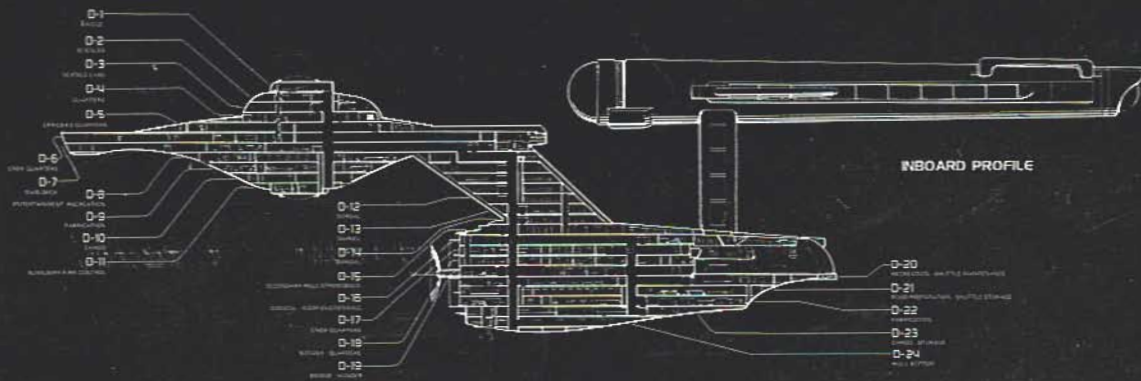


SHIP RECOGNITION HANDBOOK :

CONSTITUTION CLASS HEAVY CRUISER



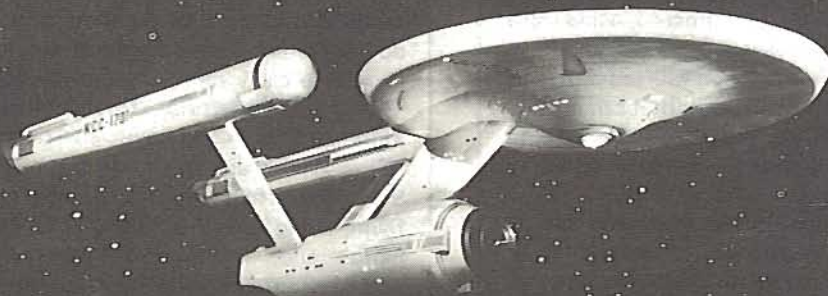
SHIP RECOGNITION HANDBOOK :

KLINGON EMPIRE D-7 CLASS BATTLECRUISER



UNITED FEDERATION OF PLANETS
STAR FLEET ACADEMY

SHIP RECOGNITION HANDBOOK
FRIENDLY POWERS
UFP STAR FLEET
CONSTITUTION CLASS HEAVY CRUISER



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For use with ship recognition deck plans—Constitution class heavy cruiser

DIMENSIONS

Overall length	289 m
Overall width	127 m
Overall height	73 m
Deck ceiling height	2.5 m
Weight (empty)	190000 metric tons

MOBILITY DATA

Max safe cruising speed	WF 6
Emergency speed	WF 8

ARMAMENTS

Phasers	3 banks of 2 Mounted upper main hull (P/S) and lower main hull (fwd center)
Photon torpedoes	2 tubes Mounted upper main hull (top bubble fwd)

OTHER FEATURES

Transporters	
6-person standard use	4
22-person emergency	5
Cargo	2
Shuttlecraft	6
(More than minimum number may be carried, at Captain's discretion.)	
Tractor Beams	
Lower secondary hull (fwd)	1
Main propulsion	
Warp nacelles	2 (P/S)
Impulse drive	1 (aft decks 6 & 7)

EMERGENCY SEPARATION

Under extreme circumstances, it is possible to separate the saucer-shaped main hull from the dorsal connector/engineering hull combination and operate both sections independently at sublight speeds. Such separation has never taken place during the active service of the Constitution class heavy cruisers, but it could be done in case of dire emergency.

To implement separation, the ship must first slow to sublight speed. If performed as part of an abandoned ship situation, the crippled portion of the ship is evacuated into the other section. The sections are then separated by activation of explosive bolts at the joint.

The saucer-shaped main hull is then controlled by the regular bridge while the secondary hull (with dorsal, and warp pods) can be controlled from the auxiliary bridge forward on deck 19.



After separation, the saucer can maneuver at up to .96 lightspeed on the main impulse engines located at the aft end of the saucer. This hull does not contain warp engine pods, and so does not have sufficient power to operate combat shielding. (Anti-collision shields are run off battery power.) Phaser weaponry is likewise powerless, but photon torpedo tubes can be armed once each without exhausting power reserves.

