treaty of Yitlia in Y55, the five major nations dominate the Council. The Yitlian Planetary Army is under the control of the Council, and operates the planetary defenses. Each caste-state maintains its own militia and constabulary forces, but the best technology and training are reserved for the Planetary Army. Yitlians who enter Klingon service are always first members of the Planetary Army, who have renounced their caste-state affiliations.

Society: Cosmopolitan and very diverse. Yitlians pursue a wide variety of business and personal interests. There are a large variety of social organizations. Some Yitlians marry for life, while others support polygamy. The Warrior Caste is officially open to all Yitlians who pass the rigorous physical tests. There are more male Yitlian warriors than females. On the other hand, more than 80% of Yitlian doctors and scientists are female. Sexual equality has been a major part of Yitlian law for over 1,000 years.

Economy: Industrial and agricultural. The planet provides all of its own food and exports millions of tons of raw materials and manufactured goods to the Klingon Empire.

Laws: Each of the caste-states has its own laws, which can vary widely. Klingon law does not apply to Yitlia.

Religion: The Yitlians have no single religion. About a third are the equivalent of secular humanists and (in Klingon service) fit into the Klingon Star Cult easily. About half worship the monotheistic deity Yitlar (similar to Kavar and Yahweh), but there are deep divisions between the various ancient prophets and modern interpretations of this god. Some of these divisions have caused wars.

The remainder worship an ancient warrior king named Covarlik who defeated the last of the felines and has achieved a status of a deity for this faction, although all Yitlians revere Covarlik as a great historical leader.

Planetary Survey: Zoolax

I. GENERAL INFORMATION

Status: Homeworld of the Zoolies.
Location: Coordinates 1210, Klingon Empire (North).
Mass: 4.903 x 10^{21} metric tons.
Density: 5.4.
Diameter: 7,732 miles.
Class: M.
Surface Area: 188 million square miles.
Land Area: 56 million square miles.
Land Area as Percentage of Surface: 30%.
Surface Gravity: 0.95 G.
Mean Surface Temperature: 69° F.
Surface Pressure at Sea Level: .96.
Atmosphere Composition: Nitrogen: 76%.
Oxygen: 22%.
Argon: 1%.
Trace Gases: 1%.
Pollution: Mild.
Orbital Distance: 56 million miles (0.60 AU).
Day: 23 hours.
Year: 198 local days (190 Standard days).
Axial Tilt: 22°.
Population: 3 billion.
Star Class: K1V orange star (0.80 stellar masses).
M2V red star companion (0.30 stellar masses).

The homeworld of the Zoolies is located in a binary star system, consisting of a K1V orange dwarf and a distant companion M2V red dwarf. About 600 AU separates the two stars, and each has its own set of planets. Zoolax is the first of six planets orbiting the K1V star.

Zoolax is a typical Class-M body, with an oxygen-nitrogen atmosphere. The planet is cooler and smaller than Earth, but is otherwise similar in composition, although somewhat poorer in metals and minerals. There are three major land masses but relatively few islands. Like Earth (and most Class-M worlds), the planet has moving tectonic plates and a molten core, though there is less overall tectonic and volcanic activity than Earth. The planet, and the star system, are estimated to be about 4.9 billion years old.

Zoolax has four Class-D moonlets, little larger than asteroids, but visible as moving lights in the night sky. There are no significant tidal effects.

The population is divided more or less equally between the three continents. The central continent is the most mountainous and also has the biggest concentration of resources for industry. Plains and forests dominate the northern and southern continents. The magnetic poles coincide with the axis of planetary rotation very closely.

I: Zoolax is the first planet in the system. The other planets in the system include:

II Xoorax: A Class-P frozen world, 7,500 miles in diameter, located about 125 million miles from the star. In many ways a twin to Zoolax, but much colder, as it is outside the liquid water biozone for this star. The planet is covered with water ice, with an atmospheric median temperature of -140° F. The planet is poor in minerals, and what does exist isn't worth mining given the conditions.

III Koorax: Another Class-J cold terrestrial world, 8,400 miles in diameter, 225 million miles from the primary. Koorax has a frigid and toxic atmosphere with large amounts of nitrogen, methane, and hydrogen cyanide. The median temperature is -285° F. This planet has a relatively large satellite, slightly larger than but similar to Luna.

IV Toorax: A huge Class-A hot gas giant, 350 million miles from the star, about the size of Jupiter but with twice the mass. There are 22 significant satellites and a minor ring system.

V Aoorax: A smaller Class-B cold gas giant, similar to Neptune or Uranus, about 450 million miles from the star. There are ten major satellites and a minor ring system. A Klingon-run processing station orbiting one moon handles ore mined from the asteroid belt.

A large and extensive asteroid belt is located between the fifth and sixth planets.

VI Yoorax: A Class-B cold gas giant, similar to Aoorax, located 650 million miles from the star. There are twelve satellites and a minor ring system.

The M2V companion star has a system of four planets: three Jupiter-sized Class-A hot gas giants and one terrestrial body (Class D). The terrestrial planet (first in the system) orbits at 1.5 AU and is a cold, dead, and generally useless world. The gas giants are typical for the type and of little scientific or industrial interest.

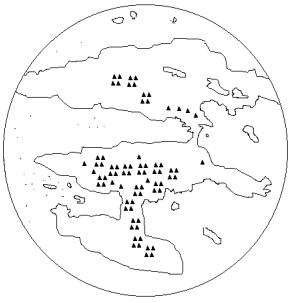
II. BIOSPHERE

Zoolax has a Class-M biosphere. Zoolies are omnivores, but are better adapted for vegetarianism than many similar humanoids. Like most sentient species, they reached the top of the food chain due to intelligence and adaptability. Their keen eyesight proved to be a major evolutionary advantage. Zoolax has the usual variety of herbivores, carnivores, insects, plants, and sea life found on Class-M worlds. There are the usual varieties of domestic and wild animals, with Zoolie analogues of horses, cattle, antelope, pigs, cats, dogs, etc. Interestingly, there are no living bird analogues on Zoolax, though fossils of numerous extinct species have been discovered. Most animal species on Zoolax have four eyes, although among the higher forms only the Zoolies have infravision.

Zoolies

Zoolies have two sets of eyes, one for daylight observation and another, larger, pair for use in darkness. These eyes can see into the infrared spectrum and can

Zoolax



gather more ambient visible light than most other humanoids. This is an apparent result of evolutionary processes on their homeworld. Their home star is relatively dim compared to Sol, and good vision is important for survival.

Like most humanoids, Zoolies are mammals with two sexes. Females tend to be slightly shorter than males, but the outward difference between the two sexes is not great, and outsiders often have difficulty distinguishing male from female. Zoolies, of course, don't have that problem. Zoolies reach puberty around age 12, are considered adults at 17, and usually live about 70 years. Zoolies have two stomachs, and while omnivorous, can exist on a pure vegetable or pure meat diet or the usual mixture of the two.

Many Klingon commando teams include Zoolies, and some are composed exclusively of Zoolies, but Zoolies are rarely mixed into line units. There are entire battalions and independent companies of Zoolies for use in special cases. Many serve as technicians on starships, where they can use their night vision in darker passages in the bowels of the ship. Virtually every Klingon Dagger team will include at least one Zoolie, a prestigious assignment.

Homeworld: Class-M, Gravity 0.95G, Atmospheric pressure 0.96, mean temperature 69°F, Zorski Group I-b.

Species Traits

Size: As Medium creatures, Zoolies have no special bonuses or penalties due to their size.

Base Speed: 30 feet.

Skill Bonuses: Zoolies get a +4 to Spot and to Search skill checks.

Low-Light Vision: Zoolies can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under those conditions.

Darkvision: Due to their ability to see into the infrared, Zoolies can see in the dark up to 60 feet. However when using this ability Zoolies do not see color as Humans see color; instead they see differences in the intensity of heat. In the complete absence of light, Zoolies do not see color as Humans see color; instead they see differences in the intensity of heat.

Free Language Skills: Read/Write Zoolie, Read/Write Military Klingon, Speak Zoolie, Speak Military Klingon.

Other Languages: Any language the character can learn.

Other Modifiers: Due to their status as a minority group in Klingon society, Zoolies have an effective reputation of -4 to all Charisma-based skill checks while dealing with Klingons.

III. HISTORY OF ZOOLAX

Zoolies evolved from primates about 10 million years ago. These precursor species developed excellent night vision as an aid in hunting. Most herbivores on Zoolax are inactive during the night. The development of infrared vision made proto-Zoolies excellent hunters, while also helping them hold their own against other predators. Modern Zoolies arose about 100,000 years ago. Zoolies developed first in the northern reaches of the central continent, eventually spreading across land bridges to the rest of the planet. Primitive agriculture was developed about 20,000 years ago, as the Zoolies began the long climb upward to a technological culture.

Like most intelligent species, the Zoolies fought wars among themselves, which both slowed and quickened their social and technological development. About 1,500 years before Y0, a major war resulted in the rapid spread of Z'ulstal, a religion which is the dominant one on Zoolax to this day. The widespread adoption of Z'ulstal, which gradually evolved into a more-or-less peaceful religion, reduced social and political conflicts. Z'ulstal encouraged an early form of the scientific method, which stimulated technological and intellectual development. Zoolies realized the true nature of their world and its position in the universe earlier in their history than most similar species, although it was centuries before they were able to exploit this knowledge.

About 500 years before Y0, the Old Kings contacted the Middle Ages Zoolies. Exposure to an interstellar culture was a major shock, but the Zoolies already understood the basics of astronomy, and Z'ulstal was flexible enough as a belief system that the confirmed existence of other intelligent life didn't result in extreme social chaos. The Zoolies avoided the unfortunate fates common for primitive societies following an open First Contact.

As they did with the Dunkars and several other species, the Old Kings tutored the Zoolies, helped them build an industrial culture, and recruited some individuals for offworld tasks. The Old Kings, like the Klingons in later years, recognized the value of Zoolie visual and perceptive skills, and used them in relevant occupations. On Zoolax itself, the Old Kings gave enough technological and scientific assistance for the planet to have an indigenous and self-sustaining industrial base by the time the Kings left in -Y25. Curiously, the Old Kings never introduced the Zoolies to any other species. Why is not known.

The Klingons contacted the Zoolies in Y12, and began using them as a Subject Race shortly thereafter.

IV. CULTURE OF ZOOLAX

Government: The planetary government is a theocratic oligarchy, run by the leaders of the Z'ulstal religion. The Zoolies didn't have a conception of the separation of church and state until the arrival of the Old Kings, and have never really adopted it for their own world. Religion and state are deeply intertwined. This may seem unusual given the diversity of opinion within the Z'ulstal belief system, but it works for the Zoolies. The planet is divided into 160 administrative districts of nearly equal population. There is no single planetary leader. A Klingon governor manages

the system defenses, and watches out for Imperial interests. But for the most part the oligarchy is compliant with Imperial needs, and there is little friction. Local constabularies handle day-to-day law enforcement tasks. The ISF and ESS handle crimes against the Empire.

Society: Although its founder was male, the Z'ulstal religion tends to be matriarchal, so the majority (60%) of political and religious leaders are female. The system used to be considerably more sexist in favor of females, although that has changed over the last 400 years, and all professions are now open to both sexes. The traditional beliefs are still reflected in marriage. Most Zoolie families consist of two females and two males, with the females usually taking the dominant role in decision-making.

Economy: Mixed, but leaning socialist. Personal property is respected and small business is considered a worthy occupation under the tenets of Z'ulstal, but many medium and all large-scale enterprises come under oligarchic control and direction. Service industries predominate, though there is a considerable high-tech industry. Zoolie-built precision electronics are the best in the Empire, and make up the majority of planetary exports.

Laws: Based on traditional Z'ulstal legal principles. Zoolie courts are set up to deal with personal conflicts and local criminal matters, up to and including murder. The theocratic council appoints the judiciary, which is relatively non-corrupt, but often takes a dim view of violations by outsiders. Imperial law and "State Courts" run by ethnic Klingons or trusted Zoolie appointees handle crimes against the Empire (treason, espionage, sabotage, etc.).

Religion: About 80% of Zoolies are adherents to Z'ulstal, although some are more devout than others. Founded by the prophet Akkna over 1,500 years ago, this religion recognizes a transcendent Godhead called Z'ul. This Godhead is impersonal, but has four active manifestations in the Universe:

the male creative personal god Zal.
the female creative personal god Zaa.
the male destructive personal god Zol.
the female destructive personal god Zoa.

Each adherent of Z'ulstal is free to pick which "personal" god to worship, although a growing majority of modern Zoolies worship the creative manifestations or the Godhead itself (or at least pretend to). The ancient texts written by Akkna encourage tolerance, education, and reason, and also speak frequently of "Other Peoples of Z'ul among the stars," which Zoolies interpret as referring to other sentient species.

About 15% of modern Zoolies are the equivalent of secular humanists, adhering to a moral philosophy but without a deity. The majority of Klingon military recruits are from this group, since they fit into the Star Cult fairly easily.

The remaining 5% of the population are members of what the Zoolies call the "remnant cults" — old religions that pre-date Z'ulstal. "Remnants" and non-believers are not persecuted, but they lack full political rights and cannot become members of the ruling oligarchy. Many give lip service to Z'ulstal without actually believing in it in order to avoid these problems and/or gain access to political power.

MINOR KLINGON WORLDS

The Klingon Empire includes thousands of planets with colonies of some sort. Some of these have only a few dozen or a few hundred people; some have hundreds of millions. Any colony is an economic target and may become the subject of a clash or battle. While we have no definitive list of Klingon planets, some have been mentioned in military reports and the following (albeit incomplete) data is available. Unless otherwise noted, these can be presumed to be Class-M planets. All exist in solar systems with the usual assortment of hot rocks close to the star, cold rocks farther from the star, gas giants, comets, asteroid belts, Oort clouds, etc.

Aklar III: Coordinates 1513. This is a wilderness planet used by the Klingon military as a special forces training base. It is sometimes used by Marines and Army assault units. Except for a single island (used to grow food and barracks the training group), the planet is uninhabited and the troops training there use it as a gigantic free-fire zone. Due to the explosive growth of the local flora, even major damage grows back within weeks.

Darmot III: Coordinates 1416, on the Hydran Border. The Darmot system is home to dozens of small mining bases on asteroids, airless moons, and "junk planets." While not a major economic producer for the Empire, it is home to millions of convicts serving out their sentences in the mines. Due to these prisons, the system has an extensive sensor detection network. There is one small semi-habitable (Class-K desert) planet, Darmot III, which is home to the Klingons who supervise the prisons.

K't'tothos-IV: Coordinates 2316, near the Fed-Tholian border. A prison colony here manufacturers the crystals needed for the Ubitron Interface Module advanced fire control system. Political prisoners escaped in Y180, bribing the Orions with crystals to take them to the Federation.

Kalesta, Kelanon, and Kordahn: Coordinates 2919, inside Tholian Space. These planets were colonized by the Klingons before the Tholians arrived in our galaxy. Little is known of them except that the Tholians never allowed anyone into those systems. A few pirates and spies were said to have reached the planets; their unconfirmed tales are highly contradictory (and some of them are obviously made up), but run the gamut from slave labor camps, to totally devastated, to living happily in freedom.

Kr'Nath IV: Coordinates 1812. An undeveloped Class-M planet. During the General War, the Klingons deposited tens of thousands of Federation prisoners on this planet, leaving only orbital guard stations, and telling the prisoners to grow their own food.

Phylos: Coordinates 1707. An almost insignificant world located near the Kzinti border. Kzinti raiders frequently attacked Klingon convoys in and out of this system as the asteroid fields included ores that blocked sensor readings, making ambushes practical.

Selnar: Coordinates 1110. A very minor Klingon colony world. When the Klingons tried to destroy a Jindarian asteroid-ship caravan, the last of the asteroid ships crashed into this planet (Y145) wrecking the biosphere.

WORLDS OF THE NEUTRAL ZONES

The Klingon Empire is surrounded by treaty-negotiated Neutral Zones so that accidental military clashes are avoided and any potential target of aggression gets some warning of an approaching invasion. While warships are allowed in the Neutral Zones, their numbers are limited and their patrol routes are sent to the other national government to avoid any confusion. Planets can be colonized by mutual agreement or under the provisions of various treaties. Some of the notable planets include:

Adanerg: Federation-Klingon NZ (1909). Typical Class M, colonized by Federation, raided by Klingons.

Bezwell Index: Federation-Klingon NZ (2214). Klingons kidnapped some of their leaders in Y162 to stop a proposed treaty with the Federation.

Iridima: Federation-Klingon NZ (1912). This planet is a rich source of iridium and sells it to the highest bidder. Sometimes, the Federation outbids the Klingons not because it needs the metal but to try to disrupt the Klingon economy. Klingon ships have attacked Federation convoys leaving the planet during such periods, insisting that they were neither aggressors or pirates, but were enforcing the Organian ban on predatory trade practices.

Leebyahh: Federation-Klingon NZ (2013). This planet is clearly pro-Klingon. The Klingons did a brisk trade with this planet, buying huge quantities of fissionables to run reactors and power stations. The Leebyahhns, convinced that the Federation was likely to invade at any moment, bought shiploads of "monkey model" weapons from the Klingons and tended to attack any Federation merchant ship within range. The Federation (in the weeks before the General War) conducted several carrier strikes against this planet to eliminate their marauding fighter groups.

Organia: Federation-Klingon NZ (1913). The population of this planet is thought to pre-date the Old Kings. Using powerful mental abilities, they were able to prevent any combat within 500 parsecs of their planet and served as the intermediaries in the Organian Ceasefire Accord.

Rita's World: Federation-Klingon NZ (2114). Typical Class M, colonized by Federation, raided by Klingons.

Sherman's Planet: Federation-Klingon NZ (1910). This planet was in the unfortunate position of being the perfect place for a naval base to support attacks on the Klingon Capital Complex. The Federation insisted that its colonies there were purely non-military, but the Klingons continually objected as (innocent intentions or not) it was a direct threat. Numerous Klingon raids (Y165-Y170) failed to disrupt the colony. When the Klingons invaded the Federation in Y171, an entire Corps of 160,000 Klingon Empire Army troops were sent to this planet where they spent the next decade building massive defensive works.

Tyson's Star: Federation-Klingon NZ (2315). This system included a Federation agricultural colony on the third planet and a Klingon mining colony on the fourth.

Vanacheck: Federation-Klingon NZ (2315). Just another Class-M planet suitable for colonization.

Zursk: Kzinti-Klingon NZ (1506). This planet was the focus of six decades of war between the two empires.

AGE

In *Prime Directive PD20 Modern*, most species live approximately 90 years. Exceptions are as follows:

Bargantines, Klingons, and Vudar:
- Child (1-9)
- Young adult (10-13)
- Adult (14-29)
- Middle age (30-44)
- Old (45-59)
- Venerable (60+)

Zoolies:
- Child (1-11)
- Young adult (12-16)
- Adult (17-39)
- Middle age (40-54)
- Old (55-69)
- Venerable (70+)

HEIGHT AND WEIGHT

Determine your character's height and weight by using Table 2-1 (below).

Species	Base Height	Height Modifier	Base Weight	Weight Modifier
Bargantine, male	4'8"	+2d6	85 lb.	x (2d4) lb.
Bargantine, female	4'7"	+2d10	70 lb.	x (2d4) lb.
Cromarg, male	4'1"	+2d4	190 lb.	x (2d6) lb.
Cromarg, female	3'11"	+2d4	150 lb.	x (2d6) lb.
Dunkar, male	5'0"	+2d10	120 lb.	x (2d4) lb.
Dunkar, female	4'8"	+2d10	85 lb.	x (2d4) lb.
Hilidarian, male	5'0"	+2d10	130 lb.	x (2d4) lb.
Hilidarian, female	4'8"	+2d10	90 lb.	x (2d4) lb.
Klingon, male	5'0"	+2d10	120 lb.	x (2d4) lb.
Klingon, female	4'8"	+2d10	85 lb.	x (2d4) lb.
Slirdarian, male	6'8"	+2d6	150 lb.	x (2d6) lb.
Slirdarian, female	6'6"	+2d6	130 lb.	x (2d6) lb.
Vergarian	4'0"	+2d6	90 lb.	x (2d4) lb.
Vudar, male	5'2"	+2d10	120 lb	x (2d4) lb.
Vudar, female	4'10"	+2d10	85 lb.	x (2d4) lb.
Yitlian, male	5'0"	+2d10	120 lb.	x (2d4) lb.
Yitlian, female	4'8"	+2d10	85 lb.	x (2d4) lb.
Zoolie, male	5'0"	+2d10	120 lb.	x (2d4) lb.
Zoolie, female	4'8"	+2d10	85 lb.	x (2d4) lb.

KLINGONS PD20M: 3 MILITARY FORCES

BRANCHES OF THE KLINGON MILITARY

The Klingon military forces consist of several branches, and some paramilitary forces are generally considered as a part of the uniformed services. The mission of the military and security arms is to protect the Empire and do the bidding of the Emperor.

The branches of the military include the Deep Space Fleet (the starships), the Klingon Imperial Marines (ground troops based on starships who conduct boarding and landing actions), the Klingon Army (the planetary defense organization; this includes the majority of ground troops who might be used to conquer or occupy other planets), the Internal Security Forces (the national police, who operate smaller starships and enforce Imperial law except in the case of treason and include MVD intelligence units), and the Empire Security Service (who monitor everyone else for loyalty, and conduct counterespionage functions watching foreigners). The military operates the Galactic Research Unit (military intelligence) which is not part of the Army or Fleet but is a separate branch in its own right (although it includes members of both services on temporary assignments). The Klingon Galactic Bureau (the foreign intelligence service) uses military ranks and is generally considered to be part of the military forces.

Military factories and production facilities (including shipyards) are under civilian control (the better to keep the military from taking over the Empire), but many of the managers and technicians are former military personnel. Thousands of Klingon merchant spaceships ply the trade routes in and out of the Empire, and many of their crewmen are former members of the military.

The Warrior Caste

Most, but not all, members of the military are of the Warrior Caste. Most members of that caste are the children of warriors, although not all new recruits are from military families and not all children of military parents will qualify for the Warrior Caste or enter military service. Some people, even some Klingons, are simply not happy being soldiers or capable of learning the skills that a soldier must have. While it is quite common for the children of DSF sailors to go into the Fleet and of Army soldiers to go into the Army, this is not universal. The children of any warrior, once they qualify to become members of the Warrior Caste, might enter any of the military branches. The exceptions are the ESS (which tends to pick only its own children 95% of the time) and the intelligence services (which accept a larger percentage of civilian recruits due to the nature of their mission).

Klingon women can be members of the Warrior Caste, with the full status and privileges of male warriors. Most women who enter the Warrior Caste are the daughters of warriors, although some (fewer than with males) female civilians apply through their schools and achieve the scores required to join the military. In peacetime, more than half of Warrior Caste Klingon women leave active service after having children, but these women go mostly to Warrior Colony planets or military bases where they often continue to serve in secondary military roles such as staff, instructors at training schools, technicians at repair depots, and members of local defense organizations. The Klingons know that a child who grows up with a mother figure (and who sees his father figure at least periodically) is better adjusted and more likely to become a successful adult. Many young women find military life an adventure but are ready to settle down with a home after a decade of active service. Even so, many Klingon women (even those who have children) remain on active duty their entire lives, and some never marry. One such woman, Kommodore Karilyn Khambers, became commander of one of the two Klingon battleships to serve during the Andromedan War, the highest possible achievement for a starship captain. She never married but was infamous for her series of affairs.

The Military Reserve

As with any military organization, the peacetime units have a mission to train more personnel than they need so that these can be sent to the Reserves and recalled to duty in wartime, allowing the forces to be rapidly expanded.

All of the military forces have a reserve program. Surplus officers and enlisted personnel are diverted into reserve units, where they take jobs (often related to the military) such as management, security, local police, local defense units, freighter crews, and so forth. The exception is the ESS, which retains all of its personnel but has any surplus personnel work in factories owned by the ESS.

Subject Race Military Forces

The Yitlians, Zoolies, and Hilidarians have a formal Warrior Caste system like the Klingons. The Cromargs consider military service to be a job, not a lifestyle. The Dunkars consider military service to be a profession and a higher percentage of their military people leave the service after ten years to go into the reserves than of other planets. Virtually all Slirdarians are of the Warrior Caste, but these are divided between those who come from and return to their planet and those who live their entire lives in Klingon service.

CLASSES OF OFFICERS

While in theory all officers of a given rank are equal, there are three general exceptions to this rule.

Klingon "Civilians in Uniform"

The Klingon military has long had a policy of filling certain special billets (both officer and enlisted) with individuals from outside the Warrior Caste, due to the need for people with special educations. About two-thirds of the ethnic Klingons who are scientists and doctors are not warriors when they receive their commissions, and they wear the white disk insignia identical to those of the Subject Race officers (see below). About half of these "civilians in uniform" spend their off-duty hours studying and working to qualify for the Warrior Caste and eventually "take the gold disk." All of these "civilian" officers are technical warrant officers, not line officers, and hence can never achieve command or work outside of their specialties.

During the final years of the General War, the Klingon military was forced (due to shortages of warriors) to accept more and more non-warriors for officer and enlisted positions within the Fleet and Army. This began with engineers and technicians (plentiful in the civilian economy) and expanded to supply officers and even navigators and a few gunners. (Army personnel and civilian space freighter crews were also transferred to the Deep Space Fleet in increasing numbers to feed the Fleet's need for crewmen.)

Technical Warrant Officers

There are two kinds of officers, "line" and "technical" officers. Line officers know a broad variety of subjects and can work in any of the "line" departments of their branch. An Army line officer could work in or aspire to command an infantry unit, a heavy weapons unit, an artillery unit, or a ground defense base unit. A naval line officer could do any job on a starship (except doctor or scientist) and might spend one tour as a gunner, one as a navigator, another as an engineer, and so forth. Only "line" officers can command a major unit or a warship, or be a "watch officer" on a ship or an "operations" officer of a ground unit.

Technical warrants are restricted to a specific specialty, such as starship engineering or ground forces artillery. While warrant officers can rise within that area and might become a department head on a starship or command a small special-purpose detachment within a larger ground unit, they can never command a starship or large unit.

Almost all Academy graduates begin as line officers; exceptions are very rare and occur only when someone shows such outstanding abilities in a given field that it would be a waste to have him work anywhere else. As their careers go on, however, more and more officers (about a third of the entire officer corps at any given time) find themselves diverted into technical warrants rather than line positions. This usually happens when someone is "qualified" (having certain training and experience and having passed certain tests and reviews) for one field but not all of the required fields. A naval officer who could not grasp the concepts of interstellar navigation, for example, might find himself forced to accept a warrant for his best subject (say, gunnery or engineering) rather than a continued promotion within the line officer ranks. Almost half of all Klingon warships have chief engineers who are technical warrants who can never command the ship, are never sent to command school, can never stand Bridge watches, and will probably never be promoted higher than T4 (lieutenant commander or major). Warrant officers can, by giving up all of their free time and studying very hard, "break out of the trap" and qualify for line commissions.

Within his department, a warrant officer has the same authority as a line officer of his rank; thus a T3 gunnery officer and a K3 line officer in the weapons department are the "same rank". But the K3 could be promoted to the K4 in charge of navigation or engineering while the T3 can never be anything but a gunner.

Enlisted personnel of ranks E5 through E8 can also be technicians (with yellow triangles behind their trefoils) and cannot command anyone outside their duty section.

Subject Race Officers

A relatively small number of Subject Race personnel achieve officer status through the same schools that ethnic Klingons attend. Considerably more achieve sergeant, petty officer, and technician ranks.

These personnel, who serve in all branches of the military and security services, wear the same rank insignia as ethnic Klingons, except that the central disk is white (as in the civilian version of the national trefoil) instead of yellow. While a Dunkar K2 is the same rank and draws the same pay and would be given the same jobs as an ethnic Klingon K2, ethnic Klingons often tend to look down on these individuals in the same way that British officers might look down on officers from British Empire countries (circa 1900) who hold the same nominal rank. Those who graduated from Klingon schools (some Subject Race personnel graduate from the service academies every year) or who have earned combat decorations are considered more nearly equal to ethnic Klingons. Individual cases vary, and while they have a tougher standard to reach, Subject Race officers of outstanding ability are recognized as such by most officers. A few ethnic Klingons are openly and pathologically bigoted and cannot accept Subject Race officers as their equals despite their qualifications. These Klingons are generally kept away from Subject Races to avoid causing friction. The Empire cannot be run with just ethnic Klingons in the military, and while it might run without Subject Race officers, all Klingons know (and all but a few admit) that it does run better when it hand-picks the very best of the Subject Race personnel and gives them extensive training and a chance to serve the Empire.

There are relatively few cases of ethnic Klingon officers serving under the command of a Subject Race officer (if only because few Subject Race officers reach higher ranks) but this does happen and is accepted. Ethnic Klingon enlisted personnel are usually only about a third or half of a military unit (or less in some ground units) and are well accustomed to working with Subject Race personnel and even under Subject Race officers.

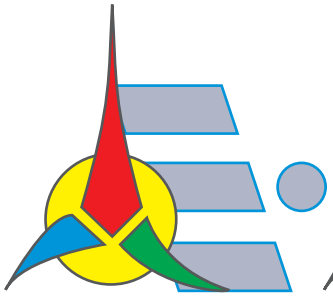
KLINGON OFFICER RANKS

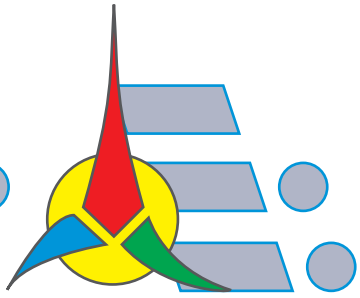
Klingon military officers have a rank structure similar to that of the Federation Star Fleet, since form tends to follow function. All officers of a given rank, whether Fleet, Army, Marines, Police, or intelligence, are considered to be equal and all wear very similar rank insignia. (For most literary purposes, Klingon "naval" personnel are simply translated into the equivalent Star Fleet rank, while Klingon Army and Marine personnel are translated into the equivalent Federation Marine rank.)

The lowest officer rank (besides academy cadet) is K1. This is equivalent to a Federation ensign or second lieutenant. The insignia for this rank is the trefoil with one "bar" extending to the right from the center. For DSF officers, the bar is "steel gray." For ISF officers, it is blue. For Marine officers, it is green. For technical warrant officers, it is yellow. For ESS officers, it is red. For KGB officers, it is black. For Army officers, it is brown.

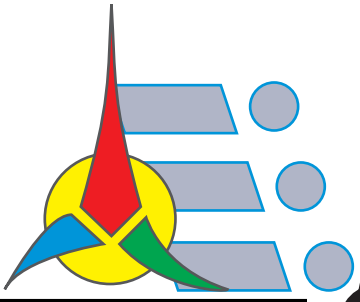
The next rank is K2, equivalent to a first lieutenant or Star Fleet junior lieutenant. This is similar to K1 but has two bars. K3, equivalent to a Marine captain or Star Fleet senior lieutenant, has three such bars.

K4 (lieutenant commander or major) and K5 (commander or lieutenant colonel) add small disks to the right of the bars for the K3 insignia.





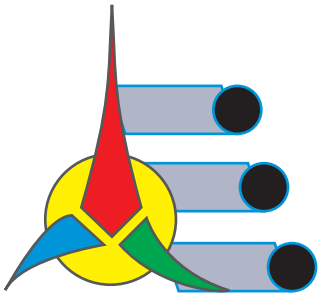
K6, the equivalent of a Star Fleet captain or Star Fleet Marine colonel, has three such disks, following the established pattern.



It is interesting to note that the Klingons, and the Federation, divide their officers into the same senior and junior groups of three different ranks.

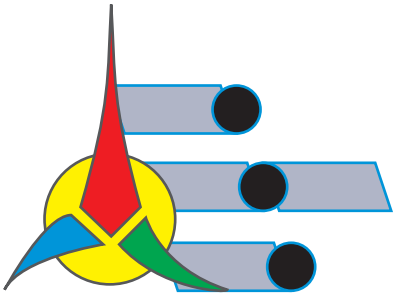
For the "flag" ranks, the small disks become black and move left until they overlap the bars.

K7 is the equivalent of a commodore or brigadier, and has three gray bars with three black disks. While this might seem "out of pattern" this kink in the system is because the rank was actually added rather late in Klingon military (about 300 years before Y0) and was previously considered to be a senior form of colonel.

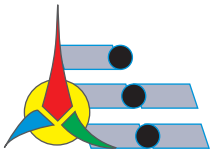


Commodores command a squadron of at least three heavy cruisers. Squadrons of smaller ships are actually commanded by captains of K6 rank, the individual ships being captained by commanders (K5).

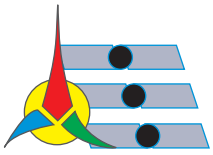
K8 wing admiral (major general) adds a fourth "bar" to the insignia. It might be noted that the "first" bar in a series is always in the center (rather than at the bottom) because it is easier to distinguish at a distance, ensuring that an officer will be recognized as his proper rank as he approaches a group of soldiers. A wing admiral commands a grouping of 10-20 ships. A major general commands a division of ground troops including 10-15 combat maneuver battalions and thousands of additional support troops.



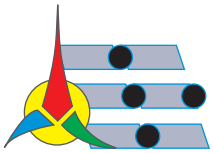
K9 group admiral (lieutenant general) adds two bars. A group admiral commands a sector within a theater, and in wartime may have 20 ships or more. A lieutenant general will command a corps of two or three divisions of ground troops, plus support units. A group admiral might command the logistics network for an entire theater of war.



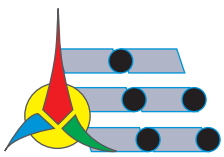
K10 fleet admiral (colonel-general) adds three bars. These officers command the border fleets in peacetime. In wartime, they may command a theater of war or they may command a part of a very large theater.



K11 grand admiral (field marshal) adds a black disk to the center row of bars. This is normally the highest rank in the Klingon Empire, reflecting the command of all Fleet (or Army) forces.



K12 high admiral (chief marshal) has two black disks. This rank was created only in Y180 when the forces of the Empire were so vast it was considered necessary to add another rank to the command system to avoid instances in which one officer reported to a superior of the same rank.

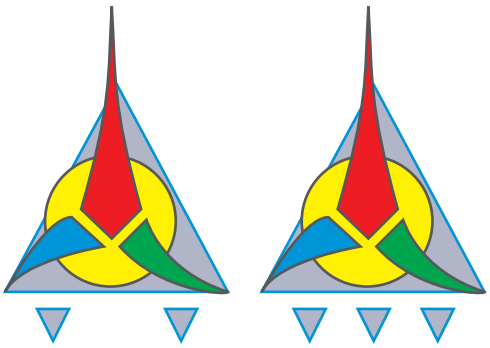


KLINGON ENLISTED RANKS

Klingon enlisted soldiers and sailors wear rank insignia that, again, incorporates the national trefoil. Rather than extending bars from the side of the insignia, enlisted insignia has one or two large triangles behind the trefoil. These triangles show the branch with the same colors as the bars for officer insignia (steel gray for DSF, blue for ISF, red for ESS, black for KGB, brown for Army, green for Marines). The ten enlisted ranks are designated E1 through E10, and are (more or less) equivalent to the Federation ranks for the same numbers.

The lowest rank is E1 or recruit, seen only in training schools. Except in a wartime emergency, nobody would be sent into combat or even to an active duty post at the rank of E1. This insignia marks an individual who has passed the tests to enter the Warrior Caste, but has yet to receive any "official" training.

The ranks of E2 (junior crewman or junior private), E3 (veteran crewman or veteran private), and E4 (senior crewman or senior private) are denoted by the addition of small triangles along the bottom of the insignia. (During some time periods these are squares and actually touch the bottom of the large triangle.) Klingon soldiers and crewmen of these ranks are considered individuals, not leaders, although E4s and rarely E3s may have to assume a leadership duty if no one of E5 or higher rank is available.



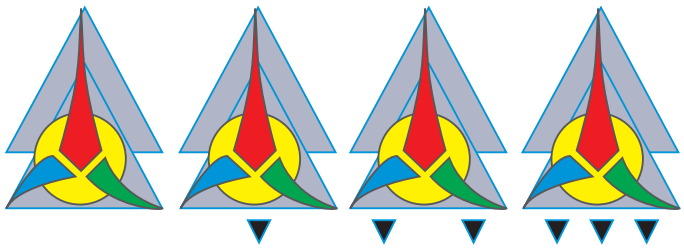
Soldiers of ranks E1-E4 will not receive formal leadership training until they have been selected for promotion to E5. The Klingons believe that while natural leaders exist, few are effective unless they have been given formal leadership training (which also turns average soldiers into leaders). The Empire considers leadership a dangerous ability that should be taught only to soldiers of proven loyalty.

In some rare cases, the Klingons designate an enlisted man as a corporal (four small triangles) or corporal-major (five small triangles). These are primarily honorary ranks given to long-service privates who have never been given a leadership post, but who have nevertheless earned the respect of their commanders and peers. These ranks are considered a form of military decoration for long service by someone who could never become a leader.

The ranks of E5 and higher are sergeants and petty officers. These leaders have two large triangles behind their national emblem instead of only one.

E5 is a junior sergeant or junior petty officer, the lowest leadership rank. Such an individual might be in charge of a small detail of about five personnel. This is mostly an "on the job training" rank worn by the newest and most junior leaders who still require some supervision, training, and assistance.

E6 is a veteran sergeant or veteran petty officer; it has one small triangle under the insignia. This leader will control the same number of personnel as an E5 but will (in theory) not require help or supervision to follow his orders.



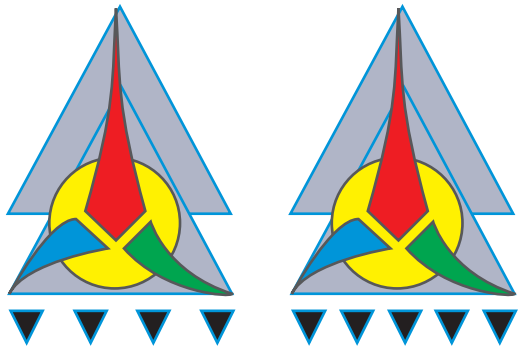
E7 is a senior sergeant or senior petty officer with two small triangles. This leader will often run a platoon of 15 ground troops or a detachment of crewmen in a starship. On a starship, most E7s work directly for an officer and are his primary assistant. In the Marines and Army, these senior sergeants have to lead their troops in the far more dangerous arena of ground combat without having an officer by their side. It is a matter of endless debate (in the Federation) if Klingon starships have too many officers or if the Klingon ground forces do not have enough.

E8 is a master sergeant or master petty officer with three triangles. All E8s are assistants to officers, taking charge of the training and readiness of the troops or crewmen so that they are ready for the officer's commands.

E9 sergeant major (or major petty officer) is denoted by four triangles and would be the senior enlisted man on a cruiser or larger starship or a ground forces battalion. Some senior NCO staff personnel at a higher headquarters (brigade, division, starship squadron, or fleet) would hold this rank.

E10 is a group sergeant major, the senior enlisted man in an entire fleet or ground forces brigade (or larger formation), and has five triangles.

E9s and E10s are considered to be a form of officer and given the social privileges thereof. E9s actually outrank K1s; E10s outrank K1s and K2s.



KLINGON MILITARY SCHOOLS

Klingon society is divided into two castes: civilians and warriors. Most children of the Warrior Caste go on to serve in the military, while most children of civilians tend to grow up to be civilians as well. The education system provides the means for youths to move from one class to the other, yet inadvertently keeps most of them in the class they were born to.

The children of warriors are raised in military towns, bases, colonies, and planets, and their normal education includes many military-oriented subjects since it is assumed that most of them will choose to enter the military. Klingon warrior youth are taught to march by the age of nine and to use weapons by the age of twelve. By the time a Klingon warrior youth graduates from secondary schools at fourteen, he is probably a better trained soldier than Federation Marines who graduate from boot camp, if only because the Klingons have endured eight years (rather than eighteen weeks) of such training. A constant series of tests selects those who will attend officer training (as part of a university education), technical training, intelligence agencies, or will enter the military as enlisted soldiers and crewmen. Youths are steered into the Army, Marines, Police, or Fleet by their aptitudes, interests, families, and abilities.

The testing system also selects those who will not enter the military at all. Some youths who show little interest in the military are sidetracked each year into "civilianized" classes on the military posts where their parents are "home based" so that family units remain intact. (Obviously, some Klingon military people are away from their home base on missions and assignments that can last a year or more, as is the case with almost any military. Some Klingon women serve in the military and, if they have children, leave them home with relatives, guardians, or in group homes.) Other military children are found to be unsuitable for military careers due to their physical, medical, or emotional condition and are transferred to civilian schools. A tiny handful are found to be insane, antisocial, or to have criminal tendencies, and these are sent to special education or treatment or (in some cases) quietly executed.

For those youth destined to be officers, the final year of secondary school includes both ground and space training, as does the first year of the university program. By the second year, the youth has been assigned to either the DSF, ISF, Army, intelligence, or Marines and his remaining education will focus on that area, receiving his commission (or being sent to sergeant school) at the age of seventeen. Youths who are not selected for officer training will take specialized training for their future branch of service during their final year of secondary schools, entering active service at the age of fourteen.

For civilians, the situation is somewhat the reverse. All civilian children are taught about the role and purpose of the military, just as Federation children are given this knowledge as part of their normal classes in civics and history. Most of them play in sports and other organized activities, and wilderness activities such as hiking and camping are popular with many Klingons as they are with many humans. Some civilian youths display an aptitude for military subjects, or an interest in them, or both. The military regularly sends officers and sergeants to all kinds of schools to present programs about the military, to interview youths who profess an interest, and to seek out those youths who have displayed traits that the military could use and try to recruit them. Volunteers are plentiful, and there is no "draft."

Every year, thousands of Klingon civilian youths volunteer from their schools for service in the military. They spend the last two years of their secondary education in what amount to military high schools. The first year teaches basic military subjects including physical conditioning, discipline and organization, mechanics and maintenance, land navigation, first aid, communications, and the like. At the end of this year, a series of tests and interviews select a few who are simply not qualified for the military and send them back to their civilian schools for their final year, and a few are selected for special training at elite military preparatory schools. The others finish their final year of basic education at the military high schools, learning tactics, hand-to-hand combat, weapons, and so forth for their chosen branch. Virtually all of these will enter the military; a tiny handful will be found unsuitable and will be (if not imprisoned or executed) sent to remote colonies where (even if they are unhappy with the government) they cannot share their "military" skills with potentially restive civilians.

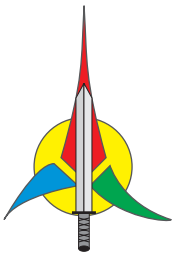
Some civilian youths are recruited out of college, either for warrior training or for service in the military, without entering the Warrior Caste (usually in the case of specialties such as science, medicine, law, or administration). Many youths are offered scholarships to universities if they will pursue degrees that the government wants, conditioned on an agreement to serve in the military or some other government organization for several years.

For those civilian youths who want to enter the officer corps, the battery of tests at their military high schools will have already identified them and given them additional training. The cream of these youths enter the Deep Space Fleet Academy (where 80%+ of the cadets are the sons and daughters of warriors) while others attend less prestigious military-oriented universities.

For the children of affluence, there are a number of privately owned and run (but military-supervised) schools at all levels (primary, secondary, and university) which teach military subjects. In theory, such schools provide a superior education for those civilians who can afford it (or who win rare scholarships). As with the military-run institutions, extensive and continual testing eliminates those who are not suitable for the military before they have acquired too many skills. The graduates of these schools take the same tests as those in the military-run schools and usually score somewhat higher due to the intense education, but are often resented because they "bought their commissions with family money."

A very few civilians enter the military life after reaching adulthood. These must apply for a special status and undergo special tests and training. Often, such recruits are those civilians with useful specialties (lawyers, doctors, scientists, technicians, intelligence, etc.).

THE KLINGON ARMY



The term "Army" is not a literal translation; a more accurate but confusing one would be "ground defense base forces and ground maneuver elements." In Federation usage, the term "Army" is generally accepted as adequate.

GROUND DEFENSE BASES

In general, this type of unit is a ground installation with weapons able to fire up through the atmosphere (if any) and engage starships approaching the planet. Such ground bases and defenses are common and used by all empires. The various types of bases include those with phasers (of various sizes), disruptors, drone missile launchers, electronic detection and electronic warfare, fighter operations, gunboat operations, ground military garrisons, and power stations. There is no single standardized huge ground base; instead, planets are given networks and linked groups of smaller bases. The limiting factor is transportation, since a given base has to be something that a tug or freighter can pick up at one planet and carry to another.

The typical unit is a "battalion" commanded by a lieutenant colonel. It includes three weapons bases (of whatever types are available), a fighter base, an electronic warfare station, a power station, and usually a small ground maneuver unit to conduct security patrols. On some planets these bases might be widely scattered (on different continents, in order to cover all directions from the planet) while planets with many battalions would have each battalion in a small area where they can link their power systems together to provide mutual reinforcement. The most heavily defended planets might have an entire division with a dozen battalions. After Y178, battalions might have flotillas of gunboats. While planetary defenses cannot go chasing starships, adequate defenses can certainly drive away all but the most determined attacks.

These ground units include their own space-capable fighters and bombers (modified shuttlecraft loaded with weapons). Thousands of Army pilots are in service, and many of these were transferred to the DSF to make up for the hellacious wartime casualties suffered by carrier squadrons. Army bases became, in effect, huge pilot training schools for the DSF.

GROUND MANEUVER FORCES

These are the ground troops, the walking infantry, the tanks, the artillery, and all of the multitude of other elements it takes to wage war on the ground. These units might be assigned to one of three missions: defend a planet, occupy a planet (i.e., set up defenses on a planet that was just captured), or (the most difficult of all) land on a defended enemy planet and overcome its defenses.

The smallest ground unit is the *khad* or squad which consists of five troops, one of whom is an E5 or E6 sergeant. The others include two with phaser rifles or disruptor rifles, one with a repeating (phaser or disruptor) rifle, and one with a light rocket launcher. Three of these *khads* form a *zug* or platoon which also includes an E7 sergeant as a leader, an assistant leader, and sometimes a specialist such as an engineer or medic. (In contrast, a Federation unit of the same size would be led by a lieutenant.)

Three of these *zugs* form a company or *tak* led by a senior lieutenant with a junior lieutenant to assist him. (In the Marines, which use the same organization, the senior lieutenant would be a Marine while the junior lieutenant would be a naval line officer doing his familiarization tour with the Marines. In the Federation, this unit would be commanded by a Marine captain.)

A *bazn* or battalion consists of three *taks* (organized as above) plus a fourth *tak* consisting of three specialized *zugs:* the commando *zug*, the heavy weapons *zug*, and an independent *zug*. The independent *zug* is organized by the battalion commander based on the expected mission. In a "foot infantry" unit, this might be the only platoon with armored vehicles. In a mechanized unit, this might be a foot infantry unit assigned to protect headquarters. It might also be assigned any special weapons, or could be an engineer unit. Many battalions are given extra *zugs* of special troops from higher headquarters to prepare them for key missions or special duties.

An armored unit would substitute a tank or other ground vehicle for each *khad.* Thus, a tank *zug* would have three tanks, a tank *tak* would have ten, and a tank *bazn* would have 30-36 (depending on what the special platoons were equipped with). An artillery unit replaces each *khad* with a single heavy weapon such as a transporter-howitzer.

The next larger unit is a *rukh* consisting of three (sometimes two or four or five) identical maneuver *bazns*, plus whatever special units are needed. A typical infantry *rukh* would have three *bazns* of infantry, one of artillery, and a *tak* of tanks and a *tak* of engineers.

In some cases, ground units are organized into a *gayad,* which is basically a *rukh* which has different kinds of maneuver battalions, for example, one each tank, light armor, mechanized, and infantry.

A *vsir* (division) consists of two to four *rukhs* or *gayads* while a *prin* (corps) has two to four *vsirs,* and a *makr* (field army) might consist of two to four corps with a total of six to ten divisions. At all levels, there are special subunits of smaller sizes than their major units. Of course, every unit from battalion up includes an ESS contingent.

During peacetime, the Army might consist of as few as 40 divisions of ground troops, plus a hundred more in reserve status (with 80% or more of their personnel working in the civilian economy). During the height of the General War, the Army expanded to over 300 divisions used for planetary invasions, occupation duties, and defense garrisons. About 70% of the total manpower was Subject Race personnel, and most *gayads* include only one battalion (or one company) of ethnic Klingons. About 80-90% of the personnel in a given battalion would be the same species. There are no battalions of Cromargs, but Cromargs serve as weaponeers and technicians in almost half of all battalions. About 50% of infantry battalions are Slirdarian and about 30% are Hilidarian.

THE DEEP SPACE FLEET

This is the "Fleet" or "Navy"; the branch that runs the starships such as the D7 battlecruisers. Most naval officers come out of the DSF Academy. Such officers receive a dual commission, as both an ensign in the DSF and a second lieutenant in the Marines. Few use both commissions, although in theory an officer could go back and forth as he sought better assignments. Many Klingon admirals are still second lieutenants in the Marine Corps, and Admiral Kumerian once attended a party wearing his Marine uniform (he held the rank of major) to honor the contributions the Marines made to his fleet (and so he could talk with junior officers without overwhelming them with his high rank).

The DSF is organized (in peacetime) into fleets:

• The Northern Fleet guards the Kzinti border. In wartime, this becomes the Northern Theater and includes two or more fleets.

• The Western Fleet guards the Hydran border. In wartime, this becomes the Western Theater and includes two or more fleets.

• The Eastern Fleet guards the Federation border. In wartime, it becomes the Eastern Theater and includes three to five fleets.

• The Northern Reserve Fleet is an active duty fleet responsible for the internal areas of the Empire (and the Lyran border) between the capital and the Northern Fleet. Its ships are at a lower state of readiness than the Northern Fleet. In wartime, it could be sent to the Eastern or Northern Theaters of war (or invade Lyran space!).

• The Southern Reserve Fleet is an active duty fleet that controls the internal areas between the capital and the galactic rim. It is ready to reinforce the Hydran or Federation borders, or could be used against the LDR or Tholians. Its ships are at a lower level of readiness.

• The Home Fleet is the most powerful fleet, and guards the capital. It can reinforce any border in the event of war, and overwhelm any other fleet in the event of a civil war.

• The Mothball Fleet consists of dozens of older warships that are held for possible future use. It is not a tactical command, but a caretaker administration.

• The Imperial War Reserve consists of dozens of ships, many of them relatively new, which are kept in an inactive status but ready for quick reactivation in the event of war.

• The Tholian Border Squadron is constantly in combat with the Tholians, and is used for combat training (and to watch for any weakness that would allow the Klingons to retake their lost territory). In the event of war, this squadron will be quickly redeployed to the front lines (since the outnumbered Tholians would never attack the Klingons).

These fleets are expanded in wartime as needed. When the Klingons invaded the Federation in Y171, the Eastern Theater included the Eastern, Northeastern, Southeastern, and Tholian Border Fleets. The Northern Reserve Fleet went to the Kzinti border as the Northwest Fleet, and its training role was assumed by the Red Fleet. The Southern Reserve went to the Hydran border as Southwest Fleet.

KLINGON MARINES

The Klingon Marines are warriors trained to fight from, and on, starships. While their function is similar in some ways to the Army (and some Army troops are used as Marines when there are not enough Marines available), the Marines are a separate organization and are technically a part of the Deep Space Fleet. The Army has "Descent" units which are given Marine-type training and the ISF have their own "Strike Teams" which are Marines in all but name.

At lower levels, Marines use the same organization as the Army, i.e., a *khad* of five men (including a junior sergeant), and a *zug* of sixteen led by a senior sergeant. Larger formations depend on how many troops can be accomodated on each warship.

An F5 frigate or D5 war cruiser with 40 Marines has a *tak* consisting of only two *zugs* instead of the normal three, plus a command *khad* and a scout *khad*. A D7 cruiser with 70 Marines includes four *zugs*, one of which is often a combined heavy weapons and special forces unit, plus a command *khad.*

Larger Marine units exist on commando ships. An E4G has 130 Marines, an F5G has 150, a D5G has 170, a troop transport pod has 200, and a D6G has 220. Troop transport freighters can carry 300 troops (600 on a large one) but these are more often used for moving Army troops.

In some cases, several ships will land their Marines on a single objective, combining them into a battalion or brigade. Fleet flagships have senior Marines on board able to command such larger units.

For major operations, Army units must be used as there are simply not enough Marines. Most operations involving a division or more are under Army command.

All Marine companies include a training sergeant as the second-ranking sergeant. This individual arrives from the Marine Recruit School with a detachment of replacements, and when he returns to that school after five months on a ship, he has the right to take with him (over the commander's objections) up to three privates who have shown leadership abilities and will be sent to Sergeant School. Once they become sergeants, they will lead *khads* of new recruits through training and the *khad* will arrive at a ship as a complete unit.

Marine officers graduate from the DSF Academy, or from other lower-status schools, or get battlefield commissions when wartime casualties require more officers. Here, the double-commission system comes into play. Marine officers of all ranks who graduated from the Academy are naval ensigns and, when assigned to a ship, could rotate into non-Marine duties. Naval officers of all ranks who graduate from the DSF Academy are Marine second lieutenants and could be sent to command Marine units if needed. A given officer might earn promotions on either or both of his commissions, and if he does, could transfer back and forth across a wider range of assignments, but without spending full time in either the Fleet or Marines, might never reach high rank.

