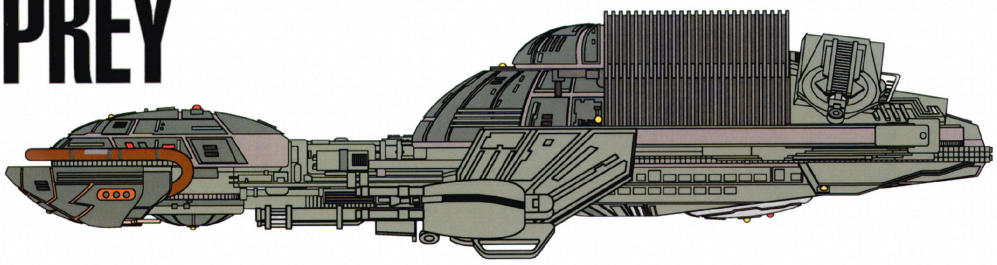
B'rel-Class

BIRD OF PREY

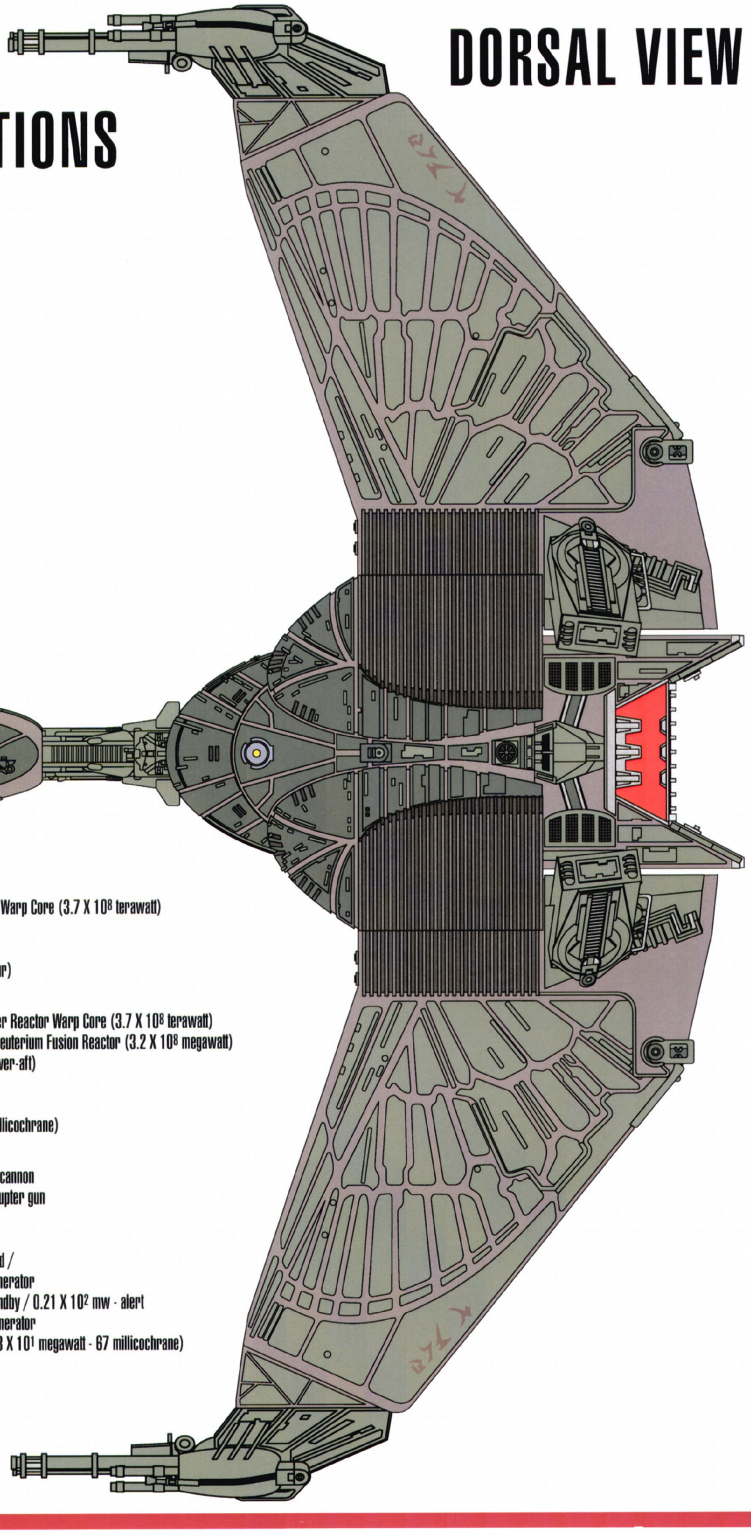
EXTERNAL VIEWS

SHEET 1/7

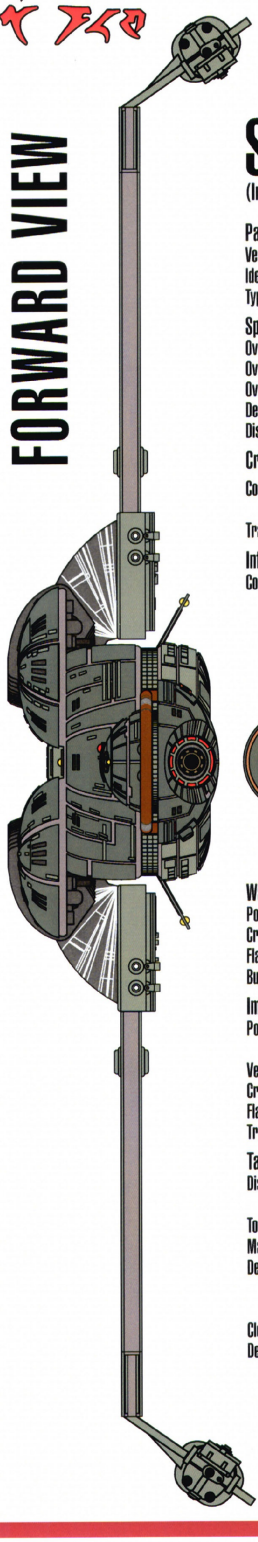
PORT VIEW



DORSAL VIEW



FORWARD VIEW



SPECIFICATIONS

(In Terran Metric Equivalents)

Particulars

Vessel Class	B'rel
Identification	KK-18P
Type	Bird-of-Prey

Spaceframe

Overall Length	109 meters
Overall Beam	167 meters
Overall Draft	29 meters
Decks	6
Displacement	2.1 X 10^5 tons

Crew & Auxillary Systems

Complement	3 officers 9 enlisted
Transporters	2 4-personnel

Information Systems

Computer Core	1 Optical Chip FTL Nanoprocessors

Warp Systems

Power	Matter / Antimatter Reactor Warp Core (3.7 X 10^8 terawatt)
Cruising speed	wf 6.5
Flank speed	wf 8.1
Burst speed	wf 9.9 (Sustainable 0.3 hour)