The separated secondary hull has full available warp pod power for shielding, but no weapons are mounted on the secondary hull. It is not capable of warp speed, since the structural integrity of the ship has been compromised somewhat by separation. The ship can proceed, using warp power, at up to .98 lightspeed, however.

The secondary hull is capable of full self-destruct, since it has the warp nacelles. The primary hull can initiate self-destruct powerful enough to atomize itself, but no damage from this type of explosion is likely to be taken by nearby shipping.

Once separated, the two sections cannot be re-joined, short of the use of major shipyard facilities or specially-equipped workcrews from such a facility.

CREW COMPLEMENT

COMMAND	43
ENSIGN GRADE	387
TOTAL	430

HULL NUMBERS AND NAMES

(Only 13 of these vessels have been built so far. More may be commissioned. 4 have been destroyed at the time of this writing. These are marked below as *. Construction of replacements for these vessels is underway, and they will most likely be commissioned with the same names as the originals.)

CONSTELLATION	NCC 1017 *
CONSTITUTION (Class)	NCC 1700
DEFIANT	NCC 1764 *
ENTERPRISE	NCC 1701
EXCALIBUR	NCC 1664 *
EXETER	NCC 1672
FARRAGUT	NCC 1647
HOOD	NCC 1703
INTREPID	NCC 1631 *
LEXINGTON	NCC 1709
POTEMKIN	NCC 1702
REPUBLIC	NCC 1373
YORKTOWN	NCC 1717

SHUTTLECRAFT

The shuttlecraft carried on board many Star Fleet vessels are very important in many landing party situations. Shuttles are used to transport landing parties when the transporter is unusable or impractical for some reason. Shuttles can serve as small courier vessels as well.

Every Starbase and most small Star Fleet outposts have shuttlecraft of standard design berthed at that base. Many larger craft in the fleet carry shuttles in "shuttle bays".

(Constitution class starships, for instance, carry an assigned minimum of six shuttles, though some may be in non-operational condition at times. Individual captains may choose to carry more shuttles if they desire, and many do. The U.S.S. Enterprise, for instance, usually has seven or more...)

There are also "floating" shuttlecraft operated by Star Fleet. These shuttles are used by any facility that has them, being taken over by the ship or facility at the destination end. The use of "floaters" is convenient when you need an extra shuttle, but inconvenient when a "floater" must be serviced, or when too many "floaters" accumulate at one facility. Generally speaking, "floating" shuttles are found in worse state of disrepair than assigned shuttles, requiring a % dice roll every time one is sued for a major flight (interplanetary or harsh conditions landing). If the roll is 05 or less, the shuttle has a minor breakdown in flight and must be repaired. Repairs will take a number of hours equal to a 1D10 roll, and require a successful save on Shuttlecraft Systems Technology at the end of that time. (If the roll fails, it can be repeated every hour until it succeeds, or until it has failed five times — in which case the shuttle can not be repaired in flight and a distress signal must be sent and help awaited.)

The basic Star Fleet shuttlecraft is a well-engineered standard design. Parts and service are available at nearly every Federation outpost of any appreciable size, and on any star vessel carrying them. A few have even been sold for civilian use.

The standard shuttlecraft carries up to 7 people comfortably, but can be operated easily by one person with a minimum Shuttlecraft Pilot skill of 10. In a pinch, it can actually carry up to 12 persons on a short hop from orbit to planet's surface, but it's life support systems will not support such a load for very long. For this reason, and because there are no chairs for more than the standard compliment of 7, it would never be used to carry more except in extreme emergency.

Shuttlecraft are not intended for faster-than-light travel, possessing only an advanced ion-propulsion drive similar in some respects to standard impulse drives. Maximum speed is .89 of lightspeed. Shuttles are not armed in Star Fleet, though it is possible that a civilian-owned surplus shuttle might have been rigged with a single small phaser.

Takeoff and landing is done vertically, on three sturdy landing pads. Shuttles are built to last, and some in service have been around over 20 years! During that time, there have been only a few cosmetic and electronic design changes and additions. Shuttles do not have deflector shields, other than for protection against small meteors and other space debris. Any single hit with ship's weaponry

will destroy one (though a LUC save on the pilot should be made if one is fired on, with success meaning a near miss on such a small target). For this reason, shuttles have no real effect on the ship combat game. (Despite rumors to the contrary, shuttles are not used in warfare — at least not by the Federation!)