INTERNAL SECURITY FORCES

This organization is a combination of national police, border patrol, customs and tariff collection agency, national traffic control agency, and search & rescue agency.

The ISF includes four major divisions.

• **The Space Division** has starships (up to frigate size) used for police work as well as smaller police corvettes.

• **The Orbital Division** provides every planet of any significance with small armed skiffs for local law enforcement.

• **The Planetary Division** provides local law enforcement on Klingon planets and those colonies under Imperial Law, down to the "cop on the beat" level. Lots of civil servants who would be civilians in the Federation (e.g., fire marshals, building inspectors, etc.) are "ordinance-policemen" (and part of the military) in the Klingon Empire.

• **The Marshal's Division** is responsible for the transportation of prisoners between planets, and provides "national" law enforcement on those Subject Race planets which have local police autonomy.

The ISF also has its own training schools, warrior colony (Korgal), Academy, supply system, etc. Every year, some DSF Academy graduates take their commissions in the ISF rather than the DSF. See pages 27-30.

THE INTELLIGENCE AGENCIES

The Klingons, without democratic checks and balances, prevent corruption (or try to) by an overlapping series of intelligence and security agencies. The largest of these (the Internal Security Forces) function as the main criminal-police agency (i.e., police who hunt criminals, not police who are criminals) and is handled separately.

The Empire Security Service exists primarily to prevent treason. It has secondary functions of counterespionage and the prevention of corruption. When anyone speaks of the Klingon Secret Police, it is the ESS that is meant. As it is in charge of "High Crimes against the Empire," it sometimes becomes involved in counterfeiting cases. Every government office, military unit, and major industrial operation has an ESS watchdog group.

The Klingon General Bureau is the foreign intelligence service. Its mission is to spy on foreign enemies. The KGB has some counterintelligence jurisdiction and is constantly having turf wars with the ESS.

The Galactic Research Unit is military intelligence, including a mix of Army, Marine, and Navy personnel. It also conducts espionage against foreign governments, but is focused primarily on military matters. The KGB and GRU are constantly engaged in turf wars, duplication of effort, and trying to one-up or show up the other.

The Maximum Veracity Directorate is the intelligence arm of the Internal Security Forces. It focuses on organized crime, counterfeiting, and the Orion Pirates.

MILITARY HIGH COMMAND

The Military High Command (MHC) is the headquarters for all armed forces, controlling the Army, Fleet, and Marines. In some cases, it also controls ISF and intelligence units. The head of the MHC, known as the Supreme Commander (rank K12), is in charge of all military forces. The Army and Fleet each have their own K11 commander, these being the Grand Admiral in charge of the Fleet or the Field Marshal in command of the Army. (The Marines are commanded by a K10 Kommandant.) In Y180, the military had grown so large (as this was the longest sustained period of war, and the largest war, in Klingon history) that new ranks were created. The Fleet Commander became a K12 High Admiral, the Army Commander became a K12 Chief Marshal, and the Marine Kommandant became a K11.

The Military High Command includes three elements: the Military Command Committee, the Ordnance and Logistics Committee, and the Strategy Committee.

The Military Command Committee (MCC) consists of the heads of the Deep Space Fleet, Army, and the Supreme Commander. The Kommandant of the Marines, the Chief Commissioner of the ISF, the Chief Commissar of the ESS, and the heads of the Klingon General Bureau and Galactic Research Unit, are on the second level and are considered part of the MCC. The MCC does not hold votes on strategy or policy, but does negotiate among themselves to find policies and strategies that everyone can support. Any final decision of the MCC must be approved by the Emperor. The MCC has a staff numbering in the hundreds.

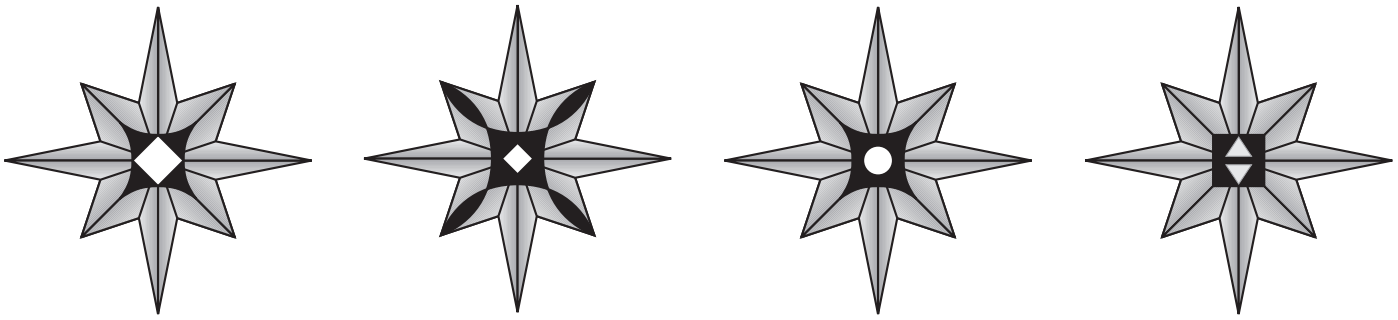
The Ordnance and Logistics Committee (OLC) is in charge of supporting and training the military forces. While each branch has its own structure to do this, the OLC exists to coordinate and overwatch the branch logistics chiefs.

The Strategy Committee (SC) consists of admirals, generals, and others who plan strategies either at the direction of the MHC or to present to them. The SC has no authority to command units or issue orders. It is, in some regards, an honorable retirement for older leaders who are no longer up to the rigors of a warrior's life. In other cases, it is a place where officers who are not fully trusted can be put to good use writing plans without fear that they could put them into motion. This committee is sometimes translated as the "Thought Admirals" but includes admirals, generals, commissioners, and commissars.

Under the MHC are the separate command headquarters for the Fleet and Army. (The Marines are, in this case, considered a branch of the Fleet. The ISF Space Division has a liaison officer in Fleet Headquarters.) During peacetime, each commands his own forces; i.e., the Fleet and Army units in the same area report to separate chains of command. (In wartime, the theater commander controls all DSF, Marine, Army, and ISF Space Division forces in his sector.) Theater Commands (and "joint committees" in peacetime) control the selection of counts, barons, and governors in their duchy.

KLINGON MILITARY MEDALS

The Klingon military, like all military forces across the galaxy, uses medals and other honors to recognize the deeds of valor and accomplishment by its soldiers. The Klingons have three basic awards, one for service (a small four-pointed star), one for valor (the Warrior's Star, with four long and four short points), and one for leadership (the Commander's Star or Victory Star, with eight long points). These medals are worn on the sash of the standard duty uniform of an officer, or on the jacket of the dress uniform. Smaller versions are often but not always worn on the jacket of the combat uniform. The Klingons are known to have very high standards for awards, and while most warriors have them, few have the higher ones.



Soldier's Star | Marine's Star | Fleet Star | Security Star

WARRIOR STARS

The basic Klingon military medal for combat valor is known as the Warrior's Star. There are four different types (one for each branch of service) and six grades of each variant. The medal itself is a dull silver color (an alloy similar to the "white metal" used by the British Army on Earth) with a black enamel area in the center. There is a small emblem or "device" in the center which indicates the relative grade of the award.

The Marine's Star (the most ornate of the four) is awarded to Marines who serve on the regular crew of a starship. It is considered the most prestigious of the four. The Soldier's Star is awarded to members of the Army, or other members of the military who were serving with Army units. The Army Star is considered to be more prestigious than the Fleet or Security Stars due to the high casualty rates of Army units in combat. The Fleet Star is given to starship crews, which includes most naval personnel. (Bases in orbit or in space are considered starships. Bases on the ground are considered Army units. In the case of some colony planets, the orbital bases are manned by Army personnel and are considered Army rather than Fleet units and would get the Soldier's Star rather than the Fleet Star.) The Security Star is given to members of the ISF, ESS, and the intelligence services.

The lowest grade has a white device and is awarded to civilians who perform some heroic act in service to the Empire. It is not considered a military medal, and a civilian would never receive one of the military grades (which all rank higher). Those non-warriors (with a white disk on their rank insignia) serving on starship crews or with other military forces who earn a medal receive one of the five military grades of the medal. Subject Race personnel can receive any of these medals, although only those enlisted in the military would receive the military grades. In a few cases, the actions of a civilian have been so exemplary that the Empire has retroactively enlisted the individual so that a military award could be given.

The lowest military grade is marked by a yellow device and is awarded to any member of the military who performs his duties honorably in combat. No one can receive this grade of the award more than once, and it could be considered the equivalent of the Federation's Combat Action Ribbon or the US Army's Combat Infantry Badge. It basically means "you are now a true warrior," since someone who passed all of the tests to be a warrior is not fully one until he has been tested in combat.

The next military grade has a green device. This is followed (in order) by a blue, red, and finally chrome steel device (denoting the highest award).

The Federation officially regards the Steel Star to be equal to its Gold Star, and the Red Star to be equal to its Silver Star. The Blue and Green Stars are considered equal to the Bronze Star, except that the Klingons never give these awards for non-combat purposes. (A warrior who, while off duty, dove into a freezing river to save a drowning man could be given the White Star for his service branch.) The correlation is not exact, but these equivalences are considered acceptable for purposes of military protocol (e.g., who gets the most honored position at a diplomatic banquet) and for those cases in which the Federation gave one of its medals to the Klingons or vice versa. (This happened a few dozen times during various early periods, and during the Andromedan War.)

Some warriors have medals from two or more services. Multiple awards are shown by extra medals.

There is another (seventh) "grade" of the Warrior's Star, that being the Black Star. No such medal actually exists, but any military person who dies honorably in combat is said by his comrades to have "been given the Black Star" and to have been assigned to the Black Fleet. While such a medal never appears in official service records, a biography of a warrior of the Klingon Empire might well include such a tribute as a euphemism for "he was killed."

MERIT STARS

These awards, much smaller and cast in bronze, are given for non-combat service of great merit and which benefits the Empire. While they lack the prestige of combat medals, they are honorable awards and are never given as a consolation prize to someone who never had a chance to get a combat medal. Earning these medals requires months or years of honorable service beyond simply doing one's job. To receive them, a warrior has to perform his duties under arduous conditions, overcome great difficulties, excel beyond any reasonable expectation, or accomplish something that is unique.

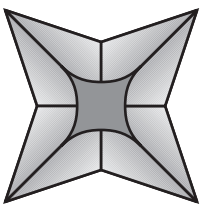
The medals come in the same six grades as the Warrior's Stars, this color being reflected by the diamond-shaped area in the center of the star. Civilians who serve the military receive the white star. The five military grades are yellow, green, blue, red, and steel. The highest grade (steel) is awarded only for service or accomplishment so dramatic or important that it causes a paradigm shift for the entire military. The engineers who developed X-technology received this award, as did those who developed the Warp-3 drone and the DERFACS fire control.

The lowest (yellow) grade could be given to an officer who rated in the top 25% of his year group upon the completion of his tour of duty on a given ship.

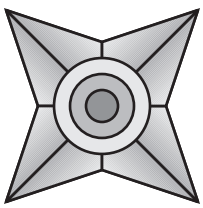
All branches of service (Army, Fleet, Marines, ESS, ISF, Intelligence) receive the same identical awards of this type, and the standards for them are universally high.

A variation of the Merit Star is the Service Star, given for each five years of service. The first such award comes with a yellow disk. The second award (10 years) has a green disk surrounded by a yellow ring. The third award (15 years) is a blue disk surrounded by green and yellow rings. The fourth award (20 years) has a red disk surrounded by blue, green, and yellow rings. The fifth award (25 years) has a chrome steel disk surrounded by red, blue, green, and yellow rings. There is no record of a medal for more than 25 years of service.

Another variation of the Merit Star is the Wound Star, given to military personnel who are wounded in action. The central area of this star is black. This is given only for wounds which require surgery and hospitalization for five days or longer. It is not awarded for scrapes, bruises, scratches, or minor cuts. The Wound Star is the Klingon version of the Purple Heart. It is never referred to as a Black Star or Black Merit Star due to confusion with the unofficial "Black Star" said to be earned by those killed in combat. Someone maimed in combat would be given a higher form of the Merit Star or a Warrior's Star.



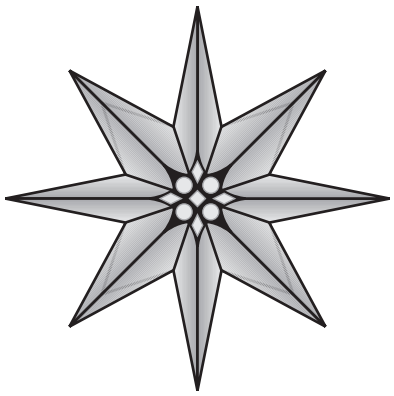
Merit Star



Service Star
(15 years)

COMMAND STARS

These awards go only to higher commanders who win a great victory by their personal leadership, planning, tactics, or command decisions. They can be given at any level from battalion to army group, from the captain of the smallest auxiliary starship to the grand admiral commanding the entire DSF.



There are five grades of this award, each antique-copper in color and with eight long points. The ranking of these awards is not, however, determined by a color device, but by the number and pattern of devices on the center of the star. Command awards are given for victories in defeating an enemy in combat or war. The five levels of the award are known as "ranks" (Command Star 1st Rank is highest) and the holder of such an award might be introduced as "Admiral Kumerian, Knight of the Sword; Commander of the Red Fleet, Holder of the Command Star 2nd Rank; awarded the Marine Red Star and Fleet Blue Star for valor; Member of the Orders of Kovar, Tyrek, and Yseord."

The decision on what level of this award is given depends on the difficulty of the victory. The process of award selection starts with an award of the 3rd Rank for defeating an equal enemy, such as a cruiser captain defeating another cruiser. The award might be increased if the enemy were larger (e.g., a frigate captain defeating a destroyer, or capturing a ship of equal size), or the enemy ship (or a major ground defense work) were captured, or if the victory was won under arduous conditions (e.g., launching a successful infantry attack during a blizzard). The award might be lowered if the enemy is smaller (e.g., a cruiser captain defeating a destroyer) or if the conditions of the victory were less difficult (e.g., the defeated enemy infantry battalion was low on supplies). The award can also be increased if the victory was particularly important or decreased if the commander was violating other orders while attacking that target. (This punishes those who ignore their duty while seeking personal glory.) A subordinate commander would not get a victory medal unless he won his own victory within the larger campaign.

5th Rank | 4th Rank | 3rd Rank | 2nd Rank | 1st Rank

THE MILITARY NOBILITY

The Klingon Empire is a feudal state in some regards and has officials whose titles are translated by the Federation as Duke, Count, Baron, etc. But these are not the only nobles in the Empire; an entirely unrelated series of titles of nobility are given to military officers of exemplary performance and stature. These are "lifetime achievement awards" rather than given for a specific event, and reflect professionalism, devotion to duty, loyalty to the Emperor, and great accomplishments.

These titles do not come with feudal fiefs, although they do increase the amount of land on a Warrior Colony that an officer receives when he retires. These titles are, in a way, just another form of military honor or decoration. These titles are never given to civilians, although a few civilians who served the military in noteworthy ways over a period of time were made honorary officers and given these titles of nobility as part of their reward. The title is reflected by a small badge on the officer's uniform.

More than any other awards, these are used to reward entire families. If a young officer gets his first title earlier than the norm, it may reflect more his father's accomplishments than his own, as one way for the emperor to honor an admiral who already has a chest full of medals is to take Imperial Notice of his son. While the sins of the father may be inflicted on the son, the accomplishments of the son reflect honor on the father.

There are five of these titles, and the Federation is challenged to translate them exactly. The precise weapons used in the titles, and the exact correlation of Klingon and English feudal nobility, is approximate at best.

The lowest title is Squire of the Blade. Literally, it indicates a servant of the Emperor who is allowed to carry a dagger when in the presence of the Emperor. In ancient Klingon history, a warlord would have only a few such persons in his city-state, usually the sons of his top commanders, who were both honored hostages (to prevent coups by their fathers) and generals-in-training who might learn the finer points of strategic command by serving in the warlord's headquarters. These served in a role similar to squires in the Age of Chivalry on Earth, and the translation is fairly accurate. As time went by, these squires were used as troubleshooters or inspectors and eventually grew to be line officers while retaining the title (and the warlord's personal attention). The usage of this office expanded steadily throughout Klingon history.

In "current" times (Y168, the start of the General War), the title involves thousands of officers, and few starship captains are without it. Most officers receive this title when they graduate from Command School, a key career step that allows them to serve as "watch officers" or as senior officers on a battalion or regimental staff. A few fast-moving officers with good family connections will be given this title when sent to Command School, most will receive it on graduation, and a few will receive it later in life.

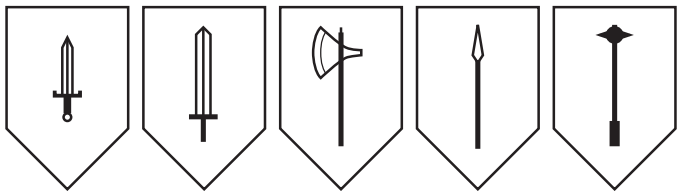
The second rank is Knight of the Sword, a title given to starship captains and some senior ground force commanders who have exemplary records. Literally it means an officer of the Emperor authorized to carry a sword (a more lethal and honorable weapon than a mere dagger) in his presence. The title dates from ancient times and reflects much the same thing it would have on Earth in the Middle and Dark Ages. Knights in the era of the warring city-states were the agents of the warlord, sent to perform his errands and do his bidding outside of the military chain of command. This part of the knightly tradition is carried on in the Emperor's Knights Paladin (see page 31) who are inspectors outside of the military chain.

For an Army or Fleet officer, becoming a Knight of the Sword is a sign of a rising career. Many, but not all, squadron and regimental commanders have this title, and to earn it marks one as likely to become an admiral or general. For a captain to earn it means a squadron command will follow at the next vacancy (and, indeed, a vacancy may be created for such an officer). Most cruiser squadron commanders and regimental commanders who receive this title know it means that their careers will not dead-end. Most officers who are given such commands are at the K6 level, earning promotion to K7 and their knighthood at the same time. Earning promotion without a knighthood indicates that the officer will be retiring or moved into non-command duties within a year or two.

The next higher title is Baron of the Axe. Most wing admirals and major generals have this award or receive it shortly after their promotions; a few get it much earlier. The ancient Klingon history of this title is murky at best and may be a combination of several different legends and traditions, but it seems to mean someone whom the warlord (or Emperor) can trust with a special task force to go destroy some problem that vexes the head of state.

The second-highest title is Count of the Lance, a very rare title. Only theater commanders (in wartime) have the opportunity to earn this title, and only by exemplary service (think of Eisenhower conducting Operation Overlord or Schwartzkopf winning the Kuwait War).

The highest title of military nobility is Duke of the Mace. This title is given only to the most senior military commanders who conduct the largest and most victorious campaigns, and in most cases fewer than five officers hold it at any given time. This reflects the Emperor's greatest trust, in that it means giving the officer in question huge forces and broad authority. So great is the power given to an officer who holds this title that the Emperor himself could not stand against him should he prove to be disloyal or traitorous. Admiral Kirek, who destroyed the Hydran Kingdom in Y170, was given this title.



Squire Knight Baron Count Duke

MILITARY ORDERS

The Klingon Empire awards a second type of "medal" to its military heroes, that being a Military Order. There are hundreds of these, with extensive overlaps and duplications. Any given Emperor uses only a few of them, usually selecting one of each general category and using it to the exclusion of synonymous awards, at least for a few years.

Anyone who receives a Warrior's Star or Command Star of the highest two levels will also be made a member of an order appropriate to the action that earned the Star. Some orders are for "service" rather than "valor."

The term "Order" does not refer to a military directive, but to "joining an honored company" in the sense that an order of knighthood (or an order of the Catholic priesthood) might reflect. Most orders are named for heroes of Klingon history, and to be awarded an order named for a hero is to be compared to that hero — to have your deeds compared to his. If the United States in the 20th century had followed this practice, one might imagine the Order of Rickenbacker given to fighter aces, the Order of Kane given to crack submarine commanders, or the Order of Patton given to the best tank commanders.

Orders are reflected by a unique badge or clasp emblematic of the original hero for whom the order was named.

Effectively duplicate orders are created by the Emperor from time to time for a number of reasons. In one case, an Emperor wanted to honor one of the Warrior Colony planets by naming a new order of heroism for a warrior born on that world. In another case, an order was created because the admiral due to receive it had (two decades earlier) written his Academy graduate thesis on the strategies of an ancient Klingon general. Naming a new order for this general gave even more honor to the Admiral (being the first to receive it), and celebrations were held in the original home towns of both the admiral and the ancient general.

An emperor might change from using one order to another for many reasons. A daring tank commander who already held the Order of Patton (as an example) might be awarded the Order of Abrams should a second victory deserve such an award. Some emperors only want to award some number (five, or one hundred) of a given order, or might switch to another similar order if an officer who held the first one the emperor had used turned out to be disloyal (or unlucky). Or sometimes the Emperor just wants a change. Orders are the deepest connection Klingon warriors have to their history, and are a way of saying that the heroes of the past are reborn in their own ranks.

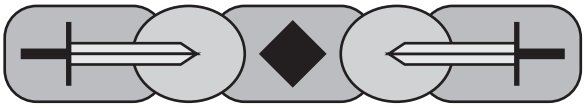
Some orders are more prestigious than others and are only given with the highest levels of the Warrior Star, while others are given only with the Red Star and are of lower status.

All orders are shown on the uniform by a clasp that is 7.5 cm wide and 1.25 cm high. The clasp can be made of any kind of metal but usually has a dull or muted finish as opposed to the bright chrome and brass seen on the military uniforms of the Federation.

Some of the many orders known to have been awarded during the General War include:

Order of the Klingon Empire: The highest order, outranking all others, this is given only to the most exemplary heroes and commanders who receive the Steel Star, and is a way to reflect an even higher award than Steel. A recipient of the Order of the Klingon Empire is thereafter known as a Hero of the Klingon Empire.

Order of Kahless: Given that Kahless was the first emperor who united the people, one might expect that this would be a very high award. While prestigious, it is not one of the most coveted. This award is given to officers of the armored cavalry for daring maneuvers that bring victory within the context of a larger campaign.



Order of Princess Sangfroid: An ancient Klingon legend speaks of the bride of a warlord who, while he was campaigning elsewhere, commanded a part of the Army, not only defeating a surprise invasion, but launching a devastating counterattack that won more territory than her husband's much larger army conquered. This award is given only to women who achieve similar great victories. A woman who wins this order is said to "march with Princess Sangfroid." The woman's true name is now the Klingon word for "sangfroid" or "coolness under pressure."

Order of Kovar: This award is given to officers who regain their lost honor by a stunning display of personal courage and leadership.

Order of Tyrek: This award is usually given to Marines and reflects great success during a raid on a planet. Tyrek was a warrior who lived about 200 years before Kahless and conducted a series of famous raids on enemy city-states, causing results far beyond what might have been expected of his small force.

Order of Yseord: This award is given to any officer who shows particular insight in winning a victory.

Order of Zhrivk: This award is the equivalent of the Nobel Prize, and is named for the inventor of the telescope. The recipient is known as a "Hero of Klingon Science" or a "Hero of Klingon Industry."

Order of Emperor Tilus Krall: Created in Y100 to honor those Klingons (usually police officials, Paladins, or ESS agents) who uncover internal corruption.

Order of Kh'atak: Created in Y97, named for the first Klingon astronaut, it honors those who distinguish themselves in exploring new worlds for the Empire.

Order of Sarol: Named for a Dunkar officer, it is given to Subject Race members who display supreme loyalty.

STARTING OCCUPATIONS

In addition to the occupations provided in the *d20 Modern Roleplaying Game Core Rulebook,* the following starting occupations are available for characters in the *PD20M Klingons* setting. Any character choosing a military occupation may add Speak Military Klingon to the list of skills he may select from.

Note: For classes that have ages as prerequisites, the following conversions should be used for Klingons, Vudar, and Bargantines:

Human Age	Klingon Age
15+	13+
18+	15+
20+	17+
21+	17+
23+	19+
25+	20+

Cadet
Use the Cadet occupation in *Prime Directive PD20 Modern*.

Drifter
Use the Drifter occupation in *Prime Directive PD20 Modern*.

Klingon Intelligence Agency Academy Graduate
Use the Galactic Intelligence Agency Academy Graduate occupation in *Prime Directive PD20 Modern*.

Klingon ISF (Police) Academy Graduate
Use the Federation Marshal occupation in *Prime Directive PD20 Modern*.

Outcast
Use the Outcast occupation in *Prime Directive PD20 Modern*.

Pioneer
Use the Pioneer occupation in *Prime Directive PD20 Modern*.

Scavenger
Some Klingon governmental units have their own scavenger employees; others contract with civilians (usually ex-military) to do this. Use the Scavenger occupation in *Prime Directive PD20 Modern*.

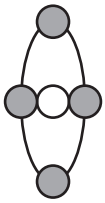
Transporter
Use the Transporter occupation in *Prime Directive PD20 Modern*.

SUBJECT RACE MILITARY DECORATIONS

Many of the Subject Races had their own proud military histories before they became part of the Klingon Empire (or even the Old Kingdom). When a member of a Subject Race does something heroic, it is not uncommon for his own people to give him one of their own medals. Sometimes this is in addition to or instead of a Klingon Empire medal. In cases involving a great display of loyalty (traditionally, being in a position of great temptation and remaining loyal), they are given the Order of Sarol by the Emperor in addition to another medal.

Dunkar Cross

Hilidarian Medal



Vudar Ion Medal

The Bargantines award smaller versions of Klingon medals. The Cromargs and Slirdarians do not award medals as they have no organized home government; they are awarded Klingon medals. The Dunkar Cross comes in several degrees, reflected by the size of the background disk and the number of rings on it. The Hilidarian medal comes with one or more stars to show the degree of the award. Vergarian medals are not recognized by the Empire. Vudar medals are distinguished by the number and color of the disks. The tiny Zoolie Star (right) comes in Platinum, Gold, and Copper (highest to lowest).

KLINGON ASSAULT LANDING BADGE

The badge below is awarded to Klingon Empire troops who make an "assault landing" which could involve transporters, shuttlecraft, naval vessels, parachutes, or other means. It is commonly worn by Klingon Marines but Fleet and Army personnel can earn it, as can Police, Security Service, and Intelligence personnel. The point of the badge is that "forced landings" are extremely dangerous and that any warrior who has completed one of them is both lucky to have survived and very good at his duties.

The lightning bolt is silver over a national trefoil with a gold backing trimmed in red. One silver bar is added for every tenth assault landing that the individual makes. The individual who holds the badge at left has made over 40 such landings. Anyone who made 50 or more landings would five bars, but after that there are no additional bars added to the insignia.

KLINGON CHEMICAL MUNITIONS

The Klingons use chemical munitions on occasion, especially when dealing with lower-tech opponents. Chemical warheads can be fitted to grenades, mortar shells, rockets, etc. The Purchase DC and time in the chart below is per dose. Ten doses are used in a grenade, 30 in a mortar round, and 60 in a rocket warhead.

Chemical Grenade
Creates a gas cloud with a radius of six feet.

Chemical Mortar Shell
Creates a gas cloud with a radius of 25 feet, otherwise the same as chemical grenades.

Chemical Rocket Warhead
Creates a gas cloud with a radius of 30 feet, otherwise the same as chemical grenades.

The most common types of gas used by the Klingons are:

Blackout
This gas creates a nearly opaque cloud of thick, inky-black smoke that covers the area of effect. Everyone in the cloud functions as though in complete darkness; any action requiring sight is at a penalty or impossible. Light intensification is useless, but infrared vision reduces the penalty, and other senses or sensors (radar, sonar, tricorder scans) are unaffected. Lasers cannot penetrate the cloud, but other beam weapons can.

Nerve Agent
Seldom used since energy weapons are more efficient, the deadly contact nerve agent is an effective terror weapon against low-tech or unarmored opponents, but is very hard to find a reliable source for through the black market. This is a contact agent: only sealed armor, a nuclear, biological, chemical protection suit, or a vacc suit, will prevent exposure. A cloud of nerve gas is denser than air, and will persist for 15 rounds or more.

Paralysis
This is a non-lethal contact agent. Paralyzed individuals are still conscious, but may take no physical action (although psi powers may be used). Paralysis gas is widely used in riot control and military security systems.

Sleep
After being removed from the gas cloud, a sleeping character may be awakened normally by a successful First Aid check.

Legality of Chemical Weapons
All of the gasses listed, other than the nerve agent, can be requested as part of mission preparation by an officer the equivalent of grade K3 (Marine Captain, Navy Lieutenant) or higher. Nerve agents must be approved by an officer the equivalent of grade K6 (Marine Colonel, Navy Captain) or higher before they can be used.

Unauthorized use of nerve agents *will* cause the ESS (secret police), GRU (military intelligence), and MVD (police intelligence) to take a vested interest in finding the culprits as quickly as possible, with all of the resources that the entire Empire can bring to bear.

Table 3 – 1 Chemical Weapons

Chemical	Type	Save DC	Initial Damage	Secondary Damage	Purchase DC	Restrictions	Craft DC	Time
Blackout	Inhaled	15	1 hit point	1 hit point per round	15	Mil (+3)	18	4 hr.
Nerve agent	Contact	18	1d4 Con, paralysis 1d6 rounds	1d4 Con, paralysis 1d6 rounds	30	Mil (+3)	30	2 hr.
Paralysis	Contact	15	Paralysis 1d6 hours	paralysis 1d6 hours	15	Mil (+3)	20	8 hr.
Sleep	Inhaled	18	Sleep 1d3 hours	Sleep 1d3 hours	20	Mil (+3)	15	8 hr.

PALADIN ADVANCED CLASS

—Continued from page 32

Action Points
The Klingon Paladin gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

Class Skills
The Klingon Paladin's class skills are as follows.

Balance (Dex), Bluff (Cha), Computer Use (Int), Concentration (Con), Diplomacy (Cha), Drive (Dex), Gather Information (Cha), Intimidate (Cha), Knowledge (any) (Int), Listen (Wis), Perform (any) (Cha), Pilot (Dex), Profession (Wis), Read/Write Language (none), Search (Int), Sense Motive, (Wis), Speak Language (none), Spot (Wis), Survival (Wis), Treat Injury (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features
The following class features pertain to the Paladin advanced class.

Knowledge Is Power
At 1st level, due to his highly professional areas of expertise, a Klingon Paladin gains a +4 bonus on any one Knowledge skill. The Klingon Paladin only gets this once and it may not be changed after it is chosen.

Ally Group
At 2nd level, the Klingon Paladin has a loyal group of GMC followers, consisting of six or more people. The total level of the group cannot be more than the Paladin's level, with the highest being a maximum of half his current level; together they are a significant support for him. To call them for help the Paladin must make a Diplomacy skill check (DC 18); if the check is successful the ally will come to the Paladin's aid. The aid can only be given a number of times per day equal to the Paladin's total character level divided by four. At 7th level, the Paladin's group consists of 20 to 100 people or a medium-sized GMC group with some formidable individuals equaling 75% of the Paladin's total level.

Arm of the Law
At 3rd level, the Klingon Paladin is an enforcer of the law of the Empire. He has jurisdiction in all of the Klingon Empire, including the planets of the Subject Races. His jurisdiction is greater than even that of the local magistrates.

Profile
At 4th level, by making a Gather Information check (DC 15) while talking to witnesses, the Paladin compiles a mental picture of the suspect, including a physical description, distinguishing marks, and mannerisms. A successful check makes the profile accurate.

Ear of the Emperor
At 5th level, the Paladin gains this feat.

Bonus Feats
At 6th and 9th level, the Klingon Paladin gets a bonus feat. The bonus feat must be selected from the following list, and the Paladin must meet all the prerequisites of the feat to select it.

Attentive, Defensive Martial Arts, Dodge, Educated, Improved Initiative, Low Profile, Oathbound, Renown, Trustworthy.

Security Clearance
At 8th level, a Paladin has the highest security clearance. Roll a Diplomacy skill check (DC ranging from 16-21, GM's call on classification) for each item.

ADDITIONAL FEAT

Ear of the Emperor

You have the ability to influence the ideas of the Emperor. Perhaps this is because you are a trusted friend from his youth, from a well-established family of important officials and officers, because you were selected as a Paladin, or because the Emperor "noticed" your insights.

Benefit: You gain a +2 bonus on all Diplomacy and Sense Motive checks, +4 if you are wearing no visible armor or weapons.

Table 1-1: The Paladin

Class Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	0	0	0	2	Knowledge is power	1	1
2nd	1	0	0	3	Ally group I	1	1
3rd	2	1	1	3	Arm of the law	2	2
4th	3	1	1	4	Profile	2	2
5th	3	1	1	4	Ear of the Emperor	3	3
6th	4	2	2	5	Bonus feat	3	3
7th	4	2	2	5	Ally group II	4	4
8th	5	2	2	6	Security clearance	4	4
9th	5	3	3	6	Bonus feat	5	5
10th	6	3	3	7		5	5

THE KLINGON WARRIOR PHILOSOPHY

Klingons, and those members of Subject Races who aspire to Klingon ideals, are devoted to duty. They are taught from childhood that everyone in the Empire must do their utmost at all times, and take no more than their share (or a little less), so that the entire Empire can thrive despite the relative lack of money in the economy.

Klingons, civilians and warriors alike, are a rough-and-tumble bunch, much given to contact sports, duels (mostly for practice), and training. Where humans would shake hands upon meeting a stranger or an old friend, Klingons would strike each other on the arm or chest with blows that a human would consider uncomfortably painful.

HONOR AND DUTY

Klingon warriors hold their honor and reputation at the utmost. While all soldiers around the galaxy are trained to keep their word and perform their mission despite great difficulty (since lives are at stake), failure for the Klingons means such extreme ostracism that they would literally rather die than fail in a critical mission that could have, somehow, been accomplished. A Federation soldier might know that failure means court-martial and disgrace, but the Federation values life so highly that even a disgraced soldier could look forward to making a living in some remote civilian colony. A Klingon soldier who failed in his mission without just cause would find few, if any, in the Empire who would offer him a job, since everyone in the Empire knows that everyone must always do the utmost for the good of all. A Klingon who failed has let down the entire Empire, and the entire Empire will react accordingly.

This is, however, a complex matter and not the rigid rule of a mindless automaton. A Klingon starship captain who meets a powerful new enemy species knows that despite the humiliation of defeat, it is better to survive and return home to report this new threat. Klingons also know that their lives belong to the Empire and must not be needlessly wasted. If a mission cannot be accomplished due to some factor beyond the control of the warrior, the most honorable thing to do is to report that the mission failed and preserve the forces for a future battle, not mindlessly throw away lives and leave no one to tell headquarters what happened. If a mission which is not critical proves more difficult than expected, there is no dishonor in accomplishing some part of it and reporting the changed circumstances to the commander. While Klingon warriors do not seek death (since it means the end of their service to the Empire), they know that it is entirely possible and that less than half of the warriors who entered service during the General War were still alive at the end of it.

Some mission orders are flexible. If a warship is told to go attack a convoy (not because the convoy is particularly important but simply because it is a valid target that has been spotted), and the crew spots an even more important target en route to the convoy, abandoning the mission to attack the convoy in order to destroy this better target (say, a crippled enemy dreadnought floating in space) is not only acceptable but praiseworthy. On the other hand, a captain who is told that a particular convoy must be destroyed regardless of anything else (even his own ship being destroyed) will ignore all "better" targets and trust that his commanders know something he does not that makes the convoy the more important target. When Klingons issue orders, they strive to include all of the relevant data so that a commander faced with an unpredicted situation and unable to consult his chain of command can reach the right decision on his own.

The need to accomplish a mission drives the Klingon warrior to a code akin to chivalry. A warrior must remain in control of his temper because everyone around him is carrying dangerous weapons. A warrior must only give his word that a mission will be accomplished if he knows (or reasonably expects) he can achieve it, since an unreasonable failure (measured against a standard higher than even the Federation Marines require) means expulsion, humiliation, exile, and shame. Warriors avoid telling lies or swearing false oaths because other warriors would never again trust them, but honorable subterfuge (without false oath) as a means to victory is acceptable.

Klingon warriors will never kill civilians just for sport, but by the same token, they will never refrain from attacking a target because enemy (or even friendly) civilians would become casualties. Klingons consider workers in a weapons factory to be soldiers (and valid targets) just as those who wear uniforms and hold weapons. A Klingon commander might conduct a bombardment of a civilian area if this would convince a military garrison to surrender to avoid further civilian casualties.

The greatest honor is not death in combat; any idiot can get himself killed in battle. The greatest honor is to give your life totally to the accomplishment of many missions over a career, whether you die accomplishing your greatest victory or survive to retire and raise fine children who will join the military or otherwise serve the Empire.

WEAPONS AND SKILLS

Klingon warriors strive to be proficient with all kinds of weapons, from the most modern to the most traditional. While Klingons may excel and even revel in the traditional weapons of dagger and two-handed sword, they would never be so foolish as to set aside a disruptor pistol in order to "honorably" fight an enemy who had only a sword. To do so would be to risk the Empire's resources for no meaningful result. (If defeating an enemy commander in a duel would demoralize the enemy troops, a Klingon commander might well stage such a "stunt" if he were reasonably confident of victory.)

Most Klingon warriors are born to military families and raised from birth in military schools. Duty and courage are instilled from the time they can understand their mothers speaking to them. Military skills, crafts, lore, and traditions are as second nature to the teenage children of Klingon warriors as the latest rock bands are to human children. Klingons are taught to shoot as soon as they can hold a weapon, something virtually unknown in the Federation (except in Texas, where a .22 rifle is issued along with every teenager's first driver's license). Klingon warrior fam-

ily children know the General Orders, military rank insignia, tables of organization, and how to write and read a battle order before they reach the age of eight. Those children of civilian families who want to join the Warrior Caste have a great deal to learn in a very short time, and can only succeed because general military subjects are taught to every civilian during every year of his education.

While humans regard hunting and police work as akin to military operations, the Klingons regard these as very different skill sets. Few Klingon warriors actually "hunt" wild game, and few warriors would regard tracking skills as a priority for combat training.

While all Klingon warriors learn basic martial arts (and many learn advanced forms), there is no single style that is "the" Klingon martial art, just as there is no single human martial art.

WORDS TO FIGHT BY

The Klingon philosophy is replete with wise sayings and proverbs intended to guide warriors in difficult decisions. The best known is "Survive and Succeed," a philosophy eerily similar to the Vulcan "Live Long and Prosper." The meaning is clear; to properly complete your mission you must not only succeed, but you must survive in condition to fight the next battle. Success is more important than survival, but to succeed at the cost of your life is only a partial victory.

Another famous proverb is known as Kumerian's Creed, being named for the admiral who first invoked it: "Never fight a battle that you do not have to win." The point is also clear. If winning the battle does not advance the overall objective, you simply wasted ammunition and soldiers better employed elsewhere.

Kahless, the warrior who first united the Klingons, said that to win with dishonor was to be defeated, as the dishonor would bring the seeds of a future defeat. The meaning of his words is best understood under the Klingon concept of unending duty. Since there is never going to be a final battle and there will always be another war in the future, a warrior can never pay the ultimate price of his honor to achieve a victory. A Klingon general who lied to trick an enemy garrison into surrender would probably not be able to pull the same trick again, and (if he gave his oath falsely) even his own subordinates and comrades would never entirely trust him. Bluffing, however, is a great Klingon tradition, and every Klingon commander knows that the battle is half won simply by the reputation of all of the other Klingon warriors the enemy has faced, since the enemy is already in fear of what the next attack will bring.

A final bit of Klingon wisdom comes from the ancient philosopher Khaldese, who said "Never hate your enemy." The Klingons have no pathological hatred for anyone (except, arguably, the Tholians), since hatred simply blurs the vision and colors the judgment. If you hate your enemy (rather than simply desire to defeat him), you may waste firepower inflicting cruelty when simple destruction would suffice, or you might attack with inadequate forces or inadequate preparation simply because having seen the enemy you can do nothing else.

WARRIOR PHILOSOPHIES

The Klingon warriors of the Star Cult do not have "religious denominations" *per se*, but instead have various "warrior philosophies," i.e., ways of looking at their duties and accomplishing them. Most warriors adhere to one of the major philosophies, although some try to follow two of them simultaneously and most adopt at least some tenets of philosophies other than their main one. Some of these philosophies include:

Ghov-Dev (Recognize and Lead): Warriors who favor this philosophy "lead from the front," believing that not only must they act as an example to their troops but also that only from the most advanced position of battle can they recognize the areas where the enemy is weak and exploit them. Those warriors of this philosophy who are not in positions of command themselves expect their commanders to lead from the front and are disappointed or disgruntled if led by another type of commander. This philosophy (like all of the others) applies equally to mortal combat, maintenance of equipment (where such a leader would actually have his hands dirty), and even such "peaceful" activities as organizing a banquet.

DIvI'-vo' (Organize and Command): Warriors who favor this philosophy believe that a truly effective commander must give up the chance for personal glory and remain back from the point of the sharpest battle in order to better coordinate the activities of various frontline and support units.

De'-Hosghaj (Knowledge Is Power): Warriors of this philosophy (which is favored by scientists, the Empire Security Service [ESS], and military intelligence) believe that only by knowing absolutely everything (or at least as much as possible) can effective plans be made.

Cham-luch (Technology and Equipment): Warriors of "the engineers' philosophy" believe that good equipment will overcome the problems caused by less than brilliant personnel, plans, and preparations. This philosophy is followed by many heavy weapons personnel.

'ov-Hiv (Complete Attack): Warriors of "the berserker philosophy" believe that when you attack you must hold nothing back, but must be totally committed to the battle. Only after the battle is over will the warriors of the 'ov-Hiv even notice their own wounds or casualties. They believe that in adopting the mindset of disinterest in their own safety, they will become so fearsome in battle that their enemies will be too terrified to effectively counterattack.

Dev-ghol-Qagh (Guiding Adversary into Error): Warriors of this philosophy believe in using the enemy's strength against him by misdirection and guile. This philosophy is often followed by scouts and sometimes by military intelligence and operations officers.

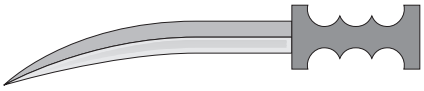
Pak-ten-Qorm (Sacrifice is a Duty): Those who follow this misunderstood philosophy are not suicidal. They are no more likely to launch a suicidal attack than any other Klingon. Instead, they are likely to sacrifice opportunities for personal advancement in order to perform their duty. A Klingon of this philosophy might refuse a promotion in order to remain in a job at which he excels.

KLINGON SWORDS AND DAGGERS

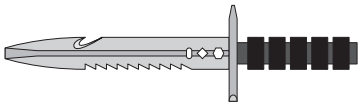
Klingons have never forgotten their heritage and so these weapons are not uncommon for those in the military to own. What is unusual is that for all these weapons (except the Hilidarian thrust sword, the Klingon two-handed sword, and the Slirdarian combat dagger) a character may select the Weapon Finesse feat and apply his Dexterity modifier instead of his Strength modifier to attack rolls with the weapon.

Simple Melee Weapons

Hilidarian Claw Dagger
This weapon is favored by the Hilidarians, who hold it with the point curving down and use it in stabbing attacks rather than slashing. The grip is designed for the Hilidarian three-fingered hand, but versions have been made for other species.



Klingon Engineer Dagger
This knife is most often used by combat engineers. The tip is flat and can function as a chisel or scraper. The saw teeth can cut through metal, wood, bone, etc. The notch is used for cutting cord and wire. The tips of the cross guards are ground to form the Klingon equivalent of screwdrivers.



The hollow handle contains various small tools, some of which snap into holes in the blade or handle. The holes in the blade correspond to the most common Klingon bolt sizes. While any tool-using humanoid could utilize this knife, obviously someone more familiar with it would be better at it, so anyone unfamiliar would take twice as long to accomplish any given task. Klingon combat engineers should automatically be considered to be skilled in the use of this knife for the purposes of using as a tool (use as a weapon still requires the Simple Weapons Proficiency feat). Cheap copies of this knife are not made simply because they do not sell as souvenirs, but as many of these are used by civilian workmen they are available at the Klingon analogue of a hardware store.

Klingon Kov-Ree Dagger
The "spring out" guard blades are locked against the main blade when in the sheath and are released by a thumb catch. This is often considered to be "the" Klingon dagger (due to over-popularization by sensationalized trivideo productions), but is only one of many types; cheap copies are sold as souvenirs. The blade is badly balanced. Opening or closing the guard blades takes one round.

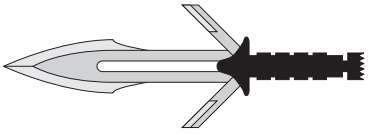
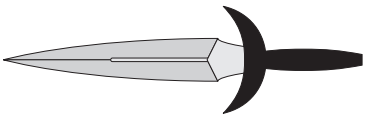
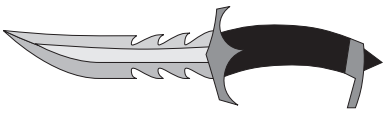


Table 3-2: MELEE WEAPONS								
Weapon	**Damage**	**Critical**	**Damage Type**	**Range**	**Size**	**Weight**	**Purchase DC**	**Restriction**
Simple Weapons (require the Simple Weapons Proficiency feat)								
Hilidarian claw dagger	1d4	19-20	Piercing	—	Small	1 lb.	5	—
Klingon engineer dagger	1d6	19-20	Piercing/ Slashing	—	Small	1 lb.	5	—
Klingon Kov-Ree dagger	1d4	19-20	Piercing/ Slashing	—	Small	1 lb.	7	—
Klingon Sangfroid dagger	1d4	19-20	Piercing/ Slashing	10	Small	1 lb.	4	—
Zoolie "claw" dagger	1d4	19-20	Piercing/ Slashing	—	Small	1 lb.	5	—
Archaic Weapons (require the Archaic Weapons Proficiency feat)								
Hilidarian thrust sword	1d8	19-20	Piercing/ Slashing	—	Med	2 lb.	16	—
Klingon bayonet	1d4/1d6	19-20	Piercing	—	Small	1 lb.	5	—
Exotic Melee Weapons (each requires a specific Exotic Melee Weapon Proficiency feat)								
Dunkar slashing wheel	1d4	20	Slashing	—	Small	1 lb.	7	—
Klingon two-handed sword	2d6	19-20	Slashing	—	Large	4 lb.	16	—
Slirdarian combat dagger	1d8	19-20	Piercing	—	Med	2 lb.	10	—
Slirdarian push-dagger	1d8	19-20	Piercing	—	Large	2 lb.	7	—

Klingon Sangfroid Dagger
This knife is known as "the female dagger", as this is the weapon of choice carried by many Klingon women. It features a smaller grip (the hands of Klingon women are smaller than those of Klingon men) and the "traps" formed by the crossbar and tang are more suited to the "twisting" combat style preferred by Klingon women. It is the only Klingon dagger balanced for throwing.



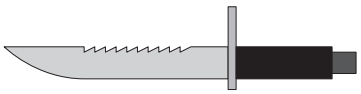
Zoolie "Claw" Dagger
This is a very unusual dagger, often carried by scouts, and known for that reason as the "Zoolie Dagger" even though it has never been confirmed that it originated with that species. Cheap copies are sold as souvenirs. The unusual "hooks" on the back part of the blade can be used in climbing. This dagger provides a +1 to Climb checks.



Archaic Melee Weapons

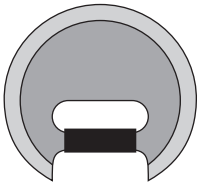
Hilidarian Thrust Sword
Similar in appearance to an ancient Roman gladius, this is the traditional Hilidarian bladed weapon, designed for stabbing attacks. Klingons as well as Hilidarians find it useful.

Klingon Bayonet
Many versions of this weapon exist to be fitted to phaser rifles, disruptor rifles, and similar weapons. In theory, any Klingon bayonet will fit any Klingon Empire long weapon, but in practice this is true only 90% of the time.



Exotic Melee Weapons

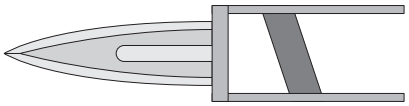
Dunkar Slashing Wheel
These round metal blades have a cutting edge around most of the piece with a section of the circle covered in a grip material and an oval slot in the middle.



Klingon Two-Handed Sword
Used like a quarterstaff rather than a broadsword. Someone with Exotic Melee Weapon (quarterstaff) could parry without penalty (but not attack) using this weapon.

Slirdarian Combat Dagger
This dagger is a short sword to any species smaller than the hulking Slirdarians. The grip on this blade is set perpendicular to the blade to allow an easier grasp by the large Slirdarian hand and to take advantage of their strength. The broad blade leaves a wide gaping hole when used to thrust.

Slirdarian Push-Dagger
An unusual design favored by Slirdarians and those with larger-sized hands. The Slirdarian's hand grips the slanting bar, and straps attached to the "prongs" (or sometimes a complete metal sleeve) go around the arm to stabilize the knife and protect the wrist. This dagger is designed to push through body armor. This weapon cannot be thrown.



THE KLINGON ARMORY

As befits a warrior empire, Klingons utilize a huge variety of small arms. Although the disruptor pistol and rifle are the traditional Klingon weapons, there are many others.

The disruptor pistol and disruptor rifle presented in *PD20M* are the most common arms used by Klingon troops, but there are additional disruptor weapons that can be found on occasion.

Although disruptor weapons are standard issue for Klingon soldiers in most situations, the Empire also makes extensive use of phaser sidearms. Officers, NCOs, or specialist troops such as commandos or Dagger Teams often carry these weapons. Phasers are more expensive to manufacture than disruptors, but are more flexible in combat. Klingons *do* take prisoners when needed, making the "stun" setting on phasers of great value in many instances.

Although different cosmetically, Klingon phasers are similar to their Federation counterparts in operation. A person familiar with a Federation phaser can use a Klingon one with no penalty, and vice versa. Klingon equivalents of the phaser-I, phaser-II, and phaser rifle use identical game statistics to the Federation versions found in *PD20M*. The Klingons also have their own versions of the repeating and pulse phasers, but these weapons are somewhat uncommon.

Handguns

Energy Pistol
The original Klingon sidearm, this was replaced by disruptor and phaser weapons by around Y70. Although long obsolete by the General War era, energy pistols are still deadly, and could still be found in backwater reserve areas, musty Army warehouses, or in the hands of private individuals. The pistol operates on the same general principles as the disruptor, but is a less efficient damage-producer and depletes the power cell quickly.

Heavy Disruptor Pistol
This is a more robust version of the standard disruptor pistol and is occasionally carried by officers or NCOs in ground combat. Its main advantage over the standard version is a more efficient power consumption curve, enabling more charges to be fired from the power cell. Slirdarians use these as they fit their hands better.

Longarms

Disruptor Carbine
A shortened version of the disruptor rifle, this weapon is carried by Klingon Marines during boarding actions or in close quarters fighting. It is also a favorite of officers or NCOs in situations where a pistol is inadequate. The carbine, rather than the rifle, is the standard issue weapon for ESS and ISF troopers.

Disruptor Shotgun
This is a somewhat uncommon but nasty weapon, designed for maximum bursts of firepower at short range, at the expense of power efficiency. It is a favorite of Slirdarians, especially for close-quarters fighting. Usually no more than one soldier in a squad will carry it. The cone spreads 1/2 yard for every yard of range.

Energy Rifle
Counterpart to the energy pistol, this weapon was not completely phased out of front-line service until Y90. Examples could still be found in reserve units as late as the General War. Like the pistol, the rifle is similar to its disruptor descendant but less power efficient.

Heavy Disruptor Rifle
Klingon Army troops were issued this heavy rifle in Y168. Prototypes existed as early as Y160, and Dagger Teams had access to it as early as Y161. The heavy rifle has a higher rate of fire and greater power efficiency than the standard disruptor rifle.

Infantry Support Disruptor
This is the Klingon squad automatic weapon; squads (five troops) have one of these, one light rocket launcher, and three disruptor rifles. This weapon has greater power capacity, longer range, and superior accuracy to the stan-

Table 3-3: RANGED WEAPONS

Weapon	PL	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purchase DC	Restriction
Handguns (require the Personal Firearms Proficiency feat)											
Disruptor	8	2d6	20	Fire	60 ft.	S	100 box	Med.	2 lb.	20	Lic (+1)
Energy pistol	7	2d6	20	Fire	30 ft.	S	30 box	Med	3 lb.	17	Lic (+1)
Heavy disruptor pistol	9	5d4	20	Fire	60 ft.	S	240 box	Med	3 lb.	20	Res (+2)
Longarms (require the Personal Firearms Proficiency feat)											
Disruptor carbine	8	2d8	20	Fire	80 ft.	S	200 box	Med	4 lb.	20	Lic (+1)
Disruptor rifle	8	3d8	20	Fire	120 ft.	S, A	200 box	Large	6 lb.	23	Lic (+1)
Disruptor shotgun	9	10d12	20	Fire	8 ft.	Single	40 box	Large	7 lb.	24	Mil (+3)
Energy rifle	7	3d8	20	Fire	80 ft.	S	60 box	Large	9 lb.	22	Lic (+1)
Heavy disruptor rifle	9	3d10	20	Fire	120 ft.	S, A	240 box	Large	7 lb.	23	Res (+2)
Infantry support disruptor	8	2d12	20	Fire	180 ft.	S	300 box	Large	16 lb.	22	Res (+2)
Heavy Weapons (each requires a specific Exotic Firearms Proficiency feat)											
Heavy support disruptor	9	9d8	20	Fire	220 ft.	S	500 box	Large	25 lb.	26	Res (+2)
Medium grenade launcher	8	varies	20	Ballistic	120 ft.	Single	10 int.	Large	6 lb.	25	Mil (+3)
Mortar	8	8d6	20	Ballistic	200 ft.	Single	1 int.	Large	42 lb.	30	Mil (+3)
Under-barrel grenade launcher	8	varies	20	Ballistic	60 ft.	Single	3 int.	Large	1 lb.	22	Mil (+3)

dard disruptor rifle. It comes with a folding bipod. The weapon is bulky, but can be carried and fired by a single strong soldier (minimum strength 14). When used with the bipod, add +2 to hit.