Impulse Systems

Power	Primary - Matter / Antimatter Reactor Warp Core (3.7 X 10^8 terawatt) Secondary - 2 x Outboard Deuterium Fusion Reactor (3.2 X 10^6 megawatt)
Vector nozzle	2 Manifolds (upper-aft & lower-aft)
Cruising speed	0.43 c
Flank speed	0.92 c
Tractor beam	1 Aft (8 megawatt - 230 millicochrane)

Tactical Systems

Disrupter	Main - 2 x Type 3 disrupter cannon Secondary - 4 x Type 1 disrupter gun
Torpedo Tube	1 Fore / 1 Aft
Magazine	94 Torpedoes
Deflector Shield	1 Deflector Shield Force-field / Structural Integrity Field Generator (rated 3.62 X 10^2 mw - standby / 0.21 X 10^2 mw - alert
Cloak	1 - Adjunct to Force-field Generator
Deflector	4 - Primary - forward (7.13 X 10^1 megawatt - 67 millicochrane)

Scale

0 1 2 3 4 5 10 20

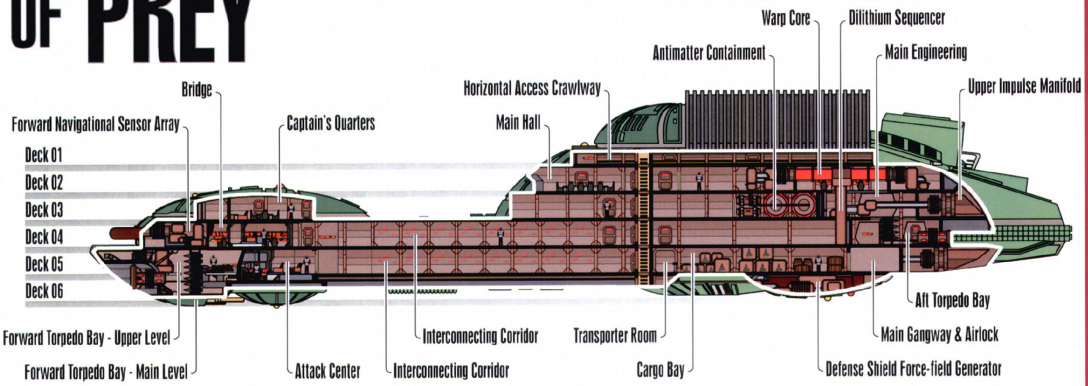
B'rel-Class

BIRD OF PREY

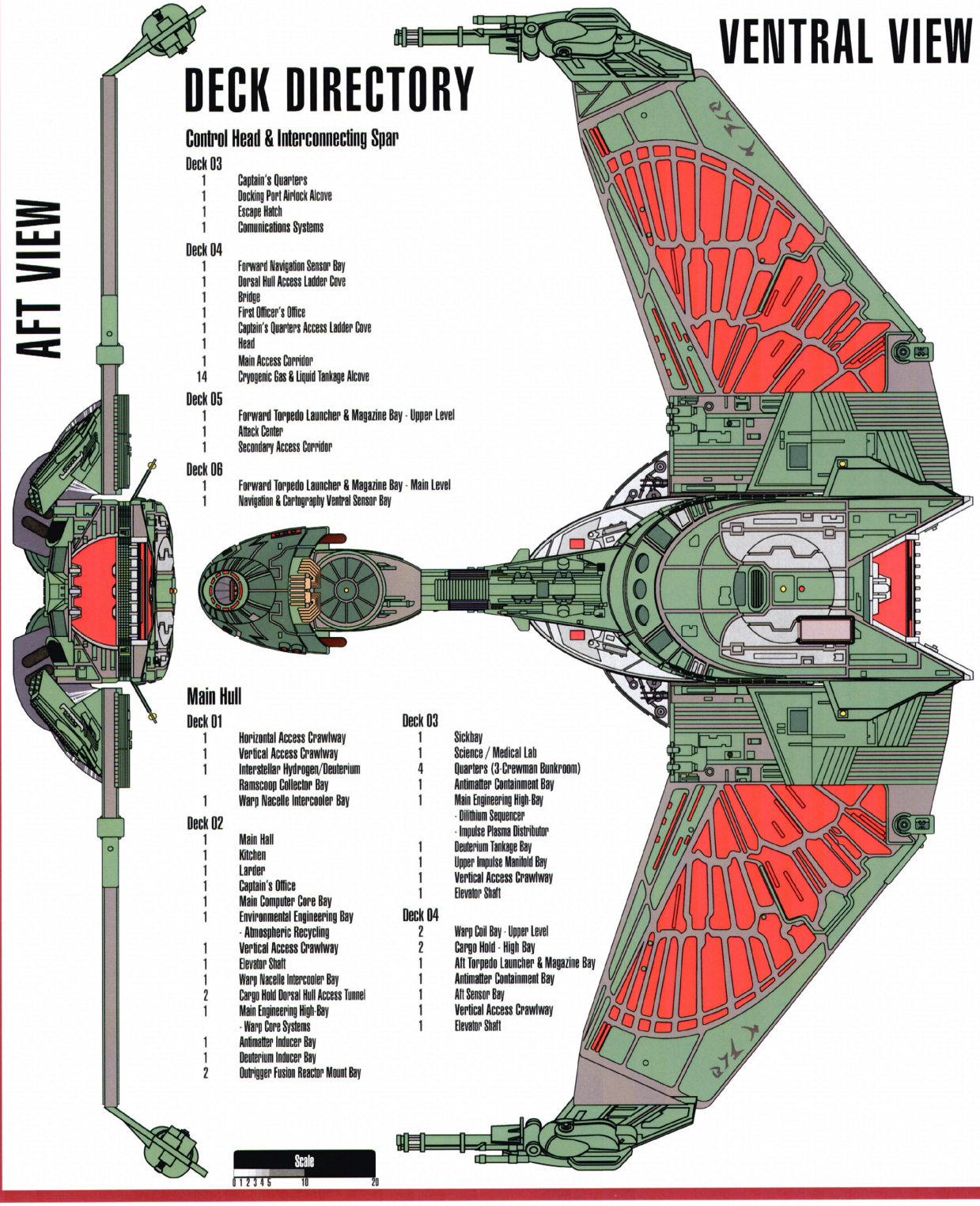
CROSS-SECTION
EXTERNAL VIEWS
DECK DIRECTORY