In recent years, one special type of shuttlecraft is being tested for possible addition to Star Fleet standard equipment. The *aquashuttle*, developed for "landings" on water-covered worlds, bears little resemblance to the standard shuttle, though it has a number of similarities internally. (Many of the same parts can be used, in fact, so an aquashuttle can be serviced anywhere a standard shuttle can).

The aquashuttle carries a maximum normal load of six passengers, with an emergency load limit of 10 for short hops. It is capable of interstellar flight at a maximum speed of .82 lightspeed. It can also submerge in water (or any similar fluid) to a depth of 1200 meters and travel at 70 kilometers an hour. It has specially padded and belted seats to alleviate problems with rough seas.

Unlike the standard shuttle, the aquashuttle is equipped with a single forward-mounted phaser cannon, designed for use on dangerous undersea life. This weapon would be useless as a space combat weapon, except against a totally unarmed ship. Against planetside targets, treat it as much damage at each setting as a phaser rifle.

The aquashuttle has a dorsal observation bubble with two seats and panels controlling a number of underwater detection and research instruments. These instruments work much like underwater tricorders, and can be treated as such, combining science and medical functions, but with double the effective range. Someone must be seated in the bubble for these instruments to be operated.

Aquashuttles are not yet standard equipment on Star Fleet vessels. They are being tested on a number of Constitution class vessels (including the U.S.S. Enterprise), and other large vessels. Other specialized shuttle designs are in the design stages, with some already being tested.

All shuttlecraft carry registration numbers corresponding to their home ship, followed by a slash and the shuttle number. (Aquashuttles follow this with an "A".) Starbase and other permanent ground-based shuttles sport a four-digit base number instead of the ship registration number. "Floating" shuttles bear four alphabetic characters, a slash, and a single digit to designate them.

(EXAMPLES: U.S.S. Enterprise shuttle NCC-1701/7; Starbase Three shuttle NCC-6994/9; "Floating" shuttle NCC-KGGX/2).

Naming of shuttles is left strictly up to base or starship personnel. Many ships and bases have a unifying theme for their shuttles. The U.S.S. Enterprise, for instance, names all their shuttles after famous explorers and scientific discoverers. Thus they have standard shuttles with names like "Galileo" and "Columbus", and an aquashuttle named "Cousteau". On some ships, the christening of a new shuttle is a great excuse for a party. (Morale officers, take note!)

GENERAL NOTES

- 1) Crews consist of officer grades only. These are the elite of Star Fleet. All crewmembers rank Ensign or above.
- 2) Crews on most ships generally run 1/4 to 1/3 female.
- 3) Crews generally are drawn primarily from one race. Usually less than 2% are from other Federation races. This is to establish a cohesive social environment and to minimize the number of separate environments, medical supply stocks, and food stocks that must be carried.
- 4) Ship's duties to include:
 - A. Investigation/exploration of unknown worlds/civilizations.
 - B. Providing aid to established colonies.
 - C. Acting as a diplomatic envoy of the Federation.
 - D. Enforcing trade laws.
 - E. Acting defensively if need be in it's assigned sector.
 - F. Operating independently of higher authority when needed.

DECK DESCRIPTIONS

MAIN HULL

DECK 0: Sensors

Sensor equipment is located here under a dome. Access is through the ceiling of deck 1. This equipment supplements readings received from the main dish.

DECK 1: Bridge

Center deck

This central 'command area' is built lower than the surrounding deck. The ship's captain's command chair is swivel mounted so that he/she may swing to observe any station on deck. The chair arm-rests contain controls for the ship's log, computer access, and ship intercom.

Immediately in front of the captain's chair are the helm (port and navigation station (starboard)). Their combined panels have controls for ship's weaponry, deflectors, and navigation.

Surrounding this central area is a raised platform containing 8 work stations. Starting at the turbo-lift doors and moving counter-clockwise these stations are:

COMMUNICATIONS: Contains controls for all forms of communications, external and internal. Access to computer banks makes cross-reference possible for various forms of communications, in addition to access to all known codes used by any and all life forms. Internal communications can be to any individual station or room in the ship, several at a time, or ship-wide communications.

SCIENCES/COMPUTER: Controls all sensor information received. Virtually any type of data is capable of being received via sensors. Data received is analyzed, evaluated, and stored in the ship's computer. This computer stores an enormous amount of information (see Computer section of STAR TREK: The Role-Playing Game rules) on

almost any topic. Information obtained from the computer can be fed to any viewing screen or intercom station on board. The small hooded viewscreen to the left of the station (as you look at it) is capable of presenting any visual data stored, including photos, graphs, tables, etc. A standard private reception earplug provides audio data from various sources (many courtesy the communications station). All data (visual and audio) is stored on molecular stasis record chips.