Heavy Weapons

Heavy Support Disruptor
A larger, more powerful version of the ISD, this is a heavy crew-served weapon. It cannot be hip-fired unless used with a weapon harness. The Klingons install these in bunkers and pillboxes on occupied planets or in defensive positions on their own colonies. Most versions come mounted on a tripod or pintel mount, adding +2 to hit.

Medium Grenade Launcher
Klingon troops were often issued this grenade launcher, about the size of a disruptor rifle. It uses a powerful energy pulse to propel grenades much farther than a soldier can throw them. The version used by Klingon troops was introduced at PL 8, and can fire any PL 8+ grenades. One grenade can be fired per turn, and the magazine has a capacity of ten grenades. A fully loaded magazine weighs five pounds, in addition to the weight of the weapon. Different grenade types can be mixed in the magazine. Individual grenades can be fired if the magazine is empty or unavailable; it takes one turn to load a single grenade.

The weapon can fire 30 times before its power cell is depleted. The Klingon version differs somewhat from the Federation version; the Klingon type has a larger magazine, but is cheaper to produce, less power efficient, and uses up its power cell more quickly. The medium grenade launcher is used in situations where a rocket launcher or support disruptor is not appropriate. ISF and local police forces sometimes use these armed with flash-bang grenades for riot suppression or crowd control.

Under-Barrel Grenade Launcher
This can be mounted under the barrel of any ranged weapon weighing four pounds or more (it takes five seconds to attach or remove) or it can be fired separately as a pistol. If mounted, add the launcher's weight to the host weapons. The launcher has a capacity of three grenades and takes one second to reload per grenade. Any grenades can be used.

EXPLOSIVES AND SPLASH WEAPONS
Prime Directive uses the rules in the *d20 Modern Roleplaying Game Core Rulebook* for explosive and splash weapons. Additional weapons are listed below.

Mortars
A PL 8 version of a common PL 5 infantry weapon, the Klingon mortar is essentially an empty tube used to launch projectiles in indirect-fire mode. Mortar rounds are similar to grenades and come in the same varieties, but are larger and do more damage. The mortar itself separates into three parts for easy transportation.

Mortar round
Weight three pounds, Purchase DC is 25, does 6d6 of slashing damage, has a bursting radius of 30 feet with ten foot range increments, Military+3.

Other Weapons
In *Prime Directive PD20M* there are many other weapons on pages 121-125. This includes various handguns, longarms, and heavy weapons. Many *d20 Modern* products also have useful weapons.

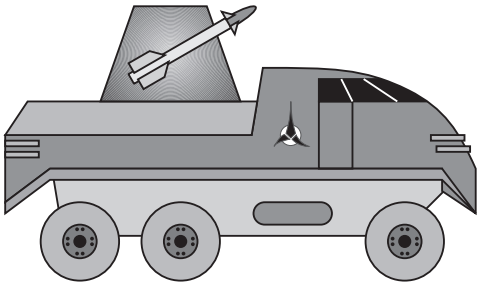
OTHER EQUIPMENT

Weapon Harness
Used to steady very heavy weapons, it straps on like a backpack and has a chest plate in front, with a supporting arm and three articulated hydraulic joints positioned to allow universal motion and easy suspension. The harness is occasionally used by the Klingons to enable a soldier, usually a Slirdarian, to hip fire a heavy support disruptor (minimum strength 14).

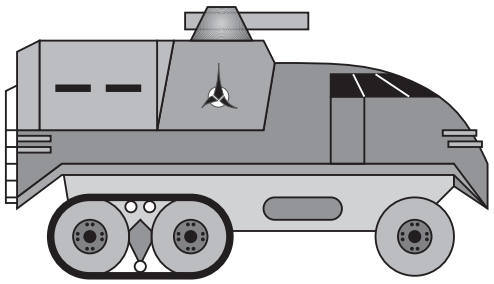
TABLE 3-4: GENERAL EQUIPMENT

Object	Size	Weight	Purchase DC	Restriction
Weapon Harness	Medium	5 lb.	20	Mil (+3)

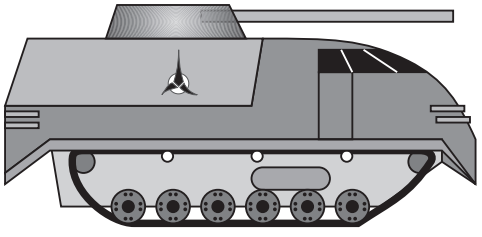
OTHER KLINGON GROUND COMBAT VEHICLES



Missile variant of Kral on truck chassis, used where road nets are available as it is cheaper to operate.



Mortar variant of Kral on the uncommon half-track chassis.



Tank destroyer variant of Kral on fully tracked chasis.

KLINGON GROUND VEHICLES

KRAL MODULAR VEHICLE

This vehicle includes four elements: a chassis, a power pack (a fusion unit is standard), a mission module, and a drive unit (many exist including wheeled and tracked designs, but the contra-gravity version is standard type in service). Data given here is for background information; a separate book will cover ground vehicular combat.

Dozens of mission modules (truck, engineer, weapons, armored transport) exist. We list only the Infantry Fighting Vehicle version here. This has six infantry in cramped seats, a remote-operated turret with a light disruptor cannon, a top hatch for two troops to stand up and fire their personal infantry weapons, a rear hatch with a ladder, and four firing ports for personal infantry weapons.

Data: full-rotation turret; 1.3 MW fusion power unit (fuel for two years), 80,000-pound contragravity generator, 2,200-pound thruster, energy bank has 9 GW-seconds to run the weapons. Three-man crew; six passengers.

The light disruptor cannon has an energy capacitor holding 1,125 shots and has full stabilization and a universal weapons mount. Recharges one light disruptor cannon shot (in capacitor) every 25 seconds.

Short range (20 miles) communications; command vehicles have communicator with backup (500-mile range); flight recorder with backup; precision navigation instruments; identification friend-or-foe with backup; autopilot; advanced radar/laser detector with backup; three computer terminals; full fire suppression; 21 man-day limited life system; three crew stations, targeting computer.

Size: 20 feet long Payload: 2,600 lbs.

Weight.: 36.41 tons. Price: $3.5 million. PDC: 46.

PL 8 design. Structure is extra heavy with good streamlining. Heavily compartmentalized; 30° slope on body front and sides. Armor is an alloy of steel, nickel, and titanium; exotic composite materials are used for elite units. Surface is sealed so the crew and passengers are protected from toxic environments. Export models exist with lower-grade equipment.

KRAZ'NIK GRAVTANK

The Kraz'Nik is a heavily armored tank used by the Klingons. Easily mass-produced and immune to most PL 9 heavy weapons (and hard for PL 10 weapons to kill), the Kraz'Nik will probably remain in service for decades.

Data: The turret is full rotation. There is a commander's cupola equipped with targeting and other sensors which is also full rotation. Tank operates as hunter-killer with the commander searching for the next target while the gunner uses independent targeting systems to engage the current target. The 1.5 MW fusion power unit has fuel for two years. The contragravity generator has 140,000 pounds of lift (70 tons). There are two thrusters, each 2,000 pounds. There are two energy banks, one 18 GW-seconds for the main gun, one 9 GW-seconds for the secondary weapons. Standard crew is three men.

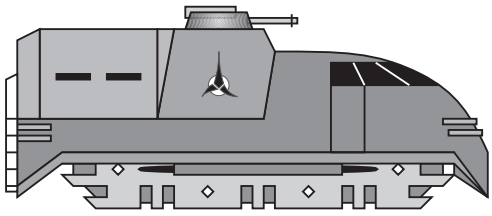
The vehicle in Klingon service has two heavy disruptor cannons, each with 225 shots in the capacitor. The light disruptor in the cupola has 1,125 shots. Some lighter models have one heavy disruptor replaced with a light or medium type; some have two mediums or other combinations. All weapons have full stabilization. Heavy disruptors recharge one shot every two minutes, medium one/minute.

Short-range (20 miles) communications; command vehicles have communicator with backup (500-mile range); flight recorder with backup; precision navigation instruments; identification friend-or-foe with backup; autopilot; advanced radar/laser detector with backup; three computer terminals; full fire-suppression; 21 man-day limited life system; three crew stations, targeting computer, terrain-following radar; deception jammers.

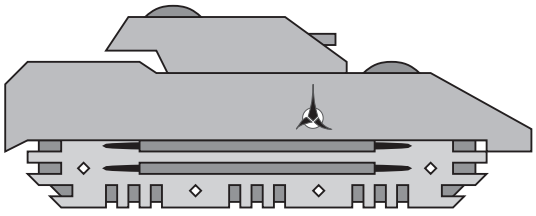
Size: 28 feet long. Payload: 900 lbs.

Weight: 67.21 tons. Price: $16.7 million. PDC: 51.

PL 8 design. Structure is extra heavy with good streamlining. Heavily compartmentalized. Armor (60° slope on front; 30° slope on sides) is an alloy of steel, nickel, and titanium; exotic composite materials are used for elite units. Surface is sealed so the crew are protected from toxic environments. The export version of the Kraz'Nik, used by some Subject Race units, has only one heavy disruptor.



Kral Modular Combat Vehicle (IFV Mode)



Kraz'Nik Grav Tank

Table 3-5 Armored Vehicles

Name	Crew	Pass	Cargo	Init	Manvr	Top Speed	Def	Hard	HP	Size	PDC	Restriction
Kral Modular Vehicle	3	6	L	~3	~3	100 (10)	6	15	58	G	46	Mil (+3)
Kraz'nik Gravtank	4	0	M	~4	~3	120 (12)	6	20	62	G	50	Mil (+3)

PL	Weapon	Damage	Critical	Dam Type	Rn l	RoF	Mag	Size	Weight	PDC	Restriction
8	Hvy Disruptor Cannon	12d10	20	Fire	400 ft	A	8 box	Huge	*	48	Mil (+3)
8	Md Disruptor Cannon	10d10	20	Fire	400 ft	A	10 box	Huge	*	47	Mil (+3)
8	Lt Disruptor Cannon	8d10	20	Fire	400 ft	A	10 box	Huge	*	45	Mil (+3)

Klingon Mindsifter

The mindsifter is a mechanical device that uses physical conditioning and psionic energy to probe a person's mind for memories. Because it is a machine simulating psionic ability, not an actual psionic mind, the effects are not exactly the same as other psionic activities. It can perform for a much longer duration due to not having to rely on biological energy. Mindsifters are used by the Klingons for police and intelligence interrogations; most other empires do not use them, due to the risk of brain damage on the part of the subject.

A mindsifter requires an extensive installation — it is not a man-portable device. ESS security vans may or may not have one in the back.

Two scores need to be used by the operator of the mindsifter: the Computer Use skill of the operator and the power the mindsifter is set to. For each level of power (up to 10) for which the mindsifter is set, a character gains a -1 to Will saves to resist. (These penalties are cumulative, so at Level 4 the penalty is -10.) While the mindsifter can go up to level 10, use of the mindsifter above level 6 requires a flag grade (admiral or general) officer's personal security code.

Each round the sifter is used, a contest is conducted; the operator's Computer Use skill (against a DC of 15) against the subject's total Will save (against a DC of 15). If the subject wins the contest, no information is gained that round (and the subject is not injured). On a round where the subject loses, the operator may gain access to useful information in the subject's mind and the subject may be harmed. Characters with Psychic Defense ability may use it per its rules (See *Prime Directive PD20M).*

To determine the amount and type of information given up when the subject loses the contest, add the amount by which the operator succeeded his check to the amount by which the subject failed the Will check. If the subject succeeded his Will check (but lost the contest) instead subtract the amount of the success. The sum amount is the number of yes/no questions the subject must answer truthfully. If the sum amount is 7 or more, the questions may be more general (e.g. "Describe the procedure to remove a MKIII fuse"). If the save misses by 5 or more, all of the subject's memories are exposed and all questions must be answered truthfully, and in detail.

On a critical success by the operator, the sifter operator is at a +1 all Computer Use skill checks to "locate" any particular memory. On a critical failure by the operator, the sifter operator is at a -1 (cumulative) in contest rolls against this subject for the rest of that session. Recalibration of the sifter to remove this penalty for any one particular subject takes 1d6x10 minutes. On a critical success by the subject, the subject may plant a false memory in the information taken (on the operator's next successful attempt). On a critical failure by the subject, the subject takes 1d6 of damage.

Every five rounds of use at Level 7 or higher causes a permanent loss of one point of Wisdom or Intelligence (subject's choice).

EXAMPLE: A Romulan spy has been captured and brought to the sifter for interrogation. The Romulan has been heavily drugged but is conscious. The operator is reasonably experienced and has a Computer Use skill of 10. The Romulan has a Will save bonus of +5. The first round the mindsifter is used, the operator decided time is important, but does not want to fry the Romulan, so he sets the machine at Level 3 (yielding a +6 to skill, 1+2+3). The operator has an effective skill of 16. A contest is held and the Klingon operator rolls a 10+16 = 26, the Romulan rolls a 6. The operator has exceeded his DC by 11, the subject has failed his roll by 4; and 11+4 totals 15. The operator has full access to the subject's memories. The operator's follow-up roll to learn the location of the Romulan's home base (somewhere the Romulan has not been for two years) is a 3. The Klingon has failed his skill roll and must start all over again next round.

Klingon Agonizer

A torture device used by the Klingons to punish minor offenses and to encourage prisoners to answer questions by using electrical shocks to cause pain.

The small device easily fits into the palm of a hand. It is actually a little smaller than a (holdout) phaser-I. It weighs 0.5 pounds and has a purchase DC of 5. This item is highly illegal in the hands of civilians or foreigners and you have to have a license to use the agonizer. The restriction is Military (+3). [Actually, the military is not allowed to have these; the ESS has them to use on the military while the ISF has them to use on civilians. The KGB and GRU use them on foreigners and traitors.]

A single battery provides 40 charges. Baton versions are also available.

When pressed against bare or lightly covered flesh (the agonizer is designed to make good contact), the victim must make a Fortitude save (DC 18) to avoid being physically stunned and a Will save (DC 18) to avoid being mentally stunned. (While the device has various settings, the operator is assumed to use the most efficient one.)

If physically stunned, the victim is knocked unconscious for 1d4 rounds plus for as long as the weapon is in contact. If the target fails the Fortitude save then he takes one point of damage. If mentally stunned, the victim is at a -4 to Will saves and remains mentally stunned for as long as the weapon is in contact. Repeated uses do not generate a higher Will penalty but are separate Q&A incidents.

A booth version with restraints exists in police stations. The booth can work on power cells or direct power connection and does not require contact. It generates an "agonizer field" within the confines of the booth.

KLINGONS PD20M: 4 STARSHIPS

STARSHIPS OF THE DEEP SPACE FLEET

Klingon warships are fast, maneuverable, and heavily armed. Their primary purpose is to defeat the enemy and protect the Empire; scientific exploration takes a distant back seat. (The Klingons, having inherited the Old Kings starships, and holding an enclosed area with enemies on all sides, had little need for exploration. Star Fleet, with no foreign power on one of its borders and a slow start exploring its own territory, traded off some combat power for scientific capabilities.)

Klingon warships were built to a common pattern, with two (rarely three or four) engines on a broad rear hull, and the Bridge on a long boom out in front. Regardless of the class, you can always tell a Klingon warship from any distance. In the size comparison at right, the basic hull types are shown. From top to bottom, these are the B10 battleship, C8 (also C9 and C10) dreadnought, the C7 heavy battlecruiser, the famous D7 battlecruiser (the D6 is nearly identical), the T7 transport (with its voluminous cargo pods; T6 is similar), D5 war cruiser, F5 frigate, the E4 corvette, and the tiny G1 gunboat. (Other types are not shown.)

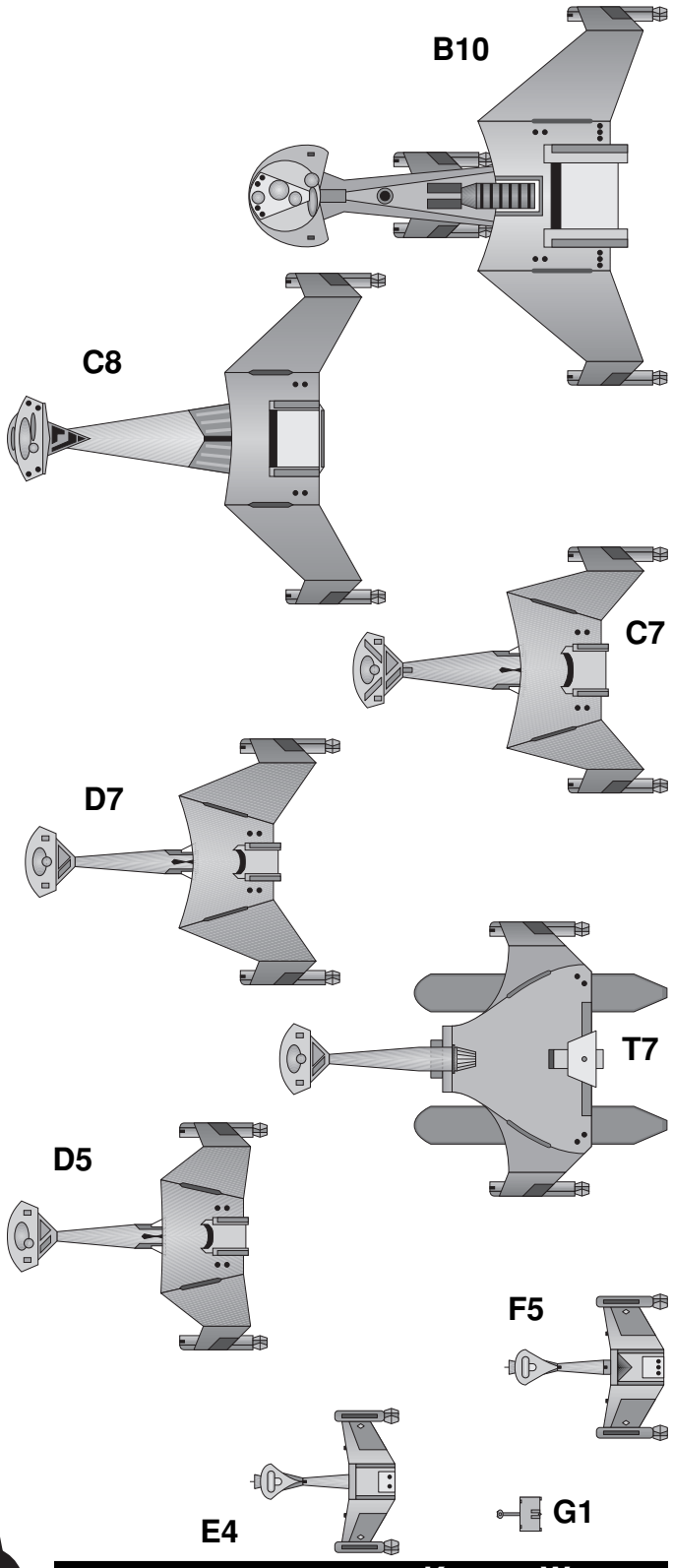
The ships are designed to attack the enemy, using their forward-firing disruptors (mounted on the engines) and phasers mounted on the boom and under the forward "wing" corners of the rear hull. More phasers are mounted on the sides of the rear hull to protect the ship from Kzinti missiles and Hydran fighters. Missile launchers inside the shuttle bay provide additional firepower.

Klingon ships have fewer shuttles than those of other empires, relying on increased numbers of transporters to deliver their greater Marine contingents to the surface of rebellious or enemy planets. It is because of the nature of the Klingon Empire that Klingon ships have extra Marines (not to mention the Empire Security Service's armored stations inside the boom and rear hull). It should be noted that there are two security stations in all but the smaller ships so they can monitor each other; the Empire Security Service does not entirely trust itself (and, more important, one station would know when the other was under attack).

Even the Klingon T7 transport (tug) has almost all of the weapons of a D7 battlecruiser.

Efforts are made to standardize parts for efficient production. The D6, D7, and T7 use the same boom and impulse engines; the D7, C7, C8, and even the B10 use the same warp engines.

In most ships, the booms are detachable to provide a lifeboat (at least for the senior officers). The E4 and the smaller E3 and G2 lack this feature.



THE OFFICERS OF A KLINGON BATTLECRUISER

The senior officers of a Klingon battlecruiser include the Captain, the three "watch officers" (one of whom is also Executive Officer or XO), the six "department heads" (three senior: Chief Weapons Officer, Chief Engineer, Chief Navigator; and three junior: Marine Commander, Chief Scientist, and Chief of Communications), and the three "Engineering Watch Officers."

The Captain holds the rank K6, corresponding to a Captain in Federation service. The Executive Officer (First Officer) is a K5, corresponding to a full Commander. The Senior Watch Officer (second officer) and the three Senior Department Heads are K4s or Lieutenant Commanders. The Junior Watch Officer (third officer) and the three Junior Department Heads are K3s or Senior Lieutenants (Marine Captain). The three Engineering Watch Officers (EWOs) usually include one K3 and two K2s. The other 30 naval officers on board a D7 (24 others on a D5) are mostly K1s and K2s with K3s as assistants to the weapons and navigation department heads.

The Senior Watch Officer (SWO) supervises the three Senior Department Heads while the Junior Watch Officer (JWO) supervises the three Junior Department Heads. As the four officers in either group (known as the Senior Watch and the Junior Watch) are of the same rank, the watch officers will usually be those with seniority or those possessing acknowledged skill, judgment, potential, and political connections. Watch Officers must be graduates of the Command College (legally qualified to take command of the ship), although in some cases the Junior Watch Officer has yet to complete this training but has taken part of it by distance learning.

The two security officers are not naval personnel but belong to the ESS. The Marine commander is of course a Marine, but the Marine contingent XO is usually a junior naval officer on a familiarization tour.

NORMAL DUTY ASSIGNMENTS

During routine patrolling, the day is divided into three watches, each of about six hours. (Klingon ships have an 18-hour day — the length of a day on Klinshai.) Each member of the crew spends one watch on duty, one watch at work, and one watch off duty. During the Duty Watch, he mans one of the stations that must always be manned. Once this watch is over, he begins the Work Watch with a meal. (This meal is known as "gray rations" since it is composed of "food bars" that have plenty of nutrition but no taste. During this meal, and only this meal, the crew is allowed to congregate and converse as they will. It is regarded as the most social time of the day.) After this meal, he attends to whatever maintenance or other work the ship needs. (Senior officers will spend this watch doing inspections and planning. Everyone is required to spend a half-hour in the gym.) At the end of the Work Watch, he begins the Rest Watch with another meal (the best of the day, including an inspirational film or other entertainment), and then sleeps for several hours, waking in time to get his breakfast (and his assignments for the day) just before reporting to his Duty Watch.

The ship's main Bridge must be fully manned at all times. Auxilliary Control and the Emergency Bridge are fully manned in combat, but in normal cruising will have only a partial crew of lower-ranking personnel, with many enlisted personnel occupying officer seats.

In theory, the ship will always be under the control of one of the four qualified watch officers (Captain, XO, SWO, JWO). Regulations allow a junior officer to take control during certain circumstances, and the heads of the navigation and weapons departments are usually qualified to stand watches. Sometimes the Chief Engineer or an Engineering Watch Officer will stand Bridge watches, if he is qualified. In very unusual circumstances a junior officer can be placed in control, but the Captain will (as always) be responsible for any mistakes.

The Captain stands no watch. He spends his time as he sees fit, although regulations require him (as with all officers) to get five hours of sleep and to perform a half-hour physical workout each day. Most of his two active watches are taken up by inspections, drills, reports, and various administrative functions (such as military discipline, promotion reviews, officer evaluations, etc.). The Captain can appear on the Bridge (or anywhere else on the ship that he wishes, with the exception of the sanitary facilities of the opposite sex, and even there with warning) at any time he (or she) wishes, and take over the command chair. This might be done to pay special attention to an important maneuver or other task, to observe a drill, or perhaps even to give one of the watch officers time to attend to some special task or assignment (such as preparing weapons, or even studying for upcoming promotion exams if the Captain is willing).

The engineering department must be fully manned at all times (at least when the ship is not in dock). Officers must be certified as an "Engineering Watch Officer" to be in charge of this department, which requires special training and tests and years of experience. The three engineering watch officers (EWOs) are each assigned to different areas (warp drive, impulse and reactors, ship's systems and environment) but are nominally competent in all three. Each stands one watch at the main engineering controls, one attending to his specific area (plus one meal and the exercise period), and one asleep (plus two meals).

The Chief Engineer stands no watch, but follows the same pattern as the Captain. Because his area of concern is much smaller than that of the Captain, he has fewer diversions from his primary interest. The Chief Engineer will very often take part of a watch himself to allow one of the three EWOs to perform some special test or maintenance function in his respective area.

The Landing Force Commander has an Executive Officer (usually a K1) and a senior sergeant. Each spends the Duty Watch in the Landing Force Control Room (a communications office and command post, with a small area where a few ready-duty Marines are held ready for any duty), the Work Watch performing inspections and drills, and the Rest Watch asleep or eating.

TABLE 4-1: OFFICERS OF A D7 BATTLECRUISER	Battle Station	Watch Station
COMMAND ELEMENT		
K6 Captain	Bridge	None
K5 Executive Officer (1st Officer)	Bridge	Bridge (1)
K4 Senior Watch Officer (2nd Officer)	Emergency Bridge	Bridge (2)
K3 Junior Watch Officer (3rd Officer)	Auxiliary Control	Bridge (3)
WEAPONS DEPARTMENT		
K4 Chief Weapons Officer	Bridge	Bridge (1)
K3 Senior Weapons Officer	Emergency Bridge	Bridge (2)
K1 Port Disruptor Officer	Port Disruptor	Emergency Bridge (1)
T1 Starboard Disruptor Officer	Stbd Disruptor	Emergency Bridge (2)
K1 Forward Phaser Officer	Forward Phaser	Emergency Bridge (3)
T2 Junior Weapons Officer	Auxiliary Control	Bridge (3)
K1 Drone Officer	Auxiliary Control	Auxiliary Control (1)
T1 Port Phaser Officer	Port Phaser	Auxiliary Control (2)
K1 Starboard Phaser Officer	Stbd Phaser	Auxiliary Control (3)
ENGINEERING DEPARTMENT		
T4 Chief Engineer	Engineering Control	None
K3 Senior Engineering Watch Officer (Warp Drive)	Auxiliary Control	Engineering Control (1)
K1 Warp Engineer	Bridge	Engineering Control (2)
T1 Warp Engineer	Engineering Control	Engineering Control (3)
T1 Shuttle Engineer	Engineering Control	Auxiliary Control (3)
T2 Junior EWO (Impulse & Reactors)	Bridge	Engineering Control (2)
T1 Impulse Engineer	Auxiliary Control	Bridge (1)
K1 Reactor Engineer	Engineering Control	Engineering Control (1)
T1 Tractor Engineer	Auxiliary Control	Auxiliary Control (1)
K2 Junior EWO (Systems & Environment)	Emergency Bridge	Engineering Control (3)
T1 Transporter Engineer	Engineering Control	Auxiliary Control (2)
K1 Environmental Engineer	Emergency Bridge	Bridge (2)
T1 Service Systems Engineer	Engineering Control	Bridge (3)
NAVIGATION DEPARTMENT		
K4 Chief Navigator	Bridge	Bridge (1)
K3 Senior Navigator	Emergency Bridge	Bridge (2)
K2 Junior Navigator	Auxiliary Control	Bridge (3)
T1 Assistant Navigator	Navigation	Navigation (1)
T1 Assistant Navigator	Navigation	Navigation (2)
K1 Assistant Navigator	Navigation	Navigation (3)
COMMUNICATIONS DEPARTMENT		
T3 Chief Communications Officer	Bridge	Bridge (1)
K2 Senior Communications Officer	Emergency Bridge	Bridge (2)
K1 Junior Communications Officer	Auxiliary Control	Bridge (3)
MARINE LANDING FORCE		
M3 Marine Force Commander	Command Post	Command Post (1)
K1 Marine Force Executive Officer	Command Post	Command Post (2+3)
SCIENCE AND MEDICAL DEPARTMENT		
T3 Chief Scientist	Bridge	None
T1 Scientist	Science	None
T1 Scientist	Science	None
T2 Chief Medical Officer	Medical	Medical (1)
T1 Medical Officer	Medical	Medical (2)
T1 Medical Officer	Medical	Medical (3)
SECURITY		
S3 Chief of Security	Security, Forward	Security, Forward, All
S1 Security Officer	Security, Aft	Security, Aft, All

The distribution of technical officers (as opposed to line officers) is typical but there are no formal rules (except that all four command element officers must be line officers). On some ships, the Chief Scientist is a T2 and the Chief Medical Officer is a T3.

The officers on a D6 are essentially identical. A D7C would have three extra officers (engineer, drone, communications) and possibly another security officer. On a D5, there is only one T1 scientist and one T1 medical officer in addition to the two chiefs; the Marine Force commander will be an M2 rather than an M3; there will be two fewer engineers (service/environment and tractor/transporter being combined under the second JEWO); and there will be only one assistant navigator.

The medical/sciences division does not stand formal watches (although the medical officers and orderlies will do so if there are patients in the infirmary) but is given "task assignments" to be performed within a certain period. They set their own schedule based on the experiments or research being conducted.

Each of the other departments (weapons, navigation, and communications) uses the same basic Duty-Work-Rest system. Each of these department heads has two principle subordinates, usually of different ranks. The Department head and his two senior officers each spend the Duty Watch on the main Bridge, the Work Watch performing various assigned tasks, and the Rest Watch sleeping (allowing for meals and exercise, as always).

The three senior departments run on a concurrent schedule. The three department heads will always stand their Duty Watch on the Bridge with the executive officer, the senior deputies with the senior watch officer, and the junior deputies with the junior watch officer. Department heads will also spend their Work Watch at the same time as the Watch Officer that they report to.

By regulation, every fifth Work Watch (for all officers and crew) is completely off duty, allowing the officer some personal time — in effect a day off. By tradition more than regulation, every tenth Duty Watch is also off duty, with that person's place taken by a junior being groomed for advancement. If the officer is taking a professional development course (taught by computer or a senior officer), he is allowed to use one hour of his Work Watch for this purpose.

BATTLE STATIONS

In combat, or when the crew is called to battle stations, the three command compartments are fully manned. The Captain, Executive Officer, and the three Bridge department heads (weapons, navigation, communications) will be on the main Bridge. The senior watch officer and the senior deputy department heads will be in the Emergency Bridge. The junior watch officer and the junior deputy department heads will be in Auxiliary Control. In this way, each of the compartments is manned by a team of officers who have trained and stood Bridge watches as a unit.

The engineers are distributed between the various Bridges during combat. The Warp EWO will be in Auxiliary Control and the Environmental EWO in the Emergency Bridge. The Chief Engineer will be in the engineering control station in charge of damage control; the impulse engine EWO will be on the main Bridge.

During combat, the senior scientist will be on the Bridge; the medical officers will be in the infirmary.

In combat, the Marines will be deployed as the Captain directs. This may be distributed around the ship to protect key targets from transporter raids, or the troops might be concentrated in a large compartment in the rear hull which has a number of transporters designed for mass troop landings. Depending on the mission, the senior or junior landing force officer may be on the Bridge if the Captain so orders. All of the lieutenants and senior officers will have spent at least one tour with the Marines.

OFFICER CAREERS

An officer's first taste of shipboard duty will be during his cadet cruise, a five-month tour during his senior year at the Academy. The cadet serves on a ship, base, or even a ground base as a supernumerary officer, filling in for officers on their off-shifts and gaining familiarity with service life. Many ships will have a cadet on board at any given time. In wartime, some ships carry as many as 30 cadets (and perhaps ten fewer officers), with the cadets rotating between various positions for intensive training.

Line officers usually spend their junior (K1 to K3) tours in a variety of positions gaining experience. This will normally include a tour as a junior Marine officer and as an Engineering Watch Officer, as well as weapons, communications, and navigation tours. Few line officers spend full tours in science positions, although almost all will spend a few weeks there for familiarization. If he aspires to command, the traditional route is as head of the weapons or navigation department (after a tour as senior Engineering Watch Officer).

Promotion is based on seniority, merit, and qualifications. An officer assigned to a department is expected to learn the position within a month and to achieve a "qualified" rating by the end of the five-month tour. Once qualified, the officer might remain in that position or move on to another position, achieving a "qualified" rating in that position also. The ambitious line officer, with his eyes on the Captain's chair, should endevour to pass through all of the subordinate positions and gain "qualified" rating as rapidly as possible.

Promotion to K2 is automatic upon completion of five tours (one each in engineering, communications, navigation, Marines, and weapons) with a "qualified" rating. In practice, most officers require extra tours to achieve qualified ratings in at least one department, and many spend extra "non-career enhancing" tours in departments where they have already qualified because the service needs an officer in that department more than the officer needs a tour in another department. If a K1 has not achieved K2 within ten tours, he will either be transfered to a technical rating, given extra training, or (if he never had the required tours) will be given priority in receiving the assignments needed to attempt qualification. The XO of a ship supervises personnel assignments, and can help or hinder a career by providing opportunities to gain the necessary "qualified" ratings.

Promotion to K3 is less clear, but usually requires at least two tours each in weapons, engineering, and navigation, assuming that the young K2 can get the assignments he needs when he needs them.

Promotion to K4 is even more difficult, and usually requires attendance at Command College.

A line officer on the "fast track" who is thought to have command potential will spend five months (a standard tour) with the Marines, five in communications, fifteen in engineering (five each in warp, impulse/reactor, and systems/environment), fifteen in weapons (five each in drones, disruptors, and phasers), and ten in navigation. He will have done a one-month tour in the science labs at some point,

probably during his environmental engineering tour. One of his weapons and one of his navigation tours will be as a deputy department head, and one or two engineering tours will be as an Engineering Watch Officer. By this point he will be a K3. The truly gifted become Junior Watch Officers; the merely competent will aspire to be heads of the Navigation or Weapons departments, after which they may aspire toward the position of Senior Watch Officer or become technical warrants. Except when the "exigencies of the service" prevent it, an officer must complete a five-month command course (taught at a starbase, not on board) before he is qualified to become Senior Watch Officer, XO, or Commander.

Assuming competence and good luck, an officer could achieve command after two Senior Watch tours and two Executive Officer tours, reaching command in just under seven years. In practice, it will take closer to fifteen years to reach command (if he reaches it at all), the extra time being spent in further tours in various positions. Some tours will involve duty on starbases and on the staff of admirals or commodores. The fast-track officer tries very hard to avoid tours on bases or planets, but getting a couple of tours on the staff of an admiral can be a worthwhile investment if the officer can impress his bosses.

An alternative promotion track is to transfer to a small ship (frigate or escort) while a K3, becoming a department head or watch officer on arrival (years before he would be eligible for such a post on a cruiser). An officer could realistically expect to achieve command of an E4 escort (rank K4) in seven years, an F5 frigate (rank K5) in nine years. From that point, the goal is to be transferred to a cruiser as XO and then be promoted to captain. (An F5 captain would almost never be transferred directly to the captaincy of a cruiser because of the need to become familiar with its systems. He would spend at least one tour as XO to gain this familiarity.) An E3 patrol corvette might be commanded by a K3; many G2 police ships were commanded by ISF lieutenants. A PF would be commanded by a K2 (with a K1 as XO) while a K3 commanded the flotilla.

It is important to note that some tours are "career enhancing" and some are not. All line officers are required to spend one five-month tour in a Marine unit as a K1; a second tour (assuming he had achieved a "qualified" rating the first time) would not count toward promotion to K2 (unless he transferred to the Marines).

The ranks shown on the table of organization are nominal. An officer could hold a given position at a lower rank if he were the only qualified officer available and had not yet received his promotion. In rare cases, an officer might be given a promotion but be left in his present position. There are at least some T5 warrant officers serving as chief engineers, although usually on larger ships such as dreadnoughts. Except for the four "command" officers, any position could be filled by a technical officer or a line officer (although it would be rare for technical officers to head the weapons or navigation departments).

Promotions tend to be faster in wartime than peacetime; thus, Borzad Kallon had been captain of the D7 *Defiler* at rank K5 for well over a year when the ship was destroyed. He had been promoted to command because he was too good an officer to leave in a frigate, but the glacial pace of peacetime promotions had not caught up with him.

A sector commodore on a D7C (e.g. Korath on *Darkslayer*) would hold rank K7 but would still be captain of the flagship. The Klingons, unlike the Federation, preserve this "Admiral as captain of flagship" principle to the highest levels. Thus, Admiral Kumerian was a K9 admiral in command of the Red Fleet, but also the "captain" of the C8 dreadnought *IKV Victory*. The arrangement was more official than actual; Kumerian had a K6 "deputy captain" who was the administrative captain of the ship, since an admiral could not be bothered with such mundane matters as promotion boards and disciplinary hearings.

F5 frigates and E4 corvettes were usually commanded by K5 commanders. Cruisers (D5, D6, and D7) were usually commanded by K6 captains; command ships (D7C, D7N, C7, C8, C9) by K7 commodores or K8 admirals. An F5L frigate leader might be commanded by a K5 or K6. Support versions of the D5 (commando, transport, fast patrol ship tender, scout) were often commanded by K5s since these ships were considered less prestigious.

NON-SHIP OFFICER ASSIGNMENTS

In an effort to maintain some turnover and keep promotions from stagnating, the Klingons have attempted to provide honorable alternative (i.e., non-ship) service for officers at all grades. Thousands of DSF, ISF, and Marine officers serve in non-ship billets throughout the Empire.

Service on command or embassy staffs is considered a choice assignment by some officers who spend their entire careers in such billets. Others do tours there to gain broader experience for later command. Academy positions are choice tours for future admirals. Officers who will not advance further in command can find a comfortable and wealthy retirement as the deputy governor of a district (as there are over 1,000 such jobs to be filled). Lower officers (K3s and K4s) can become the military commandants of remote colony planets, where life can be easier and their families can be with them.

Thousands of ground bases are scattered across colony and outpost planets; many have DSF officers in command. (While Marines might seem more suited to command ground bases, they lack the technical and tactical education for such positions. Most such bases, however, are commanded by Army officers.) Most small bases are commanded by K1s or K2s, but fighter bases are treated as ships and commanded by K3s or K4s. Officers with lower social status or career potential are often consigned to ground bases permanently.

Klingon freighters are commanded by retired K3s and K4s; most freighter officers are retired fleet officers. Naval auxiliaries are commanded by active-duty officers. Large auxiliaries are usually commanded by K5s and small auxiliaries by K4s.

For an officer who has reached K3 or higher rank and who lacks any prospect for further promotion, retirement can lead to a wide variety of civilian jobs in management and technical fields.

WEAPON CONTROLS

A warship's weapons are powerful and dangerous in the wrong hands. Without proper controls, any crewman could seize control of a phaser and blaze away at anything nearby, such as a friendly starship or planet. The warships of all empires have systems to prevent the unauthorized discharge of a weapon; the controls on Klingon warships are even more stringent since the Klingons on board do not entirely trust half of their own crew.

Before any weapon can be fired, it must be unlocked and "enabled" by an officer with the proper authority. On the starships of most empires, at least half of the officers have these codes, but on a Klingon warship, only the captain, executive officer, the two watch officers, and the head of the weapons department have this authority.

Control over weapons is a more complicated affair than most people who have never served on a starship realize. Besides being unlocked, a weapon must be powered, aimed, and only then actually fired.

The diagram on the opposite page shows the port (left side) phaser control compartment of the D7-class battlecruiser. Each class of starship in the DSF (and in other fleets) uses a slightly different arrangement, but function defines form across the galaxy. For all practical purposes, every starship in the galaxy has such a compartment for every two-to-four phasers, including a crew (one-to-three beings) for each weapon, and one or more supervisors for each battery of weapons.

While trivideo programs often show a Bridge officer firing the phasers, this is purely for dramatic (storytelling) effect; he is actually designating a target for a gunner who is in a different part of the ship. The phasers can be fired from a Bridge control station (when it is switched to that mode) but given the amount of effort required to aim and fire a single phaser (and to be sure it is ready, and to correct any problems when they occur) it is vastly more efficient to have a crew specifically assigned for each weapon. A single crewman could, of course, program all of the phasers to fire from a single panel, but one crewman could not simultaneously read the capacitor and heat levels of all of the phasers and know if any of them are likely to malfunction. And of course, no single crewman could simultaneously engage targets in different directions.

Each weapon has a gunner to aim the weapon and fire it. Each weapon has a technician who monitors the weapon and keeps it ready to fire. If anything goes wrong with the weapon, the technician is there to fix it (and hopefully prevent it from going wrong in the first place). On Klingon ships, this is always a two-man team, the gunner being a Klingon and the technician (more than likely) being from a Subject Race. The stations of a given battery are interconnected, so that one gunner could fire two or more weapons (at a single target) if a supervisor interlinked the controls.

Very few Subject Race personnel are taught to fire the starship's weapons as this requires special permission from the captain, the ESS, and from fleet or squadron command. Even so, there are often one or two Subject Race personnel on any given ship who have been given these skills. It is also common wisdom that any technician who spent years working beside a gunner could probably aim and fire the weapon (assuming it was unlocked) if he had to.

Each battery has two, three, or four weapons. These might be phasers or disruptors or missile launchers, but a given battery will usually have weapons of only one type. On a Federation ship, a battery of three weapons might have a total of five people, but on a Klingon ship a battery of three weapons will have nine people (three gunners, one senior gunner, three technicians, one senior technician, and one officer). This is partly a matter of trust (having gunners and technicians under direct supervision) and partly a matter of combat efficiency (there is always somebody else able to take over should someone become a casualty or fail in his duty). The senior technician has a panel which can monitor all three technicians' panels (he can read their instruments and track their actions) or which can assume the duties of any one panel. The senior gunner has a panel that can monitor all three weapons (seeing what the gunner sees, and what the gunner is doing) and could fire any or all of the weapons (but only at one target). The officer of the compartment has a panel able to monitor all six panels in the compartment, to fire any or all of the weapons (at a single target), or to take over any one of them.

Normally, the crew of a given battery is divided into three shifts, each including one of the gun crews and one of the three supervisors. During normal cruising when no combat is expected and no drills are scheduled, these three personnel will occupy the three senior seats in the compartment so that (if the ship is surprised) they could operate all of its weapons.

The control compartment for each weapon battery is located near the weapon so that damage during combat does not disconnect the weapon from its gunners. Even so, every weapon is wired to the master controls on the Bridge, the Emergency Bridge, and in the Auxiliary Control station. This establishes a chain of command.

A Klingon D7 battlecruiser has six weapons batteries:

- Forward Phaser (3 weapons, 9 personnel)
- Port Phaser (3 weapons, 9 personnel)
- Port Disruptor (2 weapons, 7 personnel)
- Starboard Phaser (3 weapons, 9 personnel)
- Starboard Disruptor (2 weapons, 7 personnel)
- Missile Launchers (2 weapons, 7 personnel, unless the ship has a refit which adds an anti-missile launcher, in which case there is a third weapon and 9 total personnel)

There is a weapons console in each of the three command spaces (Bridge, Emergency Bridge, Auxiliary Control). These are manned by the weapons officer and his two deputies, and can track what each gunner is doing. The panels have a larger central screen that monitors the battle situation. These officers provide "target cueing," i.e., they can select a target from the situation screen and assign it to one or more weapons. This causes that target on that gunner's panel (and the panels of the senior gunner and officer of that battery) to be marked by a target ring.

THE PORT PHASER COMPARTMENT

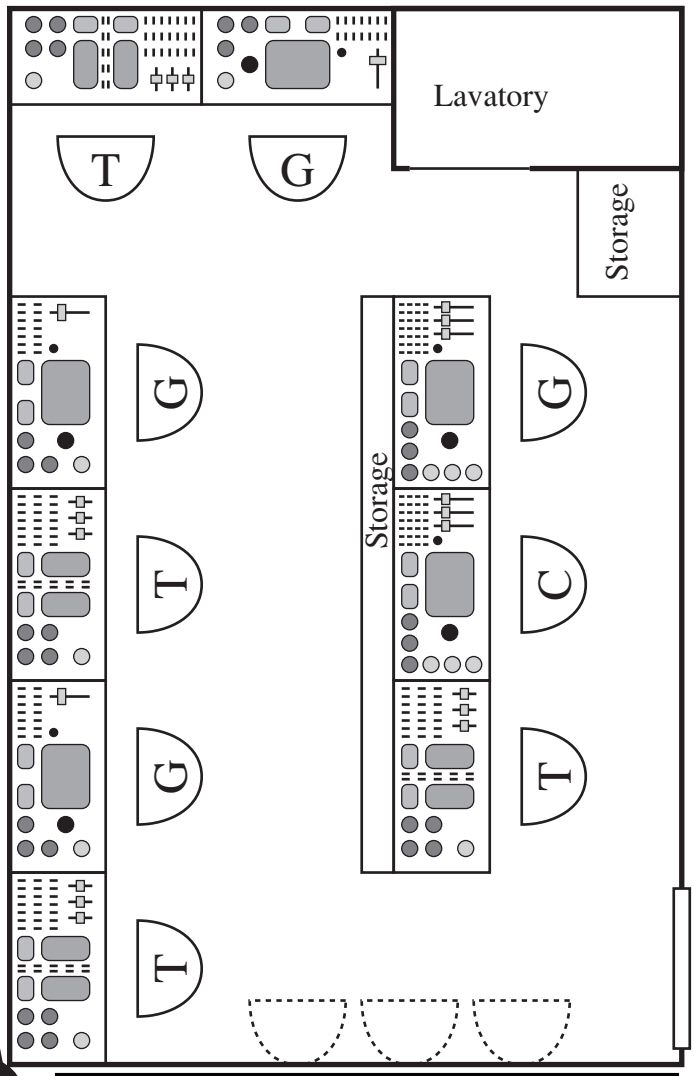
The compartment is relatively small (11.5 x 18 feet) and is heavily armored. Entry is through the hatch in the lower-right corner, which opens onto the main transverse corridor across the front of the rear hull. This facilitates crewmen reaching the compartment from their bunks in the least possible amount of time. (There is an emergency hatch in the deck of the phaser compartment in case the main entry is blocked.) This compartment controls the left wing phaser and the two left waist phasers.

The compartment is designed for a crew of nine, including three gunners, three technicians, one senior gunner, one senior technician, and one weapons officer. There is enough room in the compartment for three supernumerary personnel (who are provided fold-down seats along the back wall to strap in) so that crews can be rotated in extended combat. When the combat alarm sounds, all designated personnel run to the compartment, which is then locked and is not reopened until the captain himself orders it opened. Because this compartment is one of the few locked and sealed during combat, it is provided with its own lavatory and air supply. The storage cabinets hold spare parts and tools to repair minor damage, hand weapons, breathing gear, and enough food for the crew for 54 hours at full rations. While combat never lasts that long, a ship might remain on alert for long periods, or the area outside the compartment might be damaged (or swarming with mutineers or enemy Marines) and require the phaser crew to remain inside. During extended periods of lockdown, there is room on the floor for about half of the personnel to sleep at any given time.

Each phaser is controlled by two adjoining panels, the one on the right (marked "G" in the seat) operated by the gunner and the one on the left (marked "T") operated by the technician. The gunner receives target cueing from the Bridge or a weapons officer (or finds his own targets if so allowed), locks the phaser on the target (using the "joystick" on the left side of his main screen), keeps the aiming computer updated with current information, applies manual "windage" in some cases (predicting enemy ship movements in the time lag between weapon's firing and impact is an art), selects high or low power settings, and fires the weapon. If it misses, the gunner must quickly find out why and reprogram the computer to compensate. The technician monitors the status of the capacitor, selects between various redundant control and power circuits, and keeps a close eye on the heat-retention level. If the phaser gets too hot, cooling systems can be initiated, but each of these has a cost in power, consumable supplies, and/or damage to the system itself. If the phaser malfunctions, the technician must find the cause and either fix it from his panels or direct repair crews. The gunner has dials and readouts on his panel which tell him the same information as the technician, but no controls to maintain the phaser. The technician has a small screen that shows what the phaser is targeting, but has no way to fire the weapon.

The three panels along the right side are for the senior personnel. The senior gunner sits to the right, the senior technician to the left, and the gunnery officer in the center. The senior gunner has a panel that repeats the screens and instruments of all three gunners, allowing him to supervise their activities. The senior technician has a panel with screens able to view what all three technicians are doing. Either of these senior enlisted personnel (rank E6 or E7) can override the controls of any of their subordinates. During periods of cruising, the minimal crew in the compartment (often only two or three) operates from these seats so that they can see everything and can fire any of the weapons if necessary.

The weapons officer in the compartment has panels that give him some of the information from all six panels in the compartment. He can override and take control over any panel. He can also use controls to allow any one of the four gunners to fire any of the three phasers, or even "slave" two or all three phasers to one gunnery console. (Trying to handle two or three phasers at the same time is possible only for brief periods, as too many things can go wrong and nobody can watch all of the dials and gauges on more than a single panel.) The weapons department chief on the Bridge can, through his similar panels, control any phasers on the ship or assign any phaser to any gunner. In an emergency, the four gunners (and the officer) in this one compartment (or any of the other phaser compartments) could control all nine of the D7's phasers (which have five total mounts).



STARSHIPS OF THE KLINGON DEEP SPACE FLEET

The Klingons have a large fleet, as they have numerous hostile borders to defend (and consider it necessary to maintain a force sufficient to invade and conquer at least one of their enemies). This fleet includes ships of many types and classes, and the basic hull types all have multiple variants with special weapons or for special missions.

NOTE: All ship names are preceded by IKV (Imperial Klingon Vessel). * Denotes the "class ship," the name by which the class is known to the Klingons. Not all classes have a "class ship," while some variant subtypes do.

Design Data provided here is for general background purposes. A future book will cover starship combat.

BATTLESHIPS

The type of starship designated "battleship" in the *Star Fleet Universe* is a huge design type that was only rarely seen. While 33% larger than a "dreadnought", they cost nearly three time as much to build. (Yes, in 20th century naval terms, "dreadnought" is the final and modern class of "battleship", but in the *SFU* they are entirely different things.) During the General War, no empire built battleships, although the Klingons did start construction of several (two of them were completed after the General War ended) and other empires at least considered it. Construction proved difficult and complex; had the original plans been possible, B10 battleships would have entered service starting in Y173, B11s by Y178. The two B10s finished by the Klingons after the General War remained the largest warships in the Alpha Sector, although the Seltorian Nest Ship and some civilian freighters were technically larger and/or heavier.

B10 BATTLESHIPS: 1-*Invincible** was begun in Y169 and finally completed after the war as a pure battleship. 2-*Insatiable* was completed after the war as carrier, then converted later into a space control ship with both fighters and gunboats. 3-*Inviolable* was the only battleship to see combat in the General War. While still incomplete, it was used in combat against an Alliance offensive. It was too badly damaged to complete after the war. 4-*Invulnerable* was also never completed, although the boom section (which was in its own right the size of a heavy cruiser) was completed and fought against an Andromedan raid, but was destroyed. A planned fifth battleship, 5-*Inseparable* was intended for sale to the Romulans and would have been "completed" without its disruptors or drone racks so that the Romulans could install their own weapons. Construction was never begun, although some materials ordered in advance for use in this ship were used to complete the *Invincible* and *Insatiable.*

B11 BATTLESHIPS: 6-*Incomparable*, 7-*Indisputable*, 8-*Inevitable*, 9-*Insufferable*. These were a heavier version of the B10 but were in fact never built, nor were they even begun. Blueprint designs existed for carrier, stasis field, and space control variants of the B11.

Design Data for Klingon B10 Battleship

Hull Volume: 25,000,000 cubic feet; Loaded Mass: 500,000 deadweight tons; Crew 810; PL: 10; Compartmentalization: Heavy; Hull Strength: Combat Reinforced.

Cruise Speed: Warp 7; Emergency Speed: Warp 9.25; Tactical Speed: Warp 3.2; Damage Control: 80 systems; Basic Stealth; Basic EmCon; Sensors (advanced) FTL.

Engines; 4 warp engines @ 45 GW each. Two impulse engines, one 24 GW and one 15 GW. Batteries: 36 GW. Aux Reactors: 18 GW.

Control: Fleet Command Bridge; Auxiliary Control; Emergency Bridge; 5 Security Stations.

Shields: 1,020 MegaRips.