SHEET 2/7

CROSS-SECTION



VENTRAL VIEW



AFT VIEW

DECK DIRECTORY

Control Head & Interconnecting Spar

Deck 03

1	Captain's Quarters
1	Docking Port Airlock Alcove
1	Escape Hatch
1	Comunications Systems

Deck 04

1	Forward Navigation Sensor Bay
1	Dorsal Hull Access Ladder Cove
1	Bridge
1	First Officer's Office
1	Captain's Quarters Access Ladder Cove
1	Head
1	Main Access Corridor
14	Cryogenic Gas & Liquid Tankage Alcove

Deck 05

1	Forward Torpedo Launcher & Magazine Bay - Upper Level
1	Attack Center
1	Secondary Access Corridor

Deck 06

1	Forward Torpedo Launcher & Magazine Bay - Main Level
1	Navigation & Cartography Ventral Sensor Bay

Main Hull

Deck 01

1	Horizontal Access Crawlway
1	Vertical Access Crawlway
1	Interstellar Hydrogen/Deuterium Ramscoop Collector Bay
1	Warp Nacelle Intercooler Bay

Deck 02

1	Main Hall
1	Kitchen
1	Larder
1	Captain's Office
1	Main Computer Core Bay
1	Environmental Engineering Bay - Atmospheric Recycling
1	Vertical Access Crawlway
1	Elevator Shaft
1	Warp Nacelle Intercooler Bay
2	Cargo Hold Dorsal Hull Access Tunnel
1	Main Engineering High-Bay - Warp Core Systems
1	Antimatter Inducer Bay
1	Deuterium Inducer Bay
2	Outrigger Fusion Reactor Mount Bay

Deck 03

1	Sickbay
1	Science / Medical Lab
4	Quarters (3-Crewman Bunkroom)
1	Antimatter Containment Bay
1	Main Engineering High-Bay - Dilithium Sequencer - Impulse Plasma Distributor
1	Deuterium Tankage Bay
1	Upper Impulse Manifold Bay
1	Vertical Access Crawlway
1	Elevator Shaft

Deck 04

2	Warp Coil Bay - Upper Level
2	Cargo Hold - High Bay
1	Aft Torpedo Launcher & Magazine Bay
1	Antimatter Containment Bay
1	Aft Sensor Bay
1	Vertical Access Crawlway
1	Elevator Shaft

Scale
0 1 2 3 4 5 10 20

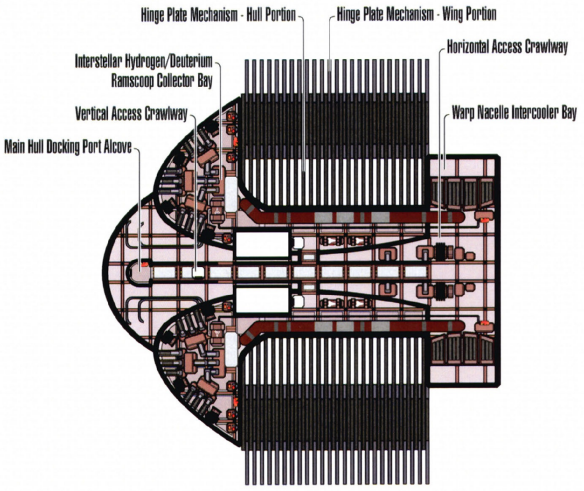
B'rel-Class

BIRD OF PREY

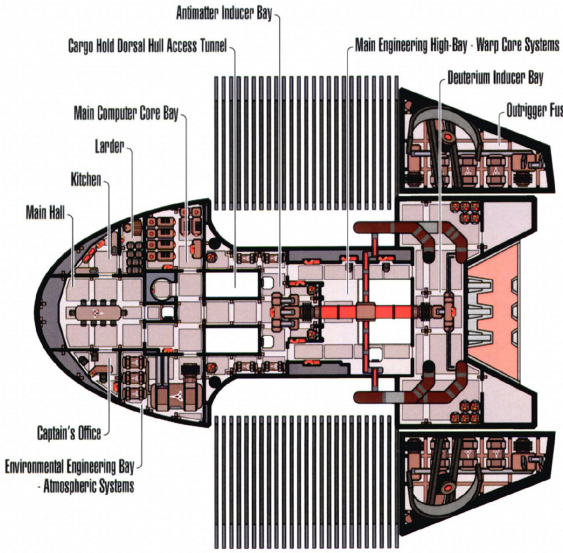
INTERNAL VIEWS
DESIGN HOSTORY
SYSTEMS

SHEET 3/7

DECK 1



DECK 2



Scale
0 1 2 3 4 5 10 20

DESIGN HISTORY

The Bird-of-Prey is one of the most venerable designs in the Klingon Fleet - and arguably the most sought-after by Captains being assigned their first command. To understand this, it is necessary to bear in mind the Klingon Warrior mindset - insofar as it diverges from Starfleet naval doctrine.

From the Klingon point-of-view, the ideal military starship is a small independent deep-strike vessel with missin-flexibility. All Klingon military vessels are to some degree designed with said mission flexability (arguesbly, most Klingon civilian vessels seem to parallel this as well).

In designing the optimal attack craft, the Klingon Fleet architects combined the best features of fightercraft and perimiter action vessels (non-escort destroyers).

Class Generations

As with the Battlecruiser (which started with the KK-1 K'roz-class and has evolved to the KK-8 K'tinga-class), there have been a few generations of Birds-of-Prey in the last century - a new class replacing the previous every 15-30 years. The K'wroq-class was the original. Over the next 3 decades some 70 were constructed (and 47 destroyed or lost over the 35 years prior to class decommissioning). The B'rel-class (SFIDCo KK-3) is the third generation of this type.

SYSTEMS

Section 1.0 Spacecraft Structure

The spaceframe of the B'rel-class Bird-of-Prey is duranium macrofilament truss frames, averaging 1.03 m^2 in cross section. These are placed at the tops of all Decks for all three axis of the ship. Smaller trusses are spaced between quarters, at corridor junctions, and at the elevator shaft, measuring 0.51 m^2 in cross section. This physical framework is reinforced by the Structural Integrity Field.

Section 1.1 Spacecraft Hull Structure

The inner hull layer is 21 cm thick and is composed of tritanium filaments. The second layer is three sheets of 0.6 cm thick tritanium, each laid 90 degrees to the layer above it for torsion strength, bonded to a sheet of duranium foil for radiation protection. The third layer is an interwoven duranium alloy with a micro-ceramic polymer bonded to each side for thermal insulation and SIF conductivity. The fourth / outer layer is composed of a 3.4 cm weave of tritanium filaments. This is attached to a duranium sheet by a catalytic bonding process. This plating is attached with duranium fasteners to the first three layers after they are bonded together. This layer is replaced as needed.