NAVIGATION SUBSYSTEMS STATION: Provides visual readout on all navigational equipment and systems on board. This station is normally manned (by the assistant chief navigator) only when the ship is on alert status.

WEAPONS SUBSYSTEMS STATION: Monitors all weapons (offensive) systems and subsystems. Normally manned only during an alert by the weapons officer.

WEAPONS SYSTEMS STATION: Monitors all systems relating to defense, including deflector screen. Normally unmanned.

MAIN VIEWSCREEN: Not a manned station. This is a large video screen facing the helm/nav/command complex but easily seen by most bridge personnel. Through use of exterior and interior monitors, drone monitors, and transmissions from other vessels and bases, visuals are projected here electronically for the bridge personnel's use. Normally the view is in the direction of travel. A 360 degree view is possible, however. Magnification is possible up to about 1000 x normal.

ENGINEERING SUBSYSTEMS: Provides readouts on all subsystems. Normally unmanned.

ENVIRONMENTAL SYSTEMS: Monitors all environmental systems of the ship. Any changes in gravity, atmosphere, etc. are controlled and changed from here. Normally unmanned.

ENGINEERING: All engineering systems are monitored here. All power generation and channeling is controlled at this station. Manned by the Chief Engineer when his duties do not require his presence elsewhere.

DECK 2: Sciences

Forward deck, port to starboard

CHEMISTRY LAB
ENERGY LAB

Center deck, port to starboard

BIOLOGY LAB: Used to study new life forms encountered.

GEOLOGY LAB: Used to study geological and structure of natural bodies encountered. This lab is used in conjunction with the adjacent energy lab to analyze new possibilities of fuel.

Aft of center, port to starboard

SCIENCE OFFICER'S OFFICE
ION LAB

Aft deck

PHYSICS, UPPER LEVEL: The lab on deck 3 extends upward into this area.

DECK 3: Science labs

Forward deck

PHOTON TORPEDO BANK: 2 photon torpedo tubes and firing apparatus. Working clockwise.

BOTANICAL LABS: Besides studying new forms encountered, studies are conducted for more efficient plant life to be used in hydroponics for oxygen generation.

STORAGE: For lab equipment.

COMMUNICATIONS: Backup for bridge; acts as a switchboard for routine internal communications.

PHYSICS: Lower level of lab.

COSMOLOGY LAB

SPECIAL STUDIES: Used for any purpose deemed necessary by the Science Officer. May be used by a task force composed of personnel from many different labs and/or off-board scientists. In this instance the lab would be used as a general lab/conference/briefing facility for a group studying a special problem, such as an unknown creature or disease threatening a planet. Also used as a classroom for ship personnel.

DECK 4: Quarters

Center deck

CONFERENCE ROOM: For the use of junior officers and passengers on this deck, and for bridge personnel use.

In a ring around, as shown.

STATEROOMS: For the use of junior officers and important passengers requiring double occupancy.

Surrounding these are water storage tanks, pumps, and associated machinery.

DECK 5: Officer's quarters

(These will be dealt with in rings, starting at the center with number 1)

Ring number 1

LOUNGE AREA: Intended for senior officers, but by long-standing tradition open to any crewmember or visitor. Food service slots for snacks, drinks, etc. are present, as well as viewscreens for entertainment channels or video games.

Ring numbers 2, 3, and 4

STATEROOMS: Single occupancy rooms are for Senior Officer (Captain, Science Officer, First Officer, Chief Medical Officer, Chief Engineer, etc.) and VIPs. Double occupancy are for Junior Officers and passengers. Exact placement of specific officers' quarters varies from ship to ship.

Outer rings

MACHINERY, BATTERIES, PHASER BANK ROOMS (port and starboard upper), AIR CONDITIONING, ETC.

DECK 6: Crew quarters

Aft deck

IMPULSE ENGINES: Extends down into deck 7
ENGINEERING/IMPULSE: Equipment, controls for impulse engines. Extends down into deck 7.

ELEVATOR MAINTENANCE SHOP: This area contains equipment for repair and maintenance of turbo-elevators. Computerized controls exist here for monitoring all elevator functions. Cars can be recalled here or sent to any location on a priority basis, overriding local elevator control.

Remainder of deck

STATEROOMS: Double occupancy staterooms for crew. These occupy the majority of 7 rings on this deck.

MESS ROOMS: Occupy center core of deck. Food is delivered via a small turbo-lift from food service facilities. This smaller lift runs parallel to normal-sized turbo lifts through the ship. Since crew operates in 3 shifts around the clock, mess rooms are used in shifts. Crew is able to more or less eat when they please during their shift, however. Those desiring to do so may get food from the various outlets scattered around the vessel (adjacent to turbo lift doors and in some lounges). They may then eat in their rooms or, when necessary, at their duty station.