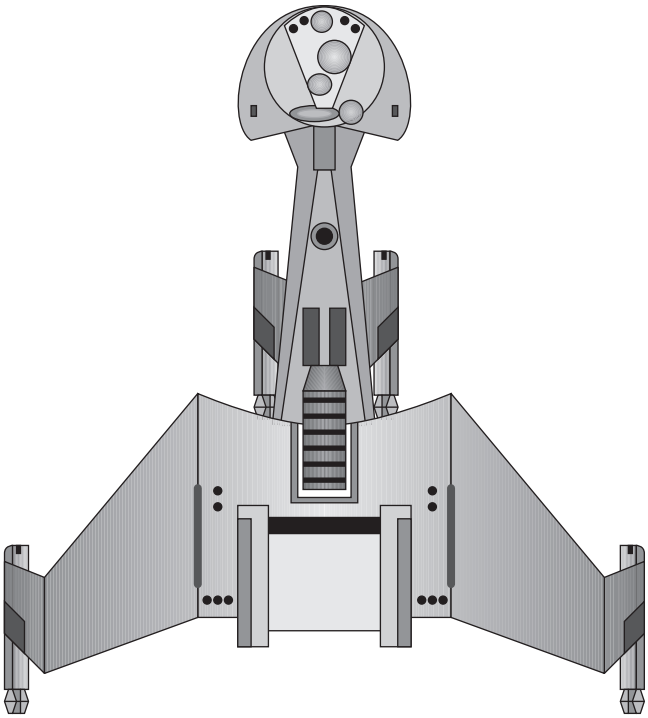
Weapons: 8 disruptors (forward); 2 disruptors (rear); 8 type-B missile racks; one bank of three phaser-1s (forward); two banks of two phaser-1s (wing); two banks of two phaser-2s (forward); two banks of two phaser-2s (rear); two banks of three phaser-3s (rear); two anti-missile racks. (Two stasis field generators were installed later.)

Accessories: Total life support with emergency supplies for 810 crew; artificial gravity; 5 tractor beams; 12 transporter rooms; 8 full medical bays; 2 medical labs; 4 science labs; 1 probe launcher; turbolift system; cargo: 1,250,000 cubic feet; 1 hangar bay with room for 12 shuttles and rearming facilities for 8 fighters; secondary hangar bay with room for 2 shuttles; two shuttles in storage; two fighters in storage.

B10V Battleship Carrier: Same as B10 except: delete 4xMissile, rear disruptors; add four tractor and 16 fighters. Two shuttles and six fighters in storage. Crew 860.

B10S Stellar Domination Ship: Same as B10 except: Add four tractor, six repair systems, four fighters. Two shuttles and six fighters in storage. Crew 850.

Data for B11 Battleship: Same as B10 except: Add four phaser-1s (wing), two anti-missile systems. Crew 850.



DREADNOUGHTS

C4 EARLY DREADNOUGHT: These were PL 9 ships that served during the Early Years period of Y90-Y120. They remained in service for decades after this time since, even while obsolete, they were some of the largest ships in service anywhere.

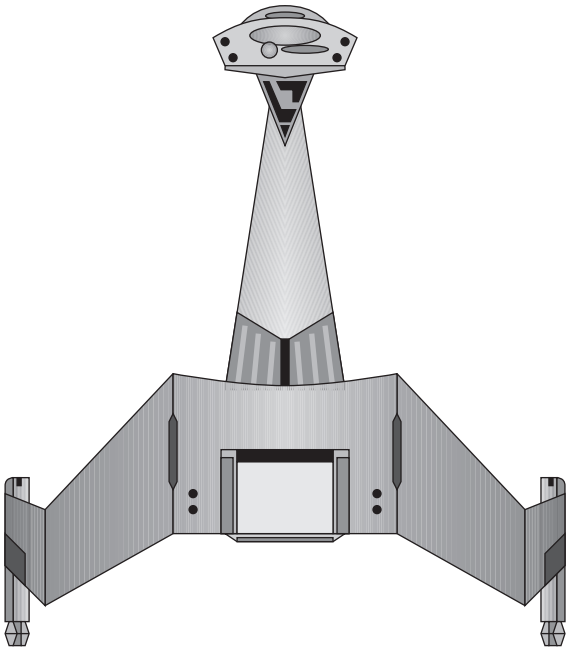
C6 DREADNOUGHTS: These were completed during the Middle Years, the period between the Early Years and the General War. They fought in the Four Powers War. Three of these ships survived that war and were rebuilt as C9s. The primary difference is that they had only four disruptors (none on the center engine).

C8 DREADNOUGHTS: These ships, including the 2-*Admiral Kang* and 6-*Terror* (among others) were built as new flagships just before the General War. These ships were (much later) completely rebuilt as C10 heavy dreadnoughts.

C9 DREADNOUGHTS: 1-*Victory**, 3-*Atrocity*, 4-*Carnivorous*. These ships were rebuilt for the General War from older C6 dreadnoughts for use as flagships of entire theaters of war. Like all dreadnoughts in the *Star Fleet Universe*, they were 50% larger and have 50% more firepower than cruisers.

C9A STASIS DREADNOUGHT: 5-*Admiral Kruge*. This was a modified C9 with a stasis field generator replacing the forward phaser battery.

C8V HEAVY CARRIERS: 1-*Vindicator**, 2-*Harbinger*, 3-*Apocalypse*. These ships were designed as carriers and fitted with two entire squadrons of fighters (total 24). These were the only Klingon carriers to operate the heavy "Z-D Assault Fighters." Later, these ships were modified into space control ships, giving up one of their fighter squadrons to gain a flotilla of much more powerful gunboats.



Design Data for Klingon C9 Dreadnought

Hull Volume: 18,000,000 cubic feet; Loaded Mass: 350,000 deadweight tons; Crew 620; PL: 10; Compartmentalization: Heavy; Hull Strength: Combat Reinforced.

Cruise Speed: Warp 7; Emergency Speed: Warp 9.25; Tactical Speed: Warp 3.2; Sensors (advanced) FTL.

Engines; 3 Warp Engines @ 45 GW each; two Impulse Engines (16 GW and 8 GW). Batteries: 24 GW. Aux Reactors: 12 GW.

Control: Main Command Bridge; Auxiliary Control; Emergency Bridge; 4 Security Stations.

Shields: 660 MegaRips.

Weapons: 6 disruptors (forward); four type-B missile racks; one bank of two phaser-1s; two banks of one phaser-1; two banks of two phaser-2s (wing); two banks of two phaser-2s (rear); 1 anti-missile system.

Accessories: Total life support with emergency supplies for 620 crew; artificial gravity; 3 tractor beams; 8 transporter rooms; 4 full medical bays; 2 medical labs; 4 science labs; 1 probe launcher; turbolift system; cargo: 1,000,000 cubic feet; hangar bay with 4 shuttles; secondary bay with 1 shuttle; 2 shuttles in storage.

C8 Dreadnought: Same as C9 except weapons: six disruptors; six type-B missile racks; one bank of two phaser-1s (forward); two banks of two phaser-2s (forward); two banks of two phaser-2s (wing); two banks of one phaser-2 (rear); two banks of two phaser-3s (rear); one anti-missile system. Crew 600.

C8V Heavy Carrier: Same as C8 except: add one anti-missile system, five tractor beams, two shuttlecraft, 24 fighters. Two additional shuttles and six additional fighters in storage. Crew 680. Delete all missile racks.

C9A Stasis Dreadnought: Same as C9 except add one stasis field generator, forward and wing phaser-2s are phaser-1s.

C10 Heavy Dreadnought: Same as C8 except add two phaser-1s (wing); increase reactor by 6 GW; increase batteries by 6 GW; add two type-B missile racks.

C5 LIGHT DREADNOUGHTS: These were built just before the General War as fast raiders. They had the engine power of a full dreadnought on a hull only 80% as big, making them the fastest ships in space until X-ships arrived two decades later (warp 7.25; emergency 9.5). While they lacked the power of a true dreadnought, they could destroy any single enemy ship other than a DN. The saying went that they could outrun anything they could not destroy and could destroy anything they could catch. The *Kommander Kurlt* and *Kommander Kuyper* were used in the first attacks on the Kzintis. *Kuyper* was later fitted with a stasis field generator. Data same as C8 except: delete one disruptor and all rear phaser-2s; hull volume 15,000,000 cubic feet; loaded mass 300,000 deadweight tons; crew 507; only 21 GW batteries; reactor is 6 GW; only four missile racks; only 7 transporter rooms; only 3 science labs.

HEAVY BATTLECRUISERS

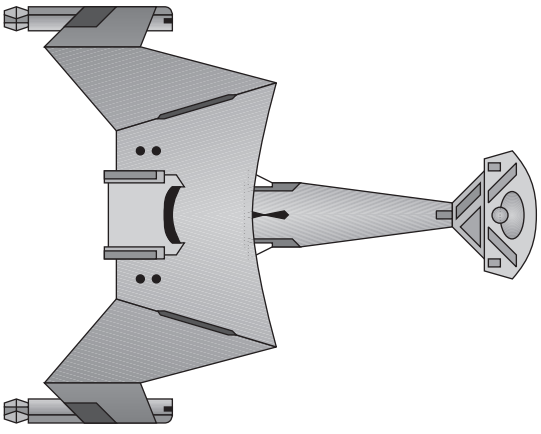
This type appeared late in the General War as the ultimate cruiser. Despite the C-designator, these were in fact *very, very* big cruisers, not dreadnoughts. They often stood in for dreadnoughts as fleet command ships.

C7 HEAVY BATTLECRUISERS: These were the original ultra-heavy cruiser designs produced during the General War. They were about 25% bigger and meaner than the standard D7. The Klingons would have preferred to simply switch D7 production to these heavier C7s, but the more complicated production meant that C7s remained rare (one being built each year) while the D7 (obsolescent in the last years of the General War when fleet combat was deadly for anything smaller than a heavy cruiser and hard on even those) remained in production.

C7A HEAVY STASIS BATTLECRUISER: This was a modified design with a stasis field generator replacing the forward phasers. This weapon could freeze a ship in time, protecting a friendly ship or taking an enemy ship out of the battle. The problem with stasis field generators was the ship had to stop (in the middle of a fleet battle!) to use them, and even a D7 battlecruiser was vulnerable in such situations. The heavier C7 could better survive this risky maneuver.

C7V BATTLE CARRIERS: These powerful units retained most of their weapons but mounted an entire squadron of the latest fighters (Z-YB or Z-YC) in an expanded shuttle bay. These ships, like all carriers, had "escort ships" (usually a frigate and a light cruiser), not to protect the carrier, but to protect the fighters which were extremely vulnerable during launching or landing operations.

C7S BATTLE CONTROL SHIPS: These were modified to operate a full flotilla of six G1 gunboats along with a half-squadron of (Z-YB or Z-YC) fighters. These ships were considered the center of entire battle groups (they had the same escorts that carriers had, and for the same reason) due to the massive firepower of their "attrition" units, which taken together was 50% more than the ship itself. During the Andromedan War, battle control ships had a critical mission in destroying Andromedan bases. Any squadron of ships would be detected by the Andromedans in time for reinforcements to arrive, but a single C7S could get closer to the base before it was spotted and then arrive with 250% of the firepower of a single ship.



Design Data for Klingon C7 Heavy Battlecruiser

Hull Volume: 10,000,000 cubic feet; Loaded Mass: 250,000 deadweight tons; Crew 550; PL: 10; Compartmentalization: Heavy; Hull Strength: Combat Reinforced.

Cruise Speed: Warp 7; Emergency Speed: Warp 9.25; Tactical Speed: Warp 3.2; Sensors (advanced) FTL.

Engines: Warp Engines, two 45 GW and one 6 GW. Impulse Engines, one 18 GW and one 6 GW. Batteries 18 GW; Auxiliary Reactors 12 GW.

Control: Large Command Bridge; Auxiliary Control; Emergency Bridge; 4 Security Stations.

Shields: 540 MegaRips.

Weapons: 4 disruptors (forward); 4 type-B missile racks; one bank of four phaser-1s (forward); two banks of two phaser-1s (wing); two banks of one phaser-1 (rear); 2 banks of one phaser-3 (rear); one anti-missile system.

Accessories: Total life support with emergency supplies for 550 crew; artifical gravity; 4 tractor beams; 6 transporter rooms; 4 full medical bays; 2 medical labs; 2 science labs; 1 probe launcher; turbolift system; Cargo: 750,000 cubic feet; hangar bay with room for 4 shuttles; one spare shuttle in storage.

C7A: Same as C7 except: Replace two forward phaser-1s with stasis field generator.

C7V: Same as C7 except: Add 12 fighters (plus two fighters in storage).

C7S: Same as C7 except: Add two tractors; 6 fighters (plus one fighter in storage); docking for six gunboats.

Other Cruiser Designs

E7 HEAVY CRUISERS: An enlarged E5 (page 110).

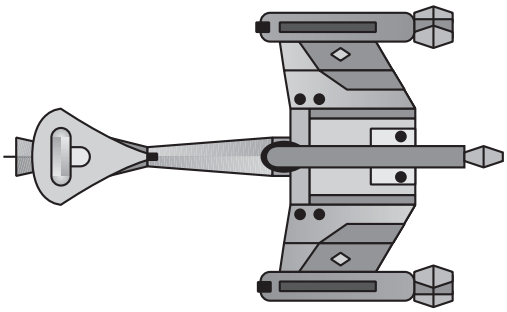
Design Data same as E5 except: Hull Volume: 5,500,000 cubic feet; Loaded Mass: 120,000 deadweight tons; Crew 450; PL: 10; Compartmentalization: Heavy; Hull Strength: Combat Reinforced.

Cruise Speed: Warp 7; Emergency Speed: Warp 9.25; Tactical Speed: Warp 3.2; Sensors (advanced) FTL.

Engines: Warp Engines, two 27 GW and one 36 GW. Impulse Engines, one 6 GW and one 3 GW; Batteries: 12 GW; Aux Reactors: 18 GW.

Weapons: 4 disruptors (forward); 2 type-B missile racks; two banks of one phaser-1 (forward); one bank of two phaser-1s (rear); two banks of two phaser-3s (wing); 2 anti-missile systems.

Accessories: Total life support with emergency supplies for 450 crew; artifical gravity; 3 tractor beams; 4 transporter rooms; 2 full medical bays; 1 medical lab; 1 science lab; turbolift system; cargo: 300,000 cubic feet; hangar bay with room for 2 shuttles.



CLASS HISTORY: THE C7 HEAVY BATTLECRUISERS

C7 #1: *WAR*

The first of the new class entered service in Y177. It was commanded by Kronus Kerg. The ship served on the Federation and Kzinti fronts. Kerg and *War* led the 41st Squadron, a semi-independent unit which varied between six and twenty ships over the period of the War of Attrition. *War,* under a less experienced captain (and with cadets in many officer positions), was hunted down and destroyed by Admiral Kosnett's Flying Squadron of X-ships in Y184.

C7 #2: *FIRE*

The second of the class was commanded by Commodore Trelos Kavorian and entered service in Y178. The ship was diverted (before even completing its shakedown cruise) to the Tholian front due to losses of command ships there and remained in the sector for several years. It led a semi-independent squadron used for special missions. *Fire* led a particularly harrowing mission in Y183 escorting the last Klingon convoy to reach the Romulans. *Fire* was lost with all hands in Y184; circumstances remain unknown.

C7 #3: *PLAGUE*

The third ship of the class, *Plague,* entered service in Y179 and was sent to the Hydran front under Captain Kpac, who was later promoted to Commodore. The ship led a semi-independent squadron used for special missions. It conducted a number of daring behind-the-lines raids against the steadily advancing Hydrans, and led the punitive expedition against the Vudar in Y181 which prevented the Vudar from taking over even more Klingon territory. *Plague* was badly damaged in combat with the Hydrans in Y182 but was repaired and served through the rest of the General War, remaining on the Hydran front. It was destroyed in combat with the Andromedans in Y194.

C7 #4: *FEAR* (Stasis Variant)

Completed in Y180 and sent to the Kzinti front, where she was crippled in combat. Repaired and sent to the Federation front. Badly damaged at Bellafaik III, she was again sent home. *Fear* was converted to an SFG ship in Y184. From this point, *Fear* was used as an independent raider, not a squadron flagship. She was lost on a raid behind Federation lines in Y185.

C7#5: *DEATH*

The last of the standard C7s, built in Y181, *Death* was sent to the Kzinti front and led a semi-independent squadron in this sector until the end of the war. She destroyed a pirate base which had been established in Klingon territory to supply Kzinti raiders. *Death* and her squadron conducted a campaign of attrition against Kzinti forces during Y182-Y184, picking off individual enemy warships with such overwhelming force that the *Death Squadron* only rarely suffered serious damage. *Death* fought against the Andromedans for decades, defending key targets during the last half of the Andromedan War, and later became the honor guard ship for the Warrior Colony at Walkuria.

C7 #6: *PESTILENCE* (Battle Carrier)

The first carrier variant of the C7 entered service in Y182. Equipped with the latest fighters, she was sent to the Federation front. *Pestilence* was the flagship of a reserve squadron which was used to blunt Federation offensives against the Klingon border defenses. When those defenses fell in Y183, *Pestilence* and her squadron conducted a fighting withdrawal against heavy Federation pressure, defending key sectors until the end of the war.

C7 #7: *PAIN* (Battle Carrier)

Pain entered service in Y183 and was sent to the Federation front just in time to take command of a mobile defense fleet following collapse of the Klingon frontier defenses. In one of the last great Klingon operations, *Pain* and her sister ship *Suffering* conducted the raid which destroyed a new Federation base, short-circuiting the Y184 Federation offensive into Klingon territory. *Pain* was lost in combat against the ISC in Y186.

C7 #8: *SUFFERING* (Battle Control Ship)

The first of the battle control ship variants, *Suffering* entered service in Y184 and was used in the "mobile defense" phase of the war. *Suffering* fought the ISC several times from Y187 through Y188. *Suffering* spent the Andromedan War seeking out and destroying Andromedan bases in remote regions of the Klingon Empire, and even entered Federation space in Y198 to take part in a joint operation against the Andromedans. Carrying only gunboats in her last operation (her fighter bays loaded with Marines), she was destroyed by the Andromedans in Y201.

C7 #9: *DECIMATION* (Battle Control Ship)

Decimation entered service only six weeks before the ceasefire, but racked up an impressive combat record against the Kzintis. Losing six escorts in six weeks (three destroyed, three crippled), the *Decimation* lived up to her name, ravaging the Kzinti carrier strike forces and destroying the strike carrier *Rapier,* the last Kzinti carrier destroyed during the General War. *Decimation* served with distinction against the Andromedans (without losing any escorts; at least, none were destroyed) and took part in Operation Unity. She retired in Y207 and became the honor guard ship for the Dunkar home planet.

C7 #10: *DAMNATION* (Battle Control Ship)

The last of the C7s, *Damnation* was the only one not to see service in the General War. A battle control ship, she fought against the ISC and later against the Andromedans under Commodore Talrek Kerg, the youngest son of Kronos Kerg. *Damnation* commanded the Klingon Far Stars Fleet during the Andromedan War, providing protection for the Klingon colonies established in the vast Lyran "outback." Because of this remote service, she was refitted in Y190 to operate Lyran gunboats (with Klingon crews) as it was easier to obtain replacements for them. Kerg and *Damnation* were lost in the final battle with the Andromedans in that sector in Y199, saving the largest Klingon colony from annihilation.

HEAVY CRUISERS

These ships comprise the well-known class of D7 battlecruisers, one of the largest cruiser classes ever built, and one of the most successful.

D7 BATTLECRUISERS: 14-*Anarchist* (captured by Hydrans), 22-*Annihilation*, 34-*Antagonist*, 24-*Attacker* (used for experimental weapons tests), 20-*Avenger*, 10-*Challenger*, 23-*Chieftain*, 4-*Conqueror* (destroyed during Operation Cavalry), 26-*Courageous*, 6-*Crusher*, 30-*Decimator*, 27-*Defiler*, 31-*Demolisher*, 15-*Devastator*, 5-*Devisor*, 13-*Killer*, 1-*Klodode**, 41-*Klothos*, 33-*Merciless* (trapped in Romulan space by Operation Wedge, broke up a Romulan attempt to seek a separate peace and was then taken over by the Romulan fleet and converted into a K7R), 16-*Nemesis*, 44-*Pandemonium*, 7-*Pitiless*, 32-*Relentless*, 28-*Ruthless* (destroyed at Olsen's Reach), 40-*Sangfroid*, 19-*Savage*, 43-*Soul of Vengeance*, 8-*Thunderchild* (commanded by Ketrick), 42-*Thunderer*, 25-*Vengeance*, 45-*Warhammer*.

Design data: Hull Volume 5,370,000 cubic fee; Loaded Mass: 110,000 deadweight tons; Crew 450; PL 10; Compartmentalization Heavy; Hull Strength: Combat Reinforced.

Cruise Speed Warp 7. Emergency Speed Warp 9.25. Tactical Speed Warp 3.2. Sensors (advanced) FTL.

Engines: Two warp engines, each 45 GWs. Impulse engine: 15 GWs. Batteries: 9 GW. Auxiliary reactors: one 12 GWs.

Control: Main Command Bridge, Emergency Bridge, Auxiliary Control, two Security Stations.

Shields: 450 MegaRips.

Weapons: 4 disruptors (forward), 2 type-A missile racks, one bank of three phaser-1s (forward), two banks of two phaser-2s (rear), two banks of one phaser-2 (wing), one anti-missile system.

Accessories: Total life support with emergency supplies for 450 crew; artifical gravity; 3 tractor beams; 5 transporter rooms; 4 full medical bays; 2 medical labs; 4 science labs; 1 probe launcher; turbolift system; cargo 500,000 cubic feet; hangar bay with room for 2 shuttles; storage for one spare shuttle.

D7C COMMAND CRUISERS: These ships were fitted as fleet flagships. (Each pre-General War "fleet" consisted of a single "fleet" of ships, led by a dreadnought and a command cruiser. During wartime, many additional ships were added and the pre-war "fleet" became a "theater" divided into two or three "fleets", with a D7C commanding one of the fleets. Known ships included the 11-*Dawnslayer*, 12-*Dareslayer*, 5-*Darkslayer* (flagship of the Tholian Border Squadron), 13-*Damnslayer*, 3-*Deathslayer* (Kzinti front), 14-*Deedslayer*, 9-*Deftslayer* (present when the ceasefire talks at Olsen's Reach collapsed), 16-*Deepslayer*, 6-*Demonslayer* (famous for the Y175 mutiny), 4-*Devilslayer* (Hydran front), 8-*Direslayer*, 22-*Dirkslayer*, 20-*Dimslayer*, 15-*Divineslayer*, 1-*Doomslayer*, 18-*Doubtslayer*, 17-*Dourslayer*, 2-*Dragonslayer* (which survived the General, ISC, and Andro Wars with many honors), 21-*Droitslayer*, 7-*Dreadslayer*, 10-*Dreamslayer*, 19-*Duelslayer*. Same as D7 except: add two tractor beams, one anti-missile system, two transporters, and two shuttles; 20 additional crew. The wing phaser-2s are phaser-1s.

D7A STASIS CRUISERS: 2-*Spellbinder*, 11-*Enchanter*. These ships replaced the forward phaser-1 battery with a stasis field generator.

D7V STRIKE CARRIERS: 21-*Iron Fist*, 18-*Commodore Mak Kroree*. Data same as D7 except: reduce reactor to 6 GW, delete missiles and anti-missiles, change rear-firing phaser-2s to phaser-3s, add three tractor beams, 12 fighters, 20 crew. Two spare fighters in storage.

D7D DRONE CRUISERS: 39-*Asphyxiator*, 35-*Thunderstorm*, 36-*Hailstorm*, 37-*Strangler*, 38-*Suffocator*. Data same as D7 except: delete anti-missile system; replace rear phaser-2s with missile racks (all four are type-B); add two shuttles. The forward phaser-2s are phaser-1s.

D7E EXPLORATION SHIPS: 9-*Inquisitor*. This ship spent the entire General War searching for new resources in the Lyran Far Stars area. Data same as D7 except: replace wing phasers with special sensors, replace reactors with four science labs, delete anti-missile system and one missile rack, add one shuttle, reduce crew by 50.

FD7 FAST BATTLECRUISERS: These ships were built before the General War as fast raiders. They had a reduced weapons load and bigger engines, and (along with the C5s) were the fastest ships in the galaxy (warp 7.25; emergency 9.5) until the X-ships. *Hellbringer, Swiftsword.* Data same as D7 except: replace two disruptors with phaser-1s; increase each warp engine to 54 GW; add one anti-missile system.

D7N DIPLOMATIC CRUISERS: 3-*Dictator*, 12-*Demagogue*, 17-*Overlord*, 29-*Tyrant*. These ships were used by senior Klingon diplomats for key meetings with allies or enemies, and to deal with unrest on planets inside the Empire. Data same as D7 except: delete missile racks and anti-missile system; add one shuttle and one fighter.

D7U AREA CONTROL SHIPS: *Inferno*, *Incinerator*. These ships carried a full squadron of standard fighters, and a squadron of six heavy fighters at the cost of many weapons. The ship used special sensors to track targets and could function in the role of a fleet scout. While it could hardly boast the combat power of a much larger force, it could at least detect enemy forces approaching the sector and deal with individual raiders. Data same as D7 except: replace wing phasers with special sensors, disruptors with phaser-2s; delete reactors, missile racks, anti-missiles, two of the rear phaser-2s. Add five tractor beams, two shuttles, 12 fighters, 6 heavy fighters, 20 crew.

D7W HEAVY COMMAND CRUISERS: These were improved versions of the standard D7 fitted with additional power and weapons. They came into service during the General War as part of the general improvement of combat units. *Dawnstalker, Darkstalker, Deathstalker, Demonstalker, Devilstalker, Dreamstalker, Battlestalker, Firestalker, Hellstalker, Warstalker*. Data same as D7 except: add 50 to crew, add two shuttles (plus two in storage); add a second anti-missile system, a 3 GW battery, and one tractor. Two tractor beams can dock gunboats. The wing phaser-2s and forward phaser-2s are upgraded to phaser-1s. Upgrade the reactor to 18 GW.

D6 OLDER BATTLECRUISERS

The D6 series was built starting in Y120 as the first PL 10 Klingon heavy cruisers. The series continued in production for sixty years, being built concurrently with the later and improved D7 version.

D6 BATTLECRUISERS: 26-*Abomination*, 6-*Anarchy*, 25-*Atropos*, 1-*Barbarous*, 18-*Bloodshedder* (destroyed *USS Hood* on Day One, along with *Desolation*), 45-*Brutality*, 3-*Carnage*, 41-*Cataclysm*, 30-*Conquest* (captured by Orion Pirates and rebuilt as OK6), 21-*Desecration* (served on Hydran border), 19-*Desolation*, 47-*Despicable*, 24-*Destruction* (commanded by Kumerian), 42-*Devastation* (fought Federation and Kzintis, temporarily converted to experimental carrier), 7-*Furious* (destroyed a Kzinti carrier), 23-*Gnasher* (raided Federation colony on Rita's Planet), 4-*Havoc*, 13-*Krueger*, 2-*Massacre*, 46-*Murderous*, 63-*Malicious* (attacked a Federation tug near Kzinti space), 33-*Obliterator*, 50-*Pillage*, 51-*Plague*, 52-*Plunder*, 59-*Revenge*, 43-*Savagery*, 54-*Turbulent*, 55-*Virulent*. Data same as D7 except delete the two wing phasers and 10 crew, and the Aux Reactor is only 6 GW.

AD6 ESCORT CRUISER: 53-*Eradicator*. This unique variant was a heavy cruiser modified to serve as an escort for the heavy carrier *Vindicator.* Most carrier escorts were light cruisers, destroyers, or frigates. The *Eradicator* was destroyed along with *Vindicator* in Y183. Data same as D6 except: reduce crew by 40, add second anti-missile system, replace disruptors with phaser-2s, missile racks are type-G (able to hold anti-fighter and anti-missile rounds).

D6M MAULER CRUISERS: 56-*Assassin*, 61-*Death Blow*, 57-*Executioner*, 58-*Exterminator*, 60-*Mangler*, 37-*Mutilator*, 9-*Sledgehammer*, 66-*Siegebreaker*. These ships mounted the powerful mauler cannon and were used to destroy key enemy bases. Such ships were rare and their presence meant a major offensive. Data same as D6 except: delete disruptors, drones, four transporters; add 96 GW of batteries and two mauler cannons.

D6D MISSILE CRUISERS: 38-*Cloudburst*, 48-*Hailstone*, 22-*Lightning*, 32-*Pestilence*, 36-*Thunderbolt*, 14-*Stormcloud*. Only the Klingons used so many heavy cruisers for this role; most empires used light cruisers and war cruisers. Data same as D6 except: replace each disruptor with a type-B missile rack, replace four transporters with cargo spaces for missiles, add 20 crew and two special sensors.

D6E EXPLORATION SHIP: 5-*Investigator*. This ship spent the war in the Lyran Far Stars region seeking new resources. Data same as D6 except: delete one missile rack, the anti-missile system, two disruptors, the reactor, and 20 crew; add two special sensors, four cargo holds, and four science labs.

D6G COMMANDO CRUISER: 62-*Widowmaker*, 64-*Orphanmaker*, 65-*Sorrowmaker*. These ships were stripped of most of the heavy weapons and carried a full battalion of Marines. Only the Klingons used heavy cruisers in so many secondary roles. This was possible because the D6 and D7 were both "heavy" cruisers and the older and inferior D6 was available in large numbers. Data same as D6 except: Delete four disruptors, the reactor, two missile racks; add four transporter, five shuttlecraft, one tractor beam, six barracks, 150 Marines.

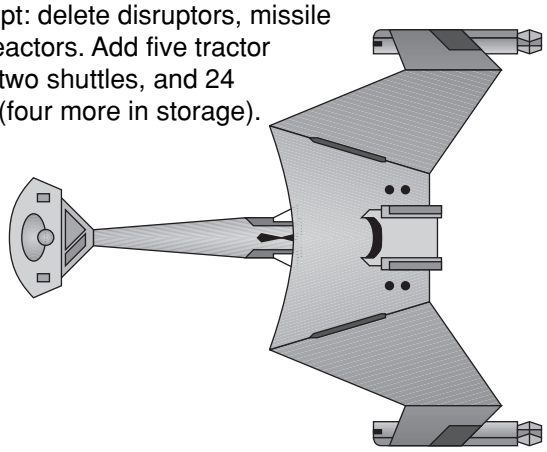
D6S HEAVY SCOUTS: 12-*Vigilant*, 17-*Persistence*, 49-*Perseverence*, 67-*Sentinel*, 44-*Stealth*. These were some of the most powerful electronic warfare platforms in space; the Klingons built more heavy cruiser scouts than all other empires combined. Data same as D6 except: replace disruptors with special sensors, reduce crew by 20.

D6V CARRIERS: 15-*Whirlwind*, 34-*Hurricane*, 16-*Blizzard*, 20-*Tempest*, 28-*Tornado*. Built just before the General War, these had only ten fighters. In the early days of the War, most empires had many different kinds of carriers before standardizing on a squadron of 12 (the largest squadron that could all receive jammer support from a single electronic warfare fighter). Data same as D6 except: add three tractors, ten fighters (two more fighters in storage), ten crewmen (pilots), one anti-missile system; delete missile racks and two transporters.

D6J PENAL CRUISERS: 10-*Purgatory*, 11-*Despite*, 39-*Gehenna*, 35-*Leper Colony*, 27-*Vainglory*. These ships were crewed by Klingons (and very few Subject Race personnel) who had committed some offense or failure and were earning their way back into the fleet. The ships were assigned the most dangerous missions and were fitted with extra escape pods and boom warp engines so that any surviving crewmen could receive the reward (of having their records cleared) that they had earned. Data same as D6 except: add two security stations, and 6 GW warp engine under boom; remove the anti-missile system.

D6P GUNBOAT TENDERS: 31-*Raven*, 40-*Jackal*, 8-*Hyena*, 29-*Vulture*. These ships, converted late in the War, were designed to carry six G1 gunboats on mechanical linkages. Such gunboats had the most firepower per ton of any starship but they were too short-ranged to be used in offensive combat without being carried to the target by a tender. Data same as D6 except: add three tractor, two special sensors, six gunboat repair shops, docking for six gunboats. Delete two transporters, two missile racks, the anti-missile system, and one shuttle.

D6U INTERDICTION CARRIER: *Unforgiving*, *Unremitting*. These ships were stripped of their offensive weapons in order to increase the fighter group to two full squadrons. While the original intent was to use these ships for independent strikes, they were mostly used as part of a major fleet in direct combat with the enemy. Data same as D6 except: delete disruptors, missile racks, reactors. Add five tractor beams, two shuttles, and 24 fighters (four more in storage).



D5 WAR CRUISERS

These ships, like the war cruisers of other empires, appeared at the start of the General War. The war cruiser was the size of a pre-war light cruiser but had the weapons of a pre-war heavy cruiser. The Klingons, however, had never built light cruisers since they had plenty of surplus D6 heavy cruisers that could fulfill that role. War cruisers, and the D5 is no exception, were built rapidly and cheaply and had a planned service life of only 15 years, compared to 30+ years for a heavy cruiser. Due to wartime casualties, very few of them survived that long.

Design Data: Klingon D5 War Cruiser

Hull Volume: 2,000,000 cubic feet; Loaded Mass: 55,000 deadweight tons; Crew 400; PL: 10; Compartmentalization: Heavy; Hull Strength: Combat Reinforced.

Cruise Speed: Warp 7; Emergency Speed: Warp 9.25; Tactical Speed: Warp 3.2; Sensors (advanced) FTL.

Two warp engines @ 36 GW each; Two impulse engines; 1 @ 12 GW, 1 @ 3 GW; Batteries: 9 GW. Aux Reactors: 6 GW.

Control: Main Bridge; Auxiliary Control; Emergency Bridge; 2 Security Stations.

Shields: 360 MegaRips.

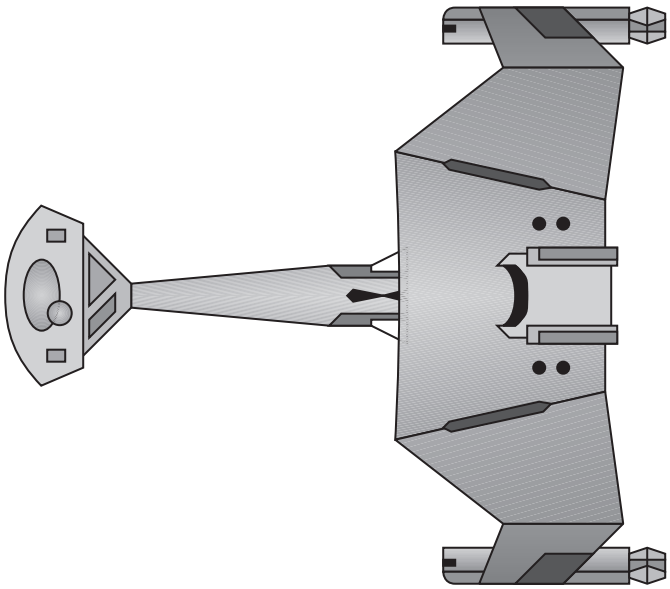
Weapons: 4 disruptors; 2 missile racks (six missiles each); 1 bank of two phaser-1s (forward); two banks of one phaser-2 (wings); 2 banks of 2 phaser-3s (rear); 2 anti-missile racks.

Accessories: Total life support with emergency supplies for 400 crew; artificial gravity; 3 tractor beams; 3 transporter rooms; 2 full medical bays; 1 medical lab; 1 science lab; 1 probe launcher; turbolift system; cargo: 250,000 cubic feet; hangar bay with room for two shuttles plus one shuttle in storage.

D5 WAR CRUISERS: *Rabid, Racker, Rager, Ransacker, Raider, Rapier, Ravager, Raven, Raver, Ravenous, Ravisher, Razer, Reaper, Reaver, Rebellion, Refutor, Renegade*, Resilience, Retaliator, Revenger, Rikor, Rogue, Ruiner*. This was the standard D5, built in vast numbers to keep the "cruiser count" at an ever-increasing level. (* D5s are known as *Renegade*-class.)

D5A STASIS CRUISERS: *Rectifier, Regressor, Reamer, Retainer*. These ships replaced the forward phaser battery with a stasis field generator. The Klingons used SFGs as a special weapon in fleet battles, and tried to replace lost D7As with cheaper D5As. The problem was that all SFG ships are very vulnerable in combat (since they have to stop to use their weapon) and the smaller D5A couldn't survive that maneuver. [Design data: Replace two forward phaser-1s with SFG. Replace disruptors with missile racks.]

D5B SCOUT CARRIERS: *Skyhunter, Seahunter, Starhunter*. These were a mid-war development intended to combine the role of carrier and scout. These modified D5 hulls had six heavy fighters (more combat power than twelve standard fighters) and the special sensors of a D5S scout. [Design data: Replace each disruptor with a special sensor. Make space for six heavy fighters by removing missile racks, reactors, and anti-missiles.]



D5D WAR MISSILE CRUISERS: *Crossbow, Longbow, Archer, Catapult, Slinger*. These variants replaced the disruptors with missile launchers. The intention was to provide fleet commanders with a variety of different weapons in order to complicate enemy defenses. [Design data: Replace each disruptor with a missile rack. Replace reactors with cargo holds for missiles.]

D5E ESCORT CRUISERS: *Repulsor, Repeller, Repudiator, Reducer, Repressor, Refuter, Refuser, Rejector, Revoker, Rebuker, Responder*. Designed as heavy carrier escorts, these were built as D5Es and later refitted with full Aegis fire controls and redesignated AD5s. Carrier escorts were intended to keep enemy attacks away from the carriers, and particularly to protect the fighters which were highly vulnerable just after launch and just before landing. [Design data: Replace four disruptors with phaser-2s (phaser-1s on AD5). Replace two phaser-2s with four phaser-3s; reduce phaser-1s to phaser-2s. Replace missile rack and anti-missile racks with type-G missile/anti-missile racks.]

D5F ANTI-FIGHTER CRUISER: *Racer, Runner*. The idea was that by including one ship of this type in a fleet (replacing a standard D5), the fleet would be less vulnerable to fighter attack. The design was not produced in quantity after combat tests showed these ships to be little more effective against fighters than standard D5s and far less effective against enemy warships. [Design data: Replace each missile rack with one twelve-round anti-missile rack.]

D5G GROUND ASSAULT CRUISERS: *Ravagemaker, Ruinmaker, Ragemaker, Raidmaker*. These ships were stripped of their heavy weapons to carry an entire battalion of Marines. The Klingons, unique among other empires, designed their commando war cruisers to also function as light tactical transports, albeit only with certain pods that could support a ground assault. [Design data: Remove the following to make room for 130 additional Marines: four disruptors (replace with cargo), anti-missiles,

reactors, missile racks. Add two transporters, two ground-assault shuttles, one heavy transport shuttle.]

D5H LIGHT TACTICAL TRANSPORTS: *Resupply, Reinforce, Reconstitute, Replace, Respite*. These were "light tugs" able to carry a single pod (rather than the two carried by the larger T6-T7 class). They functioned as multi-mission ships and to carry supplies to forward fleets. They carried the four disruptors of the original D5; most empires stripped the heavy weapons from war cruisers being converted into transports. This meant that LTTs with combat pods were dangerous and powerful adversaries. [Design data: Replace reactors, missile racks, and anti-missile racks with cargo spaces; gains ability to carry pods. Crew 360.]

D5I POLICE CRUISER: The honorary flagship of the ISF, the *Regulator* was used for the highest level of inspections. [Design data: reduce phaser-1s to phaser-2s. Crew 360.]

D5J PENAL CRUISERS: *Regret, Remand, Restitution, Recanter*. Penal ships were used to provide those Klingons who had failed in battle with a chance to redeem themselves. Assigned to the most dangerous missions, they had the most crew casualties, but special features meant that the ship was more likely to survive a battle (albeit as a complete wreck useful only to a scrapyard). [Design data: Double the security stations, add one 6 GW warp engine on the boom section.]

D5C and D5L COMMAND CRUISERS: *Rabbleslayer, Rabblekiller, Rabidkiller, Rabidslayer, Ratkiller, Ratslayer, Redslayer, Redkiller, Roguekiller, Rogueslayer, Ruthlesskiller, Ruthlesslayer*. These ships, slightly enlarged D5s, were designed as squadron leaders. (When the D5Cs were refitted, they were redesignated D5Ls.) In theory, every group of three D5 cruisers includes one D5C. In practice, fleets were much less formally organized and a D5C might be in command of four to eight ships of various frigate and war cruiser types. [Design data: double wing phaser banks, add one 6 GW auxiliary reactor, add one tractor beam and one shuttle. Crew 430.]

D5M MINESWEEPER: *Explosive, Detonation, Catastrophe*. These ships were designed to locate and destroy enemy nuclear mines, which were often used in the defense of key planets and bases. These ships had extra tractor beams to seize mines, special systems to detect them, special minesweeping shuttles, and a selection of phasers and missiles designed to destroy mines. Like all minesweepers in the *Star Fleet Universe*, these minesweepers had their own mine racks to lay mines. Like other empires, the Klingons found that the original frigate-sized minesweepers were too small to survive in combat and replaced them with cruisers. [Design data: Replace each disruptor with a mine rack. Replace anti-missiles with minesweeping shuttles. Crew 420.]

MD5 WAR MAULER: *Ripsnorter, Rammer, Ripper, Roarer*. These ships, like D6Ms, replaced the disruptors with the powerful mauler cannon. The Klingons had found losses among the key mauler ships to be higher than expected and tried to make them good by using cheaper D5 hulls. The experiment was not entirely successful. [Design data: Remove disruptors, auxiliary reactors, missile racks, two transporters. Add 69 GW of batteries and one mauler cannon system.]

D5N DIPLOMATIC SHIP: *Render, Revisor*. These ships were intended to be cheaper replacements for D7Ns lost in action. They proved entirely capable of many of the tasks assigned to the larger D7Ns, and took over the mission of handling revolts on worlds inside the Empire. [Design data: Replace missile racks with one shuttle and one fighter. Some accomodations are improved to luxury status. Crew 420.]

D5P GUNBOAT TENDER: *Raider's Rest, Reaver's Roost*. These ships retained most of their offensive weapons; the six G1 gunboats they carried were their striking arm. The ships carried the same special sensors as scouts in order to find targets, and late in the war many fleets and squadrons increased their firepower by replacing a scout with a PFT. [Design data: Remove two forward-firing phaser-2s and the auxiliary reactor. Add two special sensors and four tractor beams; six of the tractors have docking points for gunboats. Replace missile racks and anti-missile launchers with repair bays for gunboats. Crew 420.]

D5S SCOUT CRUISER: *Reader, Reacher, Research, Review*. These ships had their disruptors replaced by special sensors. Their job was to detect enemy fleets moving in the sector, allowing the fleet to close in and intercept them. Once the battle was joined, the scout ships provided electronic warfare support including jamming, counter-jamming, counter-counter-jamming, seeking weapons control, and tactical intelligence. [Design data: Replace each of the four disruptors with one special sensor.]

D5U PATROL CARRIERS: *Stronghold, Strongpoint, Strongcastle*. These carriers were stripped of all heavy weapons in order to increase the fighter group to 18 fighters. They were useful in patrolling flanks and rear areas but were unpopular with the Klingons as the ship itself stood back from the battle and sent the fighters to do the fighting. [Design data: Delete four disruptors, and all of the missile racks, auxiliary reactor, anti-missile racks. Add six tractor beams and space for 18 fighters. Crew 440.]

D5V STRIKE CARRIERS: *Rampage, Rampant, Rampart, Ramcharger, Ramhammer, Ramslammer*. The Klingons, like other empires, found that the most effective fighter squadron was twelve fighters, and that no ship smaller than a cruiser could operate that many. When design limits meant that the abundant D6 class could only carry ten fighters and there were too few D7s to spare for carrier conversions, the D5 class picked up the burden and became the standard Klingon fighter carrier. [Design data: Remove missile racks, auxiliary reactors, and anti-missiles. Add twelve fighters. Crew 440.]

D5Z WEAPONS TEST CRUISER: At least two of these ships existed. They were used by the Galactic Research Unit and Fleet Engineering to test new (and foreign) weapons. They were named *Reconsideration* and *Restitution*. The disruptors, and sometimes the phasers and missile racks, were replaced (for testing purposes) by other weapons of Klingon design (or captured foreign weapons). These ships were mostly (but not always) kept in the capital system and were counted as part of the capital garrison.

D5W NEW HEAVY CRUISERS

These ships were D5 war cruisers with an enlarged rear hull and a third engine. The general idea was to take existing (and new) war cruisers and expand them to the size and combat power of the D7 true heavy cruiser.

D5W NEW HEAVY CRUISERS: The standard ship of the class; names include *Soulkiller, Soulstealer, Soulslayer, Soulstalker, Soulwing, Souldemon*. Some of these ships were fitted with command facilities as D5WL squadron leaders. There was a ED5W survey variant designed but never built.

Design Data: Hull Volume: 2,000,000 cubic feet; Loaded Mass: 55,000 deadweight tons; Crew 450; PL: 10; Compartmentalization: Heavy; Hull Strength: Combat Reinforced.

Cruise Speed: Warp 7; Emergency Speed: Warp 9.25; Tactical Speed: Warp 3.2; Sensors (advanced) FTL.

Engines: Three warp engines, 2 @ 36 GW, 1 @ 24 GW; two impulse engines, 1 @ 12 GW, 1 @ 3 GW; batteries, 12 GW; aux reactors: 6 GW.

Control: Main Bridge; Auxilliary Control; Emergency Bridge; 2 Security Stations.

Armor: 450 MegaRips.

Weapons: 4 disruptors; 2 type-B missile racks; 1 bank of 2 phaser-1s forward; 2 banks of 2 phaser-1s wing mounts, 2 banks of 1 phaser-2 (rear); 2 banks of 1 phaser-3 (rear); 2 anti-missile racks.

Accessories: Total life support with emergency supplies for 450 crew; artificial gravity; 3 tractor beams; 5 transporter rooms; 2 full medical bays; 1 medical lab; 1 science lab; 1 probe launcher; turbolift system; cargo: 220,000 cubic feet; 1 hangar bay with room for 2 shuttles plus one shuttle in storage.

D5WA NEW STASIS CRUISER: While the D5As were found inadequate to use the stasis field generator, the survivors were all converted into "heavy" stasis ships and served admirably through the war. Data same as D5W except: replace forward phaser-1 bank with stasis field generator, replace disruptors with missile racks.

D5WD DRONE CRUISER: Built to replace lost D6Ds, these drone-bombardment ships had special sensors, huge missile magazines, and could be used for direct fleet combat where they boosted combat power and electronic warfare power simultaneously. Data same as D5W except: replace reactor with cargo, disruptors with missile racks, two phaser-1s (wing) with a special sensor each.

DD5W NEW DRONE CRUISER: Only one ship of this type was built, the *Garrotter.* It was not a drone bombardment ship, but (like the D7D) simply a standard combat cruiser with a few extra missile racks. The design was too expensive to enter mass production, although the Klingons wanted to convert all D5W construction to this improved type. Data same as D5W except: delete anti-missiles and phaser-2s; add two missile racks and two shuttles.

FD5W FAST RAIDER: A variant of the D5W, this ship had fewer weapons (replace two disruptors with phaser-1s) but larger engines (Warp 7.25, Emergency 9.5) and was used for deep raids in the enemy rear. At least one, the *Swift Strike,* was built. Data same as D5W except: increase 36 GW warp engines to 45 GW each.

D5WG NEW COMMANDO CRUISER: One D5G commando ship was converted into this heavy cruiser design for a special mission. Data same as D5W except: Delete reactor, missile racks, anti-missiles; add 130 Marines, two transporters, two ground assault shuttles, one heavy transport shuttle. Replace disruptors with cargo.

D5WJ NEW PENAL CRUISER: The only ship of this type, *Deadlands,* was built to replace *Purgatory,* the last of the D6Js. The Klingons wanted to have at least one heavy penal cruiser in service in order to handle the full range of penal missions. Data same as D5W except: add two security stations and one 6 GW warp engine to the boom.

MD5W NEW MAULER CRUISER: These were new construction, rather than conversions of the marginal MD5s, as the power arrangements of the smaller ship made the conversion impossible. Only one was built during the General War due to the impossible demands on the low D5W production rate. Data same as D5W except: delete disruptors, missile racks, reactors, four transporters. Reduce phaser-1 wing banks to one each, change phaser-2s to phaser-3s. Add 87 GW batteries, mauler cannon system.

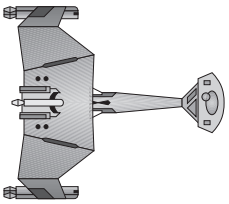
D5WN NEW DIPLOMATIC CRUISER: Converted from the D5N *Revisor*, this ship was destroyed in a failed attempt to reach the Romulans in the later years of the General War. Part of the crew was rescued in Y187 when found on a remote planet. Data same as D5W except: Replace missile racks with one shuttle and one fighter, add two mech-links (for two gunboats).

D5WP GUNBOAT TENDER: There were too few D5Ws to waste on this secondary mission, but several damaged D5Ps were converted to this heavier and more survivable design while being repaired. Data same as D5W except: delete reactors, drones, anti-missiles; add four tractors beams (six mech-links for gunboats); replace each wing phaser-1 with a special sensor. Crew 490.

D5WS NEW SCOUT CRUISER: Unable to field as many D6S heavy scouts as needed, the Klingons converted three D5S war cruiser scouts into this heavy design based on the D5W. Data same as D5W except: replace each disruptor with a special sensor.

D5WU DIVISION CONTROL SHIP: The only ship of this type, the *Integrator,* served on the Hydran front late in the war. It carried fighters and G1 gunboats, but no heavy weapons. Data same as D5W except: Delete reactors, phaser-3s, phaser-2s, missile racks, anti-missile systems. Replace disruptors with phaser-2s; replace two phaser-1s (wing) with a special sensor each. Add twelve fighters, one shuttle, four tractors, six mech-links (for six gunboats).

D5WV NEW STRIKE CARRIERS: Two D5Ws were completed as carriers to replace losses among D7Vs. The *Duke Elan* and *Princess Sangfroid* were named for semi-mythical heroes in early Klingon history. For political reasons, the *Princess Sangfroid* always had female pilots, female senior officers, and a female captain. Same as D5W except: change phaser-2s to phaser-3s, delete missile and anti-missile racks and the reactor to make room for 12 fighters. Crew 490.



TUGS AND TRANSPORTS

T7-Class Tug-A: 8-*Commissar Gorvis Kormlin*, 7-*Commissar Vadmark Vak Kalday*, 3-*Commissar Lev Kurman*, 11-*Commissar Ter Mikon*. These ships were named for ESS commanders (the term "commissar" is a Federation translation; the term was not used by the Klingons) who had displayed heroism in stopping mutinies or treason. The T7 class had the same offensive weapons as a D7 cruiser, and was considered a "frontline" unit. Tugs had some internal cargo but carried most of their cargo in two huge pods slung under the ship between the warp engines. While a majority of such pods were cargo types (and identical to the cargo pods that were used in freighters), the Klingons did field pods fitted with weapons, troops, fighters, or other special mission equipment. This effectively turned tugs (for all empires) into the ultimate multi-mission ships.

Design Data: Hull Volume: 5,370,000 cubic feet; Loaded Mass: 180,000 deadweight tons; Crew 200; PL: 10; Compartmentalization: Heavy; Hull Strength: Combat Reinforced.

Cruise Speed: Warp 7; Emergency Speed: Warp 9.25; Tactical Speed: Warp 3.2; Sensors (advanced) FTL.

Engines; 2 warp @ 42 GW each; two impulse engines; 1 @ 12 GW, 1 @ 3 GW. Batteries: 15 GW. Aux Reactors: 3 GW.

Control: Main Bridge; Auxilliary Control; Emergency Bridge; 3 Security Stations.

Shields: 465 Megarips.

Weapons: 4 disruptors (forward); 4 type-B missile racks; 1 bank of 3 phaser-1s; 2 banks of 4 phaser-3s (360°); 1 anti-missile system.

Accessories: Total life support with emergency supplies for 200 crew; artificial gravity; 2 tractor beams; 5 transporter rooms; 1 full medical bay; 2 medical labs; 2 science labs; 1 probe launcher; turbolift system; cargo: 4,500,000 cubic feet; hangar bay with room for 2 shuttles plus one spare shuttle in storage.

T6-Class Tug-B: 1-*Commissioner Boca Raton*, 2-*Commissioner Grolika Amelko*, 6-*Commissioner Tomak Vilkov*. These ships, named for industrialists who had performed some major service that improved the entire Empire's economy and productivity, were used mostly as fleet cargo transports and refueling tankers. The T6-class had only two disruptors and fewer missile racks.

Data same as T7 except only two disruptors and only two missile racks; crew is only 180.

OTHER KLINGON WARSHIPS

HF5 HEAVY WAR DESTROYERS: *Dawnraker, Darkraker, Deathraker, Demonraker, Devilraker, Dreamraker, Battleraker, Fireraker, Hellraker, Deftraker*. These ships, based on an expanded F5W hull with a third engine, were intended to use "destroyer" production facilities to field a ship with the same combat power as a larger "war cruiser." These ships were modular, allowing them to be converted to a wide variety of special missions such as commando, scout, drone bombardment, carrier escort, carrier, etc.

Design Data: Hull Volume: 1,750,000 cubic feet; Loaded Mass: 38,000 deadweight tons; Crew 380; PL: 10; Compartmentalization: Heavy; Hull Strength: Combat Reinforced.

Cruise Speed: Warp 7.25; Emergency Speed: Warp 9.5; Tactical Speed: Warp 3.2; Sensors (advanced) FTL.