Section 1.2 Armor

Predating Starfleet designs such as the Defiant-class, Klingon military vessels have always mounted ablative armor panels on the outer hull. These protect the main hull and spaceframe from weapons fire, and can easily be repaired, replaced, or modified. Essentially a form-fitting 23 cm. thick plating of cermetal laminate composites (each segment is comprised of hundreds of nanite-laid layers), the armor's purpose is to dissipate any attacking energy which penetrates the defensive screens. Any surface which gains too much thermal energy begins to flash-boil away in layers, with the vaporized matrix carrying the excess energy away from the vessel's tritanium hull plates.

Section 1.3 Multiple-Geometry Wings

The wings are mounted on large motorized hinge plate assemblies - and can swivel from 29 degrees above horizontal to 29 degrees below. The horizontal position is the Cruise Configuration, used during warp travel and high-speed impulse flight, as well as atmospheric flight - where they serve as airfoil control surfaces. The upper position is the Landing Configuration, and elevates the disrupter cannon high and clear of a planetary surface - while fully exposing the landing gear doors for opening and the legs for extending. The lower position is the Attack Configuration. It allows the wingtip-mounted disrupter cannon excellent parallax for targeting.

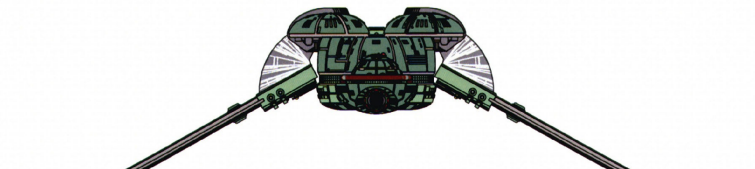
Section 1.4 Structural Integrity Field

The physical integrity of the spaceframe is augmented by the SIF. The SIF is created by an ancilliary system of the defense shield force-field generator on Deck 8. The SIF system creates a subspace distortion field that is guided along all trusses and hull plates, reinforcing these by a factor of 150,000% of their usual tensile strength. In addition to the waveguides within the internal spaceframe, there is a series of SIF emitters on the hull and wing surfaces.

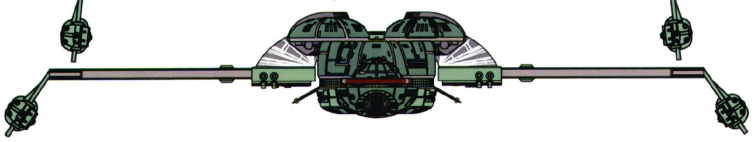
Section 1.5 Inertial Damping Field & Synthetic Gravity Generators

The Inertial Damping Field (IDF) operates in parallel with the ship's artificial gravity generators, maintaining a series of variable-symmetry force fields to absorb external inertial forces. Flux generation for IDF and gravity are provided by generators within the crawl space under each deck, in a triangular grid with nodes spaced 1.1 meters apart.