LOUNGES: Scattered throughout the ship. These small lounges allow for crew interaction on a small scale. These small lounges contain video and musical equipment, reading material on monitors (some locations have printers to produce hard copy), and other small-scale leisure equipment (such as games). Many activities are set up, with tri-dimensional chess playoffs, bridge tournaments, and other competitive activities quite popular. Inter-divisional competitions are quite popular. Many crew members use the lounges for informal gathering places to play musical instruments and have sing-alongs.

BRIEFING ROOM: A small room used for crew instruction, meetings, small hearings, etc. In use almost around the clock, as instruction in all areas is strongly encouraged. Classes are held as refreshers, to impart new information, and for anyone just plain interested in broadening his/her horizons. Not all her classes held are of a "practical" nature. Informal courses in tri-dimensional chess, literature, music, etc are also held. Crewmembers with specialized knowledge can get special duty arrangements if they are willing to teach what they know. These rooms can also be reserved for private use by small groups.

DECK 7: Main deck

Forward deck

SENSOR/DEFLECTOR EQUIPMENT

Aft deck

IMPULSE ENGINES: From deck 6.

Center Core

SHIP'S COMPUTER: Memory banks for the ship's computer. Extends down into deck 8. These are the most extensive memory banks on board a vessel in Star Fleet. They contain the entire knowledge of the Federation.

EMERGENCY BRIDGE: Used if the main bridge (deck 1) is out of commission due to damage or malfunction.

(The remainder of this deck is dealt with in 'rings', with ring 1 being the innermost. Descriptions will start with the room farthest forward, then proceed clockwise.)

Ring 1

HEAD

MEDICAL LAB: Used for research and tests in the medical department.

OPERATING ROOM/EXAMINING ROOM: Used to examine badly injured personnel, and for surgery.

INTENSIVE CARE UNIT: Used to monitor critically injured or ill. Each bed unit has built-in monitors. (See **STAR TREK: The Role-Playing Game** medical section)

HEAD

MEDICAL SUPPLIES STORAGE

CHIEF SURGEON'S LAB: Used primarily by the Chief Surgeon and his assistants for research and studies.

CHIEF SURGEON'S OFFICE

INTENSIVE CARE UNIT

Ring 2

CONVALESCENT WARD: For the recovery of critical patients.

HEAD

CONVALESCENT WARD

THERAPEUTIC BATHS

HEAD

STATEROOM: For Medical personnel

DENTAL UNIT (3 Rooms)

OBSTETRICS

SHIP'S CAPTAIN'S OFFICE: Reception area outside in the smaller room. This is the office used when Captain is not on the bridge or in his quarters. Used for formal individual or small meetings. He will normally use the outer office of his quarters for informal talks. Has a private bathroom.

CHART ROOM: A holdover from the non-electronic/computer age. Although all navigational data is stored in the computer, the old naval tradition of a chart room still is strong. This room contains hard copies of navigational charts. This room has facsimile equipment to reproduce charts and maps, and a viewscreen.

CHIEF NAVIGATOR'S OFFICE

STORAGE

BIO-CHEMICAL LAB

DOCTOR'S OFFICE (2)

MEDICAL RESEARCH LAB: Acts as a general purpose medical lab for all types of studies connected to this department.

MEDICAL RECEPTIONIST

MEDICAL SECTION WAITING ROOM

NURSE'S QUARTERS/OFFICE

HEAD

CONVALESCENT WARD

HEAD

CONVALESCENT WARD

Ring 3

VISICOMS: These "visual telephones" can be used to contact any area of the ship, or even to record personal messages to be beamed home. Messages are stored by the computer and sent out at regular intervals under the control of the ship's computer and the Chief Communications Officer.

STATEROOM

HEAD

STATEROOM

TRANSPORTER ROOM NUMBER 2: 6-man transporter

TRANSPORTER ROOM NUMBER 4: 6-man transporter

CHAPEL: Used for religious services, weddings, memorial services, etc.

STATEROOMS: (3) These, directly across from the Captain's office, could be used for VIP's.

BRIG: Consists of 10 cells, all with force-field protective doors (non-solid).

MESSROOM/WAITING ROOM: Used for security personnel on duty.

SECURITY OFFICE: Used by whomever is in charge of security detail on the current watch.

BRIEFING ROOM: This is a briefing room used primarily by bridge personnel and medical department. Used also as a staging area for personnel about to use the transporters for last-minute instructions. Used also as a de-briefing area for landing parties.