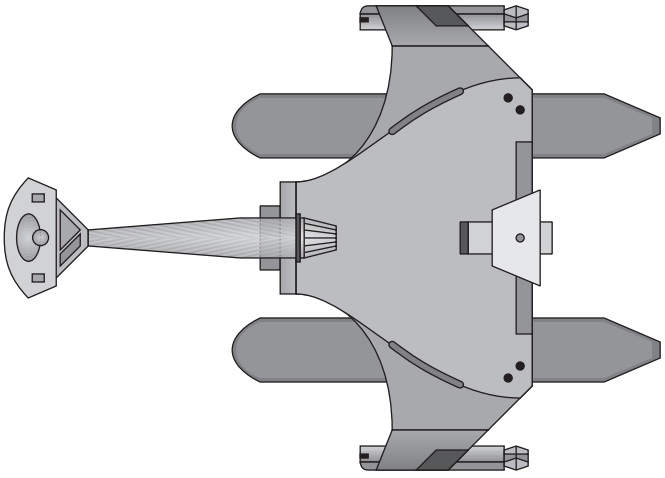
Three warp engines; 2 @ 27 GW, 1 @ 18 GW; Two impulse engines; 2 @ 6 GW. Batteries: 9 GW. Aux Reactors: 18 GW.

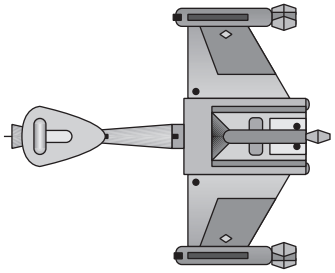
Control: Main Bridge; Auxiliary Control; Emergency Bridge; 3 Security Stations.

Shields: 390 MegaRips.

Weapons: 2 disruptors; 2 type-B missile racks; 2 banks of 1 phaser-1 forward; 2 banks of 1 phaser-3 (wing); 1 bank of 3 phaser-1s (rear); 1 anti-missile system. This ship can mount two additional weapons (phaser, disruptor, missile) that face to the rear if fitted for combat mode.

Accessories: Total life support with emergency supplies for 380 crew; artificial gravity; 2 tractor beams; 2 transporter rooms; 1 full medical bay; 1 medical lab; 1 science lab; 1 probe launcher; turbolift system; cargo: 5,000 cubic feet; hangar bay with 4 shuttles and one spare shuttle in storage. (Some ships replaced one or two shuttles with fighters for special missions.)





F5 FRIGATES

The Klingons called their F5-class a frigate, but it was more properly a very small destroyer. It had much better armament and power than the frigates used by the Lyrans, Kzintis, and Hydrans, being about 20% larger and more powerful. (The slightly larger F5L was, in fact, used as a destroyer during the middle years of the General War before the F5W war destroyer became available.)

F5 FRIGATES (prewar construction): 15-*Ardent*, 38-*Arduous*, 4-*Audacious*, 50-*Bandit*, 51-*Barracuda*, 42-*Beast*, 47-*Blackguard*, 45-*Blackstar*, 3-*Brave*, 32-*Courageous*, 19-*Dasher*, 52-*Devil's Anvil*, 53-*Eviscerator*, 49-*Fearless*, 2-*Fiend*, 1-*Fury**, 31-*Harasser*, 39-*Hero of Zursk*, 11-*Glorious*, 5-*Khedive*, 46-*Kievak*, 44-*Kor*, 48-*Mayhem*, 18-*Nova*, 54-*Stalker*, 55-*Stealth*, 10-*Stormer*, 33-*Tenacity*, 21-*Terrorist*, 43-*Undaunted*, 26-*Vandal*, 30-*Vengeful*, 40-*Vicious*, 27-*Vigilance*, 16-*Violation*, 12-*Volcano*, 37-*Voracious*. These ships, built before the General War, had hull numbers as well as names.

F5 FRIGATES built during the General War: *Axe Wielder, Axe Demon, Axe Slayer, Axe Warrior, Battle Chariot, Battle Cry, Battle Demon, Battle Dog, Battle Dragon, Battle Fire, Battle Song, Battle Storm, Battle Sword, Battle Wind, Blood Chariot, Blood Demon, Blood Fire, Blood Lust, Blood Slayer, Blood Storm, Blood Sword, Death Angel, Death Chant, Death Chariot, Death Cry, Death Demon, Death Fire, Death Song, Death Storm, Death Sword, Death Warrior, Death Wielder, Death Wind, Doom Chant, Doom Chariot, Doom Cry, Doom Song, Doom Sword, Doom Warrior, Doom Wind, Dragon Claw, Dragon Chariot, Dragon Cry, Dragon Fire, Dragon Scale, Dragon Song, Dragon Sword, Dragon Tooth, Fire Air, Fire Angel, Fire Chariot, Fire Cry, Fire Demon, Fire Dog, Fire Dragon, Fire Hound, Fire Lust, Fire Slayer, Fire Song, Fire Starter, Fire Storm, Fire Sword, Fire Warrior, Fire Wielder, Fire Wind, Storm Cry, Storm Chariot, Storm Demon, Storm Dog, Storm Dragon, Storm Slayer, Storm Song, Storm Warrior, Storm Wielder, Storm Wind, War Angel, War Chant, War Chariot, War Cry, War Demon, War Dog, War Dragon, War Hound, War Lust, War Slayer, War Song, War Storm, War Sword, War Wielder, War Wind.* This list covers only some of the vast fleet of F5 frigates built during the General War. None had hull numbers.

Design Data: Hull Volume: 1,530,000 cubic feet; Loaded Mass: 35,000 deadweight tons; Crew 220; PL: 10; Compartmentalization: Heavy; Hull Strength: Combat Reinforced.

Cruise Speed: Warp 7; Emergency Speed: Warp 9.25; Tactical Speed: Warp 3.2; Sensors (advanced) FTL.

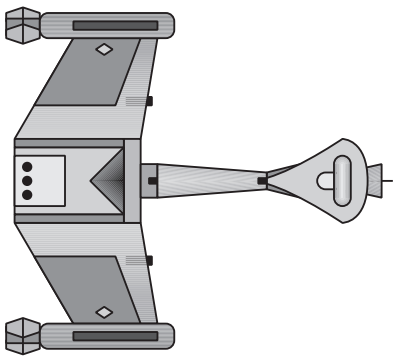
Engines; 2 warp engines each 24 GW; two impulse engines each 4.5 GW. Batteries: 6 GW. Auxiliary Reactors: 3 GW.

Control: Small Command Bridge; Auxiliary Control; Emergency Bridge; 2 Security Stations.

Shields: 315 MegaRips.

Weapons: 2 disruptors (forward); one type-B missile rack; 2 banks of one phaser-2 (forward); one bank of three phaser-2s (rear); 1 anti-missile system.

Accessories: Total life support with emergency supplies for 220 crew; artificial gravity; 1 tractor beam; 2 transporter rooms; 1 full medical bay; 1 medical lab; 1 science lab; 1 probe launcher; turbolift system; cargo: 150,000 cubic feet; hangar bay with room for 1 shuttle.



F5C and F5L DESTROYER LEADERS: 3-*Audacity*, 2-*Alacrity*, 9-*Barbarian*, 7-*Demonfire*, 4-*Ferocity*, 10-*Firestar*, *6-Glory,* 1-*Marauder**, 5-*Urgency*, 8-*Venom, Axe Leader, Axe Lord, Battle Leader, Battle Lord, Battle King, Blood Leader, Blood Lord, Death King, Death Leader, Death Lord, Dragon Leader, Dragon King, Dragon Lord, Doom Leader, Doom Lord, Fire King, Fire Leader, Fire Lord, Storm King, Storm Leader, Storm Lord, War King, War Leader, War Lord*. These enlarged F5s were used as frigate squadron leaders. Fleet commanders wanted to field entire squadrons of F5Ls, but construction was expensive and this request could not be completely honored. Same as F5 except: crew 460, add one drone rack and one shuttlecraft; increase reactor to 9 GW; the two banks of one phaser-2 are phaser-1s. On F5L, the rear phaser-2s are phaser-1s.

F5D DRONE FRIGATES: 17-*Spoiler*, 6-*Viper*, *Axe Bringer, Axe Thrower, Battle Bringer, Blood Bringer, Death Bringer, Death Thrower, Doom Bringer, Doom Thrower, Dragon Thrower, Fire Bringer, Fire Thrower, Storm Bringer, Storm Thrower, War Bringer, War Thrower.* The Klingons fitted some F5s with drones instead of disruptors, intending to provide a squadron commander with a combination of weapons that would create a dynamic battle option. Lacking the special sensors or magazine capacity to conduct long-range drone bombardment, these were used in direct combat (mostly on the Kzinti front, as all Kzinti ships used huge quantities of drones). Same as F5 except replace the two disruptors with four (total five) type-B missile racks (six missiles each). Delete anti-missile system.

F5E ESCORT FRIGATES: *Axe Guard, Battle Guard, Blood Guard, Death Guard, Doom Guard, Dragon Guard, Fire Guard, Fire Wall, Storm Guard, War Guard,* many others. These ships were used as carrier escorts. When refitted with full Aegis fire controls, they were redesignated AF5s. Same as F5 except: delete type-B missile rack, anti-missile system, both disruptors; add four type-G missile racks, one shuttlecraft. Shuttle bay can rearm fighters.

F5G COMMANDO FRIGATES: *Senior Sergeant Korl*, *Corporal Major Kendr,* many others. These ships gave up their offensive weapons to carry Marines. In pre-war plan-

ning, every fleet was provided with such a ship to provide a means of attacking enemy ground bases or capturing crippled enemy ships. Once the war started, all of the fleets found that they did not have nearly enough commando ships to meet the demand, and most commando missions were performed by variants of the Free Trader, ships not really suited to combat. Same as F5 except: remove reactor, missile rack, and anti-missile system. Add one transporter, three barracks. Replace disruptors with cargo bays. Total Marines on board 130. Shuttles are two ground assault and one heavy transport type.

F5J PENAL FRIGATES: 13-*Torment**, 25-*Agony*, 36-*Forsaken*, 28-*Insufferable, Axe Agony, Battle Agony, Blood Agony, Death Agony, Doom Agony, Dragon Agony, Fire Agony, Storm Agony, War Agony*. Used as a punishment tour for Klingons who had failed in combat, penal ships were given the toughest missions and had the highest crew casualties. Same as F5 except: delete anti-missile systems, add 3 GW warp engine under boom, add two security stations.

F5M MINEHUNTERS: 22-*Cautious*, 7-*Meticulous**, 14-*Thorough*, *Battle Seeker, Blood Seeker, Doom Seeker, Dragon Seeker, Storm Seeker, War Seeker,* others. These were built before the war to provide each fleet with a means of clearing enemy mines. As with all specialty variants, the pre-war plans did not provide enough of this type and more had to be produced quickly by converting F5s. Fortunately, the Klingons had a considerable stock of F5s in storage. Same as F5 except: delete both disruptors and the probe. Add four mine racks and a tractor beam. Shuttlecraft is a minesweeping type. Crew 200.

F5R FOWARD CARRIER RESUPPLY SHIPS: *Axe Provider, Battle Provider, Blood Provider, Death Provider, Doom Provider, Dragon Provider, Fire Provider, Storm Provider, War Provider*. Wartime experience showed that carriers would quickly burn through their on-board supplies of drones, chaff packs, fighters, fighter mission pods, and pilots. FCRs were used by all empires to provide these supplies faster than the slow-moving freighter convoys could. FCRs were configured to function as carrier escorts if needed, but this was a horrible misuse of a key resource. One FCR could replace all of the fighters and weapons stocks on a fleet carrier, allowing those important ships to stay in the fight. Most of the F5Rs listed here were built later in the General War as the Klingons originally used smaller and cheaper E4Rs for this mission. Same as F5 except: delete both disruptors and the missile rack. Crew is 160. Add additional cargo bays and one shuttlecraft.

F5S SCOUTS: 20-*Dauntless*, 9-*Deceiver**, 34-*Scorn*, *Axe Hunter, Battle Hunter, Blood Hunter, Death Hunter, Doom Hunter, Dragon Hunter, Fire Hunter, Storm Hunter, War Hunter,* others. This was the original pre-General War Klingon scout. Most empires assumed that scouts would be used only to find and intercept the enemy fleet; the Klingons expected their scouts to go into combat and provide electronic warfare support. The Klingon F5S was better than the scout frigates of most empires and survived a few years longer before being surplanted by D5S war cruiser scouts. Design data same as F5 except: replace each disruptor with one special sensor. Crew 240.

F5T TRANSPORTS: Intended as fast transports, these ships gave up most of their weapons to increase cargo volume. Few of them had names (and none of those are in the record). Design same as F5 except that to make room for cargo and a second shuttle, they removed both disruptors, the missile and anti-missile racks, and the reactor.

F5V LIGHT CARRIERS: *Axe Carrier, Battle Carrier, Dragon Carrier, Fire Carrier, Storm Carrier, War Carrier*. These ships carried a short-squadron of eight fighters. Before the General War, none of the empires realized how fighters would ultimately be used, and all built a wide variety of carrier types with various-sized squadrons. The initial panic of the General War resulted in even more nonstandard carriers appearing. By the time the "fighter question" had been answered, the Klingons had more F5Vs than they needed. These were used mostly as convoy escorts. Once the convoy reached the frontline fleet, the larger carriers on the front lines would "steal" the fighters from the F5Vs and send the empty convoy and its empty escorts back to base for more supplies to feed the ravenous maw of combat. Same as F5 except: add one shuttlecraft, eight fighters, two tractors, 20 crew. Delete one transporter and one missile rack, reduce battery by 3 GW.

BATTLE FRIGATES

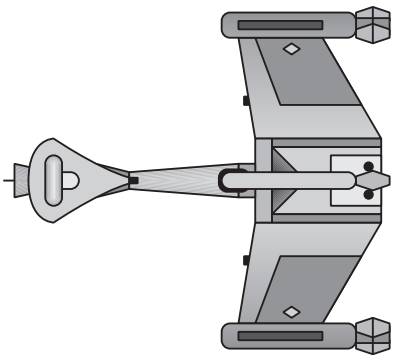
F6 FRIGATES: 1-*Bakurian*, 2-*Valorian*, 3-*Sefarian*, 4-*Walkurian*. These ships were, basically, a standard F5 frigate with a third engine and extra weapons. The idea was to build more powerful ships in shipyards limited to smaller obsolete designs. The ships did not work out very well, requiring more maintenance than expected. Only four were built. These were named for (and crewed by) the Klingon Warrior Colony planets.

Design data same as F5 except as noted: Loaded Mass: 55,000 deadweight tons; Crew 260; three warp engines @ 24 GW; three (total) Security Stations. Reactor 9 GW. Shields: 450 MegaRips.

Weapons: four disruptors (forward); two type-B missile racks; two banks of one phaser-1 (forward); one bank of three phaser-1s (rear); one anti-missile system.

Accessories: Total life support with emergency supplies for 260 crew; artificial gravity; 1 tractor beam; 2 transporter rooms; 1 full medical bay; 1 medical lab; 1 science lab; 1 probe launcher; turbolift system; cargo: 120,000 cubic feet; hangar bay with room for two shuttles.

Illustration of F6 below. Note center engine on top.



WAR DESTROYERS

The term "war destroyer" refers to a class of ships that appeared in the General War as all empires sought more combat power from their available production. Pre-war destroyers were balanced designs, but the "war" destroyers were optimized for firepower at the expense of other capabilities. They were also built cheaply and could not have survived more than a decade of peacetime service. In wartime, few of them survived half that long.

The Klingons never really had a true destroyer, their F5 being either the galaxy's largest frigate or weakest destroyer. The F5W was an improvement over the F5 design and had more power and weapons.

F5W WAR DESTROYERS: *Axe Destroyer, Axe Killer, Axe Soldier, Battle Destroyer, Battle Killer, Battle Soldier, Blood Destroyer, Blood Killer, Blood Soldier, Death Destroyer, Death Killer, Death Soldier, Doom Destroyer, Doom Killer, Doom Soldier, Dragon Destroyer, Dragon Killer, Dragon Soldier, Fire Destroyer, Fire Killer, Fire Soldier, Storm Destroyer, Storm Killer, War Soldier, War Destroyer, War Killer*. This was the standard combat version of the F5W, optimized as an attack gunboat. Relatively few variants of the F5W appeared as the Klingons had plenty of standard F5s that could be converted into specialist roles. Other empires tended to build a wider array of special mission war destroyer variants.

Design Data: Hull Volume: 1,750,000 cubic feet; Loaded Mass: 45,000 deadweight tons; Crew 280; PL: 10; Compartmentalization: Heavy; Hull Strength: Combat Reinforced.

Cruise Speed: Warp 7; Emergency Speed: Warp 9.25; Tactical Speed: Warp 3.2; Sensors (advanced) FTL.

Engines: Two warp engines @ 27 GW each; two impulse engines; @ 6 GW each. Batteries: 9 GW. Aux Reactors: 9 GW.

Control: Main Bridge; Auxiliary Control; Emergency Bridge; 2 Security Stations.

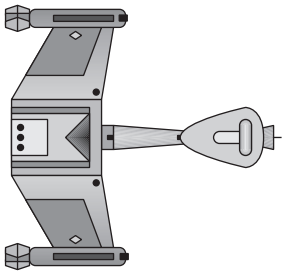
Shields: 390 MegaRips.

Weapons: 2 disruptors (forward); 2 type-B missile racks; 2 banks of one phaser-1 (forward); one bank of three phaser-2s (rear); two banks of one phaser-3 (wing); one anti-missile system.

Accessories: Total life support with emergency supplies for 280 crew; artificial gravity; 2 tractor beams; 2 transporter rooms; 1 full medical bay; 1 science lab; 1 medical lab; 1 probe launcher; turbolift system; cargo: 110,000 cubic feet; hangar bay with room for two shuttles; storage space for one shuttle.

FWC WAR DESTROYER LEADERS: *Axe Champion, Axe Chieftain, Battle Champion, Battle Chieftain, Blood Champion, Blood Chieftain, Death Champion, Death Chieftain, Doom Champion, Doom Chieftain, Dragon Champion, Dragon Chieftain, Fire Champion, Fire Chieftain, Storm Champion, Storm Chieftain, War Champion, War Chieftain*. These were designed as destroyer-frigate squadron leaders and accounted for about 20% of F5W production. F5WC is same as F5W except: phaser-3s are phaser-1s.

FWE WAR DESTROYER ESCORTS: *Axe Defender, Battle Defender, Blood Defender, Death Defender, Doom Defender, Dragon Defender, Fire Defender, Storm Defender, War Defender*. These ships were designed as improved carrier escorts, being tougher than the increasingly inadequate F5. While a popular ship in high demand, there were never enough spare F5W hulls to answer the number of requests. Data same as F5W except: replace disruptors with phaser-2s; replace anti-missile system and two type-B missile racks with three type-G missile racks.



FWV WAR DESTROYER CARRIERS: *Axe Dueler, Battle Dueler, Blood Dueler, Death Dueler, Doom Dueler, Dragon Dueler, Fire Dueler, Storm Dueler, War Dueler*. These ships retained most of the F5W's weapons while packing a short squadron of eight fighters into the rear deckhouse. The design was built in quantity but was never considered particularly effective. The ship was too expensive to use as a convoy escort and too small to serve as an effective fleet carrier. Data same as F5W except: delete one transporter, both missile racks; add eight fighters and one tractor beam. Reduce reactor to 6 GW. Crew 300.

E5 BATTLE ESCORTS: *Evil, Excommunication, Exorcism*. Yet another attempt to build a larger ship in a smaller shipyard, the E5s were basically an E4 hull and F5 boom, using a single engine from a D5 war cruiser. The design was anything but successful and all were eventually converted into E7s, which were no more successful.

Design Data: Hull Volume: 1,000,000 cubic feet; Loaded Mass: 25,000 deadweight tons; Crew 200; PL: 10; Compartmentalization: Heavy; Hull Strength: Combat Reinforced.

Cruise Speed: Warp 7; Emergency Speed: Warp 9.25; Tactical Speed: Warp 3.2; Sensors (advanced) FTL.

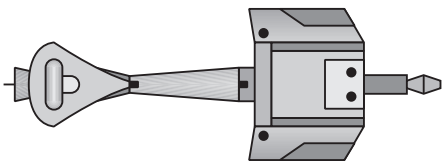
Engines: one warp @ 36 GW; two impulse engines, 1 1@ 6 GW, 1 @ 3GW. Batteries: 3 GW.

Control: Main Bridge; Auxiliary Control; Emergency Bridge; 2 Security Stations.

Shields: 360 MegaRips

Weapons: 2 disruptors; 2 type-B missile racks; 2 banks of one phaser-2 (forward); one bank of two phaser-2s (rear).

Accessories: Total life support with emergency supplies for 200 crew; artificial gravity; 1 tractor beam; 1 transporter room; 1 full medical bay; turbolift system; cargo: 40,000 cubic feet; hangar bay with room for 2 shuttles; space for one spare shuttle.



E4 CORVETTE (LIGHT FRIGATE)

This ship was a true frigate, being smaller than the F5 which carried the frigate designation. The Federation usually translates this ship as an "escort" because they were used as "convoy escorts" but this becomes very confusing after the development of "carrier escorts". The Klingons are often blamed for misnaming their ships, but these are Federation translations of Klingon terms, although the Klingons used different terms for F5s and E4s than they used regarding the "frigates" of other empires.

E4 ESCORTS: 12-*Adamant*, 8-*Determined*, 19-*Devoted*, 2-*Guardian*, 9-*Insolent*, 13-*Keeper*, 3-*Obdurate*, 10-*Safeguard*, 5-*Swatter*, *Trustworthy,* many others. This was the original and most common variant of the class. By mid-war, most had been converted to special missions.

Design Data: Hull Volume: 1,000,000 cubic feet; Loaded Mass: 20,000 deadweight tons; Crew 140; PL: 10; Compartmentalization: Heavy; Hull Strength: Combat Reinforced.

Cruise Speed: Warp 7; Emergency Speed: Warp 9.25; Tactical Speed: Warp 3.2; Sensors (advanced) FTL.

Engines; two warp engines each 18 GW; one impulse engine 6 GW. Batteries: 3 GW. Aux Reactors: 3 GW.

Control: Small Command Bridge; Auxiliary Control; Emergency Bridge; 1 Security Station.

Shields: 315 MegaRips.

Weapons: two disruptors (forward); one type-B missile rack; 2 banks of one phaser-2 (forward); one bank of 2 phaser-2s (rear), one anti-missile system.

Accessories: Total life support with emergency supplies for 140 crew; artificial gravity; 1 tractor beam; 1 transporter room; 1 full medical bay; turbolift system; cargo: 60,000 cubic feet; hangar bay with room for 1 shuttle; one shuttle in storage.

E4D MISSILE ESCORTS: 7-*Adept*, 18-*Defiant*, 17-*Stubborn,* many others. These were converted from E4s to provide missile support for smaller squadrons and forces. Found inadequate, most were converted into E4Es when the need for carrier escorts appeared. Same as E4 except: delete disruptors and anti-missile system; add three missile racks and one shuttlecraft. Crew 290.

E4E CARRIER ESCORTS: 1-*Defender*, 15-*Obstinate*, 6-*Protector*, 4-*Recalcitrant*, 14-*Sentinel*, 11-*Steadfast*, 16-*Watch,* many others. Converted from E4Ds to fill the newly created role of a carrier escort, these had Aegis fire controls and no disruptors. When refitted with improved Aegis in Y175, the designation changed to E4A. Most of these ships had been transferred to the ISF prior to that time as they were woefully inadequate for fleet combat. Same as E4 except: delete disruptors and missile racks; add three anti-missile systems and one shuttlecraft. Shuttle bay can service fighters.

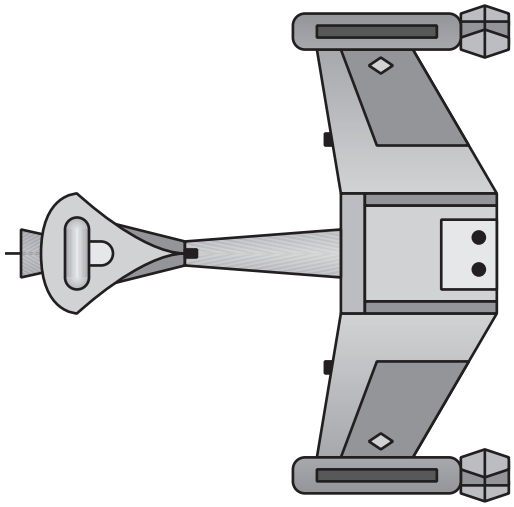
E4G COMMANDO ESCORT: 23-*Raid,* many others. Before the advent of the F5, fleets had D6s and E4s and the E4 provided most of the special mission variants. Most of these had been converted to other purposes or scrapped before the General War, but a few of the commando ships had remained in use (mostly to deal with revolts on colony worlds) and these were rapidly put into front-lin fleet use due to the demand for more commando ships. Same as E4 except: delete disruptors, missile racks, anti-missile system, the shuttle, and the reactor. This ship has a total of 130 Marines. Add two cargo bays, two barracks, two transporter rooms, two ground assault shuttles, one heavy transport shuttle.

E4R FORWARD CARRIER RESUPPLY SHIPS: *Provision, Provender,* many others. (See the description of the FCR mission under the F5R on page 109.) These were the original ships intended for this mission, but with huge stockpiles of both types, the Klingons used both interchangeably. There were never enough of them that a sector commander could decide which to send where; each FCR had more missions waiting for it as soon as it completed one. Same as E4 except: delete disruptors, anti-missile system, missile rack, and reactor. Add six cargo bays and one shuttle. Crew 160.

E3 Corvettes

E3 CORVETTES: The E3 was built at the same time as the E4 (Y120-Y121). The general idea was to assign to each mission only as much power as was needed, and having two sizes of small cheap frigates provided this option. Many E3s were built, and production continued until the dawn of the General War (and beyond, as the G2). Unofficial names were sometimes assigned by Federation intelligence, including: *Damien*, *Nomad*, *Omen*, *Omega*, *Sukhoi*, *Taifun*. Same as ISF G2 (page 112) except replace forward battery of two phaser-2s with four phaser-3s; replace two drone racks with two disruptors. Crew 120.

E3D MISSILE CORVETTES: *Akula, Beluga*. Many E3s were converted to missile ships since the E3 didn't really have enough power to arm its disruptors and run at full combat speeds. Some of these were later converted into E3E (and finally E3A with full Aegis) escorts but most of these were used only in convoy escort groups. The E3D is the same as an E3 but has a type-E missile rack replacing each disruptor. The E3E and E3A are the same as an E3D but with an anti-missile system, not a type-E anti-fighter missile rack, replacing each of the E3's disruptors.



SHIPS OF THE INTERNAL SECURITY FORCES

The Internal Security Forces were a combination of Coast Guard and police organization. They had starships, but with cheaper and less efficient weapons and systems. Generally speaking, ISF disruptors had a shorter range (cheaper gyros) and they were very unlikely to get the expensive gyros to turn their phaser-2s into phaser-1s.

D5I INTERNAL SECURITY FORCES FLAGSHIP: *Regulator*. The ISF had used a converted D4 (PL 9) as its flagship almost until the start of the General War, when the worn-out ship was replaced by a new D5 war cruiser. The idea of an ISF flagship was purely symbolic, and its presence was used as a signal of imperial attention to a given event or mission.

F5I DESTROYERS: 8-*Interrogation**, 23-*Prosecution*, 24-*Inquisition*, 41-*Exploitation*, 29-*Extortion*, 35-*Interdiction*, *Saganellian*. These were the heavy police ships used to control piracy or unrest in the most dangerous regions. By Y175, the ISF was being given more F5s (and regular Fleet F5s at that) due to the more powerful pirate ships and Alliance raiders. Curiously, the ISF designated these ships by the more appropriate term "destroyer." Data same as F5 but all phaser-1s are replaced by phaser-2s.

F5P DESTROYER LEADER: A heavier version of the F5 used as a sector leader. This is a standard DSF F5C with the phaser-1s replaced by phaser-2s.

E4I FRIGATE: *Stoic, Valiant, Bold, Aggressive, Stalwart*. These were standard E4s with less expensive fittings and were the "sector enforcers" for each county. Data same as E4.

E4J ISF PENAL FRIGATE: 20-*Jail*, 21-*Misery*, 22-*Brig*. The ISF had its own collection of cowards and failures and was provided with its own means of dealing with them. Same as DSF E4, except that the anti-missile system is replaced by another security station and the reactor is replaced by a 3 GW impulse engine.

E4V CARRIERS: *Stinger's Nest, Biter's Nest, Serpent's Nest,* many others. These carried six fighters and were used for anti-piracy patrols and convoy escorts. These were escorted by various G2, E3, and E4 variants (whatever was available). Same as E4 except: delete anti-missile system, missile rack, and Auxiliary Control; add six fighters. Has one spare fighter in storage. Crew 160.

E6 BATTLE FRIGATES: This ship was an E4 escort fitted with a third engine and extra weapons like the F6s. The first, *Korgal*, was named for the Warrior Colony planet used by the Internal Security Forces. The design was pushed beyond its limits, but as a means of increasing the firepower of the ISF's convoy escort force (which faced battle less often than the fleet) it was a moderate success within those conditions. Same as DSF E4 except: add one disruptor, one 18 GW warp engine, one transporter, one 3 GW battery, one shuttlecraft, one type-B missile rack. Upgrade forward phaser-2s to phaser-1s.

G4 POLICE FLAGSHIPS: *Kalahan, Kamonk*, many others. Built on a modified E4 hull, these ships had few weapons but a huge bag of special functions. They had cargo, Marines, a Dagger Team, special sensors, and minesweeping equipment, among others. These were used as sector flagships for the ISF. The sector commander usually remained clear of other missions so he could control all of his police ships, but once a serious problem developed, he had to go there and solve it. The multi-mission police flagships assured that whatever special equipment was needed arrived with the police commodore in charge of the sector. Same as DSF E4 except: replace reactor with one medical lab and one science lab, delete both disruptors (replace with cargo bays) and the anti-missile system. Add one transporter, one special sensor, one security station, two repair systems (capable of working on other ships), one tractor beam, two barracks (total 130 Marines), one ground assault shuttlecraft, one shuttlecraft, one heavy transport shuttlecraft, and one minesweeping shuttle. Crew 240.

G2 GUNBOATS: This ship is an E3 with missile racks replacing the disruptors, giving it plenty of engine power and firepower. Despite the term "gunboat," they were unrelated to the G1 "gunboats" (fast patrol ships) that entered service much later (page 119). Hundreds of G2s served as the standard police ship. They escorted convoys and kept "order" around planets where many merchant ships were constantly arriving and departing. These ships had numbers only. Some unofficial names assigned by the Federation included: *Fetcher, Fighter, Watcher*.

Hull Volume: 710,000 cubic feet; Loaded Mass: 25,000 deadweight tons; Crew 100; PL: 10; Compartmentalization: Heavy; Hull Strength: Combat Reinforced.

Cruise Speed: Warp 7; Emergency Speed: Warp 9.25; Tactical Speed: Warp 3.2; Sensors (advanced) FTL.

Engines; two warp engines, each 15 GW; one impulse engine, 6 GW. Batteries 3 GW. Aux Reactor 3 GW.

Control: Small Command Bridge; Emergency Bridge; 1 Security Station.

Shields: 225 MegaRips.

Weapons: two type-B missile racks; two banks of one phaser-2 (forward); 1 anti-missile system.

Accessories: Total life support with emergency supplies for 100 crew; artificial gravity; 1 tractor beam; 1 transporter room; 1 full medical bay; turbolift system; cargo: 5,000 cubic feet; hangar bay with room for one shuttle.

G2C GUNBOAT LEADER is the same as a G2 except reactor is 6 GW, it has two shuttlecraft, and it has 20 additional crewmen.

Police deployments in outlying provinces amounted to one G2 per hex (barony) and one G2C, one G4, and one G4V per province. Planets in the capital complex will have one G4, one G2C, and two G2 each. Hexes (baronies) in the core of the Empire will have one G2C and two G2 each, plus the G4 and G4V in each province.

KLINGON FIGHTERS: A DEVELOPMENTAL HISTORY

Z-1: THE ZORAN, TOUGH BUT SLOW

Space fighters were an attempt to improve a fleet's firepower as inexpensively as possible. Fighters were a new concept and the various empires researched ways to produce and deploy them. While the Kzintis built a general-purpose fighter that could attack ships and engage other fighters, the Klingons designed their first fighter, the Z-1 (Zoran), for anti-ship operations. The Klingons realized that enemy fighters might be used defensively, so they provided the Z-1 with a tailgun. However the primary armament and mission was to attack ships. The Zoran was big, slow, and hard to kill. Dogfighting was never envisioned as one of its missions.

The Z-1D was a disruptor-armed variant of the Zoran intended to provide a longer-ranged weapon than the phaser-2. The disruptor mount was much heavier than the phaser-2, and the total load exceeded the design, so the drones were reduced to type-VIs. While some have questioned what good "dogfight" drones were to a slow beast that could not dogfight very well, their actual purpose was to destroy the Kzinti drones sent to keep them at bay. Production of the Z-1D was limited (as other fighters became available and the energy demands of rearming a squadron of "assault" fighters limited them mostly to the C8Vs). Fewer than 100 were built, most of which were used on bases. When the Hydran Expedition forced its way into Klingon space in Y169, the last few dozen Z-1Ds were rushed to bases in that sector. It was felt that by using them as base defenders, their speed would not be an issue and their weaponry would be useful against Stinger-1s. The short production run had already ended and the last of the Z-1Ds were still in training units in Y177 when they were sent to the Tholian border.

Another attempt to improve the Zoran's anti-ship role was the Z-1R, which may have been the first fighter to carry a type-IV drone. The type-IV drone was heavier and bigger, and carrying it under the wing of a Zoran meant removing many of the systems inside the wing (such as the power cells for the phaser-2). That phaser was replaced by a phaser-3. The Z-1R was an impressive beast when attacking ships but was (like all Zorans) in serious trouble if enemy fighters were in the area. Production was limited (perhaps 50 machines) and only one carrier (*Vindicator*) operated them. A few were sent to the Hydran front for combat trials (which did not go well as there was nowhere in that theater without enemy fighters) and the last were still in training units until Y177 when all obsolete fighters went to the Tholian front.

The Z-1M was intended to be the Klingon answer to a SWAC shuttle, but its electronic capabilities (J8.4) were no better than an MRS and its tactical value was limited by the slow speed and smaller drone load. At least 25 were built and deployed to bases, planets, and some other ships where they replaced MRS shuttles.

The Z-1T was a modified Z-1 used for pilot training. The tailgun was removed and the tail gunner's area turned into a forward-facing cockpit where a student might take his first flights and where an instructor might supervise the student on later flights. Many of these fighters went to the Tholian border in Y177. Z-1Ts used the V and Y engines as those became available in later years.

Two other variants of the Zoran deserve mention. These were the Z-1V and Z-1Y, which were used to test the engines (respectively) for the new Z-V and Z-Y fighters. While never intended for regular production, the new power plant worked out so well that the Klingons (who were still building Z-1s as late as Y178) did in fact produce and deploy them as regular production fighters.

The Z-1V was never intended to happen. When a new fighter was designed to replace the Z-2, the Klingons needed to run performance tests on its engine. They used modified admin shuttles for this (mounting the engine on top and running it only when the original engines were shut down), but eventually needed to test the engine in an actual fighter. Tests in Z-2 fighters (see below) did not work out well, and almost in desperation the Klingons mounted the Z-V engine in a Z-1 space frame simply to complete the mandated tests on time. The resulting prototype fighter was stable and robust. Due to the inherent strength of the original design, the Z-1V was the fighter that the Zoran always deserved to be. Production of Zorans (which was at a low rate used only for some bases and planetary defense units as well as for Z-1T trainers) switched to this engine in Y171 when the Z-R design failed to enter production. This had the side effect of keeping the Zoran assembly line open after its own engine had proven too expensive to keep in production. While production was not great (perhaps a couple of hundred) the Zoran-V was an impressive fighter. Had that engine been available in Y168, it might have rewritten the history of fighter development along ship-attack rather than fighter-superiority lines. Many Z-1Vs went to the Tholian border in Y177.

When the Klingons started developing the Z-Y as their ultimate standard fighter, they turned immediately to the Z-1 to find a test space frame. The Y-engine was more powerful and more compact than previous engines, and provided the Zoran with even better speed. The Z-1Y prototypes were sent to the Tholian border in Y177 along with all of the other short-production, odd-lot, and leftover prototype fighters.

After the debacle of Operation Nutcracker, the Klingon Army (which was in charge of all planetary defense units) demanded a greater share of fighter production. As the fleet would not give any Z-Y fighters (and all Z-V factories had converted to the Z-Y), the Klingon Army settled for taking over the factories that built the humble Zoran and actually *increased* production to fully staff planetary and colonial defenses. As production of V-series engines was just being shut down in favor of the Y-series engines, the Z-1 production lines (now in Army hands) switched to using the better Y-engine already proven by the tests, and the Z-1Y became a regular production fighter. Many older Z-1s (those that had not been sent to the Tholian border in Y177) were converted to Z-1Ys.

The Z-1C was the final incarnation of the Z-1 Zoran. It

was basically a Z-1Y refitted with extra drone rails, using the drone control systems from the Z-YC. While the Zoran was well beyond its expiration date, these fighters served in planetary defense units until the end of the General War, and at least one squadron is described in the historical record as engaging Andromedans in Y192.

Klingon Z-1 Assault Fighter

Design Data: Hull Volume: 1,000 cubic feet; Loaded Mass: 125 deadweight tons; Crew 2; PL: 10; Compartmentalization Standard; Hull Strength: Combat Reinforced.

Cruise Speed: Warp 2.2; Emergency Speed: Warp 2.2 (can make rapid bursts to Warp 3.2 to break tractor beams.); Tactical Speed: Warp 2.2; Sensors (advanced) FTL.

One "shuttle" warp engine, output 1.5 GW.

Control: cockpit.

Shields: none.

Weapons: one "compact" phaser-2; one "compact" phaser-3 (rear); two type-I missile rails.

Accessories: Total life support with emergency supplies for 2 crew.

Z-2: THE ZAKHIR FIGHTS FOR PARITY

It did not take the Klingons long after their first experiences with Kzinti fighters to determine that the Kzinti theory was vastly different from their own. The Kzintis believed that the best counter-weapon for a fighter was another, and better, fighter. The Klingon Zakhir was not an exact copy of the Kzinti AAS fighter, but was close in performance. It was designed to work as both an attack fighter and a counter-fighter unit, and performed well enough, but once the idea of building better and better counter-fighters took hold, the race was on to steadily improve them. While the Z-2 carried the first years of the General War, it was never regarded as more than a stand-in for the "real" fighter, which was to be the Z-V. There was a two-seat version (Z-2T) designed for training but later (Y172) used as the basis for the first Klingon EW fighter.

Klingon Z-2 Superiority Fighter

Design Data: Hull Volume: 1,000 cubic feet; Loaded Mass: 125 deadweight tons; Crew 1; PL: 10; Compartmentalization Standard; Hull Strength: Combat Reinforced.

Cruise Speed: Warp 2.4; Emergency Speed: Warp 2.4 (can make rapid bursts to Warp 3.2 to break tractor beams.); Tactical Speed: Warp 2.4; Sensors (advanced) FTL.

One "shuttle" warp engine, output 3 GW.

Control: cockpit.

Shields: none.

Weapons: one "compact" phaser-3; 2 type-I missile rails.

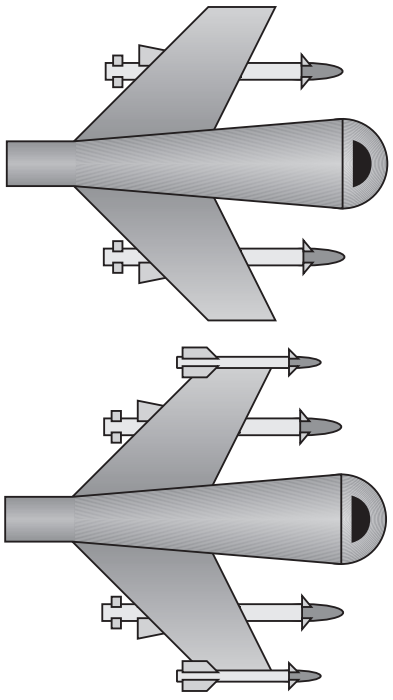
Accessories: Total life support with emergency supplies for 1 crew.

Z-3 AND Z-4: INTERMEDIATE FIGHTERS

The Z-3 was not a production fighter, but simply an attempt to test the new V-series engine. The engine was too powerful and the Z-2's controls were too sluggish; the resulting marriage was wildly unstable. Fewer than ten were built and half of those were destroyed in the test program. The Klingons quickly switched further engine tests to Z-1 spaceframes.

The Z-3 would not have been known to the Alliance except for a fluke. One of the test pilots, Rurikh Kudell, found the Z-3 to be perfect for his style. Kudell was unique and something of a legend; he could fly blindfolded (literally) by the touch of the controls. The Z-3 was perfect for him, as his deft touch could keep the fighter just barely on its selected course, allowing the tiniest nudge of Kudell's fingers to cause extreme maneuvers no other pilot could match. As a special deception operation, Kudell and the last four Z-3 fighters were sent to an advanced base on the Kzinti front, where he racked up an incredible score of 43 dogfight victories in less than three weeks, wearing out (or crashed) all four of the Z-3s in the process. The Klingons loudly broadcast that Z-3s were about to come into general service, sending panic through Kzinti and Federation ranks, but no more Z-3s appeared at the front and the mystery of just what the fighters were was not solved until the end of the War. Kudell was en route to Klinshai to be made a Hero of the Klingon Empire when he was killed in a duel over the affections of a lady.

The Z-4 was a high-speed prototype built in reaction to erroneous intelligence reports of the Kzinti streak shuttle. Unwilling to cut the weapons load, designer Jak Kicsels used a Z-1 frame with massive engines (and no tailgun). The fastest Klingon fighter until the Z-Y, its dogfighting ability was so bad it was not built in any numbers. One squadron used them for hit-and-run attacks.



Klingon Z-V fighter above, Klingon Z-Y fighter below.

Z-V: THE ZAN-VIHR CUTS A SWATH

Based on lessons learned with the Z-2 and on design ideas that were stolen or copied from other empires, the Klingons put the Z-V into service in Y173. The Z-V was fast and maneuverable, but did not even keep up with new enemy fighters. There was a two-seat version (Z-VT) designed for training and used as an EW fighter (Z-VE).

Klingon Z-V Superiority Fighter

Design Data: Hull Volume: 1,000 cubic feet; Loaded Mass: 125 deadweight tons; Crew 1; PL: 10; Compartmentalization Standard; Hull Strength: Combat Reinforced.

Cruise Speed: Warp 2.6; Emergency Speed: Warp 2.6 (can make rapid bursts to Warp 3.2 to break tractor beams.); Tactical Speed: Warp 2.6; Sensors (advanced) FTL.

One "shuttle" warp engine; output: 3 GW.

Control: cockpit.

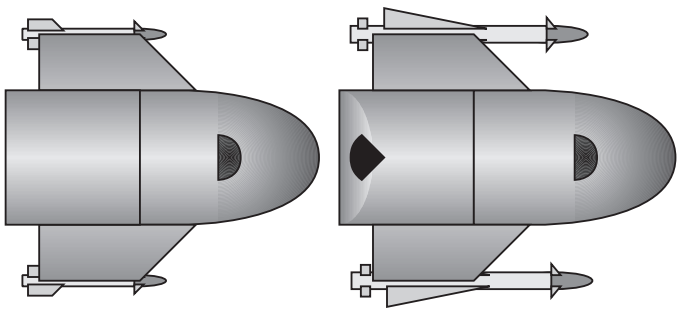
Shields: none.

Weapons: one "compact" phaser-3; two type-I missile rails.

Accessories: Total life support with emergency supplies for 1 crew.

Seeking improved firepower, the Klingons attempted to mount a phaser-2 in the Z-V, designating it the Z-R or Zan-Rakne. The theory was the Z-V would replace the Z-2 while the Z-R would replace the Z-1 in the assault role. The problem was that while a phaser-2 could be fitted into the Z-V frame, this was extremely expensive to do as the power systems overheated rapidly. The Z-R was simply too expensive for wartime production and was not that much superior to the Z-V. It might be noted that as production contracts for fighter phaser-2s had been issued in anticipation of the Z-R, these gave the Z-1 (scheduled for termination) a new lease on life and extended its production run. By the time the phaser-2 contracts had run out, other factors had convinced the Klingons to keep the venerable Zoran in production.

After the Z-YB entered service, some leftover Z-Vs were fitted with the same special rails and designated Z-VBs. It is not clear how many were converted, but probably less than 100.



Klingon Z-D fighter left, Klingon Z-1 fighter right.

Z-Y: THE ZEN-YAKEN SEEKS SUPERIORITY

The Z-Y was an evolutionary development of the Z-V, built around a more powerful engine. This became the standard Klingon (and Lyran) fighter, and it was improved over time into the Z-YB (which had two special rails) and the Z-YC (which replaced the two type-VI dogfight missiles with type-I anti-ship missiless). A handful of prototype Z-YDs were built (carrying type-IV heavy missiles) but by the time they were available, gunboats were in production and the focus of the Klingon designers had shifted away from fighters. There was a two-seat version (Z-YT) designed for training but was also used as the basis for the electronic warfare variant (Z-YE).

Klingon Z-Y Superiority Fighter

Design Data: Hull Volume: 1,000 cubic feet; Loaded Mass: 125 deadweight tons; Crew 1; PL: 1o; Compartmentalization Standard; Hull Strength: Combat Reinforced.

Cruise Speed: Warp 3.2; Emergency Speed: Warp 3.2 (can make rapid bursts above Warp 3.2 to break tractor beams.); Tactical Speed: Warp 3.2; Sensors (advanced) FTL.

One "shuttle" warp engine; output: 4 GW.

Control: cockpit.

Shields: none.

Weapons: two "compact" phaser-3s; two type-I anti-ship missile rails, two type-VI anti-fighter missile rails.

Accessories: Total life support with emergency supplies for 1 crew.

Some Klingon designers had wanted to keep an assault fighter with a phaser-2 in the arsenal, and when preliminary plans for the Z-Y called for a pair of phaser-3s, these designers quickly proposed a variant with a single phaser-2. This design was relatively straightforward, and the actual design of the Z-Y was arranged to accommodate either phaser package. Due to the greater power needs of the phaser-2, the overall mass and performance of the Z-YP fighter was approximately the same as the basic Z-Y. This did make production more efficient, as the same assembly line could produce both Z-Ys and Z-YPs, and if there was a shortage of either phaser the factory could simply switch to the other one. The Z-YP was considered an oddball by the Klingon High Command. In theory, Z-YPs would go to assault squadrons while Z-Ys went to superiority squadrons, but in practice the fighters were considered interchangeable and treated as such by the supply system. Some pilots actually preferred the phaser-2 version. The total number built is unclear, although it is thought they did not exceed 30% of the production and might have been only 10%. This weapon layout was used in all upgrades of the Z-Y and all had an added "P" suffix (Z-YP, Z-YBP, Z-YCP).

The Z-G Zen-Gohr was an experiment that was quickly put away. One factory claimed that it could reverse engineer the Gatling phaser from Hydran Stingers, something no other Klingon design team had been able to do despite intensive efforts. As the Z-Y was designed to use either of two phaser packages, it was relatively easy to insert a

Gatling phaser package in the same space. Unfortunately for the factory, their Gatling phaser design never really worked. There was no single failing; *every* element of the design failed to reach Hydran standards. (Even the LDR could not produce fighter-Gatlings.) In tests, and in a brief combat appearance, the phaser was prone to bizarre failures, such as blowing up the fighter, causing the entire power system to shut down, or simply burning out. After an investigation and a round of finger-pointing, the two dozen surviving prototypes were converted back into standard Z-Ys and the engineers sent to penal colonies.

Z-D: THE ZERDON IN THE ASSAULT

Based partly on the original Klingon fixation on building an assault fighter, the Z-D or Zerdon was designed to mount a disruptor for ship attack missions. Due to the power demands of reloading these fighters, most were deployed on bases or on the heaviest of carriers. A phaser-armed version, the Z-P or Zerpon, was also produced, and both were eventually given the C-refit that gave them heavier drones. The Klingon High Command noted that casualties among these attack fighters were high, and operating them in half-squadrons (the most even the largest carriers could rearm due to power demands) was not efficient.

Klingon Z-D Disruptor Fighter

Design Data: Hull Volume: 1,000 cubic feet; Loaded Mass: 125 deadweight tons; Crew 1; PL: 10; Compartmentalization Standard; Hull Strength: Combat Reinforced.

Cruise Speed: Warp 2.45; Emergency Speed: Warp 2.45 (rapid bursts to Warp 3.2 to break tractor beams.); Tactical Speed: Warp 2.45; Sensors (advanced) FTL.

One "shuttle" warp engine, output: 3 GW.

Control: cockpit.

Shields: none.

Weapons: one "compact" phaser-3; two type-VI anti-fighter missile rails; one "compact" disruptor.

Accessories: Total life support with emergency supplies for 1 crew.

After a study of the situation, the Klingons produced the Z-E Zereon in Y177. This was a Zerdon spaceframe with a four-round anti-missile launcher replacing the disruptor. These had to be reloaded by hand (no ready rack could service them the way they were mounted) but did not require power to arm. C8Vs switched to carrying a single Z-Y squadron and a mixed Z-D and Z-E squadron. This freed up the Z-Y superiority fighters to do what they did best and provided the attacking Z-Ds with cover (from the Z-Es) during their assault. The Z-E received its own C-refit (replacing the two type-VI anti-fighter missile rails with standard type-I rails) in Y183. This fighter met with resounding success as an escort, keeping other fighters away from the assault formations. Some pure Z-E squadrons served on the Hydran border (the hyper-speed anti-missiles were murder on fighters and could be fired from beyond the range of the Hydran Gatling phasers), and some such units were used defensively on the Federation border due to the hordes of drones launched by Federation carrier groups.

The Z-E had proven to be a great success, but all Klingon fighter squadrons suffered from the lack of a good EW fighter or SWAC shuttle. The Z-1E had shown some success in this area but it was not practical to include one fighter of this series on a carrier filled with other types. One enterprising pilot simply fitted EW pods to a Z-E and found this to provide acceptable EW support for the squadron. The problem was that the workload to handle the EW systems and weapons was too much for one pilot. The Zegurnii Design Bureau studied this problem and provided a two-seat version which entered service as the Z-W or Zerwon. This proved an outstanding success and became the standard EW fighter for all Z-D/Z-E squadrons.

The problem was that the entire Zerdon/Zerpon/Zereon series was too slow and could not reach attack position quickly enough to be as effective as it should have been. The Klingons set about finding a solution, and the obvious one was to install a bigger engine. The Zerdons were built with V-series engines (from which a few power-boosting parts had been omitted), and nothing better was available until Y178 when Y-series engines were in production for the Z-Y. Tests of the prototypes were phenomenal, as the Z-D came alive with the more powerful engine. (As with the V-series engines, the warp reboost system was omitted due to heat, space, and cost, giving it slightly lower speed than the corresponding superiority fighter.) Speed and the dogfight ability both increased, and the Zerdon series suddenly became a superb attack shuttle; the Zerpon and Zereon became very impressive superiority fighters.

Production of Zerdon-series fighters switched to the Y-series engines; the resulting fighters had the subscript "e" added to their designations. There were factions within the Klingon military that wanted to cut back Z-Y production in favor of more "fast Zerdons," resulting in a serious debate. Various factions fought for their position. The Zerdon supporters included the factories and designers (who wanted more work and profit), the Internal Security Force (which had begun using Zerpon and Zereon fighters for convoy escort where their low speed wasn't an issue), and the "attack" wings that flew them. Opponents included the fleet (which wanted to standardize on the Z-Y and would have been happy to discard the Zerdons entirely), the factories that made the Z-Y, the Ministry for War Industries (which did not have the money to build new Z-Pe factories and which did not want to see Z-Y factories shut down for months to retool), the Ministry of Finance (which noted that building the two fighters in equal numbers would have been more expensive than the current 95-5 ratio) and the Klingon Army, which now owned the factories that made Z-1Ys for local defense and did not want to give up their share of the Y-series engine production. The argument grew hot as the "fighter" community charged that the Zerpon-e was too slow (it was slightly slower than the Z-Y) and was unreliable (it did have some teething troubles which were solved after the decision was made). Zerdon-series fighters with the faster engines filled the attack shuttle squadrons of CVAs and some bases, but the Zerdons remained a minor part of Klingon fighter production.

KLINGON HEAVY FIGHTERS

Heavy fighters are larger than other fighters, usually twice the size. They have more staying power and weapons, although less speed and no more range.

Z-H Heavy Fighter

Design Data: Hull Volume: 2,000 cubic feet; Loaded Mass: 275 deadweight tons; Crew 3; PL: 10; Compartmentalization Standard; Hull Strength: Combat Reinforced.

Cruise Speed: Warp 2.6; Emergency Speed: Warp 2.6 (rapid bursts above Warp 3.2 to break tractor beams.); Tactical Speed: Warp 2.6; Sensors (advanced) FTL.

One "shuttle" warp engine, output 9 GW.

Control: cockpit.

Weapons: 1 "compact" phaser-2; 1 "compact" phaser-3 (rear); 4 type-I missile rails; 2 type-VI missile rails; 2 heavy missile rails; 2 "compact" disruptors; 1 EW pod.

Accessories: Total life support with emergency supplies for 3 crew.