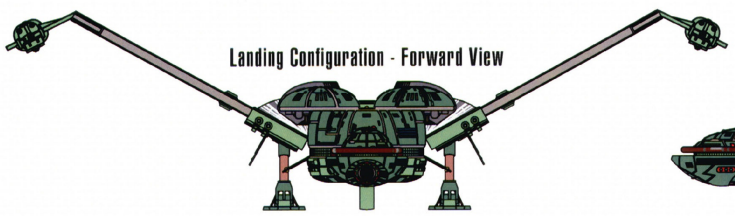
Attack Configuration - Forward View



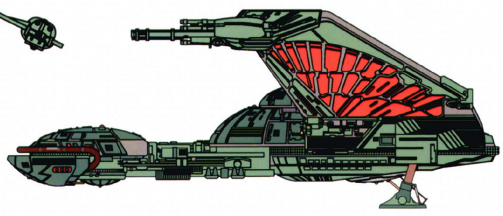
Cruise Configuration - Forward View



Landing Configuration - Forward View



Landing Configuration - Port View

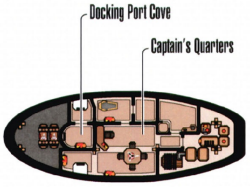


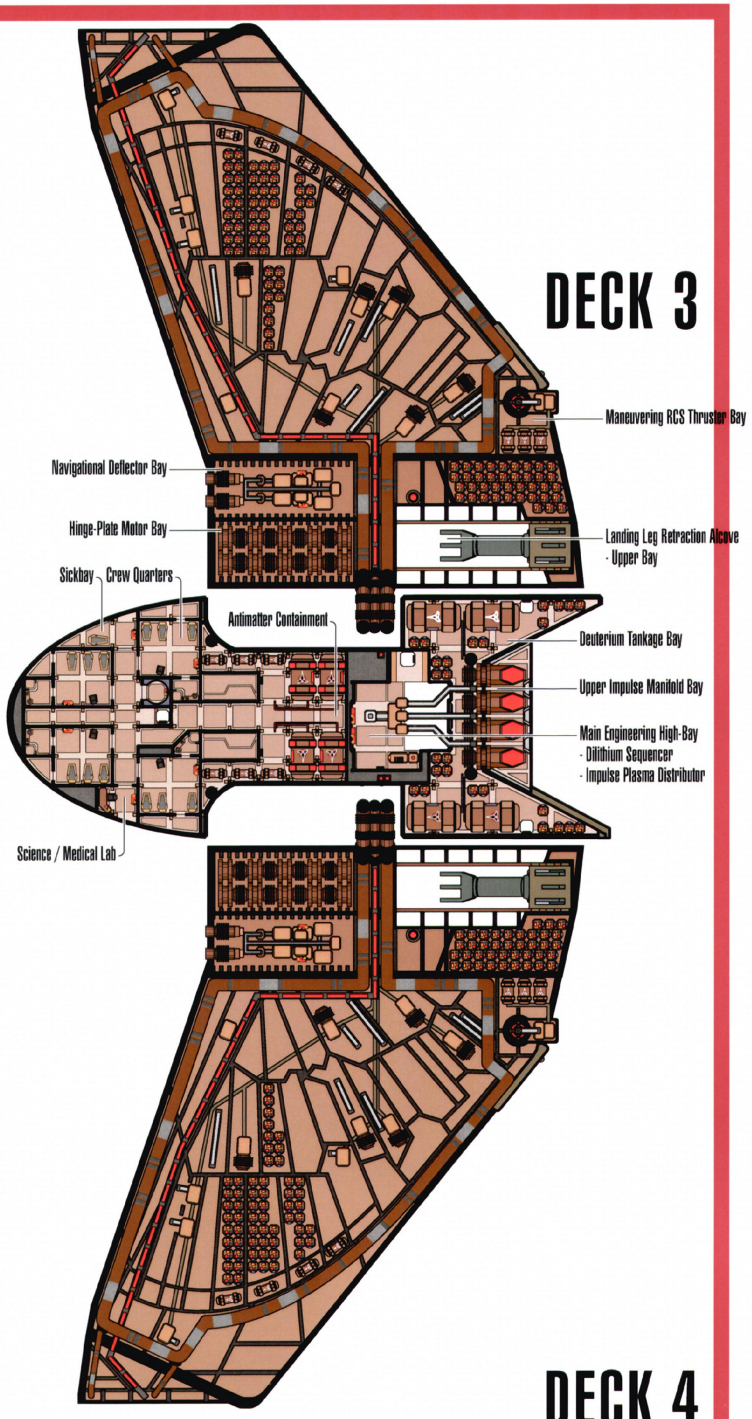
B'rel-Class

BIRD OF PREY

INTERNAL VIEWS
SYSTEMS

SHEET 4/7





SYSTEMS

Section 1.6 Security & Containment Force Field Generators

Main Engineering has generators responsible for maintaining containment for the Warp Core - with standby units for emergency containment in the event of coolant leakage and other hazards endemic to Antimatter and Fusion reactions. They are also tasked to perform other modalities, and using waveguides and sophisticated forming software can be routed to perform various tasks - including corridor security barriers and bulkhead life-support barriers (in the event of localized hull breaches).

Section 2.1 Computer Systems

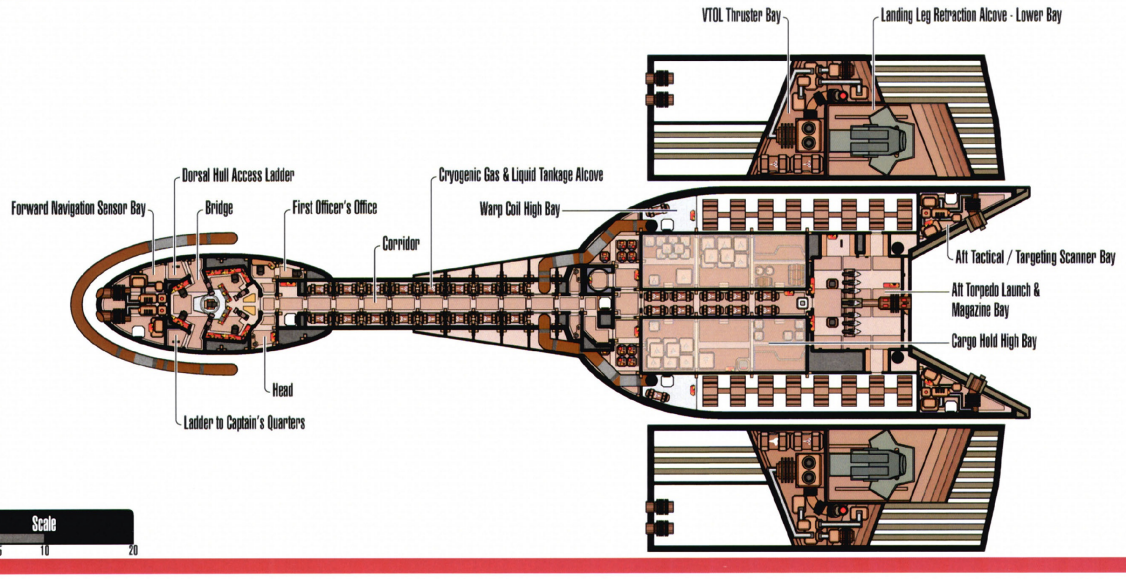
The Main Computer System is located on Deck 2 in the Mail Hull. Klingon computer technology is relatively primative compared to Federation - with no degree of autonomy or even non-Turing self-awareness. The system operates in parallel with subsystems located in the Head and Engineering.

Section 2.2 Information Gathering Systems

Information gathering systems are divided into sensors (passive energy/field detecting/analyzing) and scanners (active energy/field emitting-reflection dectecting/analyzing systems). Each of these is further subdivided into long-range (faster-than-light) and short-range (lightspeed). The Forward Navigational Sensor Suite is mountedon Deck 4 - just forward of the Bridge. The Tactical Sensor Suite is mounted in a ring surrounding the forward torpedo launch tube aperture. Aft tactical and navigational sensors are mounted to port and starboard of the aft torpedo launch tube aperture. A Navigation & Cartography Ventral Sensor Suite is mounted below the Attack Center.

Section 2.3 Command & Control

Unique among Scout-class vessels (a designation of size, not purpose or mission), the B'rel-class Bird-of-Prey has two Command & Control Centers (C3).



Scale
0 1 2 3 4 5 10 20

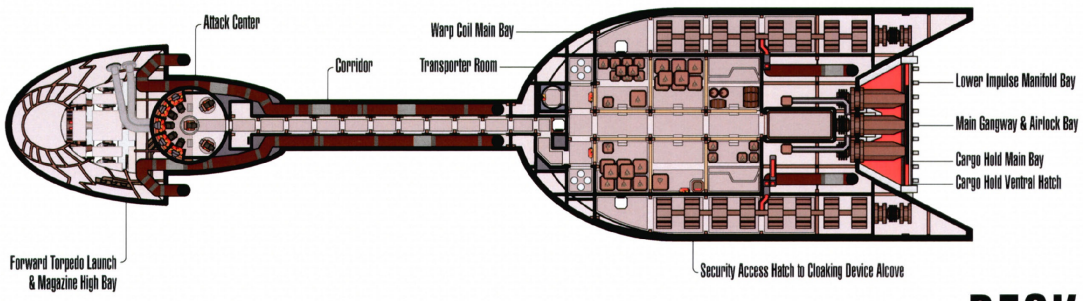
B'rel-Class

BIRD OF PREY

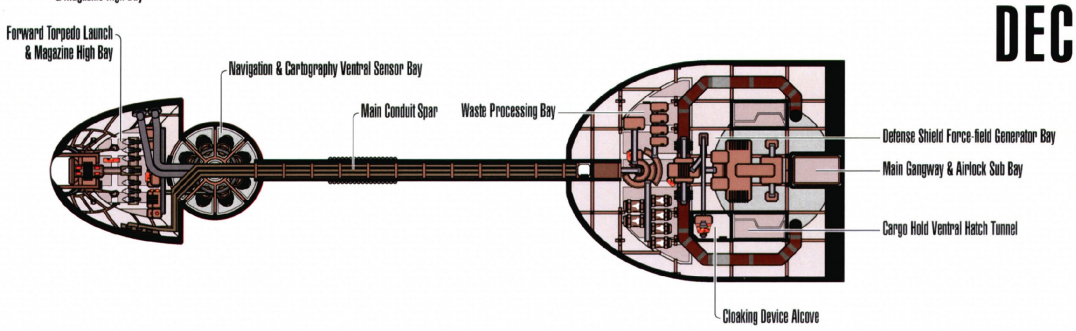
INTERNAL VIEWS
SYMBOL CHART

SHEET 5/7

DECK 5



DECK 6

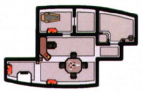


SYMBOL CHART

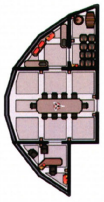
AUXILLARY ENGINEERING - COMPARTMENTS


Bridge


Attack Center


Captain's Quarters:
- Bed
- Office / Diniag Room
- Head / Shower
- Locker


Crew Quarters:
- Bed (3)
- Head / Shower
- Locker


Kitchen:
- Preparation Area
- Larder

Main Hall

Captain's Office

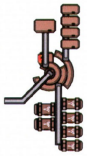

Sickbay


Science / Medical Lab

LIFE SUPPORT & FLUID/GAS TANKAGE

Cryogenic Tank (200 Cubic Meters)