TRANSPORTER ROOM NUMBER 3: Transporter normally used on most vessels for landing parties.

TRANSPORTER ROOM NUMBER 1: 6-man transporter.

MESSROOM: Used primarily by medical personnel.

LIBRARY: Although most stations have monitors to access the ship's computer, most single staterooms do not. Therefore, personnel may be found here at almost any time, studying. Also, privacy not easily obtained in the lounges is available here. Printers to obtain hard copy are also located here.

EXECUTIVE OFFICER'S OFFICE: Used by the second in command.

Ring 4

CARGO HOLDS: Used for bulk storage of liquids and other bulk storage. Occupies the entire ring except for:

SMALL ARMS ARSENAL: Located directly aft/port of the BRIEFING ROOM/SECURITY OFFICE. This room is normally locked and guarded, either by personnel or monitor.

Ring 5/6

Consists of double-occupancy staterooms and lounges.

DECK 8: Entertainment/Recreation

Center core

SHIP'S COMPUTER BANKS: From deck 7.

Forward deck

22-MAN TRANSPORTER: Used for emergencies only, such as abandoning ship.

Aft of this, moving clockwise

LOUNGE

RECREATION CENTER: Through the use of holographic projections and other complicated scenery, it is possible here to 'cure homesickness' to some extent. The machinery is capable of producing, with the help of the ship's computer, realistic simulations of the sky, wind, vegetation, animals, etc. of the user's home planet, or any other setting desired. Normally, a setting is kept simulating a park-like environment associated with the main crew complement's home world(s). This equipment could be dangerous in the wrong hands (or if it malfunctions), as it is quite capable of creating deadly environments, such as an Earth blizzard, hurricane-like winds, even a flood. This area is constantly monitored by the ship's computer to avoid such problems.

22-MAN TRANSPORTER

SHIP'S LAUNDRY: Takes clothing and breaks them down into original components, extracts foreign matter, then recreates the item in the needed shape and size. The ship's computer stores sizes, so clothing is always immediately available.

FOOD PREPARATION FACILITIES: Automated food preparation for the ship. Food is sent via small turbo-lifts to the entire ship. Almost any type of food or drink can be recreated here, with a menu of thousands of items from all over the Federation.

22-MAN TRANSPORTER

GYMNASIUM: A large room, complete with equipment, showers, and lockers. Besides allowing crew members to work out on their own, mandatory classes are held to keep personnel in shape. This area has local gravity controls for simulation of high-gravity worlds or zero-G combat exercises.

ENTERTAINMENT FACILITY: For large group activity, such as receptions, movies, etc. Holographic facilities are used here also, really making the viewer a part of the story. Holographic projected 'mail call' is done here also.

Outer ring

AIR CONDITIONING EQUIPMENT

FRESH WATER STORAGE

DECK 9: Fabrication

Center core

MATERIALS RECLAMATION FACILITY: All material thrown away is channeled through here to be broken down into components. From here components go to bulk storage or fabrication units for manufacturing.

Ring Number 1

Stbd/Fwd

ORGANIC FABRICATION

Stbd/Aft

NON-ORGANIC METALLIC FABRICATION

Port/Aft

SANITARY WASTES RECOVERY SYSTEMS: All wastes are brought here for recycling. Nothing is wasted aboard ship.

Port/Fwd

NON-ORGANIC NON-METALLIC FABRICATION

Outer ring

RAW MATERIALS STORAGE

DECK 10: Cargo

Aft deck

CARGO TRANSPORTER (See STAR TREK: The Role-Playing Game rules on transporters.)

Remainder of deck

CARGO HOLDS

RAW MATERIAL STORAGE

DECK 11: Auxiliary Fire Control

Center deck

AUXILIARY FIRE CONTROL: From this location, phaser weaponry can be fired manually, in case equipment allowing remote firing from the bridge is damaged.

Forward deck

FORWARD PHASER BANK

Remainder of deck

RAW MATERIAL STORAGE

DECK 11A: Lower sensor platform

SENSOR EQUIPMENT

DECK 9—DORSAL

AUXILIARY MACHINERY ROOM

OBSERVATION LOUNGE: These occupy most of the small dorsal decks. Having 'windows' to outside, these are popular informal gathering areas.

DECK 11—DORSAL

DECK 13—LOUNGE

OBSERVATION LOUNGE

DECK 12—DORSAL

CAPTAIN'S VERANDA: An observation lounge used by the command officers, especially for guests and dignitaries.