KLINGON HEAVY BOMBERS

The Federation uses the term "bomber" to mean a super-heavy fighter (three or even four times the size of a standard fighter or shuttlecraft). The Klingons called them "super heavy" and "ultra heavy" fighters. Fighters of this type (i.e., bombers) can only operate from planet or asteroid bases; no ship existed that could manage such a large shuttlecraft. Most were flown by Klingon Army crews.

Z-B1 Super-Heavy Fighter

Design Data: Hull Volume: 2,500 cubic feet; Loaded Mass: 350 deadweight tons; Crew 4; PL: 10; Compartmentalization Standard; Hull Strength: Combat Reinforced.

Cruise Speed: Warp 2.2; Emergency Speed: Warp 2.2; Tactical Speed: Warp 2.2; Sensors (advanced) FTL.

Two "shuttle" warp engines, total 6 GW.

Control: cockpit.

Weapons: 2 "compact" phaser-2s; 1 "compact" phaser-3 (rear); 6 type-I missile rails; 2 type-VI missile rails; 2 "compact" disruptors; 1 EW pod.

Accessories: Total life support with emergency supplies for 4 crew.

Z-B2 Super-Heavy Fighter

Design Data: Hull Volume: 2,500 cubic feet; Loaded Mass: 350 deadweight tons; Crew 4; PL: 10; Compartmentalization Standard; Hull Strength: Combat Reinforced.

Cruise Speed: Warp 2.6; Emergency Speed: Warp 2.6; Tactical Speed: Warp 2.6; Sensors (advanced) FTL.

Two "shuttle" warp engines, total output 8 GW.

Control: cockpit.

Weapons: 2 "compact" phaser-2s; 1 "compact" phaser-3 (rear); 6 type-I missile rails; 2 type-VI missile rails; 2 "compact" disruptors; 1 EW pod.

Accessories: Total life support with emergency supplies for 4 crew.

Z-B3 Super-Heavy Fighter

This was a product-improved ZB-2 with a more powerful engine (extra speed) and two rails for heavy "ship-killer missiles" under the wings. (The illustration shows these rails holding multi-warhead type-III missiles.)

Design Data same as ZB-2 except: Crew 5; PL: 10

Cruise Speed: Warp 2.7; Emergency Speed: Warp 2.7 (rapid bursts above Warp 3.2 to break tractor beams.); Tactical Speed: Warp 2.7; Sensors (advanced) FTL.

Two "shuttle" warp engines, total output 9 GW.

Weapons: as above but add two heavy missile rails. The type-VI missiles are on the wingtips; the four main rails are two above and two below each wing. The disruptors are on the front of the Kumanskii-turbine warp engines.

Accessories: Total life support with emergency supplies for 4 crew (pilot, navigator, weapons officer; the tail gunner is in a separate compartment). There is a seat for a fifth crewman (co-pilot) if needed for long missions.

Z-B4 Ultra-Heavy Fighter

Design Data: Hull Volume: 5,000 cubic feet; Loaded Mass: 800 deadweight tons; Crew 8; PL: 10; Compartmentalization Standard; Hull Strength: Combat Reinforced.

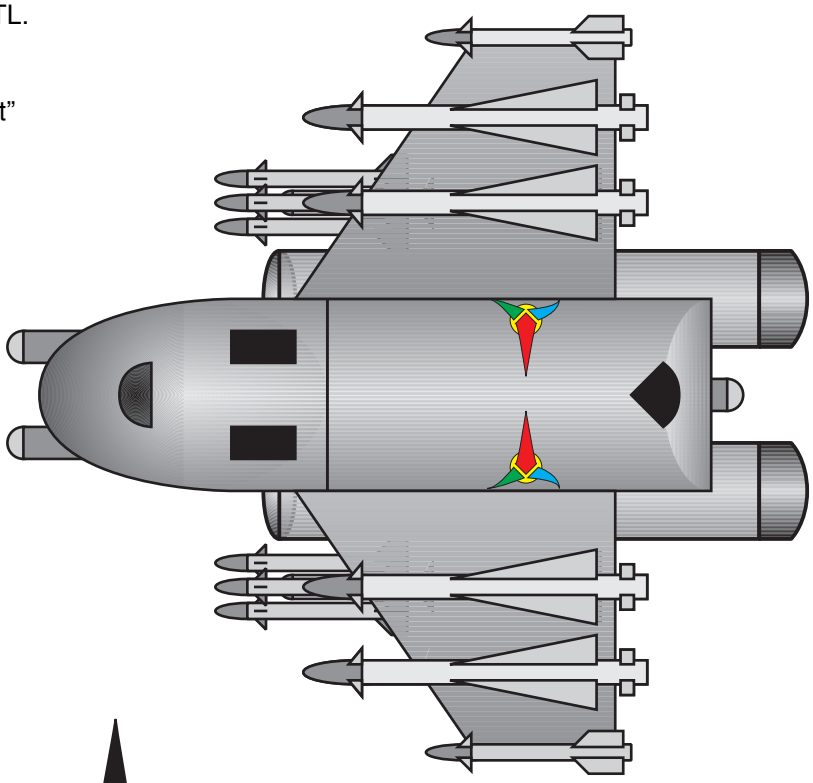
Cruise Speed: Warp 2.7; Emergency Speed: Warp 2.7; Tactical Speed: Warp 2.7; Sensors (advanced) FTL.

Two "shuttle" warp engines, total output 9 GW.

Control: cockpit.

Weapons: 3 "compact" phaser-2; 2 "compact" phaser-3 (rear); 6 type-I missile rails; 2 type-VI missile rails; 2 heavy missile rails; 3 "compact" disruptors; 2 EW pods.

Accessories: Total life support with emergency supplies for 8 crew.



SPECIAL WARSHIPS

The Klingons, with one of the most unified design systems in the galaxy, produced a bewildering array of special variants of those basic hulls. Many of these variants are common around the galaxy, such as carriers, escorts, commando ships, minesweepers, missile bombardment ships, fast raiders, and the like. But some variants are uniquely Klingon and deserve special note.

DIPLOMATIC SHIPS

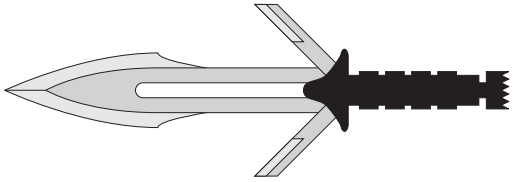
The concept of an entire heavy cruiser being dedicated to the art of diplomacy is uniquely Klingon, and is reflected in culture, practicality, and politics. The commanders of these ships were always powerful political leaders in their own right, assigned to key diplomatic missions. The ship provided the diplomat with a host of facilities and support, including transportation, living quarters, Marines, a Dagger Team, an expanded ESS detachment, detachments from the KGB and GRU intelligence directorates, ISF police, luxuriously appointed shuttlecraft, a fighter to provide an armed escort for the shuttles, reception rooms, guest quarters, banquet facilities, business and cultural experts, an almost all-Klingon crew, and a sublime chef.

Ships of this type were assigned key missions, including contact with planets the Empire was ready to absorb as well as allies and enemies. The diplomatic cruisers included nearly all of the firepower of a heavy cruiser, plus the special facilities. Expensive to build and operate, they were very limited in numbers. A group of player characters might be assigned to such a ship (their mission supporting that of the senior diplomat), or they might be conducting a mission on a planet in competition or opposition to a Klingon team which is backed by such a ship.

MAULERS

The appearance of Klingon ships over your planet might indicate a raid that, while devastating, will end in a few hours. The appearance of a mauler means that the Klingons plan to capture the planet by destroying the bases. Players would probably never use such a ship. Maulers were ships modified (with Romulan technology) to replace most of their weapons with the powerful mauler cannon. Such ships could destroy bases (the key to any planetary defense) more easily than any other warship. The drawback was that the mauler cannon literally shook the ship itself to pieces, and a mauler cruiser could expect to be crippled in virtually every second battle by self-inflicted damage. The other drawback was that the enemy knew how crucial maulers were to any wartime offensive and targeted them for destruction whenever possible.

Mauler cannons are short-ranged and fire only dead ahead. They *always* hit. Multiply the damage by the number of batteries used to fire that particular cannon shot.



STASIS FIELD GENERATOR SHIPS

These cruisers had the forward phaser battery replaced by a stasis field generator, which enabled it to freeze another starship in time for one turn. This could protect a friendly ship, or paralyze an enemy ship, allowing Klingon forces to position themselves for the *coup de grace*. The SFG ship must stop in mid-battle to use the weapon. Player characters might serve on such a ship, or might conduct a raid to destroy or steal the generator. Use of the SFG requires successful rolls against both the gunner's skill and the captain's skill. If successful, a friendly ship is immune to attack but cannot fire; an enemy cannot cannot fire and is disadvantaged on the next turn.

PENAL SHIPS

Those Klingon warriors who were disgraced in battle due to errors of judgment, failures of skill, or lack of courage were court-martialed. Many were sent to hard labor, and a few were executed, but those who were considered "redeemable" were sent to penal ships or penal ground units. (Even the commanders of such ships were those convicted by court-martial. Only the large ESS detachment was considered a non-punitive duty. Relatively few Subject Race personnel were given this chance at redemption.) Penal ships and ground units were given the most dangerous missions and suffered the highest casualties. Penal ships were designed to survive (albeit crippled) damage that would destroy a standard ship of the same class, so that the survivors might be transferred back to the regular fleet. Due to the nature of their crews, morale was often abysmal and skill levels less than normal.

ADVANCED SYSTEMS

Special Sensors: Each special sensor generates one point of either jamming or counter-jamming. Counter-jamming cancels enemy jamming. Successfully jamming an enemy ship imposes a die roll penalty on its attacks. Special sensors can lend counter-jamming to a given ship, removing penalties imposes by enemy jamming.

Security Station: This is an armored compartment, 10x10x20 feet, containing five security specialists. If even one security station is functioning, no mutiny is possible and any boarding attempt against the ship suffers a die roll penalty for each functional security station. If all security stations are destroyed, there is a chance of mutiny. On a small ship, each Subject Race character would make a Will check against DC 10. If the roll fails, the individual avoids accepting orders or performing his duty for one hour; on a critical failure he becomes an active mutineer. Klingons can use Profession in a contested roll against the Will check (both assume DC 10) to convince a mutineer to return to duty. Mutineers can use Profession against another Subject Race crewman's Will (against a DC of 15) in a contest to inspire others to mutiny.

On a larger ship, roll once for each Subject Race.

Individuals may have a greater or lesser loyalty (modifying the Will DC appropriately) as determined by character creation or by GM's ruling based on recent events or individual quirks.

KLINGONS PD20M: 5 GUNBOAT DECK PLANS

GUNBOATS, a.k.a., FAST PATROL SHIPS

The gunboats ("fast patrol ships" or PFs) appeared about Y178-Y180 during the final stages of the General War. Gunboats are attrition units, cheaper and faster to build than starships. Much as the motor torpedo boat of 1904 put the pre-dreadnought battleships out of business, gunboats were intended to make life dangerous for "true warships" because of their high firepower, considerable speed, and enhanced maneuverability. The typical gunoat had about 37% of the firepower of a cruiser, and since they normally operated in groups of six (limited by command circuits), they made the last years of the General War far more exciting than they would have been.

These "gunboats" (and the earlier interceptors) were originally used for planetary and base defenses, and were intended to make such defenses impregnable. A planet with two or three flotillas of gunboats was immune to attack by any squadron of warships, and if an entire enemy fleet came calling, it could be assumed that a friendly fleet would also be present. The only drawback to the PF was its short range, limited to a combat radius of 500 parsecs.

Very quickly, however, empires operating gunboats found the advantages of using them offensively. Cruiser-sized "fast patrol tenders" were designed with the ability to dock six of these gunboats on "mechanical linkages" installed on their tractor beams. Each of these ships increased the firepower of the average battle group by 10%. By the end of the war, huge space control ships carrying fighters and gunboats were built from dreadnought hulls.

The Federation, alone of the major empires, refused to build gunboats, citing the high casualty rates among their crews, opting instead to build larger and more deadly two-pilot fighters, and to reorganize fleets to use fighters.

After the General War ended, many of these gunboats (often stripped of most of their weapons) were sold off to civilians and local governments for use as workboats, replacing the pre-war skiff classes. In this role, they found a second life of adventure, exploring, and just plain old hard work. Since gunboats could dock to anything *and* land on planets or asteroids, they were perfect for utility missions. They could deliver cargo, move people around, serve as yachts and taxis, explore new planets, mine asteroids, and generally do a thousand jobs. They were faster than the older skiffs and (in civilian modes) could fly nearly 2,000 parsecs one way. Since there are dozens of habitable planets in any given 500-parsec hex of the map, this was more than adequate. Their operators found them as handy as a pickup truck and as tough as a mule.

KLINGON G1 GUNBOAT

The Klingon G1 was typical of gunboats around the galaxy. It came packed with two phaser-2s, a disruptor, two drone (missile) launchers, and an anti-drone system. The crew was usually 25-30 people, and it was common for all but a few of them to be non-Klingons. There are even records of G1s operating with entirely Subject Race crews. The G1 was 32 meters long (about 106 feet) and 24 meters wide. While gunboats have artificial gravity, this is often turned off to save power. In combat, most crewmen remain strapped into their seats. Maximum operation is about 10 days but most missions are 24-48 hours.

The Deep Space Fleet was originally hesitant about adopting the Lyran idea of gunboats (no one knew what they would become in another short year) but the Internal Security Forces placed a huge order (intending to assign them to planets for police work). The Klingon Army wanted them for planetary defenses, but being banned from operating starships (even of this small type) until Y183, they contented themselves with providing funds for the ISF to deploy six on each significant colony planet rather than the two the ISF originally intended. Within months, combat reports from the Lyrans showed the true value of the PFs, and the DSF started buying them for base defense units. Once the offensive potential was discovered, the Klingons began converting D6s and D5s into tenders (PFTs) and mounting major operations. Thousands of G1s were deployed by the Klingons during the General War.

Design Data: Klingon G1 Fast Patrol Ship

Hull Volume: 500,000 cubic feet; Loaded Mass: 15,000 deadweight tons; Crew: 30; PL: 10; Compartmentalization: Heavy; Hull Strength: Standard.

Cruise Speed: Warp 7; Emergency Speed: Warp 9.25; Tactical Speed: Warp 3.2; Sensors (advanced) FTL.

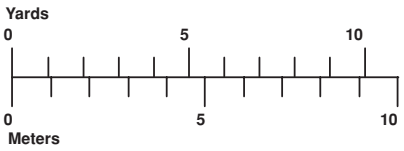
Engines: Two warp engines (compact, with boosters) 9 GW each. Two impulse engines, 3 GW each. Batteries: 3 GW; Aux Reactor: 3 GW.

Control: small command bridge.

Shields: 180 MegaRips (bi-directional).

Weapons: one disruptor (forward); two type-A missile racks (four missiles each); one bank of two phaser-2s (forward); one anti-missile system.

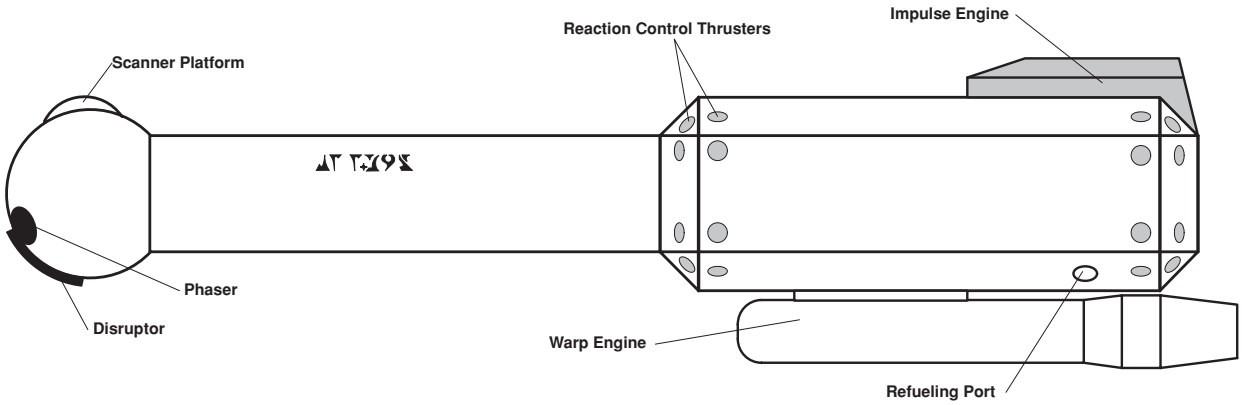
Accessories: Total life support with emergency supplies for 30 crew, artificial Gravity. These systems are turned off in combat to save power, the crew surviving in pressure suits. Only the larger leader versions had shuttles, transporters, and tractor beams.



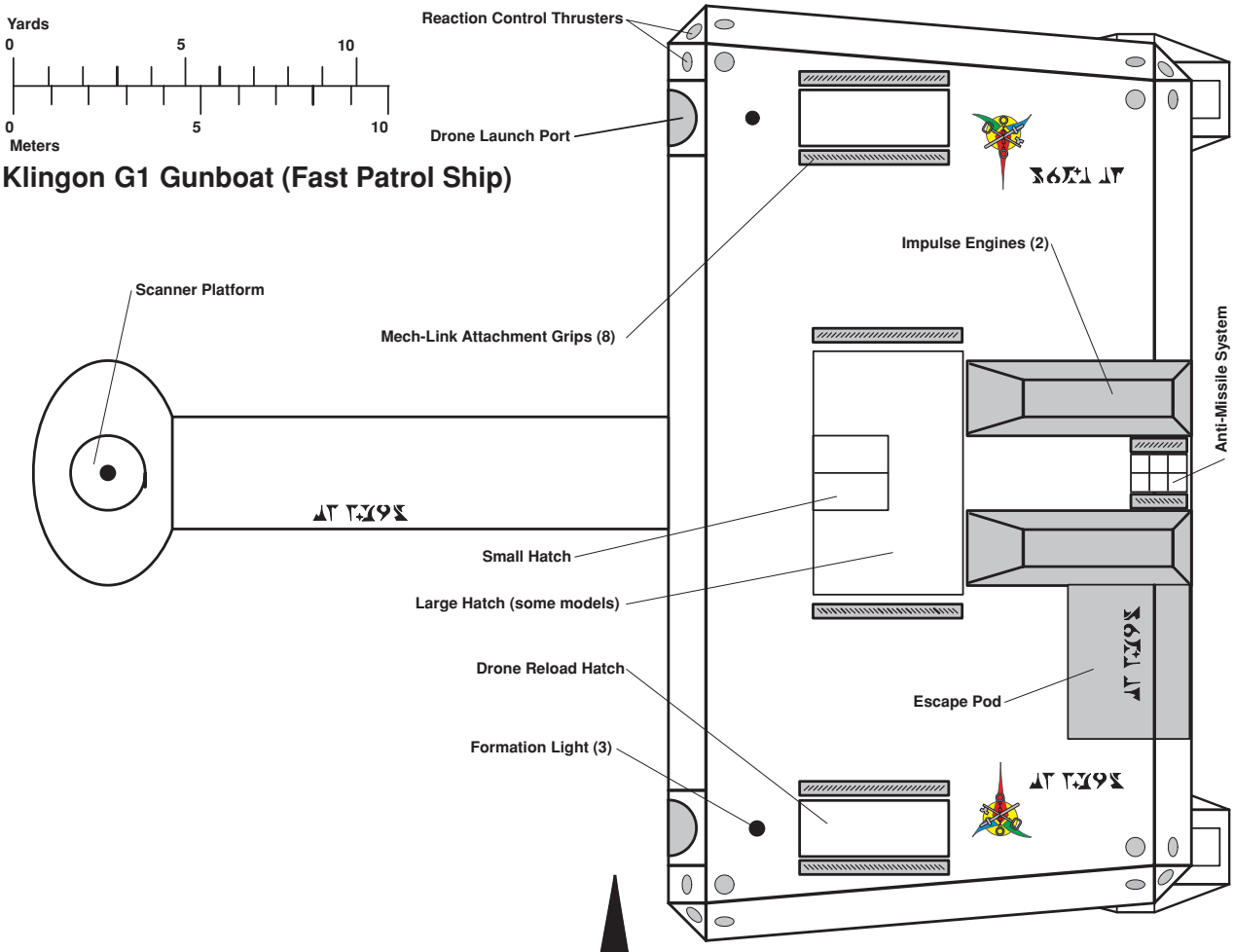
The reaction control thrusters are used for docking and other maneuvers when not traveling under warp.

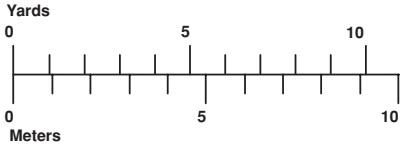
Warp engines normally provide all of the motive power, with impulse engines used only for auxiliary power or for non-warp maneuvers. The two can be combined to get maximum speed out of the gunboat.

Klingon G1 Gunboat (Fast Patrol Ship) Side View



Klingon G1 Gunboat (Fast Patrol Ship)



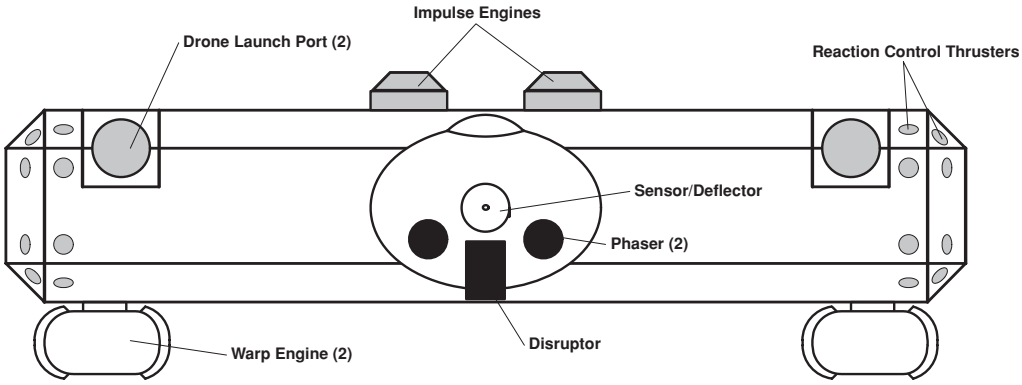


Klingon G1 Gunboat (Fast Patrol Ship)

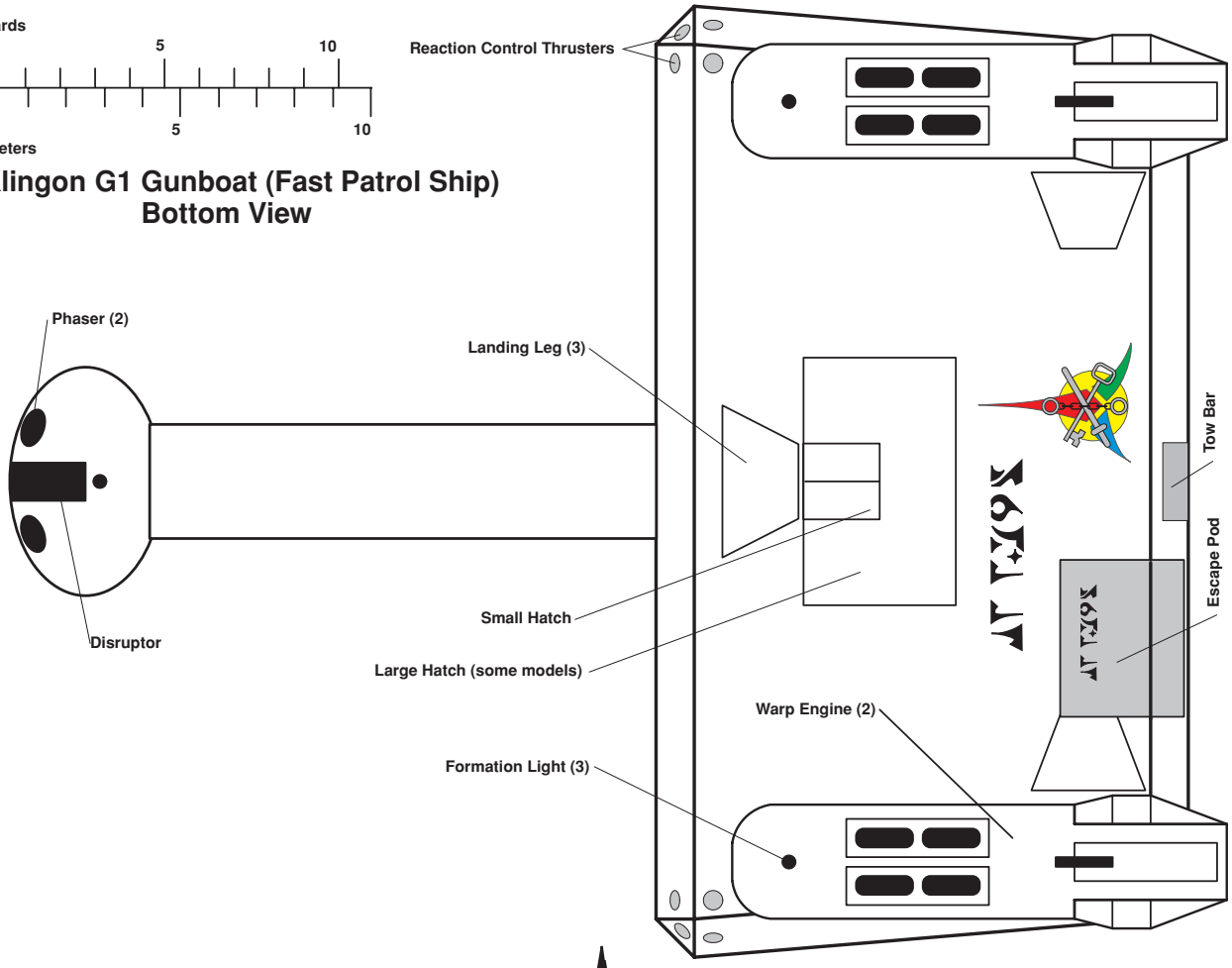
The "tow bar" is a very short-ranged tractor system allowing one gunboat to tow a disabled gunboat home or pull an escape pod into a docking position.

Formation lights are used in close maneuvers.

The bulges on the aft end of the engines are the "boosters" which mix raw anti-matter into the exhaust to increase speed. These make the engines vulnerable to damage.



Klingon G1 Gunboat (Fast Patrol Ship) Bottom View



STANDARD G1 GUNBOAT

Upper Deck, Command Bridge

The "Bridge" of the G1 gunboat is more of an elaborate cockpit than a true Bridge. There are seats for five people. The commander occupies the center seat; once the crew is in their positions, his seat and its associated instrument panel can slide backwards so that he is overlooking his Bridge crew, rather than hearing them behind him. This feature was rarely used and was deleted after the first year of production as too expensive.

The commander's control panel can monitor overall gunboat operations and access the situation displays. This position can take over the function of any other panel on the ship, and in theory one man could operate the gunboat from this seat (although he couldn't do everything at once and some problems might escape his notice, and of course he could not drive the boat and fire its weapons at the same time).

On the right of the captain are the helm (pilot) and navigator positions. Either of these positions can perform either function. The helmsman actually flies the boat while the navigator tracks their position via star sightings.

On the left of the commander is the chief weapons officer and the sensor station. The weapons officer supervises the gunners while the sensor technician tracks long-range targets. One of the four Bridge personnel was supposed to be ESS, but in practice there was only one ESS man per flotilla of six gunboats.

The connecting boom is one deck in height. It includes seats for the disruptor gunner and his technician, for the communications technician, and for two Marines.

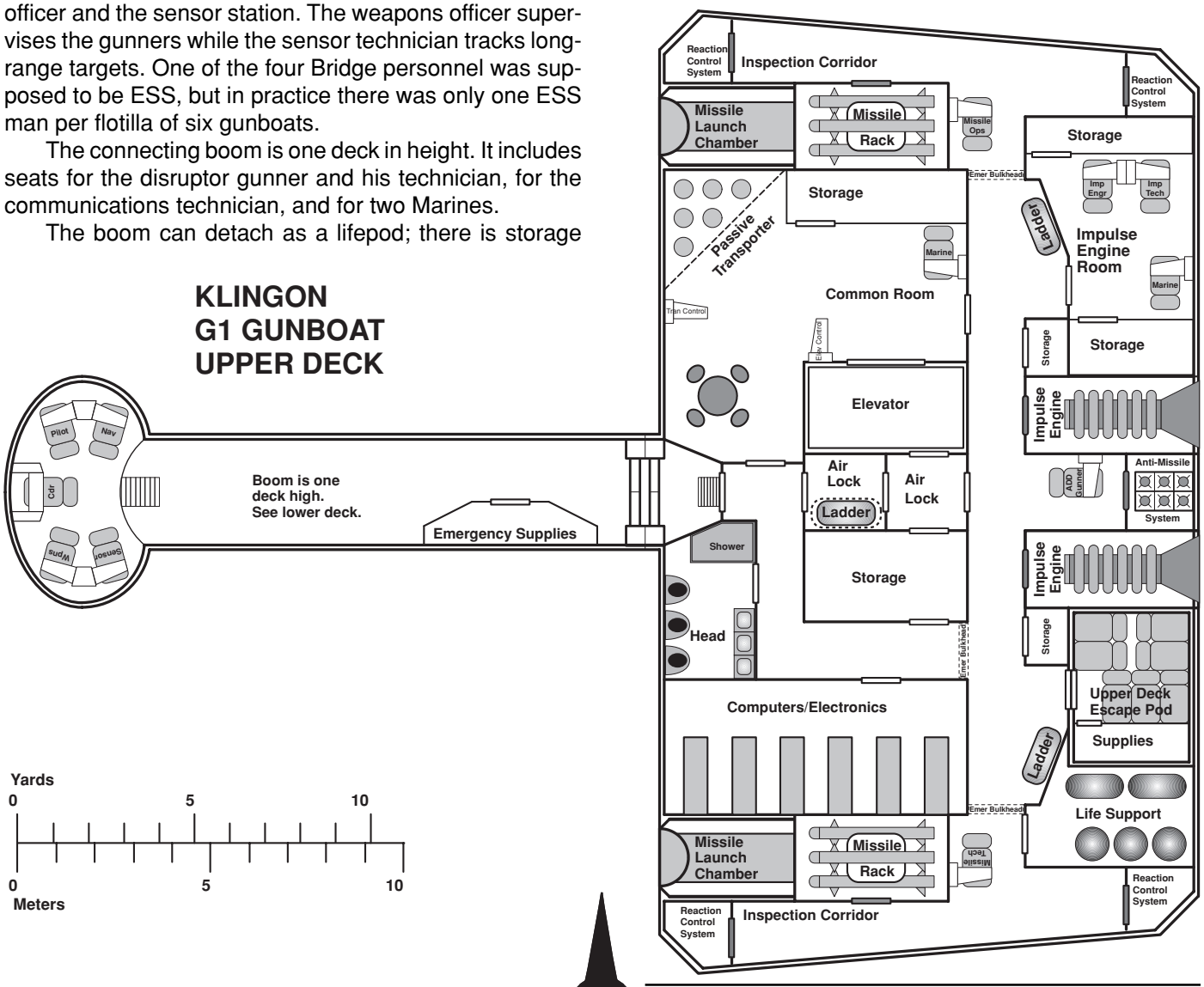
The boom can detach as a lifepod; there is storage space for emergency supplies. The aft end of the boom has double doors allowing for separation. There is no propulsion system other than very small RCS thrusters. Each end of the boom has a stowable ladder (to reach the upper decks) for use in gravity conditions.

Upper Deck, Main Hull

Forward are the drone racks (gunner on right, technician on left); these are reloaded through external hatches. The inspection corridors provide access. Also here are the computers, head, and the "common" room which includes the passive transporter receptor and some off-duty space that could double as a rest area or sick bay.

The aft upper deck has the impulse engines, anti-missile system, escape pod (capacity 14, 7 couches on floor, 7 on ceiling), life support systems (shut down in combat), and the impulse engine monitoring room. This room has stations for the impulse engineer and impulse tech, as well as a Marine. Two ladders lead to the lower deck.

The center of this deck has the docking port. On the basic G1 PF this consists of an airlock with an upper hatch for access to the PFT, a storage room, and an elevator (which can go from the tender above this deck, to the lower



deck, or to the ground). On cargo or ground assault gunboats, this entire central compartment is one large elevator/airlock (no middle floor), big enough to hold a ground vehicle. This variation is shown on the civilian gunboat on the next page.

Lower Deck, Command Boom

The lower deck of the command pod houses the gunboat's phaser-2s and the single disruptor mount. The contol stations here are for the phaser gunners and their technicians. Either gunner could control both phasers, although the normal procedure is for independent control to allow independent targeting.

Lower Deck, Main Hull

In the foward center of this deck is the forward landing leg, used when landing on asteroids or planets. (The G1 can also "belly land" if the landing legs are damaged.) Landing is accomplished by the reaction control jets. The storage batteries for emergency power are on the right, while the 3 GW reactor for auxiliary power is on the left. Small compartments are provided for the auxiliary engineer and auxiliary technician, who keep everything other than the weapons and engines running. These individuals are in these small compartments to protect them if the ship is damaged in combat, as they are the primary personnel responsible for damage control. There is a storage area for damage control supplies in the left rear, but in practice both of these auxiliary engineers keep such kits in their compartments along with pressure suits.

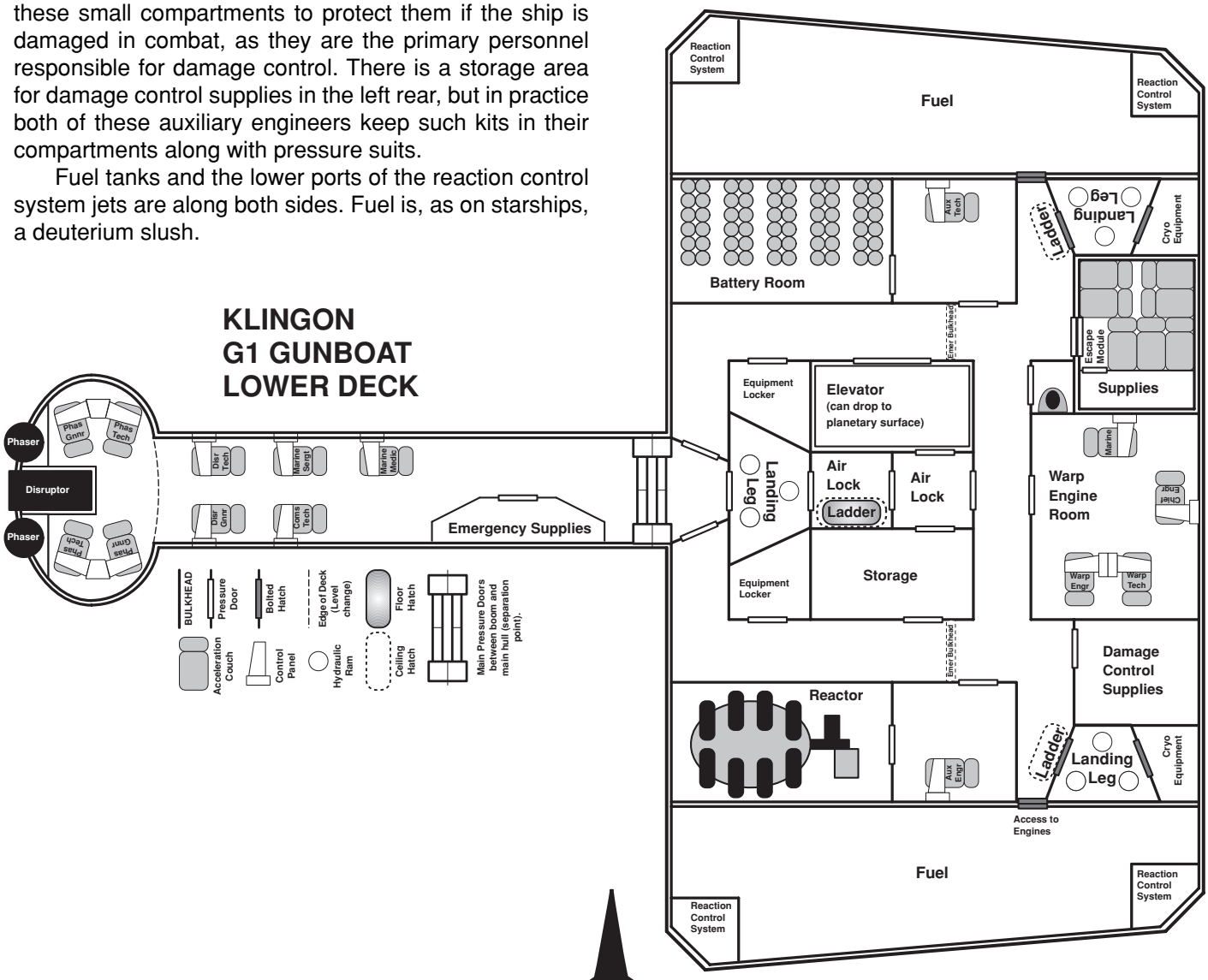
Fuel tanks and the lower ports of the reaction control system jets are along both sides. Fuel is, as on starships, a deuterium slush.

The aft portion of this deck has the two rear landing legs, ladders to reach the upper deck, and the main engine room (which has seats for the chief engineer, the warp engine engineer, the warp engine technician, and one of the Marines).

There is an escape pod identical to the one on the upper deck (able to hold 14 people). These escape pods have small reaction control systems (not shown) and magnetic units that allow several pods to come together and link up, facilitating rescue.

The center of this deck is nearly identical to the upper deck except the airlock hatch opens downward. There is a ladder on the forward landing leg to exit the gunboat when it lands. The elevator can also lower to a planet surface (when the gunboat is on its landing legs). The cargo version's elevator can lower cargo (or a ground vehicle) to the surface in the same way.

The five Marines are on board to prevent enemy boarding attempts. There were supposed to be two ESS personnel on board, one on the Bridge and the other occupying the Marine seat in the engine room. In practice, the ESS largely declined the opportunity and there was only one ESS man per flotilla.



"CIVILIANIZED" U1 WORKBOAT (or UTILITY BOAT)

There were many variants of the G1; one of the most common was the G1C cargo variant. This was used for utility cargo delivery, and could readily be modified into a G1G ground assault version (with 50 Marines, or 25 Marines and a ground combat vehicle) or a G1M minesweeper gunboat (with considerably more extensive changes). After the General War, the G1Cs were in high demand on the civilian market, and many combat G1s were stripped of their weapons and sold off as *ersatz* G1Cs.

Upper Deck, Flight Bridge

The G1C included the same five Bridge stations as the standard G1. The U1 workboat replaced the weapons officer with a communications officer who moved to the Bridge from the boom. The G1C normally carried all five assigned Bridge crew, but in some cases trained crewmen were in short supply and some seats went vacant.

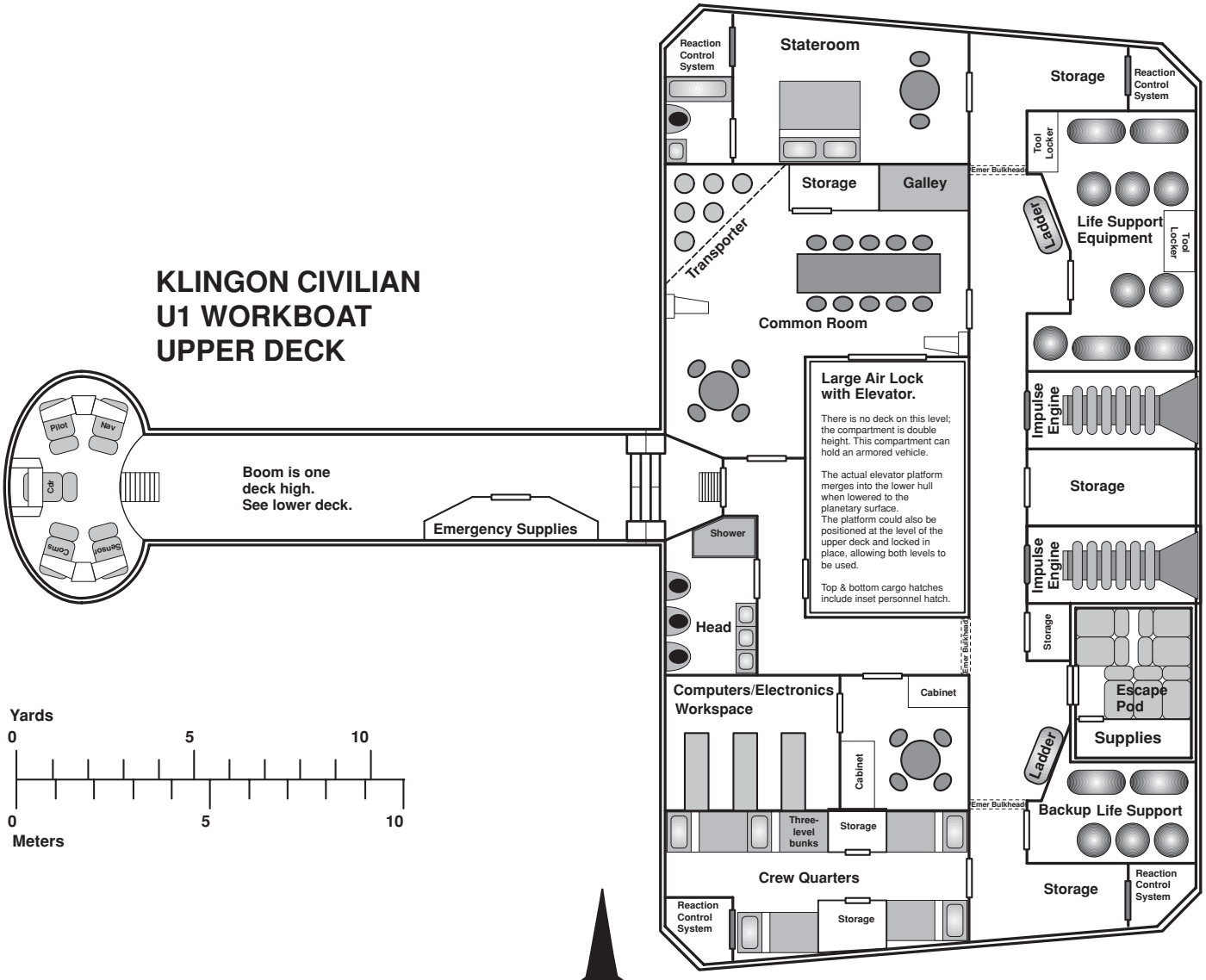
The G1C and G1G kept the five seats in the connecting boom (two of them occupied by Marines and the other three available for passengers). The U1 usually kept these seats for passengers, but sometimes deleted them and installed bunk beds for the Bridge crew to use when cruising between planets.

Upper Deck, Main Hull

The drone racks of the G1 were deleted and the space used on the G1C for cargo holds (staterooms on the U1, barracks on the G1G). The impulse engine controls were relocated to the main engine room on the lower deck, and the space on the upper deck was used for increased life support facilities on the U1 and G1G and for more storage on the G1C. Due to the reduced weapons load, the computer capacity was reduced and the extra space used for storage or other functions. On the G1C and G1G, the corridors to the RCS systems were used for storage or for passengers.

The G1C had only the passive transporter reception station of the standard G1. This cannot beam anything out of the ship, but does function as a "receive only" transporter. This means that when an active transporter on another unit sends something to the G1, it gets the bonus for "transporter to transporter" operations specified in the *PD20M Core Rulebook*. Many U1s had a fully capable transporter installed. A few G1Cs used for special missions also had the full-function transporter.

The G1C had the same "common" room as the G1 but used most of it for storage. On the U1, this compartment often included a working kitchen. Combat crews on G1s



had to get by with “Multi-Role Support Rations”, which the Klingons called “Meals Rejected by Subject Races”.

The G1C and G1G retained the anti-missile system and the operator position for it on the upper deck, and will have those systems instead of the storage compartment shown here. Some U1s retained the anti-missile system but as ammunition was hard to get (being available only from the government) most removed it and used the cargo compartment shown on the opposite page.

Lower Deck, Command Pod

The G1C and G1G (as well as all other military variants of the G1) retained the phaser-2s of the basic G1. On those variants, the four seats in the lower command pod are used by the two gunners and their technicians. The U1 had phaser-3s in modified forward positions (360° coverage for self-defense) and these seats were used by the gunners. Often, civilian crews used only one gunner and one technician, using the other seats for passengers or replacing them with storage lockers. Some U1s had no weapons at all, either to save money or because they were used in secure areas (usually inside a given star system where police forces were available within minutes). Some U1s had extra sensor stations in the lower command pod.

Lower Deck, Main Hull

The lower deck of the G1C, G1G, and U1 is little different from that of the standard G1 except that all four of the engineers are in the main engine room compartment.

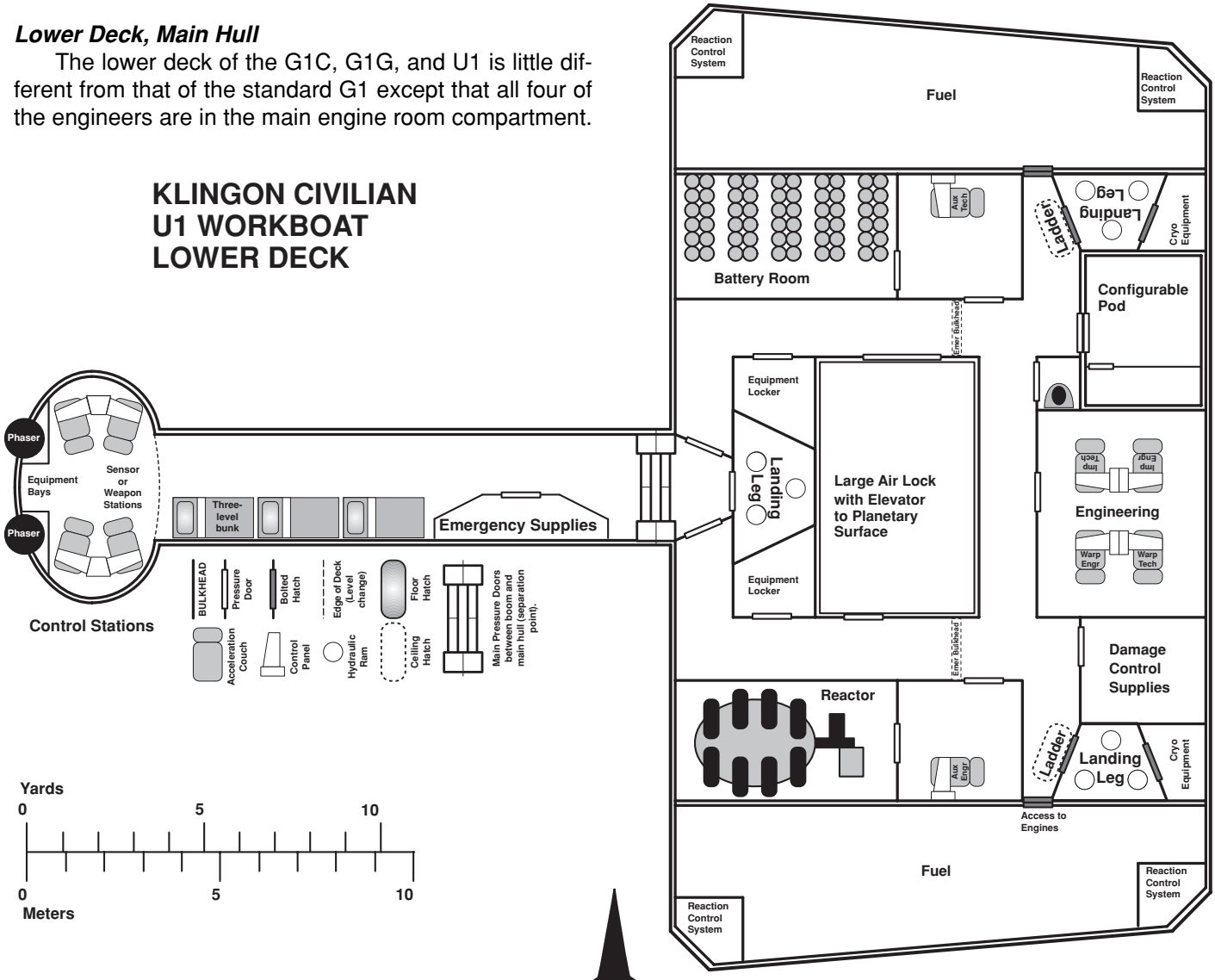
All variants including U1s retained the battery; most military variants retain the auxiliary reactor. (The fighter-conveyor G1F variant and the minesweeper G1M variant replaced the reactor with a tractor beam.)

The G1G retained the lower deck escape pod, as did most of the military variants. G1C often stripped half of the seats out of each escape pod and used the other space for the most valuable cargo.

On the U1, one or rarely both of the escape pods were often configured for some other use or replaced by a custom-built unit. Some contractors offered a wide variety of custom units (refrigeration, science labs, sensors, storage units) that could fit into the escape pod space.

U1s converted from combat G1s often retained the smaller elevator and airlock system, but the larger system of the G1C and G1G was more useful and popular.

The U1 used the same engines as the G1, but because they often operated without bases, some kept the required engine flushing equipment in place of one of the escape pods. It takes twelve hours to flush the engines.



G1L GUNBOAT LEADER

Each flotilla of six gunboats included one leader variant for the flotilla commander and one scout boat (see next page) to provide electronic warfare support. (Sometimes, losses forced flotillas to go into action with only standard gunboats, or even short-handed.)

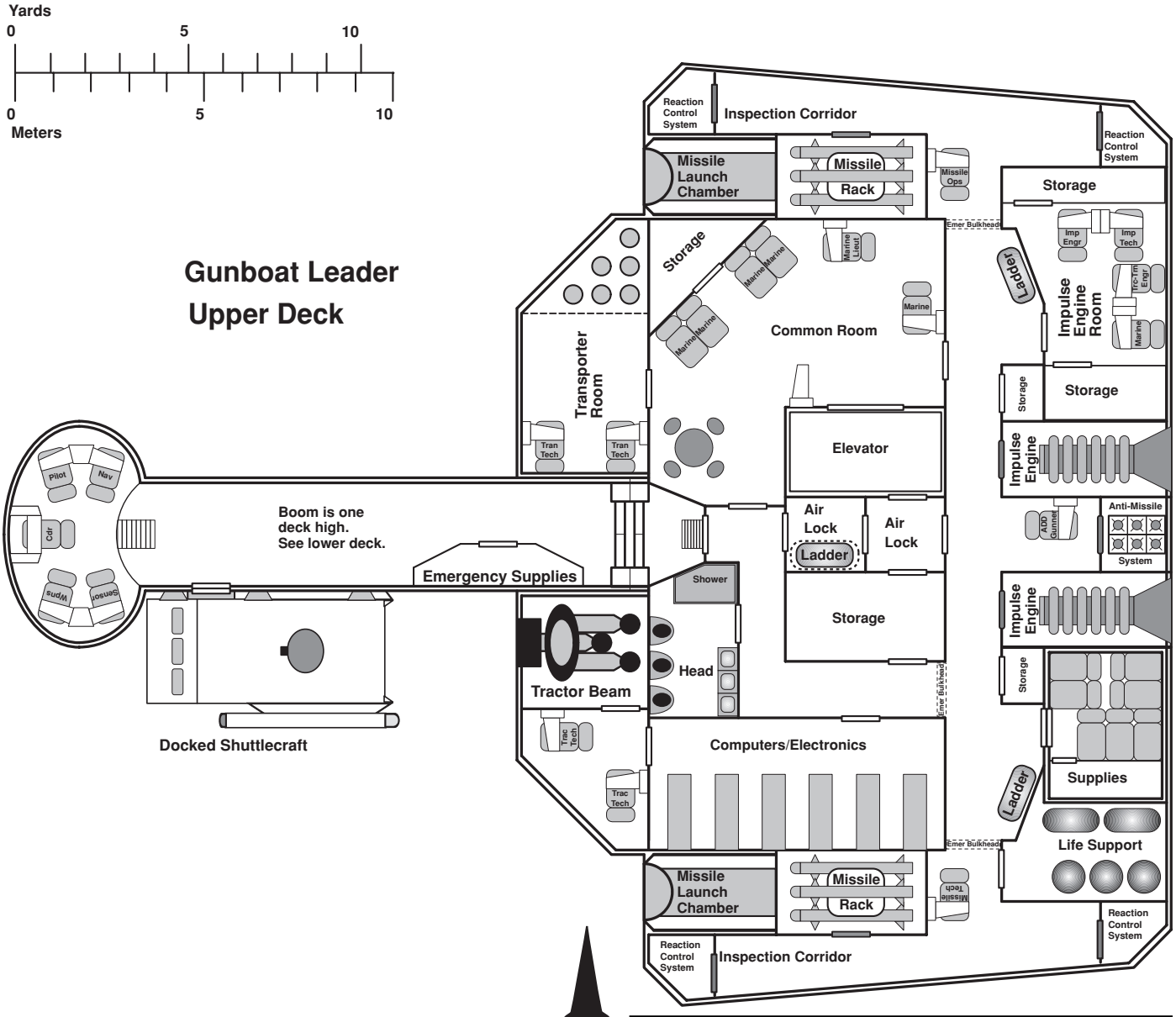
The flotilla's leader boat provided many of the systems which had been left out of standard gunboats to save money and construction time. These systems included a fully operational transporter, a tractor beam, a squad of Marines assigned to offensive missions, a shuttlecraft, and greater communications facilities. The leader boat was built on a larger version of the standard hull and included additional power systems, making it much tougher in combat. If the Klingons (or anyone else using gunboats) could have afforded to use nothing but the heavier leader gunboats, life in a gunboat flotilla might have been even more glorious (and, more to the point, somewhat longer).