Atmospheric Recycler


Waste De-assembler

AUXILLARY ENGINEERING - INFORMATION SYSTEMS


Computer Core


Forward Tactical / Targeting Sensor Array


Aft Tactical / Targeting Sensor Array


Navigation & Cartography Ventral Sensor Array

AUXILLARY ENGINEERING - TRANSPORT & COMMUNICATIONS SYSTEMS

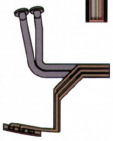

Transporter Transceiver / Buffer


Transporter Pad


Subspace / Radio Transceiver

AUXILLARY ENGINEERING - MISCELLANEOUS SYSTEMS


Jeffries Tube Network:
- Vertical Access Ladder
- Horizontal Access Crawlway


Fuel / Consumables Loading Conduits

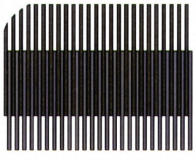

Telescoping Conduit Articulation


Vertical Turboshaft (to lower deck)


Docking Port Cove


Main Gangway & Airlock Bay


Cargo Hold Ventral Hatch Tunnel


Hinge Plate Mechanism - Wing Portion

Hinge Plate Mechanism - Hull Portion


Hinge Plate Mechanism - Motor


Atmospheric Flight Stabilizer Motor

Scale
0 1 2 3 4 5 10 20

B'rel-Class

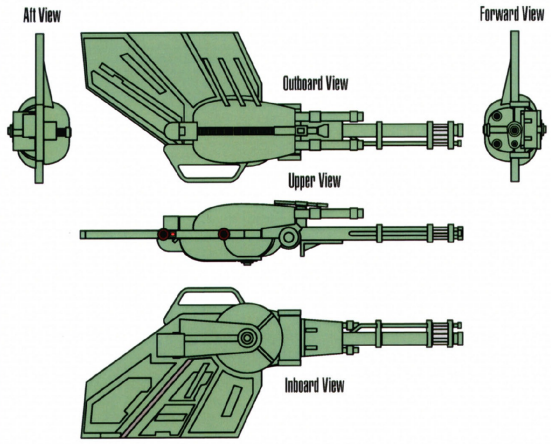
BIRD OF PREY

SYMBOL CHART

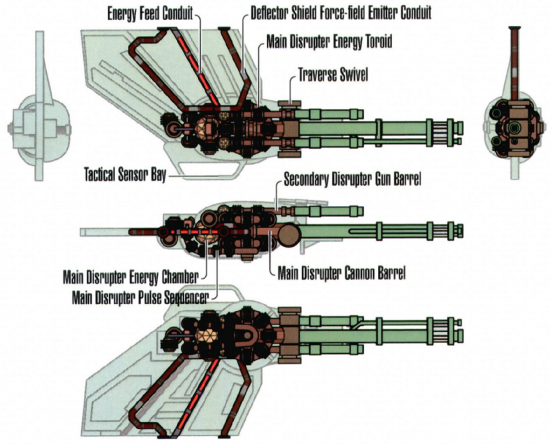
SYMBOL CHART SHEET 6/7

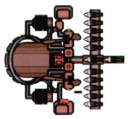
AUXILLARY ENGINEERING - DEFENSE SYSTEMS

Disrupter Cannon Pod - External Views



Disrupter Cannon Pod - Internal Views

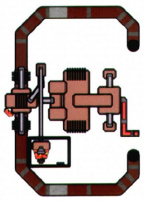




Forward Torpedo Launch System:
- Launcher
- Feed/Transfer Conveyor
- Torpedo Magazines (7 stacks of 5 x 2 = 70)

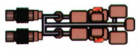
Aft Torpedo Launch System:
- Launcher
- Feed/Transfer Conveyor
- Torpedo Magazines (4 stacks of 3 x 2 = 24)

Torpedo



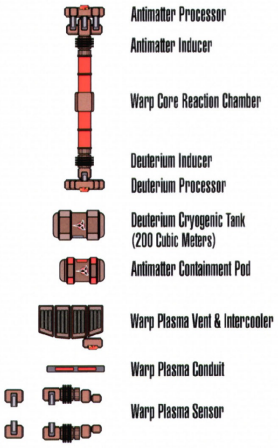
Deflector Screen / Force-field Generator:
- Emitter Conduit
- Energy Converter
- Superconducting Cycler
- Cloaking Device