DECK 13—LOUNGE

DECK 14—DORSAL

LOUNGE (Central)

STORAGE (Outer)

SECONDARY HULL (ENGINEERING HULL)

DECK 15: SECONDARY HULL STRONGBACK

Center of hull (Fwd to Aft)

SENSOR EQUIPMENT ACCESS: Access to main sensor dish equipment is through here.

VISICOMS

DORSAL AND SECONDARY HULL AIR CONDITIONING EQUIPMENT

Outer structure is support pylons, water tanks, and dorsal connectors.

DECK 16: Medical/Warp Engineering

Forward deck, port to starboard

HEAD

DENTAL OFFICES

DOCTOR'S OFFICE

MEDICAL RESEARCH LAB

STORAGE LOCKER

Continuing Aft, Stbd of corridor

STORAGE

Port of Corridor

OPERATING/EXAMINING ROOM

INTENSIVE CARE UNIT

Aft of Medical Unit

MAINTENANCE SHOPS (8): Used by engineering for all types of repairs. Some oft-used parts are stored here, although fabrication units can produce most items as needed.

Aft of Dental Offices, stbd side of corridor

RECEPTION/NURSES STATION

CONVALESCENT WARDS (2)

TURBO-ELEVATOR REPAIR SHOPS: Lift units are brought here for repair and storage.

Port side of corridor

MEDICAL STORAGE

MEDICAL OFFICE: Usually the Assistant Chef Surgeon.

PRIVACY ROOMS: Used for private meditation.

Aft of turbo repair

ENGINEERING COMPUTERS: Although a part of the main ship computer, separate facilities are maintained for easy access by engineering department.

Aft of shops/computer

WARP ENGINEERING: Controls and panels for both warp engines. Aft of this is access to Jeffries tube to engines. Support pylons for warp drives connect here.

Aft deck

UPPER HANGAR DECK/HANGAR DOORS: This extends down 3 more decks.

DECK 17: Crew quarters

Forward deck, port to starboard

MESSROOM

BOTANICAL: Opening from deck 18 for tall vegetation.

Center deck

STATEROOMS: 12 double occupancy quarters for personnel assigned to medical/engineering in this hull.

Outer deck, port and stbd, fwd to aft

MESSROOM

ENVIRONMENTAL SUIT LOCKERS: These are scattered throughout the ship on most decks.

STORAGE

Aft deck

OBSERVATION GALLERY: Observation area for shuttle facilities. This area oft times is crowded with off-duty personnel when shuttles are in use, as minor diversions are welcome at times.

CONTROL TOWER: (One each side) Operation of shuttle bay doors, shuttle elevator/turntable, atmosphere control, and cargo handling in the bay are handled from here.

DECK 18: Botany/quarters

(Fwd of deck is main sensor array)

Forward deck, port to starboard

HYDROPONICS LAB: Fresh fruit and vegetables, along with various other plants are grown here. There is no possible way enough food can be grown on board for the entire crew; the truth is, most crew members are not used to this type of food anyway. However, some food is grown for special occasions, as are flowers for use in weddings, etc. This section is manned by personnel from the botanical section. There is space devoted on a request basis for hobbyists.

BOTANY SECTION: (Lower level) Used to maintain plant life for study or transport.

Center deck, Port

MESSROOM

LIBRARY

ENVIRONMENTAL SUIT LOCKER

Aft deck

SHUTTLECRAFT HANGAR (open)

DECK 19: Bridge, Hangar

Forward deck

BRIDGE/SHIP'S COMPUTER: Duplicate of primary hull bridge/computer. Used when secondary hull operates independently of main hull.

Aft of BRIDGE, port to starboard

BRIEFING ROOM: Used primarily for personnel using shuttlecraft.

STATEROOMS

Center deck

STATEROOMS (To shuttle deck)

Outer hull, port side

BRIG

SECURITY SECTION

SMALL ARMS ARSENAL

STORAGE

ENVIRONMENTAL SUIT LOCKER

Outer hull, stbd side

STORAGE

STORAGE

ENVIRONMENTAL SUIT LOCKER

Aft deck

HANGAR DECK. Located center is elevator/turntable to lower deck. This ship class carries 6 shuttlecraft, normally stored below this deck. Usually at least one shuttlecraft is ready for takeoff at all times.

DECK 20: Recreation/shuttle maintenance

Forward deck

SUN DECK: Relaxation area for off-duty personnel, used to 'get a tan'. This deck is not, of course, actually exposed to radiation from outside the ship. Sunny tan-producing conditions are simulated with safe ultraviolet lighting disguised with holograms.

POOL: Full-size swimming pool (18.3 m) available for use by aquatic alien races such as the Aquans of Argo.