The Klingons produced leader variants of all gunboat types, including the disruptor-armed B model, the drone-armed D and K models, and the phaser-armed P model.

Upper Deck, Command Bridge

The most obvious change is the shuttlecraft docked to the port side of the connecting boom. This provided the flotilla with many capabilities, including rescue. (The shuttle could dock to any other gunboat for crew transfers.) Two additional seats are provided in the boom for the shuttle pilot and co-pilot. The shuttle was often packed with extra supplies and could be used as a lifeboat (with its own propulsion) by the command crew.

While it is not shown on the drawings, the command pod has additional communications equipment and a larger set of tactical displays. The helmsman for the gunboat leader held the same rank as the commander of a regular boat (K2 junior lieutenant) and was the actual commander of the leader boat. The command seat was taken by the K3 (senior lieutenant, rarely a K4 lieutenant commander) who commanded the entire flotilla. The original intent was to have three ESS personnel on leader boats (an officer, a sergeant, and a guard) but in practice there would be only the officer (the only ESS man in the flotilla) and he was usually a flight-qualified Bridge crewman.



Upper Deck, Rear Hull

On the port side, the hull is extended to provide a tractor beam, used to dock the shuttlecraft and for other functions as well, such as towing a damaged gunboat or docking with escape pods. The hull extension on the starboard side is used for a fully capable transporter. The squad of "offensive" Marines was on standby in the common room. There is an extra seat in the impulse engine room for the technician responsible for the tractor beam and transporter system.

Lower Deck, Rear Hull

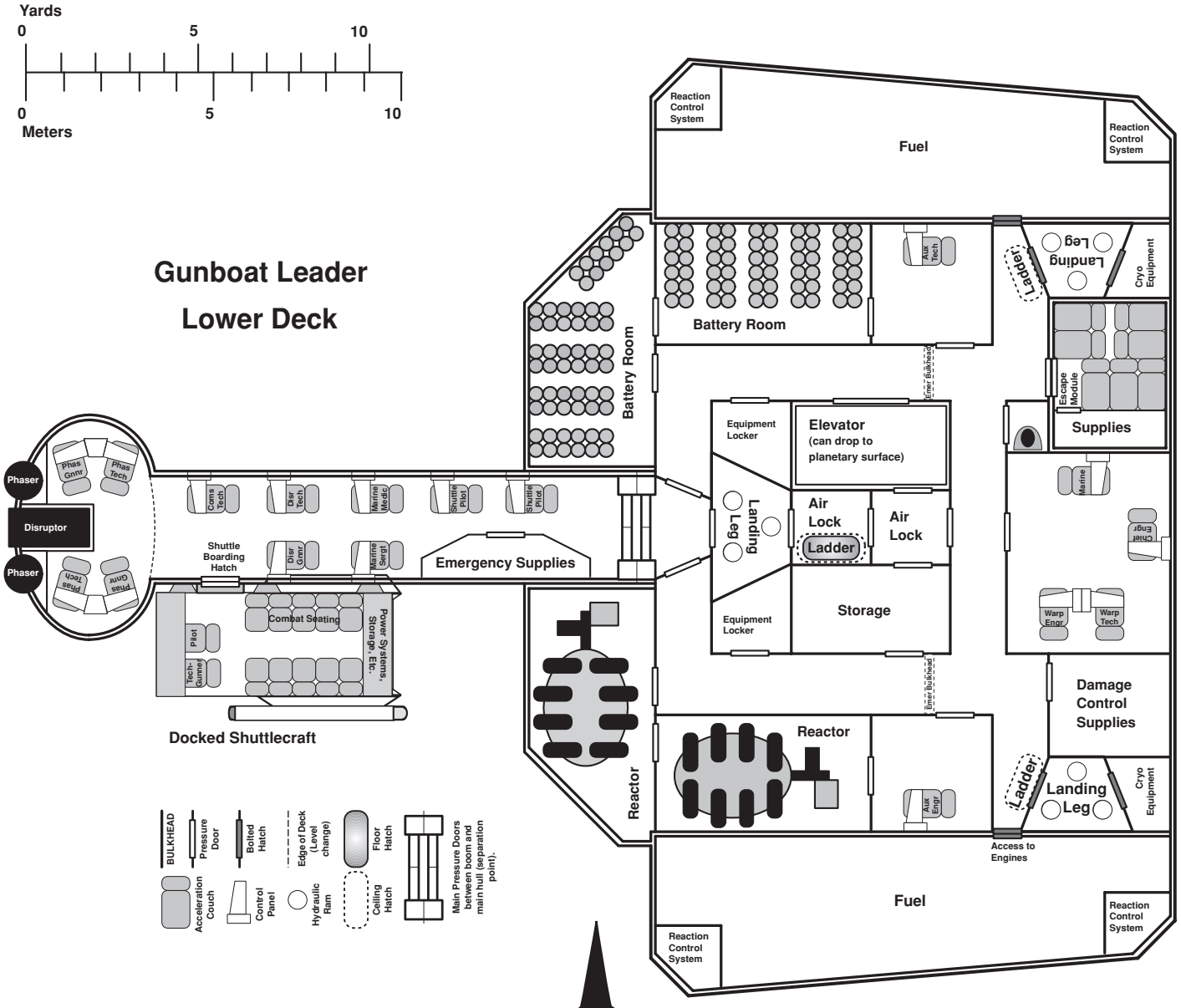
Most of this deck is unchanged from the standard G1, except for the two hull extensions. One of these has an additional battery (increasing survivability during combat) and the other has a second 3 GW reactor.

Life on a Gunboat Leader

Conditions were less difficult on the leader boat than on others in the flotilla. Because it was bigger and more capable, the leader boat was more likely to survive any given battle, and with experience came even greater chances of survival. The engineers, gunners, and technicians on the leader were the best in the flotilla, and whenever an opening appeared on a gunboat leader crew, the commander had his choice from among all his crewmen.

Life in a Flotilla

Gunboats were, as the Federation was fond of saying, "all guns and no buns." They could dish out enormous amounts of firepower, but one good salvo from a real warship could disable one (if not blow it out of space). The life expectancy of a gunboat was "two point five battles," although the life expectancy of a crew was double or triple that due to the escape pods. (Special recovery variants with extra tractor beams existed just to pick up escape pods, and all empires usually avoided shooting at recovery boats, as they knew the enemy would avoid shooting at their own recovery boats in return.) For the Klingons, life in a PF unit included a dose of paranoia: while there was an ESS officer on the lead gunboat's Bridge, informants and undercover ESS spies might be among any crew.



VARIANTS OF THE G1 FAST PATROL SHIP

The Klingons built a wide variety of variants of the G1 for use in special missions or in attempts to find better ways of using the ships. Some of these variants are described on previous pages, including the G1C cargo variant, the G1G ground assault variant, and the G1L command variant. There were many others.

G1B ATTACK GUNBOAT

This variant replaced each drone rack with a disruptor and mounted a drone rack in place of the original disruptor (reversing the proportion of the two weapon systems). The variant is similar to the G1 but there are two seats (gunner, technician) behind each of the disruptors in the rear hull.

G1D DRONE GUNBOAT

This variant replaced the original forward disruptor with a third drone rack. The two disruptor gunner seats were taken over by a drone controller and technician. All three of the drone racks are the larger type-B version which have six missiles instead of only four.

G1F FIGHTER CONVEYOR GUNBOAT

This variant had four fighters attached to linkages on the outside of the hull. The fighters docked in such a way that the pilots could leave the fighters for the marginally greater comfort of the gunboat, and return to their fighter when they were ready to launch. The entire concept of fighter conveyors was only marginally successful, and losses among the fighters were high. Many G1Fs were used to ferry fighters to forward bases. The G1F is based on a G1C with the reactor replaced by a tractor beam. There is no disruptor and the drone racks are deleted. Some of these were modified to dock standard or prospecting shuttlecraft and were used by asteroid miners.

G1K KILLER GUNBOAT

This variant replaced the type-A drone racks of the standard G1 with type-E drone racks that carry eight warp-seeking anti-fighter missiles. Kollos Kumerian, who commanded the first ISF gunboat flotilla to be used offensively, flew this type against the Kzintis and used it to slaughter entire squadrons of Kzinti TAAS fighters.

G1N COMMAND GUNBOAT

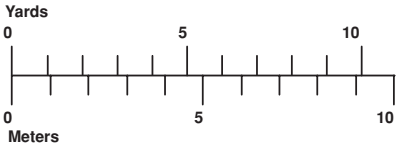
Based on the G1L gunboat leader, this enlarged variant was used only by admirals, diplomats, and senior government officials. It had luxurious accomodations, and the disruptor was replaced by a phaser-1 (360°). Wing Admiral Korath was assassinated by Federation fighters when conducting an inspection tour in a G1N. After Y181, diplomatic cruisers often had a G1N docked to a mech-link to carry the diplomatic party to and from planetary surfaces.

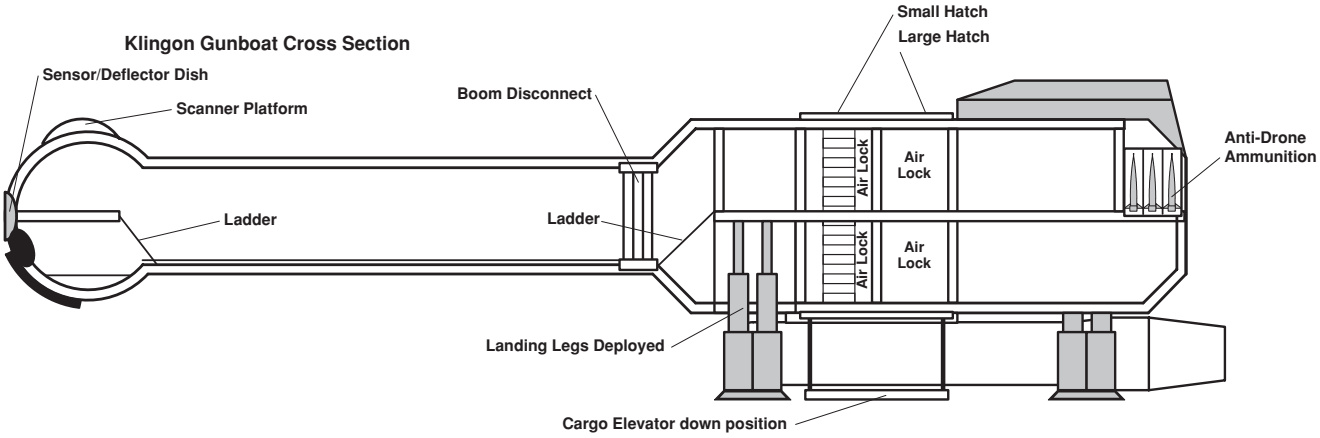
G1P ESCORT GUNBOAT

This variant of the standard G1 replaces the drone racks with phaser-2s and was used in an escort role.

G1S SCOUT GUNBOAT

This unusual design was (in theory) the fourth gunboat in each flotilla of six. It replaces the drone racks with special sensors and the original disruptor with a drone rack. This boat provided electronic warfare support (jamming, counter-jamming, tactical intelligence) to the flotilla. Flotillas might be sent on a recon mission to get the G1S within sensor range of the target.





KLINGONS PD20M: 6 VISIONS OF DUTY

CUSTOMS DUTIES

"The consul will see you now," the secretary said as she ushered the slightly disheveled man into the office. His coveralls were clean if not pressed, and he had washed at least some of the grime from his hands.

"Come in, Master O'Brien," said the Vulcan consul in the typical clipped tones of his species. "Be seated."

"I'll be thenkin' ye' for the seat, Mister Vulcan, sir, but I'll expec' ye' to address me as 'captain' as that is my proper title." The merchant captain walked to the desk and flopped heavily into one of the chairs.

"On the contrary," Consul Sturek replied, "you are not a military officer, and while Federation custom allows you to be called a captain, your proper title is 'master' under Federation — and Klingon — law. Your Federation Merchant Marine license lists you as 'master.' If you insist on calling yourself 'captain', the Klingon police will certainly assume you are a reserve military officer and probably a spy. That will make you subject to a series of arrests and unpleasant interrogations, after each of which they will release you for several hours before repeating the process."

"Wha' thu 'ell?" the merchant captain replied. "There's madness in their method."

"Indeed, Master, there is. Such random arrests are a means of psychological torture, breaking down your will to resist and encouraging you to tell them whatever they want to know, or whatever comes to mind. One might presume that if you were a spy, such random arrests would be very disruptive to your activities and mission."

"All rie' then, Master I shall be."

"Very well," the Vulcan acknowledged. "Now, to review your case. Your ship is owned by TransPac Cargo, and while your company has made regular runs across the Klingon border, this is the first for you or your ship. Correct?"

"C'rect," O'Brien responded. "Thu comp'ny need'd a ship in a hurry when the *Olympic Partner* had a war'field breakdown. My ship wa' handy."

"And did you precisely follow the route provided to you by the company, the route approved by the Klingons?"

"Exactly!" O'Brien insisted. "To thu kil'm'tr. Straight un true. The comp'ny made a big deal abou' thet."

"Of course they did," the Vulcan responded. "The Klingons would impound the ship and search it for espionage equipment if you had deviated from the prescribed path. Now, you were attacked by pirates on this side of the border, correct?"

"Indeed," O'Brien answered. "Sho' ou' ma lef' engine, they did. I thou' we were gonners."

"And you were rescued by a Klingon police vessel, correct?" the Vulcan asked.

"Wul, yes," O'Brien reluctantly confirmed, "na' tha'l wan' tu' deny them thu credit, but why didn't they give us an escor' if they knew pirates were aboot?"

"They don't have a police frigate for every cargo ship that crosses the border," the Vulcan explained. "There are not any more police ships on our side of the border, and not any fewer pirates. You were very lucky that a police ship was nearby when you were attacked."

"Funny how thet worked oot," O'Brien replied, rubbing his chin. "I jus' wonder if the whole thing was a se'up. Wha with thet oh-so-precise route they be makin' us use."

"Not likely," the Vulcan sighed. "The simplest explanation is a random pirate attack. To imagine that the Klingons would have gone to this much trouble just to bring your ship here is absurd. If they wanted you to divert to this planet, they would have just ordered you to do so.

"Now, after the attack, the police ship towed you to an asteroid mining base, correct?"

"Wul, yes, and I been meanin' to ask someone aboot thet. Why didn't the police ship jus' bring us here? And if they weren't going tu do thet, why didn't they just leave us where we were to wait fer thu tug?"

"No police ship, on this side of the border or our side, can leave its patrol area long enough to tow every stranded freighter to a repair yard. They took you to the asteroid base where you would be safe." A sharp gesture from the Vulcan cut off O'Brien before he could interrupt.

"Federation mining stations are run by companies for profit, and few of them are armed. Many Klingon mining stations *are* armed and have permanent military weapon crews. The one they took you to was one of the armed ones. No pirate would try to pick off a stranded freighter riding at anchor under the protection of a Klingon phaser battery. Not that it matters, but that is one of the problems with the Empire. They spend too many of their resources on providing military garrisons to entirely too many places, most of which never see an enemy or fire a shot in anger. That mining station also had a secret police detachment which did no work but just watched the workers go about their daily activities, wasting more money and supplies for nothing. It is logical in their view, but in the broader sense it is most illogical to run an empire in this way.

"Your company has transferred money to pay the Klingon police for the tow, did you know that?"

"No," O'Brien responded, "I dinna. Why? The Fed police never charge fer a tow."

"Actually, they do," the Vulcan responded, "but only to foreigners who don't pay taxes to the Federation.

"Now, a harbor tug arrived after three days and began to tow your ship to Verlix, the planet you are on now."

"Yes," O'Brien laughed, "but the Klingon tug must have been old and wurn ou'. Took them near onto six days to get us this far. A Fed tug would have don i'in five."

"On the contrary," the Vulcan corrected, "I have no doubt that the harbor tug was in good repair. In the Federation, such tugs are owned by corporations or by the local government. Klingon harbor tugs are run by the police and are used to gather up stranded ships and get them back under control. If the trip was somewhat slower than you might have expected, it is no doubt because the tug included a weapons skid, which slowed it down but ensured that no pirate was going to bother you. No Federation tug owner would spend the money to buy the skid or the fuel to carry it around. The Klingons spend a great deal of money keeping everything in its proper order."

"Bloody 'ell," O'Brien responded.

"Now, your ship did sustain damage and the Klingons are in fact repairing the engine even now. Your company has transferred funds to pay for the repair. You knew all of that, of course." O'Brien merely nodded. "You should be ready to leave for home in five days, four hours, and twenty minutes. The Klingon engineers are very efficient in scheduling their repairs. It is a quality I admire in them." O'Brien could only nod.

"TransPac Cargo has decided that you are to unload your cargo here," the Vulcan explained, "and to take on a new cargo, also from here, and then to return to the Federation. I have obtained the prescribed course from the Klingon Internal Security Forces. You will be happy to know that I have arranged for you to depart in company with five other merchant ships all bound for the Federation with a Klingon police frigate in escort." O'Brien appeared relieved.

"Given the customary practices of the Klingon authorities," the Vulcan continued, "you should be able to complete your transaction before repairs are complete."

"Then le's ge' on wi' it," O'Brien started to rise.

"All in due course," the Vulcan said firmly, waving O'Brien back to his seat. "It will take me a day to get your paperwork in order so you can proceed to unload and go to the exchange office to secure a new cargo."

"Wha's all this?" O'Brien demanded. "Ma papers wur all in order before I came to this Go'-forsaken planet. I'm ready to unload now!"

Consul Sturek merely sighed. "Master O'Brien, your papers were in order for a trip to Pakret, to unload your cargo of food there, and to buy a cargo of refined metals."

"Ye, so?" O'Brien asked.

"You are not orbiting Pakret. You are orbiting Verlix."

"Ye, so?" O'Brien asked.

Sturek sighed again. "Your documents are in order for Pakret. They are not in order for Verlix."

"Whu tu 'ell?" O'Brien asked. "They're bo' Kling'n planets. Six o' one ... "

"That is not how it works," Sturek explained. "You have to get all new documentation for Verlix. Pakret is not even in the same governmental mandate.

"Now, you are not the first ship that was attacked by pirates or suffered some other mishap and arrived at a different planet than you intended to. The Klingons know this. They understand that these situations happen and they have procedures to deal with these situations. It took a week of consular work to get your original permits, and I can have the new documentation by tomorrow morning since all the Klingons have to do is confirm that you are who your documents claim to be and that your ship is in fact the ship you claim it to be. They *are* really very efficient in getting these things done."

"Efficien'?" O'Brien exclaimed. "If'n they were so bloody efficien', why wasn't it done before I got here?"

"Because you were not *here*," the Vulcan explained. "Only when you arrived could they inspect your ship and interrogate your crew."

"Bloody 'ell," O'Brien responded.

"A moment," Sturek said, pressing a small button on his desk. A door opened and a Klingon policeman walked into the room. "Inspector, do you have any further questions for Master O'Brien?"

Before the Klingon could speak, O'Brien was on his feet and roaring in outrage. "*A Kling'n! Here!* In thu counsulate? How? Why? *Are we at war?"*

"Be calm, Master O'Brien," Sturek commanded. "This consulate has no secrets from the Klingons. We are here to facilitate business. The Klingon police needed to confirm your report, and it is more efficient if we both interview you at the same time. The interview goes more smoothly if you are not aware that our Klingon friends are listening in. Now, if we can return ... to business." O'Brien grunted but remained standing and stepped back from the Klingon.

"Greetings, Master O'Brien," the Klingon said in near-perfect Federation Standard. "I am Sergeant Korahl, and I am here to help you." O'Brien laughed and, once his eyes met the Klingon's, he saw the policeman laughing as well. "Come now, Master O'Brien, if I was going to arrest you, then you would already be in jail. So long as you and your crew break no laws, I am, truly, just here to help you."

O'Brien remained skeptical, but this Klingon was unlike the Klingon policeman who had ordered two bear-apes to drag him off of his ship and to the consular office.

"Master O'Brien, I am simply a civil servant. While I am an ordinance-policeman, I am no warrior. My duty is documentation. Dealing with criminals is another department entirely, and *those* policemen *are* warriors. I advise you not to run afoul of them.

"Now, I have here port passes for you and your crew. You can go anywhere on Decks 6 or 7 of the station. Do not try to pass through any of the red doors, and if a policeman tells you that you cannot enter an area, you would do well to obey him. You will find that we have a wide variety of entertainments to offer you, from taverns to theaters, a few good restaurants, a small museum, numerous shops, a sports complex where you can watch or participate, and if you are interested, there are places where companionship of various sorts can be had for a price. We Klingons understand the value of a good time after too long in a ship, so enjoy the afternoon and evening, and we'll arrange for your cargo in the morning — or the next day."

Sergeant Korahl

The good sergeant is an ordinance-policeman, not a "cop on the beat", but a civil servant who deals with paperwork for visiting freighter crews. He will issue port passes after checking your crew against a database of known criminals, spies, and hooligans, and will issue unloading/load perhaps after he or his staff check to be sure just what it is that is entering and leaving the Empire.

While in reasonably good physical shape, he is not a "warrior" and doesn't act like one. He has been in his job for nearly twenty years and has seen everything that could happen to (or be inflicted on) foreign merchant crews. He can and will intercede with the local criminal-police (who *are* Warrior Caste) and the ESS to handle problems at the lowest level. He can usually convince the other cops to send rowdy drunken sailors back to their ships instead of packing them off to a prison planet, and the ESS will often believe him if he says there is no evidence that the crew of a given ship are spies. His advice on dangerous areas to avoid and good shows to see is dependable, although he does get a commission for directing sailors to particular establishments. He won't take bribes to break the law, but he will accept a gratuity for expediting your paperwork. In cases where he can make a judgment call, you'll get along better if you behave yourselves, don't complain, have all of your paperwork in order, and perhaps buy him lunch.

Level 7 Tough.
Klingon: Male HP: 47 XP: 21000.
Str 11, Dex 11, Con 12, Int 11, Wis 12. Cha 11.

Skills: Climb +1, Computer Use +6, Concentration +1, Craft (mechanical) +1, Craft (structural) +1, Drive +1, Hide +4, Intimidate +4, Knowledge (current events) +1, Knowledge (Klingon) +1, Knowledge (law) +3, Knowledge (streetwise) +1, Profession +3, Read/Write Klingon +1, Repair +4, Ride +1, Sense Motive +2, Speak Klingon, Speak Federation Standard, Spot +2, Survival +1, Treat Injury +4.

Feats: Armor Proficiency (light), Armor Proficiency (medium), Brawl, Combat Throw, Combat Martial Arts, Defensive Martial Arts, Personal Firearms Proficiency, Simple Weapons Proficiency.

Talents: Damage Reduction -1, Rage 1/Day, Remain Conscious.
Base Attack Bonus: +4, Fort: +3, Ref +2, Will +2.

Consul Sterek

Sterek is a Vulcan of the Federation Diplomatic Corps. He has been on Verlix with his wife for three years.

His job is to facilitate trade between the Klingons and the Federation, help with documentation, and solve problems. He has a working knowledge of Klingon law and is licensed by the Klingons to appear in Klingon courts handling minor crimes. He has good relations with the local Klingons. He knows whom to call to solve any problem, although he may become annoyed by sailors continually getting into trouble and will "strongly advise" them to stay on their ship. At least one Federation merchant crewman (an Andorian) is convinced that Sterek asked the local police to keep him locked up until his ship was ready to depart rather than do the paperwork to get him out of jail for "hooliganism" (which, under Klingon law, is a catchall crime of being drunk and rowdy, petty vandalism, etc.).

Sterek long ago decided that to do his proper duty as a port-consul, he would avoid any involvement with Federation intelligence agencies. To the disgust of the GIA, he has refused to knowingly help their agents, but strongly suspects that the GIA has slipped a few agents past him. He has opened the consulate to the Klingons as this makes it easier to get his business done and shows them that he has nothing to hide. And truly, he hides nothing.

Level 5 Smart / Level 2 Ambassador.
Vulcan: Male HP: 39 XP: 25000.
Str 13, Dex 11, Con 14, Int 13, Wis 12, Cha 11.

Skills: Bluff +4, Computer Use +8, Concentration +2, Craft (writing) +4, Decipher Script +5, Diplomacy +6, Gather Information +4, Hide +2, Intimidate +2, Investigate +4, Knowledge (business) +5, Knowledge (civics) +6, Knowledge (history) +5, Knowledge (law) +4, Knowledge (streetwise) +5, Knowledge (theology and philosophy) +6, Move Silently +2, Profession +5, Read/Write Federation Standard, Read/Write Klingon, Read/Write Vulcan, Research +4, Sense Motive +5, Speak Federation Standard, Speak Klingon, Speak Vulcan, Spot +3, Survival +3.

Psionic Skills: Mind Meld +9, Telepathy +6.

Feats: Combat Martial Arts, Defensive Martial Arts, Improved Natural Healing, Meditation, Nerve Pinch, Psionic Talent, Simple Weapons Proficiency.

Talents: Linguist, Plan, Stores of Knowledge.

Class Skills: Diplomatic Immunity, Diplomatic Pouch, Open Arms.
Base Attack Bonus: +3, Fort +4, Ref +3, Will +6.

T'ping

Sterek's wife, T'ping, is his secretary in the small consulate. She knows a lot about the station, and has contacts with Federation intelligence, but promised her husband she would never do anything to invite Klingon suspicion on their office.

Level 4 Dedicated.
Vulcan: Female HP: 30 XP: 6500.
Str 12, Dex 11, Con 15, Int 13, Wis 12, Cha 11.

Skills: Bluff +2, Computer Use +8, Concentration +2, Diplomacy +3, Gather Information +4, Hide +2, Intimidate +2, Investigate +4, Knowledge (business) +3, Knowledge (civics) +6, Knowledge (history) +5, Knowledge (streetwise) +3 Move Silently +2, Profession +5, Read/Write Federation Standard, Read/Write Klingon, Read/Write Vulcan, Research +6, Sense Motive +2, Speak Federation Standard, Speak Klingon, Speak Vulcan, Spot +4, Survival +2, Treat Injury +2.

Psionic Skills: Mind Meld +9, Telepathy +3.

Feats: Defensive Martial Arts, Improved Natural Healing, Meditation, Nerve Pinch, Psionic Talent, Simple Weapons Proficiency.

Talents: Empathy, Social Intuition.
Base Attack Bonus: +3, Fort +2, Ref +1, Will +2.

Planetary Survey: Verlix

I. GENERAL INFORMATION

Status: Minor Klingon colony world.
Location: Coordinates 1812, Klingon Empire (East).
Mass: 3.765 x 10^{21} metric tons.
Density: 5.6.
Diameter: 6,995 miles.
Class: M.
Surface Area: 154 million square miles.
Land Area: 51 million square miles.
Land Area as Percentage of Surface: 33%.
Surface Gravity: 0.89 G.
Mean Surface Temperature: 70° F.
Surface Pressure at sea level: 0.93.
Atmosphere Composition: Nitrogen: 77%.
Oxygen: 22%.
Argon: 1%.
Trace Gases: Less than 1%.
Pollution: Mild.
Orbital Distance: 158 million miles (1.7 AU).
Day: 19.5 hours.
Year: 857 local days (696 Standard days).
Axial Tilt: 18°.
Population: 1 million (90% Subject Races).
Star Class: F8V white-yellow dwarf
(1.35 stellar masses)

Verlix is a minor Klingon colony world with a population just over a million. They export processed platinum and paladium, and some electronic components. Verlix is nominally self-sufficient in food but does import about 20% of the local diet just to provide variety and balance. Some of its own food production (mostly grain) is exported in trade with other Klingon planets.

II. BIOSPHERE

The planet is very Earth-like and local farmers raise many Earth-descended food species (chickens, hogs, cattle) to service restaurants on numerous border worlds. Duck hunting is legal on Verlix (it isn't on Earth).

III. HISTORY OF VERLIX

Discovered by the Klingons in Y70 and colonized in Y77. It has been a trading port for business with the Federation since the end of the last war.

IV. CULTURE OF VERLIX

Government: Klingon colonial administrator.

Society: Mixed, frontier town, with Bargantines, Zoolies, Cromargs, and Dunkars each making up about 20% of the population, Klingons 10%, and other Subject Races the remaining 10%.

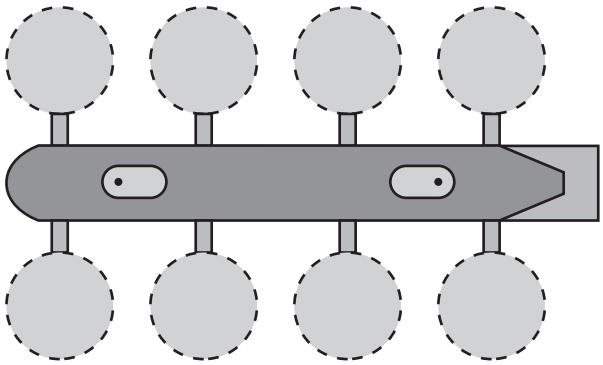
Economy: Typical Klingon mixed economy, somewhat looser than major planets due to its active trade with the Federation.

Laws: The ISF Planetary Police enforce Imperial law.

Religion: Each species follows its usual customs regarding religion. Many people of all species have become less religious due to the looser society, while others have become even more religious.

Verlix Station

The orbital docking facility at Verlix is the Klingon version of a system activity maintenance station (SAMS). It is built out of a Klingon-type cargo pod (which is 656' long, about 100' wide, and about 157' tall). This same cargo pod is used by Klingon fleet transports and by Klingon standard small freighters. The Federation uses a 131' x 656' cylindrical cargo pod on its transports and freighters, and the two types can be interchanged (facilitating trade).



The original cargo pod has been modified to provide eight docking positions which can accommodate pods or standard freighters. The pods/ships dock at right angles to the station itself, and the artificial gravity systems built into the ramps deal with the problems caused by the decks being in different planes. (Forklifts doing the unloading actually "spiral" through these ramps.) In some cases, Federation ships bring cargo pods to the station and leave them to be picked up by Klingon freighters, which in turn leave cargo pods for the Federaton ships to pick up. In this way, cargo (after careful inspection) can pass back and forth without merchant crews going more than a hundred parsecs into foreign territory. In other cases, the ships (some of them local Klingon freighters servicing other planets, some of them Federation ships from across the border) dock and unload part of their cargo via forklift or other procedures. (Some cargo consists of bulk items such as liquids or grains and are unloaded via pipelines.)

The station has twelve decks. Decks 1, 2, 11, and 12 have power and support systems, and the station's weapons. Decks 3-5 and 9-10 are for cargo storage. There are shuttlecraft and transporters to carry cargo to and from the surface. Deck 6 (where ships dock) is devoted to cargo handling, while Decks 7 and 8 are devoted to entertainment.

System Station: Hull Volume: 200,000 cubic feet; Loaded Mass: 50,000 deadweight tons; Crew: 100; PL: 10; Compartmentalization: Standard; Hull Strength: Standard; Reactor 9 GW. Accessories: Full life support with emergency supplies for 100 permanent residents and 100 visiting freighter crews, artificial gravity; cargo: 500,000,000 cubic feet.Two phaser-2s, two phaser-3s, two type-B missile racks, one special sensor (attack warning and traffic control). Two control stations, two security stations; 1 tractor beam; two transporter rooms; 1 full medical bay; two shuttlecraft.

Verlix Station: Deck 7

This deck is the primary "public" area of the station, and foreigners have largely free rein on this deck, able to go anywhere without asking permission from the police.

1. Governmental offices: This is where merchant captains pick up their permits and other documentation.

2. Hotel Verlix: Stay a day or a year! Most of its rooms are actually on Deck 8 and are reached by stairways or elevators.

3. Business Center: This includes meeting rooms, offices for those businessmen who are permanent residents, and a small one-room museum that doubles as a conference room. The Federation consul has an office here.

4. Elevators: These areas are sealed off from the rest of the deck for safety reasons. These elevators move cargo between the trans-shipping Deck (6) and the cargo storage holds on Decks 3, 4, 5, 9 and 10.

5. Courtyard: These include the stairs, elevators, and escalators up to Deck 6, where the ships are docked. Crewmen from merchant ships enter Deck 7 from these areas.

6. The Mall: These areas include shops, cafes, and other businesses catering to merchant crews. Some of the establishments here include:

• Universal Theater: Two screens show a variety of trivideos. (The actual theater is on Deck 8; only the box office is on Deck 7.)

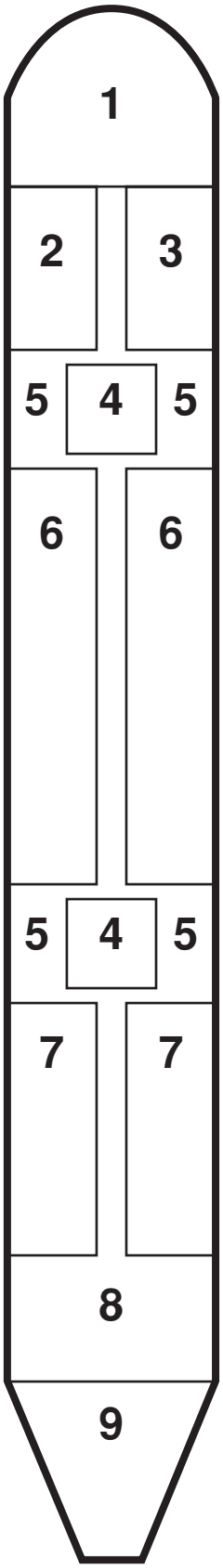
• 18-10: The Klingon version of a quickie-mart, with a variety of snacks and sundries.

• Zouvier's Zouvenirs, a shop owned by a Zoolie named Zouvier who speaks Federation Standard. He has a wide variety of trinkets and other items, including million-year-old "crystals from a long-dead civilization", and Klingon Kov-ree daggers (made from low-grade steel and suitable only for hanging on the wall).

• Gentlemen at Large: a tailor's shop owned by a Cromarg (Detek-pon) who can outfit you with the latest styles from the far reaches of the Klingon Empire. For some reason, the proprietor is rumored to be the local KGB station chief, gathering rumors from freighter crews.

• Potables to Go: A selection of wine, beer, ale, and other "adult beverages" (and even Pepsi-Cola, which has a bottling plant on Verlix) can be purchased to make your trip home (or anywhere else) more mellow. Due to Klingon tariff laws, your purchase will be held by the police and delivered to your ship just before it undocks.

• Warrior Workout: A small gym where you can work off those rich dinners and even buy weights and other equipment to use on your ship after you leave. This gym is owned by Ravoldi, a retired Slirdarian Marine.



• Frederick's of Hollywood: Run by a Dunkar, this shop offers intimate apparal and does a land-office business selling "gifts" to be given to entertainers in the other part of the station or taken home to loved ones.

• Kentucky Fried Chicken: Operating under a Federation franchise, this cafe offers actual Earth-descended chicken (and other food) raised on the planet below.

• Karipongo's Fine Dining: An upscale restaurant for those who expect waiters, cloth napkins, and wine with dinner. Reservations are required as the place only seats twelve.

• Killies: A "moderate" restaurant for those who want to eat sitting down. Average meal is about $7 and they take Federation currency.

7. The Wrong Side: These are more businesses, but of the rowdier and baudier variety, including bars and "adult entertainment". Some of the establishments here include:

• The Vermillion Inn: There are "hotel" spaces (rented by the hour) on Deck 8 reached through the lobby on Deck 7.

• Snark's: A bar with gambling available in the back room.

• Kilovash's Fine Cuisine: Quick sandwiches and pitas for those too busy partying to stop and eat. The food is cheap but avoid asking just what it is you are eating.

• Pete's Rose: A sports bar with just about any game on big screen and fights every night. Cromarg tossing on every Tenthday evening.

• Bator's Bang Bang Room: Naked dancing girls (and boys) of at least a dozen different species perform around the clock. Special requests are available at Verlix, but the police at other stations may be more concerned about the laws than those here.

• Krik's Klingon Kaffe: A notorious meeting spot for traders, traitors, gamblers, and spies. The piano player is known to have a pistol; never say "play it again" to him.

8. Courtyard: This is a large courtyard area used for gatherings. During some hours, there is a live band playing dance music.

9. Police Station: Avoid this area. It also has access to the engineering and environmental support areas.

Stations of this same general layout exist at most Klingon planets along the Federation border, and you will find similar establishments at all of them. Since businesses on these stations open and close with alarming frequency, a GM can easily insert any business he likes into any of the areas.

DAYS OF DUTY

Thirdday: Docked at Nefil Station. My first time here. Twenty-one days to cross the Neutral Zone in the *Rooster Cogburn*. The Klingons are even less efficient than ever. We followed their ridiculous course to avoid something they didn't want us to see, and had to sit still for three days in the middle of space while they merged and re-sorted three different convoys. Anyway, we're here. It's the third day of the Klingon week. The schedule says we need to depart on Eighthday to make the outbound convoy, otherwise we wait six more days to catch another one, or go it alone. Got to the port office and talked to Sergeant Kilivrok, the ever-helpful ordi-cop supervisor. He let me have the bad news. The secret police have randomly selected my ship for a full-on inspection. Oh well, it only takes a day and I've got five to spend. Crew on liberty; I'm getting some sleep.

Fourthday: Arrived at the port office at the start of the main shift's business day. The ordi-cops said that the ESS will be around to inspect us tomorrow, and we cannot unload until then. I took in a movie, wandered the shops for an hour, saw some of my guys bowling (you'd think the Klingons could at least read a book on how to do that?), and bailed Buckminster out of jail. He still has a hangover.

Fifthday: Bad news. The ESS is busy with some kind of incident down on the planet and cannot do the inspection until tomorrow … or the next day. Somehow, I knew this was coming. And I knew what was going to follow that news. Yes, yes, that nice retired ESS lieutenant would be willing to do the inspection on a contract to his old employers, and could get it done today, but we'd have to pay him $200 for his time, since he's not on the Klingon payroll any more. Like hell he isn't. I said I'd be happy to pay the $200, just as soon as my load-unload papers were approved, but the ordi-cops were having none of that. Different department, old chap, yes, of course I understand. Had to go ahead and pay the ESS guy. He showed up with a couple of active-duty goons, Warrior Caste bullies who haven't had to fight a battle in years and just get by on scowling and yelling. The inspection took four hours, and the ESS guys took a thousand bucks worth of cargo "for laboratory tests, you understand." Yeah, right. I don't know what Klingon lord I upset or how, but they seem out to shake me down, hard. Of course, the load-unload certificate will be ready in the morning. Sure it will. And I'll be made a Knight of the Two-Edged Dagger right after lunch.

Sixthday: Ok, I knew this one was coming. The ordi-cops are so busy inventorying their office supplies that they couldn't do my load-unload certificate today, but they assured me I am first in line for tomorrow. Yes, of course I understand that they have orders from the district attorney or the county lord or the son of the emperor or somebody somewhere to conduct their inventory today, not tomorrow, but today. The whole point, of course, is that I have to have the certificate by noon tomorrow to make the convoy, and they know I cannot afford to miss it. How big a bribe is it going to take this time? I stop on the way back to the ship to buy an assortment of pastries and have them sent to the ordi-cop office. Some things are universal.

Meanwhile, the whole crew is back in my shipboard office drawing more of their salaries to spend in the bars and lose in the casino. Will they never learn?

Seventhday: I tried going to the ordi-cop office early, but the graveyard bunch couldn't find the file in their computer. Uh-huh. I bought them all breakfast while we waited for Sergeant Kilivrok. Funny about my being first in line last night. This morning I'm seventh in line for my certificate, and there are only four ships docked to the station. I walk Kilivrok down to the café for some breakfast while they try to sort things out. He says that some cargo ship masters pay a small fee to expedite their paperwork, and those ahead of me in line have paid this fee. With six other ships to process (three of which aren't even here yet!), I won't get my certificate today waiting in the regular line. So I ask him if it's too late to pay this fee, and he says that while I could pay the fee, only $100, to have the paperwork expedited, it has to be sent by subspace to the local governor's office (two star systems in some direction), and that will take a day. I mention that subspace would take less than five minutes to reach the governor's mansion, and he explains that the problem is that there is a lot of message traffic and that my paperwork will be waiting in line for a day to get sent. I remark that it is a pity that there is no way to pay for an expedited subspace message. Oh, Sergeant Kilivrok exclaims, *of course there is!* It can be sent by a commercial non-governmental channel for a mere $100 fee. The Baron's son, you see, owns a company that runs a separate communication system, leasing bandwidth from the government, which doesn't have enough bandwidth for its own traffic. I mention that the fee is not an issue, and he walks me back to his office. I pay the fee to him and to the Baron's son and buy the entire office a round of sodas. We chat amiably for an hour until my load-unload certificate arrives. (Pity those other ships will have their paperwork delayed because Sergeant Kilivrok felt obliged to take time from his schedule to keep me company.) Paperwork in hand, I proceed to Deck Six to arrange for unloading.

What's this? Half of the dock workers have been taken down to the planet to help with a shipment of something that has to be loaded by hand on transport shuttles. The other half are busy unloading another ship. I mention that it is a pity that there are no off-duty longshoremen that I could hire to unload my ship. *But of course!* The supervisor had never thought of this, and his hard-working and underpaid workers, grizzly bears by the look of them, would be only too happy to make an extra $20 per man to see to it my ship is unloaded.

Why am I surprised that loading the new cargo is another $20 per man above the normal charges?

Eighthday: We depart on time to join the convoy. That nice Sergeant Kilivrok sent me a case of Klingon beer by way of apology. Yeah, a $10 case of stale beer. Thanks a lot, buddy. But I'll go back to Klingon space again, every month or so, because even with the fees, we make more profit than we can make staying on our side of the border. And the system works in reverse. The Feds pay to debrief *me* about anything I saw. It's all just a game.

SECURITY DUTY

The meal station buzzed with the differing tongues of the various species. All spoke the guttural battle language of the Klingons, but most lapsed into native dialects when speaking among themselves as they shuffled from the food dispensers to the available seats. The dim chamber was ashen gray, indistinguishable from the mid-watch rations they were issued.

The voices were loud and boisterous in the relaxed atmosphere of the mid-watch meal. The first meal of the day was always eaten in silence by crewmen sitting with their duty sections, listening to their superiors read the orders for the day. The final meal of the duty day, despite having the best flavor and variety of the day's meals, was eaten in silence as senior officers droned on with inspiring words of duty and valor, or some training trivideo was shown.

But the mid-watch meal was different. Crewmen came and went as their duty allowed, mingled with friends from other sections, and sometimes other species, and the bland food issued at that meal — tasteless protein bars known as "gray rations" from their color — was overshadowed by the animated conversations.

Zusler-kon was certain that he would, in the din and confusion of the mid-watch meal, not be overheard or even noticed as he wandered from the short tables where most of the other Cromargs sat. He went past the area where a dozen Dunkars were playing some sort of word game, around the table where the Hilidarians were playing "toss and catch" with their rations, and approached a solitary figure sitting at a table. It was Bodo, the Dunkar clerk he had befriended in the sickbay after the ship's last encounter with the Kzintis. Even sitting, the huge Dunkar towered over the Cromarg.

Bodo seemed to ignore his presence as Zusler spoke three short sentences in an obscure dialect. Having never acknowledged the dwarf's presence, Bodo rose as if to take his empty tray to the return slot while Zusler turned to scurry away in the opposite direction. Before either had taken a step, the figure of Lieutenant Klamax, chief of the ship's Empire Security Service section, appeared at their table. His arms were crossed neutrally, almost casually, across his chest, but his eyes were narrow with disdain.

"Enjoy your conversation? And just why would a Marine weaponeer be asking a support services clerk about the inspection schedule for the arms locker?" Klamax asked. From nowhere, three more ESS troops appeared around the two crewmen; the rest of the room had fallen silent. "You'll have more than enough time to talk in the agonizer booths, and your friends will be joining you soon enough! Take them away!"

The two were slapped into restraints, then prodded away with agonizer batons while the others in the room went back to their meals and conversations. Klamax smirked and absently ate the remaining portions of the dwarf's gray rations. "There *are* some rewards to this job," he remarked to himself, then turned and left.

With the ringleaders in steel, the mutiny would be stopped before it could begin.

A PALADIN'S DUTY

"Greetings, your eminence. To what do I owe the pleasure of your visit?" *Why the hell are you here?*

"The Emperor asked me to pay a call on your facility on my way to another assignment. He wants you to know how important your work is to the entire Empire." *And he wants to know why you aren't getting more done.*

"I do appreciate the Emperor's good wishes." *Uh-oh.*

"While I am here, it would interest me to observe the raw-iridium-ore-processing facility. As a geologist, I have always been fascinated by such things." *And being a professor of engineering with a doctorate in geology, I may have figured out what the problem is. The question, of course, is just why you are allowing it to be a problem.*

"Fascinating, yes, but also a very dirty area, all of that rock dust and ash, not a place for a proper gentleman to take an afternoon's walk. I can arrange for a video crew to bring you a presentation of the facility by tomorrow morning." *I don't want you anywhere near that place.*

"I do appreciate your concern for my well-being." *Ah, so I am onto something.* "Be that as it may, the workers there deserve to know that their Emperor is appreciative of their hard work. My personal tour of the facility will encourage them to greater efforts. I am sure that the Emperor would also tour the facility personally if he only had time to visit all of his planets. He is, as you know, a leader willing to share the burdens of his people."

"I can arrange for a shuttlecraft to fly you over the facility and give you a breathtaking view." *One last chance. Please take it. You really don't want to go there.*

"Now, that would hardly inspire the workers, would it? No, I am afraid duty gives me no choice but to personally walk the ground, give the workers a pat on the back in the literal sense, talk to a few of them, look into the gearboxes, maybe have a meal with the workers coming off shift." *Whatever you are trying to hide, I will find it.*

"It shall be as you say. You will be perfectly safe, I assure you! The ESS fully supervises every aspect of our work here, and they have everything well under control." *See, you don't need to go poking your nose into a factory just because you think it is fun. The ESS has already assured the Emperor that nothing is wrong here. I certainly paid them enough to be sure they filed good reports.*

"I shall enjoy meeting the ESS security commander for the ore-processing facility. Assure him I have total confidence in his abilities and am only curious about the geological aspects of the facility." *And by all means, don't mention that the ESS team on my staff is here to relieve him of duty and replace his troops if I find what I expect to find.*

"He has my complete confidence as well." *Not to mention a fat retirement account second only to my own.* "Will tomorrow be acceptable for your visit to the facility?" *It will take that long to be sure you don't find anything.*

"Sadly, I am pressed for time. We must begin the inspection immediately. My staff has already arranged for transportation. You will oblige me by serving as guide?" *While my team audits your books and questions your staff.*

"Splendid. Shall we go?" *Nothing to do but go along. Maybe I can testify against the ESS?*

THINGS TO DO IN THE EMPIRE

Now that this book has told you everything you need to know, you (whether a GM or player) need something to do. Just in case you can't think of a single thing to do, here are a few suggestions.

Those poor Cromargs, trapped on their radioactive planet. Wouldn't it be fun to conduct a humanitarian relief mission to their world? Maybe you could trade food, medicine, and passage off of that hot rock for some of their really cool technology?

Take your Free Trader to any of the hundred Klingon border trading posts and see what there is to trade for. Would a boatload of Klingon daggers bring a profit on Rigel? Would a cargo hold full of Dunkar seafood tempt the palate of those notoriously finicky Andorians?

Federation tourists going to one of those Klingon planets with lots of ancient ruins report that some members of their tour group never came back. The Klingons insist that they just decided to stay over until the next cruise ship so they can continue exploring, but maybe something else is happening? Are they falling prey to wild animals that the Klingons don't want to admit are not under control? Or perhaps they stumbled on some ancient secret that the Klingons want to keep all to themselves?

The captain of your starship says that sensors have picked up a series of coded messages from a point near a Kortahn monastary on a Federation planet. Since the ship has to go somewhere else for a few days, the captain is leaving your team (with an assortment of gifts) to pay a social call on the monks and see if these messages are anything dangerous or just long-distance scriptural discussions. Of course, technology in the monastary grounds is strictly prohibited.

Out of the blue, the Klingon government invites one of your group to attend a scientific conference on a planet near the border. The whole group is invited, and the Klingons even expedite the visa process (delivering them in 24 hours!) so your Free Trader (now at a Klingon trading station on the border) can just warp right on over and attend this prestigious gathering of scientific minds. At the conference, you really are learning some interesting things, but one of the Dunkar ecologists tells you that he wants to defect because he morally opposes a Klingon biological weapons program he has been working on. Did someone in the Klingon government want you to meet him? Is this a disinformation operation or does someone on Klinshai want the Empire out of the bio-weapons business?

On a planet in the Neutral Zone, a Klingon scouting party has discovered something unusual: an ancient Klingon sword dating from the age of Kahless, and a Browning Automatic Rifle, a 20th-century Earth weapon. Scans indicate they have both been on the planet for about 100 years. How did they get there? You and the Klingons must cooperate to find out.

The ISF says the Klingon governor was murdered by a Federation merchant, but a lone ESS lieutenant thinks this is a larger plot. Unable to convince any other Klingons of his theory, he enlists the help of your team to clear the Federation merchant and find the real assassin.

THINGS TO DO WHEN YOU'RE A KLINGON

Oh, so you decided to *be* a Klingon instead of just visiting their charming little Empire. Maybe you need something to do? Just in case you can't think of anything, here are a few suggestions.

Squire Paladins are always investigating corruption. For that matter, so is the ESS.

The General War is over, and your gunboat crew is told to take the gunboat and head for a Warrior Colony to retire. Most of the crew is only too happy to do so, but some of you feel restless. You buy the gunboat cheap and pick up a contract with the government to explore any of the various Class-L, Class-M, and Class-N planets that the Emperor hasn't had time to send colonists to.

You and your swashbuckling gang of warriors are a Dagger Team, the Klingon version of a Prime Team. (See *Prime Directive PD20M Core Rulebook*, page 149.) An endless series of dirty little jobs and sneaky little missions await you. You can even specialize in a given type of mission by working for the KGB, ESS, or MVD.

Oh get real. Let's just slap together a squad of Klingon Marines and go blow up stuff.

Your team is taken to an enemy planet in a small gunboat. You bail out at 100,000 feet to avoid detection and land by parachute. Just as you are about to begin your assigned sabotage mission, the one ESS member of the team kills the GMC specialist who had all of the key information, because he was about to expose your team to the enemy! Now you have to undertake an unusual mission without the special skills your plan says you need.

Your team is part of a larger delegation sent to the Lyran Democratic Republic for some diplomatic function. There, you encounter members of your Subject Races who are free citizens of the Hydran Kingdom, and your own Subject Race personnel are getting awfully chummy with their distant cousins. Are they just being friendly or is something going on?

The ESS reports that a Cromarg scientist is rumored to be working on a time-travel device on a remote planet. His goal: to return to the past and prevent the war which destroyed his world. Of course, this would alter history and will likely prevent the rise of the Empire. Is this just an unsubstantiated rumor? Or is it true? Your Dagger Team is assigned to find out.

While your team is visiting a remote and fairly small colony world, a rebellion breaks out and the only Klingons on the planet (except for you and your team) are killed. A group of loyal Subject Race soldiers asks you to lead them in an attack on the rebel stronghold to regain the colony's honor and restore order to the Empire.

Something very strange is happening on planet 1309-Delta-7. Absurd reports have surfaced of blood-sucking Cromargs, animals that change into Dunkars when both moons are full, Hilidarians that can fly and breath fire, ethereal warriors from the Black Fleet, and a mad scientist who is re-animating corpses. ESS Lieutenant Kolchak is convinced that *something* must be happening, but nobody in his agency believes him. He asks for your help to get to the bottom of these strange tales.

STUPLICH'S LOST ARK

During the period from Y19 until the Colonial Administration was formed in Y33, member planets of the Federation sent out more than a hundred colony ships. These varied in size, motivation, and purpose. Some were sponsored by governments; others were independent. Some had a few dozen colonists, and some had several hundred (in more than one ship). Some went to known worlds found by the navies of the member planets, while others just went into unexplored territory to seek whatever they found. Probably half of these colonies failed with most or all of their people lost, others struggled until found decades later by Star Fleet, and some actually thrived. All but a few of them went no more than 1500 parsecs from Earth or other nearby member planets.

One of these colony projects was a large colony ship with 144 Earth-Human colonists on board. The leader was Robert Stuplich, an adventurer, trader, and explorer. His case is unusual in that he announced the intention of creating not just one colony but six, and to set up these colonies on Class-M planets he hoped to find, more or less in a straight line, 1,000 parsecs apart. His theory, and it was not entirely crazy, was that his colonies would form the "trunk" of a later "tree" of trading posts extending far into the galaxy. Four of his colonies were indeed set up and were later found by Star Fleet on worlds inside the Federation, following his intended "straight path" (which wasn't quite straight) and averaging about 1,020 parsecs apart. One of these had been wiped out in an avalanche, two were barely hanging on, and one had indeed thrived. Notes on these colonies will be in another product in the future.

The fifth colony was found in Y99 by the Klingons inside their space about 5,200 parsecs from Earth. After the Fed-Klingon War of Y110-111, the Klingons collected the 75 surviving colonists and deported them as part of the ceasefire talks. The colonists had not (on arrival at their planet) known about the Klingons and were somewhat surprised to learn that they were in the territory of another political empire. The Federation resettled them on a planet within its territory and all was well. The records of this colony noted that Stuplich and his last 23 companions had taken the ship and headed deeper into what would later be discovered to be Klingon space.