AUXILLARY ENGINEERING - GRAVITONIC SYSTEMS

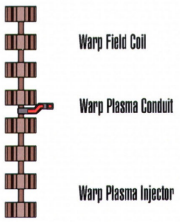


Deflector Generator / Emitter

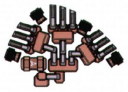
MAIN ENGINEERING - WARP CORE SYSTEMS



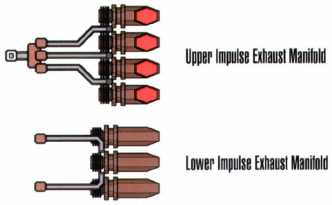
MAIN ENGINEERING - WARP COIL ASSEMBLY



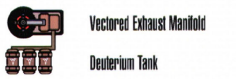
MAIN ENGINEERING - INTERSTELLAR HYDROGEN / DEUTERIUM RAMSCOOP COLLECTOR



MAIN ENGINEERING - IMPULSE DRIVE SYSTEMS

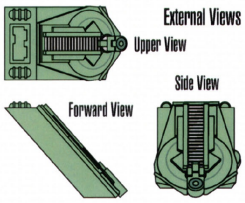


MAIN ENGINEERING - REACTION CONTROL THRUSTER SYSTEMS

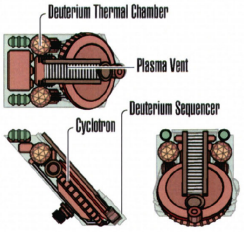


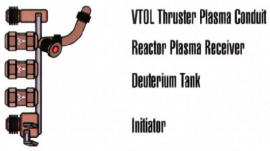
MAIN ENGINEERING - FUSION SYSTEMS

Outrigger Fusion Reactor - External Views

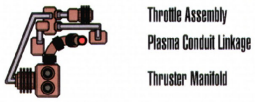


Outboard Fusion Reactor - Internal Views

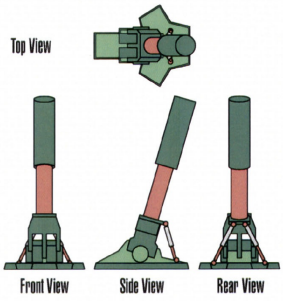




MAIN ENGINEERING - VTOL Thruster System



MAIN ENGINEERING - Landing Legs



Scale
0 1 2 3 4 5 10 20

B'rel-Class

BIRD OF PREY

SYSTEMS SHEET 7/7

SYSTEMS

Bridge The Bridge occupies the upper half of the head (aft of the Forward Torpedo Bay) - and carries all stations necessary for Interstellar, Interplanetary, and Atmospheric Flight (as well as Vertical Take-Off and Landing), Engineering and Science functions.

Attack Center The Attack Center occupies the lower half of the head (aft of the Forward Torpedo Bay). The stations therein are focussed on Tactical Maneuvering (impulse dog-fighting), Weapons Fire Control (disrupter cannon and torpedo launchers), and Defense/Ambush Systems (force-field generator and cloaking device). The Tactical Maneuvering Station is also capable of controlling Warp Flight - albeit without the sophisticated cartographic and navigational aids within the Bridge Helm and Navigation Stations.

Section 3.1 Disrupter Cannon

The primary weapons are specially-designed over-sized coaxial disrupter cannon, mounted in pods slung below each wingtip. These cannon are extremely over-powered for such a relatively small vessel, drawing their power requirements directly from the warp core. The disrupter cannon are mounted on motorized, self-synchronous gimbals capable of traversing 15 degrees to port or starboard from dead ahead, as well as elevating or depressing 15 degrees as well. They are normally operated by the Gunner, but can be slaved directly to the Captain's chair in the Attack Center.

Section 3.2 Disrupter Guns

A second pair of ancilliary disrupter guns are also housed within each pod. Their reduced energy demand can be fed from the Outboard Fusion Reactors.

Section 3.3 Torpedo Launchers

The torpedo launchers are the secondary weapons system. It should be noted that Klingon torpedo thrusters are less powerful than their Starfleet counterparts (due to a greater percentage of internal volume being dedicated to warhead size.). This is compensated for by a powerful linear induction cannon integral to the launcher. The forward launcher is mounted on a motorized gymbal, capable of depressing 15 degrees from dead ahead. This allows the launcher to be used with greater effect against ground targets. The aft launcher is more standardized, with no rotational aspects. The forward launcher magazine holds 70 torpedoes, while the aft magazine holds 24.

Section 3.4 Defense Shield Force-field Generator

Klingon Defensive Shield technology diverges from Starfleet systems. Starfleet designs feature an external hull-bonded emitter grid, comprised of non-cryogenic alloy-infused ceramic superconducting cables laid out in a sparse-array. The hull is divided into zones, with the grid of each zone fed by a dedicated force-field generator via busbar.

Klingon designs feature one large force-field generator for the entire vessel (larger vessels such as the K'Tinga-class Battlecruiser have a spare tucked away somewhere else within the hull on stand-by).

The emitter conduit system is one continuous 1.3 meter-diameter non-cryogenic alloy-infused ceramic superconducting pipe tracing throughout the entire spaceframe in an unbroken loop - beginning and ending at the generator. It passes though the spar, head, main hull, wings and disrupter pod struts. For passage from the main hull to the wings, a telescoping articulator sleeve within the hinge-plate mechanism allows the pipe and other conduits (such as control leads and the power conduit to the main disrupters) unbroken flow. When energized, the emitter conduit creates both the exterior defensive force-field 'bubble' and also the internal structural integrity field.

Section 3.5 Cloaking Device

The cloaking device utilizes the defensive shield force-field generator to create a subspace distortion around the enclosed vessel - a distortion powerful enough to hide it from visual and other sensors. The cloaking device is an ancilliary system adjacent to the defensive shield force-field generator. When activated, it modulates the subspace field energy passing through the emitter conduit. At the same time, the ship's warp core massively increases energy delivery to the generator. The result is a 'bubble' of invisibility, as impinging photons, gravitons and tachyons are translated into subspace, transited to the surface of the field 180 degrees opposite, and then translated back to its original energy form - still travelling along the same vector - and emitted. While activating or deactivating the cloak, the defensive force-field must fully reinitialize - rendering the vessel vulnerable for a short time measured in seconds).

The cloaking device, disrupter cannon and torpedo launchers have extreme energy demands relative to the size of the Bird of Prey. A warp core compact enough to fit within the hull of this small vessel cannot feed the voracious appetite of the cloaking device and either weapons system (although it can power both the cloak and the warp drive system at low warp speeds). This has led to the maxim: "A Bird of Prey cannot fire when cloaked".

Note: There has been one infamous Bird-of-Prey capable of firing while cloaked: This vessel had been removed from active service and sequestered in a covert drydock for an experimental refit. A second dedicated warp core was installed within the two-level cargo bays. Thos second warp core's sole purpose was to feed the two weapons systems, leaving the main warp core to supply power to the cloaking device and propulsion systems. This one-of-a-kid vessel - created for one mission - was the exception which proves the rule.

Section 4.1 Warp Core

Following Klingon doctrine warp core is mounted horizontally on Deck 2. It is larger and has greater endurance than its Starfleet-equivalent - due to the multiple high energy demands routinely placed on it. Its primary function is to feed warp plasma to the warp coils for faster-then-light travel. Its secondary function is to feed a small fraction of its plasma to the impulse drive manifolds, while reserving the lions'share to energize both the deflector shield force-field generator and the primary disrupter cannon (feeding the cannon via the telescoping articulator sleeve within the hinge-plate mechanism. The tertiary function is to energize the cloaking device.

Section 4.2 Outrigger Deuterium Fusion Reactors

To save internal hull volume for other systems, twin deuterium fusion reactors are mounted externally. Each reactor sits on a dedicated, triangular hull module on the upper wing surfaces aft of the hinge-plate mechanism assemblies. Their primary function is to power the ventral VTOL Thrusters. As a secondary function, they can power the impulse drive at 21% nominal. They can also energize the secondary twin disrupter guns on each wingtip but are insufficient to energize the disrupter cannon).

Section 4.3 Batteries

Cold-fusion batteries quite similar to Federation designs are used for emergency and auxiliary power storage. Due to space constraints, there are no dedicated battery compartments. Batteries are mounted singley or in banks in any compartment with sufficient empty deck space.

Section 5.1 Warp Drive

As with Starfleet's Defiant- and Steamrunner-classes, the Bird-of-Prey's warp coil assemblies are not housed within externally-mounted outrigger nacelles, but rather are housed in twin bays within the hull. This has advantages: the vessel is extremely maneuverable (FTL yew, pitch and roll rates are unmatched) and as well the warp coil assemblies are much less vulnerable to hostile fire (being within the armored hull). Disadvantages include repair time (in order to replace a coil, armor panels must be detached, and the hull plates must be cut), and crew safety (the proximity of exposure to secondary radiation/fields emitted by the warp plasma as a side-effect). To ameliorate this hazard, the inner bulkheads of the warp coil assembly bays are covered with radiation shielding.

Section 5.2 Impulse Drive

The impulse drive manifolds of a Bird-of-Prey are powerful for its relatively small tonnage. The reasons are two-fold: Combat Maneuverability (the Bird-of-Prey has a 'dog-fighting' performance envelope matching that of some large fightercraft), and atmospheric flight (trans-sonic). Normally, the impulse drive manifolds are fed plasma directly via a shunt from the warp core - bypassing the need for fusion generators. In case of warp core shut-down or unavailability, the manifold can be partially-powered (21% nominal) by the Outrigger Fusion Reactors - at the expense of all other systems.

Section 5.3 Reaction-Control Thrusters

The maneuvering thrusters are mounted on the trailing edge of the wings. Each thruster assembly possesses a dorsal and ventral circular variable-thrust manifold - comprised of 8 segments - fed by a single micro-reactor adjacent aft. Each segment fires an ionized particle beam canted 21 degrees off vertical towards the center. The manifold segments can be individually activated and throttled independently in concert. The effect is to 'swivel' the thrust off-center without actually moving the manifolds. This allows the vessel to roll, pitch, yaw, transit up and transit down while only using two assemblies.

In concert with the Impulse Drive, the 'dog-fighting' maneuverability enabled by this thruster system is impressive. Especially noteworthy is the roll capability - paralleled by the banked-turn performance.

Section 5.4 Vertical Take-Off & Landing Thrusters

The VTOL thrusters are mounted on the undersurface of the wings. Each thruster assembly has a manifold with twin variable-thrust nozzles. The thrusters are nominally powered by the Outrigger Deuterium Fusion Reactors. However, they can be fed from the warp core.

Section 6.1 Crew Facilities - Quarters

Crew quarters are extremely standardized on all Klingon vessels, with no difference between ranks except for the Captain. Enlisted quarters are spartan, and consist of 3 compartments: main (sleeping area), head (toilet, sink and shower), and locker/armory. There is no provision for dining. The Captain's quarters consist of 3 compartments: main(dining room/ office), sleeping area, head (toilet, sink and shower), and locker/armory. In keeping with Klingon tradition, Captain's quarters have secure access (coded ladderway).

Section 6.2 Crew Facilities - Recreation

The recreation center of every Klingon vessel is its 'Hall'. This large compartment serves as Mess, Training Facility/Gymnasium, Tavern, Court of Justice (a unique point of view), Gymnasium, Temple and Ceremonial Room. To starboard is the Kitchen - equipped to prepare meals either from fresh supplies or food-packs. Adjacent is the Larder.

Section 6.3 Life Support

Life-support facilities aboard Klingon vessels is somewhat primitive and centralized - but due to their simplicity are extremely durable and easy to maintain/repair. Atmospheric recycling uses a brute-force approach: fresh air is pumped thoughout the vessel via a branching network of plenums and ducts. Return air makes its way to the recycler via corridors and vents. This may seem somewhat risky from a Starfleet point-of-view, but is accepted since it frees up volume needed for other items deemed equally essential.cAs a back-up, every large compartment or group of smaller compartments possesses its own dedicated auxiliary air & power system. Ancilliary luxuries such as scents and sounds are neither required nor desired.

Section 6.4 Science Facilities

The Science / Medical Lab is extremely limited, little more than a data analysis and retreival system connected to the vessel's Information gathering Systems.

Section 6.5 Life Support

Due to the size of the vessel and crew complement, there are several main Life Support systems, which contain the vessel's atmosphere conditioning systems (Air refresh/recycle, temperature/humidity/ionization control), plus controls for gravitational and inertial damping generators. Additionally, most decks have or share a smaller emergency life support room, which will handle that deck(s) needs should the main system go down.

Section 7.1 Cargo Bays

The B'rel-class Bird-of-Prey has two amidships bays - port and starboard of the central corridor on Deck 5 - with an upper bay extending into deck 4. Each has a deck hatch which gives access to the ventral hull doors, allowing loading from a planetary surface. As well, each has a ceiling hatch, which gives access to the dorsal hull doors via a tunnel-airlock, allowing loading from an overhead crane. The port bay contains crated spare parts, tools and diagnostic equipment, and doubles as the ship's Damage Control Center.

These bays serve several mission-specific tasks.

Patrol: Both bays serve their nominal purpose, holding food and other consumable stores as well as generalized cargo to allow for extended range and time-on-station.

Deep-Strike: Both bays hold modular deuterium tanks and antimatter containment pods - plus ancilliary equipment to connect same to the vessel's warp core.

Assault: The port bay holds food, consumable stores, and heavy weapons, while the starboard is outfitted as a barracks for an infantry platoon.

Rescue & Medical: The port bay holds food, consumable stores, and heavy weapons, while the starboard is outfitted as a field hospital.

Prisoner Transfer: The port bay holds food, consumable stores, and heavy weapons, while the starboard is outfitted as a brig.

DECK DIRECTORY

Main Hull

Deck 05

2	Warp Coil Bay - Main Level
2	3-Personnel Transporter Room
2	Cargo Hold - Main Level
1	Main Engineering Low-Bay - Dilithium Sequencer - Impulse Plasma Distributor
1	Lower Impulse Manifold Bay
1	Main Gangway & Airlock Bay
1	Vertical Access Crawlway
1	Elevator Shaft

Deck 06

1	Waste Processing Bay
1	Defense Shield Force-field Generator Bay
1	Cloaking Device Chamber
1	Main Gangway & Airlock Sub-Bay

Outrigger Hull & Wing Assembly

Port & Starboard

Upper Level

1	Fusion Reactor Mount Bay - Upper Bay

Wing Level

1	Navigational Deflector Bay
1	Hinge Plate Motor Bay
1	Telescoping Conduit Articulation Bay
1	Landing Leg Retraction Alcove - Upper Bay
5	Battery Bay
6	Subspace/Radio Transceiver Bay
3	Transporter Transceiver / Buffer Bay
1	Maneuvering RCS Thruster Bay

Lower Level

1	Landing Leg Retraction Alcove - Lower Bay
1	VTOL Thruster Bay

Scale

0 1 2 3 4 5 10 20