The Klingons never found Stuplich's sixth colony or any record of it. A living colony, or the ruins and wreckage of it, might exist on some unnoticed planet in Klingon space. On the other hand, the ship might have been destroyed in space by pirates, a monster, an accident, or Klingons who didn't bother to file a report (or whose report was quietly "lost" when the Federation asked the Klingons about it).

During peacetime, a portion of the Federation tourist trade into Klingon space is devoted to searching for this lost colony. Some of the search expeditions are serious ones by scientists, archaeologists, or historians, while others are simply tourists whom promoters take (with proper visas) to one planet or another. The "searchers" are then deposited in small groups all over the planet for a wilderness adventure with a rather low-percentage chance of actually stumbling upon Stuplich's Lost Ark.

A SON'S DUTY

Father: I arrived at the starbase two weeks ago and just this moment had time to write. There were 40 ensigns from my Academy class in the detachment, and we all awaited our ship assignments. Some went to bases and poor old Sovnek got stuck on an auxiliary. I was assigned to an old F5, but before it could arrive, it was damaged in a fight with a pirate and sent back to Klinshai for repairs. Without a billet on a ship, I was absorbed into the base engineering department, where I found your old friend Lieutenant Commander Peshnek. He has taken me under his wing and while waiting for a ship, I will get a chance to qualify in systems engineering and maybe communications as well. Give my love to Mother.

Father: As I mentioned last month, my assignment to a cruiser did come through. They were willing to take me because I had qualified in two departments in record time thanks to Commander Peshnek. Not that I got any tolerance from him, but he did make it easy to learn the two jobs. The captain is Arvold Kreel, who knew your brother. He had no job for me since he has a full complement, but one of the lieutenants is leaving in two months, just enough time for me to get my science qualification.

Father: I really hated leaving the gunnery department today, nearly as much as I hated leaving the Marines five months ago. But the only department I lack is navigation, and Captain Kreel picked me for the assignment. It hurt me that Ensign Kutlar, who has been on the ship longer, also needs that department for promotion, but it came down to scores and mine were higher. As a consolation, Captain Kreel sent him back to gunnery and promised him navigation on the next rotation. He's only losing five months.

Father: Has it really been three years since graduation? I can scarcely remember pinning on my lieutenant's bars, and my Merit Star seems to have been only yesterday, but now I am off to a new ship with Lieutenant Commander Kassel, the Senior Watch Officer. He was picked to command a brand-new D5 just finishing construction, and could take a dozen officers with him. I will be the deputy head of the Weapons Department, a job for a senior lieutenant, but the promotion will come with our first battle. I have read of so much fighting with the Kzintis, and it is good to get away from the Federation border where nothing happens and go to fight the tigermen.

Father: My first battle was nothing like I expected. We had drilled for weeks, and I've been an officer well over three years, but nothing is like actual combat. The ship was hit hard by Kzinti drones, and we lost over a hundred crewmen. My station is the Emergency Bridge, and we came under assault when we were boarded. I remember lunging at the tigerman with the knife you gave me for graduation, and I saw him on the floor with it buried in his liver, but I simply don't remember anything in between!

Father: Has it been two years since I joined the cruiser, my second ship? We've been in six fights with the Kzintis and damaged seriously in two of them. My promotion seems ages ago, and now I am off to Command School. I look forward to seeing you and Mother on Emperor's Day, the day I get my command ring. Until then.

LIEUTENANT-GOVERNOR KAREK'S DUTY

"Thrusters off. Ship has landed, Captain," the Cromarg helmsman reported.

"Very well," replied Commander Karek, rising from his seat. "Watch Officer, set planetside watches, get the cargo unloaded, and release the crew for shore leave as planned. I am going ashore."

"Very good, Sir," the Dunkar lieutenant of the watch responded. He and a few crewmen would remain on board until the morning, then take their turns exploring the planet's amusements.

Karek pulled his uniform jacket down tight over his middle, making a mental note to get some more exercise and work off the five kilos he had gained. While he was, by courtesy, no longer subject to the Fleet's active-duty standards, he had promised himself he would remain fit. But the extra kilos that arrived without warning had been there for months and showed no signs of leaving, just as his schedule (and his depression) showed no sign of providing time for exercise.

Leaving the Bridge, he took the elevator to the lower deck and walked down the gangway built into the landing skids of the Trader. A year ago, he had been the executive officer of a cruiser, but instead of getting the command he prized, a younger and more aggressive frigate captain had taken over his post, and he had found himself sent into honorable retirement as the Lieutenant Governor for Military Affairs of Mandate 1615-Gamma. Instead of commanding a cruiser, he now had only the comfortable Trader, which did double duty as both his inspection ship and the Mandate's utility cargo-delivery vehicle. The Mandate included nine colony planets, the largest of which was now his home and one of the smaller of which was the site of his current visit. He grunted slightly as his aide, a Klingon lieutenant who was a supply officer, not a warrior, and his orderly, a young Klingon soldier who didn't realize that this assignment was not a good one, joined him.

Officially, he was here as the Lieutenant Governor to inspect the colony, check on conditions, and demonstrate to the colonists that their government had not forgotten them (in either sense of the term). The colony on this planet, which had grid number 1615-Gamma-14 but was known as Greenfield to the colonists (who no doubt referred only to the valley they inhabited), boasted about 300 people, including a single small ground defense base, a few dozen farms, a small factory, and a couple of mines in the nearby hills. The planet was a good one to exploit, but the cost of getting a larger colony up and running was high, and all things happened in their time. The Klingon Empire had plenty of resources and planets it had yet to fully use, and this was just one of them.

Reaching the bottom of the landing skid, he walked to the ground car that was of course waiting for him. The driver, wearing a military uniform that still fit as well as it had when he retired a decade ago, saluted crisply. Karek knew the man, a retired soldier who had enjoyed his time in uniform and now worked as a driver for the local colony's administrator. He returned the man's salute, knowing that the old soldier honestly enjoyed being on "active duty" once a month when Karek arrived. As he entered the car, Karek noted that trucks were already unloading the cargo consigned to the planet and the two dozen new colonists were being taken to the dormitory in a battered bus.

The driver barely spoke, as it was not his place to start a conversation with an officer. Karek arrived in a few minutes at the colonial administration building, a one-story structure not much larger than the average house on a warrior colony. The administrator was a civilian named Fettock, an employee of one of the corporations who had contracted to run the colony. The two men had met a dozen times but had never developed any real rapport. The administrator seemed to genuinely fear spending any more time with a military officer than he had to, and Karek had not gone out of his way to become friends. They exchanged the necessary information without pleasantries or small talk. The new colonists Karek had brought were being processed, outgoing shipments would be ready tomorrow morning, requests for spare parts had been filled — or not. The meeting lasted all of fifteen minutes, and both men were genuinely relieved (for different reasons) to be done with the meeting. They would see each other again before Karek left the planet.

Taking his leave from the administrator, Karek collected his staff and car and headed for the mines, where he would review and inspect the facilities. Skirting farmland en route to the hills, Karek took a moment to salute the Bargantine infantry company that had put down their farm tools long enough to form up. They did this every time he arrived, and Karek knew they actually felt they were honoring him. Karek thought there were fewer of them this time than on his last visit and made a note to inquire why.

The visit to the mines went well and lasted until lunch. The mine foreman was a reserve military engineer, and the two had developed a close friendship. Both wanted to be back on active service, but both had long since accepted their fate.

"Production is up," Karek noted.

"About three percent, as you can see," Besayon replied. "The new workers you brought last time have been helpful, and the new drill bearings are more reliable. A month ago, I lost three days waiting for replacements. This month, I kept the drills going around the clock."

"Then my assistance was worthwhile," Karek responded. "I was able to call an old Navy friend in another district and find out that the bearings from the first shipment were wearing out all over the barony. I mentioned it to the military Baronet, and he mentioned the situation where a word would do the most good. The shipment you got last month was from a new source, as I told you before, but the ones I brought on this trip are from the same factory as the bad ones. They assured me that the reliability problem has been solved."

"It had better have been," Besayon responded. "I have a production quota to meet, and the industrial lieutenant-governor never comes around here for me to ask his help."

"Well, I did manage to get you two standby sets of bearings from another source, said to be reliable. I will

mention to the governor that his industrial deputy should make the rounds with me next month." They both had a good laugh at that idea. The lieutenant-governor for industry hadn't been out of the capital city on the baronial planet since getting the job. The ESS probably wondered why, but hadn't acted. The two chatted for a few more minutes, when Karek saw an opportunity to raise an idea.

"The Mandate will be receiving a shipment of convict laborers in about a month. These are all Dunkars, petty criminals on a two-year work assignment. We have convicts on several planets, as you know, and with proper supervision you can get some good work out of them. I am looking for a good place to put them to work."

"This isn't it," Besayon responded. "This is a Class-M planet. Lots of forest and you can scrounge food enough to eat. Air and water are plentiful and free. If you bring convicts here, I'd have to keep them chained around the clock, or they'll run off, and chained workers cannot really work in a mine shaft."

"I realize that all 100 of them might be too much," Karek said, "but perhaps, as an experiment, I could send you ten, along with a pre-fabricated barracks and a couple of extra policemen. You could find a use for them, couldn't you?"

"Well, probably," Besayon admitted. "I'll see what I can do about planning for them. Can we leave the matter open until I can study the situation?"

"I can give you a week to send me a memo on how you could best use them," Karek smiled. "But, in all seriousness, I was offering you an opportunity, not a requirement. I can send the lot of them to Brownflat, where there is nothing but desert and the area irrigated by fossil water beds. If they run away there, they'll just die in the desert."

"Probably for the best," Besayon laughed. "But do let me think about it. I've been asking for more workers, and I know you're trying to offer me what you have. Perhaps my staff can see some opportunities here. Maybe something in construction? I've been wanting to do some erosion-control work." The two chatted amiably for another half-hour before Karek left for his next appointment.

His courtesy call on the military garrison should have been the high point of his stay on Greenfield, but it never was. For one thing, they were Army troops, and for another, they were on active service (even if they had not fired a shot in anger since the one and only pirate raid on this planet two years ago) and he was not. But it was, still, a duty he must perform. The troops were not under his command; they reported to the Army Sector Command that covered over seventy mandates and nearly a thousand planets. Of course, two-thirds of those had no military forces other than reserve platoons.

Arriving at the ground defense station, Karek did the usual walk-through inspection. The Army lieutenant in charge, Thirek, made a point of thanking him for expediting some needed spare parts, and Karek was able to put high efficiency marks in his report. The lieutenant had to stand inspection by Karek every month, while his own chain of command visited only twice a year. But then, a bad report from any source could ruin a career.

"If you have an hour to spare, Commander," Lieutenant Thirek said, "I have something I would like you to see. I would regard it as a personal favor if you would give me your opinion of a project of mine."

Karek, who had all afternoon to waste, acceded to the request and followed the Army man outside. Surprisingly, Karek was shown not to his staff car but to a combat vehicle, which began a wild half-hour ride on a contra-gravity unit that needed more maintenance than it was getting. They arrived at the top of a hill several miles from the colony and dismounted. Walking through the trees, Thirek brought the lieutenant-governor to a point on the crest of the hill. Several Hilidarian soldiers were there, setting up a battle position. They had dug some trenches and built a small field fort covered by logs. Karek found it odd that the troops were armed with phasers, rather than the usual disruptors. Phasers were more expensive and less reliable and were not often used by Subject Race troops, or Klingon troops for that matter.

Karek was about to ask what this was all about when Thirek said "Just watch." Turning to look the same way the Hilidarian troops were facing, Karek noted that an infantry attack was in progress, although still several hundred meters from the battle position. From what he could see, these were Klingon troops, advancing in good order, maneuvering by squads, and firing disruptors set on low power. The Hilidarians were using stun power on their phasers, and two of the Klingons were knocked down, but the advance continued. The Hilidarian grenadier, working from an open trench, began lobbing grenades toward the attackers. This startled Karek, but he realized that the grenades must be the low-powered training type that made a lot more noise than blast. Even so, two of the attacking Klingons were knocked down, although both got back up and continued their attack. In a few minutes, the Klingons (after losing another couple of men, stunned during the final charge) had overrun the Hilidarian position, wrestling the lizards to the ground.

Thirek blew a whistle, signalling the end of the exercise. All of the troops quickly jumped to their feet and fell into a formation, even those who had been stunned in the attack. It was only when they fell in and Karek noticed the short stature of the Klingon troops that he realized they were not Klingons at all, but Bargantines! So this was why the militia company that saluted him was short-handed.

"What is this?" Karek exclaimed. "How did you get them to fight? Why didn't they all run?"

"Training, training, training," the Army lieutenant explained. "I got the idea when we found a deposit of saltpeter and could make old-fashioned gunpowder. We made some low-powered bombs to celebrate a local holiday, and, well, I shouldn't have, but I threw one of them at a group of Bargantine militia out of mean-spirited sport. Most of them panicked, but the leader stood his ground, holding onto sanity for dear life. The Bargantines want so much to be soldiers, but they're just so bad at it that nobody tries to train them. They can be conditioned to withstand battlefield conditions, but it takes ten times as much effort as it would with a Klingon civilian recruited straight out of

grammar school. But then, I had little else to do."

"I must say I am impressed," Karek admitted. "I have heard of Bargantines who could perform in battle, but I have never seen it."

"Perhaps," the lieutenant suggested, "if the idea was proposed in higher channels, other garrisons without enough to do could take the time to give serious training to their Bargantines. Not all of them are willing, but once some of them saw others do it, most of them wanted to try. Some, maybe most, of the wretched fellows will never make real soldiers, but if even a quarter of them could..."

"What did your commander say when you mentioned it to him?" It was obvious to Karek that he would have never been shown anything that the Army had not approved within its own ranks.

"The command is studying the idea, but there is no real enthusiasm for it," the lieutenant admitted.

Karek turned the idea over in his mind. Giving such intense training to the Bargantines on any given planet would be a good thing as it would increase the number of trained soldiers, and wouldn't really cost anything as the Army garrisons were mostly under-utilized. On the other hand, the Empire really didn't need many more trained ground troops than it had, and the more trained soldiers sent to civilian employment, the greater the chance of revolt. And in the final analysis, the real reason nobody wanted to champion this idea was the unstated bigotry toward the Bargantines, regarded by the Klingons as unwanted and slightly embarrassing illegitimate children.

"Let me think about it," Karek said, "but don't expect me to stop you from improving the defenses of one of my worlds. I presume that the Bargantines have been taking this training on their own time, not during scheduled farmwork hours?" The Army man insisted this was the case. "I may ask a few questions, and perhaps when I meet your commander next week I might let him know that I do not oppose your project, even admire your initiative." The Army man accepted this. It was all he could have hoped for.

Karek took a moment to go over to the troops and commend them, in a reserved way. They really hadn't done anything that the average Klingon couldn't do, even if it was something that the average Bargantine could not. Karek continued to turn over the idea in his mind on the ride back to the colony. If he mentioned this to the governor and got a positive response, pushing the idea might mean moving the lieutenant onto the government staff, where his Army commanders could not retaliate against him for his initiative. Karek knew all too well that the Klingon military was more likely to fear and punish innovation and initiative than to promote and reward it. But, sometimes, good ideas were given a chance.

Returning to the government buildings, Karek found he was just in time for the evening meal. He already knew that arrangements had been made for dinner to be at the Army garrison this month, and that the other military officers would be present as they were every month.

The ISF Planetary Police sergeant told stories of handling drunks on Tenthday by a new method involving the cold-water creek near the colony. The Ordinance Police sergeant mentioned that all of the paperwork was in order for the new shipments going in and out of the colony on the lieutenant-governor's ship.

The ISF Planetary lieutenant, the senior policeman on Greenfield, was particularly thankful for the replacement crewmen and spare parts that the lieutenant-governor had brought. She was particularly thankful for the procurement, from Fleet channels, of a special training drone. This had no warhead, but when its fuel was exhausted, it broadcast a signal so it could be recovered and used again. Such drones were expensive since their warp engine had to be capable of being refueled and reused many times, while a normal "war shot" drone would be destroyed when it hit its target. The two H-2 skiffs assigned to the planet had not been able to train with their most effective weapon, the nuclear-warhead drone. They had the drones (four of them, all carefully inspected and counted) but no way to train to target, launch, and guide them.

"My great thanks, commander," the police lieutenant continued. "Perhaps on your next visit we could arrange a demonstration of our combat capabilities?"

"If there is time," Karek responded. He knew full well that the ISF would quietly let one of his staff know if they were really ready for such a demonstration within a single month of training. If not, Karek would simply be too busy and it would have to wait for a future time. It would not do to witness a failure and have to report it. The ISF lieutenant was a good officer, and Warrior Caste, and was doing better than could be expected. In the last month she had twice rescued stranded asteroid miners and had detected an undocumented freighter entering the system. While her two skiffs had not disabled the freighter, they had managed to get a good sensor scan on the ship and this allowed the ISF regional patrol to catch and board it. Part of what Karek had brought to the ISF this trip was some spare parts and other equipment taken from the confiscated freighter. The crew were now on their way to a penal colony in another region.

The ESS lieutenant arrived late; dinner was nearly over. Karek had begun to think he would not arrive at all. Lieutenant Kallan only rarely joined the officers for their monthly dinner, and had missed the last three. Karek usually spoke with him in his office late in the evening.

Lieutenant Kallan was not only present, but had brought a basket of desserts prepared by his wife. This was unusual, and Karek wondered for a moment if Kallan was planning to murder the lot of them with poisoned pastries. But they were delightful. His wife was a great cook.

"I understand that you saw Lieutenant Thirek's project this afternoon," Kallan began. The room fell silent and more than one of those present feared immediate arrest. But Kallan did not appear to be angry. "As you know, Commander, you brought me two extra security men today. They are not replacements, but additions to my force. Two of my men will, from now on, participate in the training of the Bargantines. The experiment has merit, and I have mentioned it to my superior, but experiments deserve careful observation, so that nothing can go wrong."

"Of course," all agreed. "*Nothing* must go wrong."

Dramatis Personae

LIEUTENANT-GOVERNOR KAREK

A naval commander sidetracked into a government career, Karek is bored and depressed. He has tried to form friendships with as many military people on his nine planets as he can. He knows that this is his last job, after which he will be more likely to retire on one of these planets than on a Warrior Colony, where other officers might shun him because he "went to ground" before his career was over. His wife is concerned that he is "letting himself go" and has encouraged him to take up a hobby or join one of the sports teams for men his age, but he is too depressed.

A Squire of the Blade who was never granted the status of a Knight of the Sword, he holds a Green Star for valor in combat, 3 Merit Stars, and a 15-year Service Star.

Level 4 Dedicated / Level 1 Marine.
Klingon: Male HP: 27 XP: 10,000.
Str 10, Dex 13, Con 11, Int 13, Wis 15, Cha 11.

Skills: Climb +2, Computer Use +3, Craft (electronic) +2, Craft (mechanical) +2, Diplomacy +10, Drive +2, Hide +4, Jump +3, Knowledge (civics) +3, Knowledge (history) +5, Knowledge (law) +5, Knowledge (military science) +8, Listen +3, Move Silently +4, Navigate +3, Pilot +4, Profession +6, Read/Write Klingon, Read/Write Federation Standard, Speak Military Klingon, Speak Federation Standard, Spot +2, Survival +5, Treat Injury +2.

Feats: Armor Proficiency (light), Armor Proficiency (medium), Brawl, Combat Martial Arts, Personal Firearms Proficiency, Simple Weapons Proficiency, Starship Operation.

Talents: Skill Emphasis (Diplomacy, Knowledge [military science]).

Class Skills: Weapon Focus (disruptor).
Base Attack Bonus: +3, Fort +2, Ref +1, Will +2.

COLONIAL ADMINISTRATOR FETTOK

A manager employed by a colonial development corporation owned by the daughter of the previous baron. His job is to grow the colony and show a profit.

Fettock has little interest in history per se, but enjoys reading the biographies of great Klingon industrialists and businessmen. He reads no end of books (even from the Federation and from the Kzinti Hegemony) about how to better run a business or colony and tries to apply these principles to his current employment.

Fettock just doesn't like talking to military people.

Level 1 Smart.
Klingon: Male HP: 7 XP: 500.
Str 10, Dex 13, Con 11, Int 13, Wis 15, Cha 15.

Skills: Computer Use +4, Diplomacy +6, Knowledge (civics) +3, Knowledge (Klingon) +1, Knowledge (law) +7, Knowledge (mathematics) +2, Listen +1, Read/Write Klingon, Research +3, Speak Klingon, Speak Military Klingon, Speak Dunkar, Treat Injury +2.

Feats: Educated (Diplomacy, Knowledge [law]), Political Influence, Simple Weapons Proficiency.

Talents: Exploit Weakness.
Base Attack Bonus: +0, Fort +0, Ref +0, Will +1.

MINING ENGINEER BESAYON

A former military engineer and a member of the Warrior Caste, he tries to keep the mine running efficiently. He always has a few tons of processed ore that hasn't been reported yet, just in case something slows down production and he cannot make his quota. He arranged to have recordings of trivideo programs about great engineering projects and disasters sent to the colony and they air frequently on the local station (annoying everyone).

Besayon is a Squire of the Blade, and his former military rank was Army Captain of Engineers. He holds three Merit Stars and a ten-year Service Star. He has never been in combat and considers this a sad twist of fate which ultimately ruined his career.

Level 4 Smart.
Klingon: Male HP: 30 XP: 6000.
Str 15, Dex 13, Con 15, Int 13, Wis 15, Cha 13.

Skills: Climb +3, Computer Use +2, Craft (mechanical) +2, Craft (structural) +6, Drive +2, Hide +2, Jump +2, Knowledge (earth and life sciences) +7, Knowledge (history) +2, Knowledge (law) +4, Knowledge (military science) +3, Listen +1, Move Silently +1, Profession +6, Read/Write Klingon, Speak Klingon, Speak Military Klingon, Speak Dunkar, Spot +2, Survival +5, Treat Injury+2.

Feats: Armor Proficiency (light), Educated (Craft [structural], Knowledge (earth and life sciences), Hobby (Climb), Personal Firearms Proficiency, Simple Weapons Proficiency, Skill Focus (Knowledge (earth and life sciences).

Talents: Savant (Knowledge [earth and life sciences]).
Base Attack Bonus: +2, Fort +1, Ref +1, Will +2.

ARMY SECOND LIEUTENANT THIREK

For him, this assignment is not a dead end, but a good opportunity to lead, to learn, and to show some initiative without a senior officer breathing down his neck.Thirek decided on an Army career to get away from his parents after a bitter family dispute. He passed the Warrior Caste tests without difficulty, but fears that his civilian family background will hurt his career. He is more tolerant than most Klingons of the Subject Races, but he's not vocal about it.

Thirek is in love with a local woman but she refuses to marry him if he does not agree to stay on this planet (where her family lives), which would mean giving up his Army career. He isn't likely to agree to that, but hopes that "something will work out."

He has become great friends with Sergeant Darvkon and often spends hours discussing military matters.

He is studying the course of Command School through distance learning, raising eyebrows with unusually creative solutions to tactical and other military problems.

Level 3 Tough.
Klingon: Male HP: 22 XP: 3000.
Str 10, Dex 13, Con 11, Int 13, Wis 15, Cha 15.

Skills: Climb +2, Computer Use +5, Craft (electronic)

+1, Craft (mechanical) +2, Diplomacy +2, Hide +2, Jump +1, Knowledge (history) +2, Knowledge (law) +2, Knowledge (military science) +3, Listen +1, Move Silently +2, Profession +3, Read/Write Klingon, Speak Klingon, Speak Military Klingon, Speak Slirdarian, Spot +2, Survival +1, Treat Injury +2.

Feats: Armor Proficiency (light), Armor Proficiency (medium), Open-Minded, Personal Firearms Proficiency, Simple Weapons Proficiency, Spark of Genius (Knowledge [military science]).

Talents: Second Wind, Master Survivalist.
Base Attack Bonus: +2, Fort +2, Ref +1, Will +1.

BARGANTINE THIRD LIEUTENANT KAR-KARASS

Like most Bargantines, Kar-karass grew up reading Klingon military history and thrilled to the exploits of the warrior race. Unlike most Bargantines, he actually has the personality and physical traits to be a good soldier. Although the difference between him and other Bargantines is evident even to Klingons, his motivations are opaque. Interestingly, many of his fellow Bargantines don't quite trust him; some believe he may be working for the ESS. One of the few Bargantines with a natural resistance to the panic his species suffers from, he has passed the tests to be a member of the Klingon Warrior Caste, and the Bargantine military awarded him a Yellow Star for this achievement. Seeking to better himself and his species, he may be the real driving force behind Thirek's experiment. But to what end? He collects Klingon militaria.

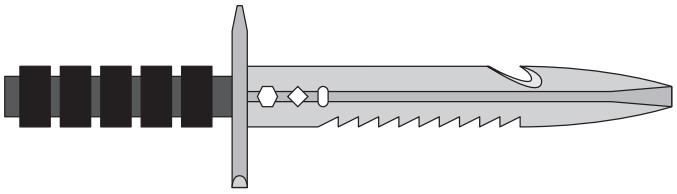
Level 2 Dedicated.
Bargentine: Male HP: 16 XP: 1500.
Str 10, Dex 13, Con 11, Int 13, Wis 15, Cha 15.

Skills: Climb +3, Computer Use +1, Craft (electronic) +1, Craft (mechanical) +2, Drive +2, Jump +1, Knowledge (civics) +4, Knowledge (history) +2, Knowledge (military science) +3, Listen +1, Move Silently +2, Navigate +4, Profession +3, Read/Write Bargantine, Read/Write Klingon, Speak Klingon, Speak Military Klingon, Speak Bargantine, Spot +2, Survival +4, Treat Injury +2.

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Personal Firearms Proficiency, Planetary Adaptation (barren world), Simple Weapon Proficiency.

Talents: Social Intuition.
Base Attack Bonus: +1, Fort +2, Ref +0, Will +2.

NOTE: As a Bargentine, Kar-karass does NOT suffer from the following Bargentine disadvantageous species traits:
Combat Paralysis: Kar-karass need not make a will save when in a combat situation.
Distraction: Kar-karass is able to maintain focus and need not make a will save to avoid being distracted.



ISF SPACE POLICE SENIOR LIEUTENANT JIN KOREST

Being the commander of a detachment on a remote planet is a dream job for Korest. She enlisted in the police straight out of school, qualified for the Warrior Caste during basic training, and served six years before being selected to go to the police academy. Graduating with academic honors, she served her first two years on a G4 sector command ship, then was a department head on a G2 police cutter. She was selected for this Orbital Divison command because she is older than most officers of her rank, and displays the kind of maturity of judgment that an independent command requires. She is aware of the "Bargantine Experiment" and regards it with some humor.

Her father is a senior Ordinance-Policeman on Klardon and wants her to return to a major planet where she can meet eligible marriage partners. She is somewhat lonely and wouldn't mind being married, but has no intention of giving up her career. She is a Squire of the Blade and reasonably expects to receive her knighthood with her next promotion, probably to command a G2 police cutter.

Level 4 Fast, Level 1 Security Specialist.
Klingon: Female HP: 32 XP: 7000.
Str 11, Dex 17, Con 15, Int 13, Wis 15, Cha 15.

Skills: Climb +2, Computer Use +2, Craft (electronic) +2, Craft (mechanical) +1, Hide +6, Intimidate +3, Investigate +3, Jump +1, Knowledge (civics) +4, Knowledge (history) +2, Knowledge (Klingon) +1, Knowledge (law) +3, Knowledge (military science) +4, Knowledge (streetwise) +3, Listen +2, Move Silently +6, Profession (law enforcement) +3, Read/Write Klingon, Research +2, Speak Klingon, Speak Military Klingon, Speak Federation Standard, Spot +2, Survival +1, Treat Injury +3.

Feats: Armor Proficiency (light), Combat Expertise, Combat Martial Arts, Defensive Martial Arts, Improved Disarm, Personal Firearms Proficiency, Simple Weapons Proficiency, Weapon Finesse (Disruptor Pistol).

Talents: Precision, Improved Precision.

Class Skills: Sweep.
Base Attack Bonus: +4, Fort +2, Ref +3, Will +1.

ESS FIRST LIEUTENANT KALLAS

The son and grandson of ESS officers, Kallas was selected at an early age for officer training. His grandfather, an ESS colonel, pulled strings to get the young Kallas into private schools intended to produce ESS officers. The intense training left him with no real sense of humor, and a drive to find any crack that some traitor could exploit.

Kallas married a lovely Klingon girl who was, like him, the daughter and granddaughter of ESS officers. While they truly love each other, their families have gained much from their close ties and often help each other get good assignments and choice training schools.

He understands the concept behind training the Bargantines, but is concerned about Kar-karass. While he has no direct suspicions, any Bargantine planning treason would probably seek warrior training for himself and his troops. Kallas wonders if, two decades in the future, Kar-karass may not become a traitor, perhaps as part of some

plot by a Klingon officer who helped his career. Kallas intends to fully document his concerns. When some other ESS officer investigates Kar-karass in the future, he will find the Kallas left absolutely no detail out of the file. When, twenty years in the future, the ESS tries to find the exact moment that Kar-karass decided to commit treason, they will be able to discern the pattern of his treachery by studying the detailed reports filed by Kallas and others.

Level 3 Dedicated.
Klingon: Male HP: 17 XP: 4000.
Str 10, Dex 13, Con 11, Int: 13, Wis 15, Cha 15.

Skills: Climb +2, Computer Use +2, Craft (electronic) +1, Craft (mechanical) +1, Hide +2, Jump +1, Knowledge (civics) +1, Knowledge (history) +1, Knowledge (law) +1, Knowledge (military science) +2, Knowledge (physical sciences) +1, Knowledge (technology) +1, Listen +1, Move Silently +2, Navigate +1, Pilot +2, Profession +3, Read/ Write Klingon, Speak Klingon, Speak Dunkar, Spot +2, Survival +1, Treat Injury +2.

Feats: Armor Proficiency (light), Attentive, Combat Martial Arts, Defensive Martial Arts, Personal Firearms Proficiency, Simple Weapons Proficiency.

Talents: Connected, Empathy.
Base Attack Bonus: +2, Fort +2, Ref +1, Will +2.

ESS FIRST LIEUTENANT KATIA KALLAS

No one on the planet knows that Katia is an ESS officer; they all assume she is simply Kallas's wife and that while she may pass on some gossip, she isn't an intelligence officer specifically trained for undercover operations.

Katia is constantly chatting up the wives of the other officers and officials on the planet and may have actually fooled some of them into believing she isn't gathering information for her husband. Katia often jokes about how paranoid her husband is.

Despite her fanatical devotion to the ESS, she enjoys dancing and has encouraged him to attend some local parties where they can do so. They both accept that it is a risk to get "too friendly" with the people on the planet but attending the parties does put the people at ease around the ESS and provide opportunities to pick up gossip.

She makes it a point to send pastries to the home of anyone who is sick, and this is not entirely part of her spying activities. She simply loves to cook and is an expert pastry chef. She regards the training of Bargantines for combat as a ridiculous waste of time and effort but does not believe she has any business trying to put a stop to it.

Level 3 Charismatic.
Klingon: Female HP: 17 XP: 4000.
Str: 10, Dex: 13, Con: 12, Int: 13, Wis: 15. Cha: 15.

Skills: Climb +2, Computer Use +3, Craft (electronic) +2, Craft (mechanical) +1, Hide +2, Jump +1, Knowledge (civics) +4, Knowledge (history) +1, Knowledge (Klingon) +1, Knowledge (military science) +2, Knowledge (streetwise) +1, Knowledge (technology) +1, Intimidate +2, Investigate +2, Listen +1, Move Silently +2, Pilot +2, Profession +3, Read/ Write Klingon, Research +2, Speak Klingon, Speak Zoolie, Spot +2, Survival +1, Treat Injury +3.

Feats: Armor Proficiency (light), Combat Martial Arts, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency,

Talents: Charm, Fast Talk.
Base Attack Bonus: +1, Fort: +2, Ref: +2, Will: +1.

RETIRED MASTER SERGEANT DARVKON

A retired soldier, Darvkon works as a driver for the colonial administrator. A former NCO in the Klingon Army, he served in combat against the Kzintis, still enjoys interacting with military personnel, and will wear his old uniform at the slightest excuse. At age 52, he is elderly as Klingons go, and increasingly fragile. He suffers from a severe form of Klingon arthritis in his left leg, and has lost much mobility in that limb. His wife died a few years ago, and both his son and daughter are away serving in the Army. Although lonely at times, he has lived a good life and is proud of his service to the Empire. He is aware of the "Bargantine Experiment" and while he doubts it will work, he is so anxious to return to soldiering that he spends his off-duty hours giving classroom instruction to the Bargantine militia, and has found them to be interested in learning all they can.

Darvkon reached E8 (Master Sergeant) before retirement. He was awarded the 20-Year Service Star, one Green Army Star for valor in combat, and two Wound Stars. Although not regarded as an especially outstanding or creative soldier, he was solid, reliable, and definitely fearless.

One rumor making the rounds among the colonists says that Darvkon is working as an informant for the ESS, spying on the colonial administrator. Is it true?

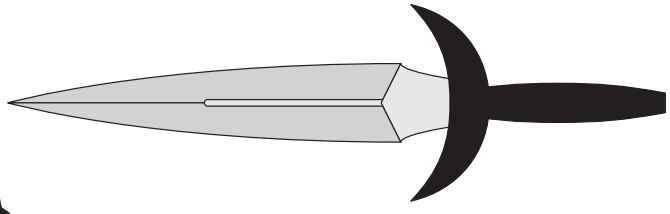
Level 6 Dedicated, Level 4 Marine.
Klingon: Male HP: 71 XP: 45000.
Str 10, Dex 10, Con 10, Int 11, Wis 15, Cha 11.

Skills: Climb +3, Computer Use +1, Craft (mechanical) +1, Demolitions +4, Drive +2, Hide +2, Intimidate +3, Jump +2, Knowledge (business) +2, Knowledge (civics) +2, Knowledge (history) +1, Knowledge (military science) +4, Listen, +1, Move Silently +2, Navigate +2, Profession +2, Read/Write Klingon, Read/Write Military Klingon, Speak Klingon, Speak Military Klingon, Speak Slirdarian, Spot +2, Survival +3, Treat Injury +2.

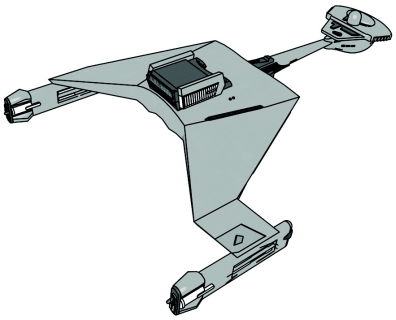
Feats: Advanced Firearms Proficiency, Alertness, Armor Proficiency (light), Armor Proficiency (medium), Brawl, Combat Martial Arts, Defensive Martial Arts, Personal Firearms Proficiency, Simple Weapons Proficiency.

Talents: Empathy, Healing Knack, Healing Touch 1.

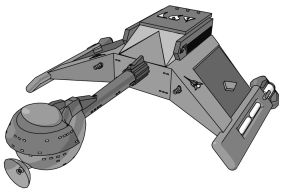
Class Skills: Weapon Focus (disruptor pistol), Weapon Specialization (disruptor pistol), Swift Response.
Base Attack Bonus: +7, Fort +5, Ref +4, Will +4.



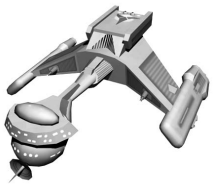
KLINGON STARSHIPS



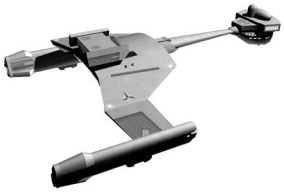
D7 Battlecruiser
by Ted Geibel



F5 Frigate
by Ted Geibel

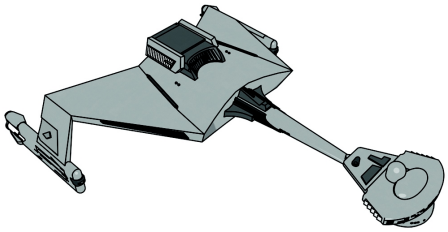


E4 Corvette
by Adam Turner

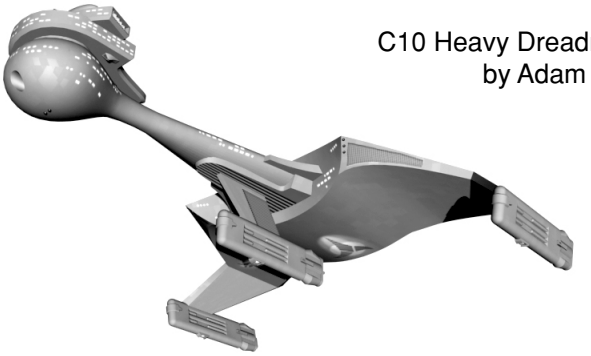


D5 War Cruiser
by Adam Turner

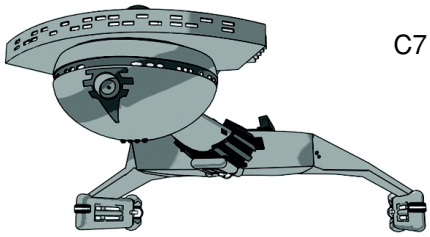
D5W Heavy Cruiser
by Adam Turner



D6 Heavy Cruiser
by Ted Geibel

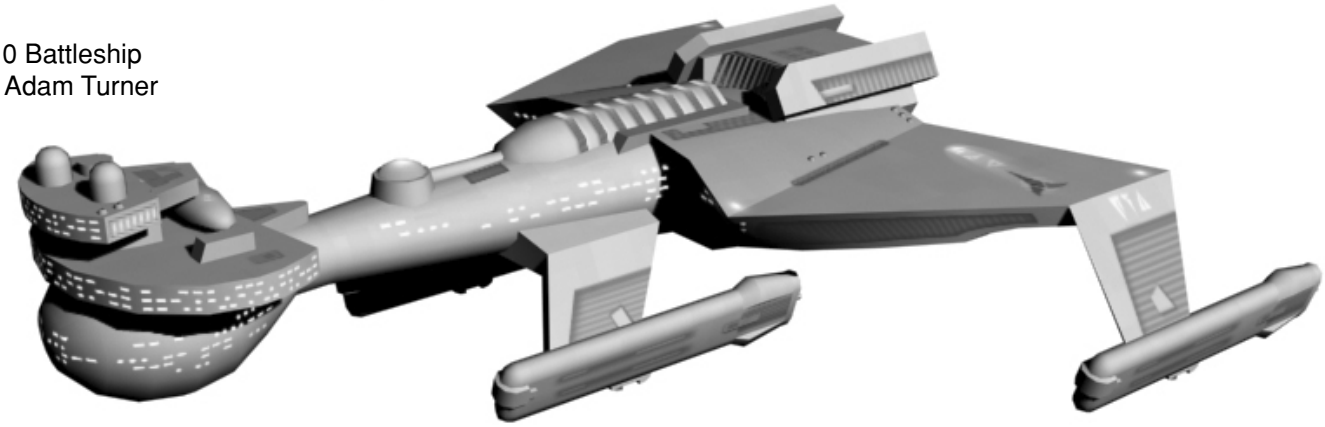


C10 Heavy Dreadnought
by Adam Turner



C7 Heavy Battlecruiser
by Ted Geibel

B10 Battleship
by Adam Turner



C5 Light Dreadnought
by Adam Turner

C8 Dreadnought
by Adam Turner

Designer's Notes

Since we first published *Star Fleet Battles* way back in 1979, I have had a great affinity for the Klingons, the ultimate bad guys of the galaxy. I always felt that there had to be a lot more to them than just being mean all the time, and set out (in those first game manuals and in over a hundred of them since then) to explain, in my own mind, why they were what we saw on the screen.

We saw warriors, but there had to be civilians. We were dealing with a military force that showed little of the interest that the Federation's Star Fleet shows in humanity, research, exploration, or charity. Why is that so?

My answer (and I accept that it is not the only possible one) is that their empire is beset by many enemies of which the Federation is only one (and is more interested in economic competition than fighting), an empire that is nearly broke all of the time.

As we continued to expand *Star Fleet Battles* in its first few years, we started with the famous Franz Joseph map of the galaxy, which told us where the Federation was, and where the Klingons were. I noted the rather strange arrangement of phasers on the Klingon D7 blueprints, since all of them could fire to the rear. Clearly, the offensive punch of the disruptors was pointed forward (making the D7 basically a huge fighter plane) but the phasers were pointed all over the place, and (since we never saw them fire on the TV show) we had assumed they were less powerful defensive phasers. What were the Klingons defending against? Given the data, it had to be seeking weapons, and the answer was again on those same blueprints: drones (which we usually call "missiles" in RPGs). Somebody had to be shooting drones at the Klingons, and that somebody (I decided) was the Kzintis. Later, we added the Lyrans as Klingon allies and the Hydrans as yet another enemy. When Ron Wheeler suggested that the Tholians had arrived from outside the galaxy, the idea that they took over a chunk of Klingon space completed the strategic picture. Here was a warrior empire, surrounded by enemies, including one that had humiliated them in combat.

The D7 seen on television logically expanded into larger and smaller ships, and a logical study of military technology produced most of the rest of the data.

When we started working on the *Prime Directive* RPG system, we had to dig deeper into culture and (especially) into economics. Why are the Klingons always broke? Simple: they spend a ton of money on an overbloated military required by their paranoia. With enemies likely to come over the border any second, it was logical that Klingon colonies would pay soldiers to stand around and wait for the enemy to appear, holding endless drills.

A note on the blueprints that there were security stations to watch for mutiny produced the idea of the ESS and the Subject Races. I created those Subject Races two decades ago for *Star Fleet Battles* but never really got to know them until I sat down to write this book.

In the end, I hope you get to know the Klingons much better. They're still extremely dangerous, and you would be a fool to think they are misunderstood juvenile delinquents who just need to be loved.—*Stephen V. Cole*

Contributors to *Klingons* include:

John Sickels: Yitlians, Zoolies, Hilidarians, Cromargs, Planetary Survey data, Cult of Kahless, Weapons.
Gary Plana: Bargantines, Landfalk history, Vergarians.
Jon Cleaves: Vudar species and history.
Ken Peters: Ground vehicles data.
Loren Knight: Gra-Koros religion, Kral Ground Vehicle concept.
Alexander Fulton: Nej'hudist religion.
Seth Iniguez: Monarchist religion.
Karl Vogelheim: Development of Klingon fighters.
Andrew Cookson: Mindsifter, Agonizer.
Timothy D. Olsen and Mark Costello: Data from PD1.
Jonathan Thompson: Conversion to PD20M game system.
Tony Thomas: Converted characters to PD20M game system.

Notes to GMs

The Klingons in this book are from *the original series* and, as such, are more Russians or Nazis than the mystic warriors seen in *The Next Generation.* You can feel free to use whatever parts of this you like for a TNG-based campaign, but our contract doesn't cover that era, and anyway, I thought the evil empire (the Russian one and the Klingon one) was a better enemy. Don't expect us to force you to use our "vision," and feel free to explore your own. You are more than welcome to use anything you read in a fanzine or novel or anywhere else if you like.

While *Prime Directive* is a game of the *Star Fleet Universe*, no one should try to use a reference in (or a concept extrapolated from) *PD* to argue for a given rules interpretation (let alone a change to a published rule) for other games of the *SFU* (e.g., *Star Fleet Battles, F&E, Warlord, Star Fleet Battle Force*, etc.).

This is the *Star Fleet Universe*, not simply Star Trek. When we created this universe, we reviewed the available source data. We used some ideas, ignored others, and when we found multiple sources in conflict, we picked the most logical interpretation. If you have a different one, feel free to use it. Just don't submit ideas from other sources as your own; we aren't allowed to use them.

We have attempted to stick close to the original *d20 Modern* game engine, but in some cases had to make changes or tweaks to fit *SFU* history and technology, for example the slightly revised Progess Levels.

Acknowledgments

Allow me to take a moment and thank everyone who ever submitted something about the Klingons (whether we published it or not) and anyone who just talked about them with me. All of that factored into what you see here. Gary Plana, Steve Petrick, Matthew Francois, Nick Blank, and most importantly John Sickels contributed needed articles, ideas, and even art as we moved toward finishing this book.

Jonathan Thompson, a veteran writer for *d20*, took time away from his own production schedule to convert the original *GURPS* rules into *d20* analogues and then to convert that data into the "modern" rules system.

Jean Sexton has been our RPG Line Editor for three years now, and did most of the work on this book.

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Information on all versions of *Prime Directive* is at:
www.StarFleetGames.com/pdindex.shtml

INDEX

Adanerg, neutral planet, 67.
Age, 67.
Agonizer, 90.
Aklar, planet, 66.
Ancestor worship, 26.
Aradon, Klingon planet, 38.
Architecture, 21.
Army, 73.
Awards, honors, 76-77, 79.
B10 battleship, 98.
Bakuria, Warrior Colony, 41.
Bargantines, 46-47.
Baron, 17-18, 78.
Baronet, 17-18.
Battle escorts, 110.
Battle frigates, 109, 112.
Battlecruisers, 100-103.
Battleships, 98.
Belak-Kyn, Emperor, 19.
Bezwell Index, planet, 67.
Biology, 12.
Branches of the military, 68.
C4 early dreadnought, 99.
C5 light dreadnoughts, 99.
C6 dreadnoughts, 99.
C7 heavy battlecruiser, 100-101.
C8-C10 dreadnoughts, 99.
Capital Complex, 34-38.
Chemical weapons, 81.
Civil administration, 17.
Civilians, 22.
Civilians in uniform, 69.
Command Star, medal, 77.
Corvettes, 111.
Council, 17-18.
Count, 17-18, 78.
Courts, 28-29.
Crime, 26.
Cromargs, 45, 48-50.
Cruisers, 100.
Culture, 11.
Customs (border controls), 129-130, 134.
D5 war cruiser, 104.
D5W new heavy cruiser, 106.
D6 old battlecruiser, 103.
D7 battlecruiser, 102.
Daggers, 85-86.
Darmot III, planet, 66.
Deep Space Fleet, navy, 74.
Diplomats, 18, 118.
Disruptors, 86-88.
Distance measurement, 24.
Drakis, Klingon planet, 37.
Dreadnoughts, 99
Duke, 17-18, 78.
Dunkar fighting wheel, 86.
Dunkar, 45, 51-52.
Duty assignments, 92.
E3 corvette, 111.
E4 corvette, 111.
E5 frigate, 110.
E6 battle frigate, 109.
E7 cruiser, 100.
Ear of the Emperor feat, 82.
Economy, 21.
Emperor, 16-19.
Emperors, list of, 19.
Empire Security Service, secret police, 75.
Empress, 17.
Entertainment, 23.
Ethnic Klingons, traits, 12.
Exile Races, 44.
F5 frigate, 108.
F5W war destroyer, 110.
F6 battle frigate, 112.
Farlin, Klingon planet, 39.
Feat, Ear of the Emperor, 82.
Federation, conflict with, 16.
Fighters, 113-117.
Fleet transports, 107.
Frigates, 108-109, 110
Fun, what Klingons do for, 23.
G1, gunboat, 119-128.
G2, police cutter, 112.
Galactic Research Unit, military intelligence, 75.
Geography, 20.
Government, 16-18.
Governor, 17-18.
Gra-Koros, religion, 25-26.
Greenfield, colony, 138.
Grenade launchers, 88.
Ground Forces, see Army.
Ground vehicles, 88-89.
Gunboats, 119-128.
Handguns, 86-87.
Heavy battlecruisers, 100-101.
Heavy cruisers, 102, 106.
Heavy fighters, 117.
Heavy weapons, 88.
Heavy war destroyers, 107.
Height, 67.
HF5, heavy war destroyer, 107.
High Command, 17-18, 75.
Hilidarians, 45, 53-55.
History, 12-16.
Hydran Exile Races, 44.
Incarnation/Atonement, religion, 26.
Intelligence agencies, 75.
Internal Security Forces, 75, 112.
Iridima, planet, 67.
Judicial system, 27-30.
K'brogrh, planet, 39.
K't'tothos IV, planet, 66.
Kadrak, planet, 37.
Kahless, first emperor, 13-14.
Kalesta, planet, 66.
Kangor, planet, 36.
Kangorax, planet, 36.
Karek, Lieutenant-Governor, 138-141.
Karrelli, Emperor, 19.
Kavar, Klingon god, 24.
Kavarism, religion, 24.
Kavish, Emperor, 19.
Kelanon, Klingon planet, 66.
Kell, Emperor, 19.
Kellish, Emperor, 19.
Kerek, Emperor, 19.
Keress, Klingon planet, 34.
Kerg, Emperor, 19.
Khavek I-IV, Emperor, 19.
Kieron, Emperor, 19.
Kieter, Emperor, 19.
Kilikam, distance, 24.
Klardon, Klingon planet, 38.
Klegarine, Klingon planet, 39.
Klingon General Bureau, intelligence agency, 75.
Klinshai, home planet, 34, 35.
Klomarth, Klingon planet, 40.
Knight of the Sword, 78.
Kopek, Lieutenant, 2-9.
Kor, Emperor, 19.
Koral, Emperor, 19.
Kordahn, planet, 66.
Korgal, Warrior Colony, 42.
Kortahn Monks, 44.
Korv, Emperor, 19.
Kovar, Klingon planet, 35.
Kr'Nath, Klingon planet, 66.
Kraw, Emperor, 19.
Kypruss, Klingon planet, 40.
Landfalk, system, history, 47.
Law, 27-30.
Lawyers, 29.
Leebyahh, planet, 67.
Lieutenant-Governor, 18, 138.
Longarms, 87-88.
Lyran Democratic Republic, 44.
Map, Klingon Empire, 20.
Marak, Klingon planet, 34.
Marak Kivv, Emperor, 19.
Marines, Klingon, 74.
Maulers, starship weapon, 118.
Maximum Veracity Directorate, 75.
Medals, 76-77, 80.
Merit Star medal, 77.
Military forces, 68-90.
Military High Command, 17, 75.
Military intelligence, see Galactic Research Unit.
Military nobility, 78.
Military orders, 79.
Military reserves, 68.
Military schools, 72
Mindsifter, 90.
Monarchists, religion, 26.
Myths about Klingons, 10.
Naming conventions, 24.
Navy: see Deep Space Fleet.
Nej'hu, religion, 25.
New heavy cruisers, 106.
Nin'kul, religious figure, 24-25.
Nobility, 17-18, 78.
Occupations, 80.
Officers, types of 69, 92-93.
Old Kings, ancient beings, 15.
Orders (e.g., of Kahless), 79.
Organia, planet, 67.
Orion Pirates, 44.
Overview, Klingon species, 11
Pagan, religion, 25.
Paladins, 31-32, 135.
Penal ships, 118.
Personality cults, religion, 26.
Phasers, 85.
Philosophy, 22, 83-84.
Phylos, Klingon planet, 66.
Planetary surveys, 33-67.
Police, Internal Security Forces, 27-28.
Politics, 16-18.
Prince, 16-18.
Princess, 17.
Princess Sangfroid, 79.
Rank insignia, 70-71.
Religions, 24-26.
Reproduction, 12.
Reserves, military, 68
Rita's World, planet, 67.
Satan, 26.
Schools, military, 72.
Security stations, 118.
Sefaria, Warrior Colony, 42.
Selnar, planet, 66.
Shadrak, Klingon planet, 37.
Sherman's Planet, planet, 67.
Slirdarian combat dagger, 86.
Slirdarians, 56-57.
Society, 21-22.
Squire of the Blade, 78.
Star Cult, military religion, 24.
Starships, 91-118.
Stasis field ships, 118.
Stuplich's lost ark, 137.
Subject Races, 26, 45.
Subject Races, in military, 68-69.
Swords, 86.
T6 older fleet transports, 107.
T7 fleet transports, 107.
Taxes, 22.
Tilus Krall, Emperor, 19.
Time and Distance, 24.
Tugs, 107.
Tyson's Star, planet, 67.
Units of measure, 24.
Valoria, Warrior Colony, 43.
Vanacheck, planet, 67.
Vergarian rebellion, 59.
Vergarians, 45, 58.
Verlix, planet and trading post, 132-133.
Vice-Duke, 17-18.
Visas, 33.
Viscount, 17-18.
Vordon, Klingon planet, 38.
Vudar, rebellion, 61.
Vudar, Subject Race, 45, 60.
Walkuria, Warrior Colony, 43.
War cruisers, 104-105.
War destroyers, 107, 110.
Warrior Caste, 68.
Warrior Colonies, 41-43.
Warrior Star, medal, 76.
Weapon controls, 96.
Weapons, 81, 86-88.
Weapons, small arms, 86-87.
Workboat, 124-125.
Worker, life of, 23.
WYN Star Cluster, 44.
Yitlians, Subject Race, 62-63.
Z1-Z4 fighters, 113-115.
Z-D fighter, 116.
Z-H fighter, 117.
Z-V fighter, 115.
Z-Y fighter, 115.
Zoolies, 45, 64.
Zursk, planet, 67.

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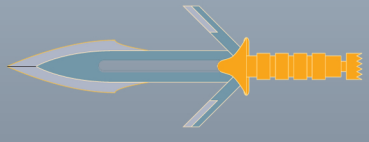

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