Aft of pool, port

RECREATION AREA: As in main hull.

Aft of pool, stbd

SHOWER ROOMS

LOCKER ROOMS

GYMNASIUM

Center deck, port to starboard

STORAGE

ENVIRONMENTAL SUIT LOCKER

STORAGE BATTERIES

STORAGE BATTERIES

ENVIRONMENTAL SUIT LOCKER

STORAGE

Aft deck, fore to aft

SHUTTLECRAFT MAINTENANCE AREA: Repair area with shops and parts storage.

STORAGE

CARGO HOLDS

HANGAR DOORS OPERATING MACHINERY

DECK 21: Food preparation, shuttle storage

Forward deck

POOL MACHINERY

POOL (Second level)

STORAGE: Both sides of pool

Center deck, fwd to aft, port to starboard
SHIP'S LAUNDRY
MATERIALS RECLAMATION FACILITY
FOOD PREPARATION: Supplements primary hull facilities in addition to serving secondary and dorsal hulls.

Aft deck
SHUTTLECRAFT STORAGE AREA: Home to shuttles when not being serviced or on "standby".

DECK 22: Fabrication

Forward deck, port to starboard
SANITARY WASTES RECOVERY
22-MAN TRANSPORTER (Emergency use only)
ENVIRONMENTAL SUIT LOCKER
MANUAL FOOD PREPARATION: Used by those personnel wishing to prepare food without the aid of the food preparation machinery. Available to those hobbyists who like to cook.

MESSROOM: For food prepared manually.
22-MAN TRANSPORTER
ENVIRONMENTAL SUIT LOCKER

Center deck, port to starboard
RAW MATERIALS STORAGE: along port side.
ORGANIC FABRICATION
NON-ORGANIC NON-METALLIC FABRICATION
REFRIGERATED AND FROZEN MATERIALS STORAGE: Along all of stbd side.

Aft deck
STORAGE: As per rest of deck
NON-ORGANIC METALLIC FABRICATION

DECK 23: Cargo, storage

Forward deck, port to starboard
STORAGE
TRACTOR BEAM MACHINERY
STORAGE

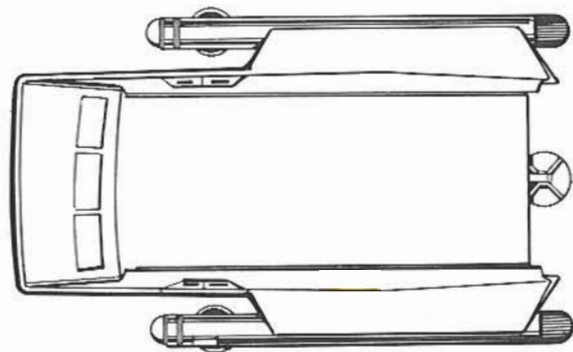
Rest of deck, except for aft, is STORAGE

Aft deck
CARGO TRANSPORTER

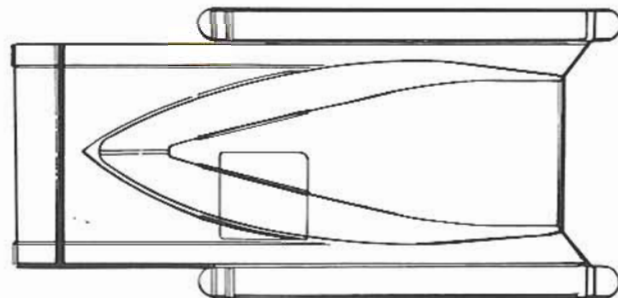
DECK 24: Hull bottom

Forward deck
TRACTOR BEAM PROJECTOR

Rest of deck is storage, cargo holds.



SHUTTLECRAFT PLAN VIEW



AQUASHUTTLE PLAN VIEW

UNITED FEDERATION OF PLANETS
STAR FLEET ACADEMY

SHIP RECOGNITION HANDBOOK
UNFRIENDLY POWERS
KLINGON EMPIRE
D-7 CLASS BATTLECRUISER



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For use with ship recognition deck plans-Klingon D-7 Battlecruiser

DIMENSIONS

Overall Length	216 m
Overall Width	152 m
Overall Height	55 m
Weight (empty)	110,000 metric tons
Deck ceiling height	2.4 m

MOBILITY DATA

Max safe cruising speed	WF 6
Emergency speed	WF 8

ARMAMENT

Disruptors 2 banks of 2
Mounted port and starboard on forward edge of warp engine nacelles
(Note: This is standard armament as of commissioning of the class ship. Later versions may be armed differently. See armament info under "Variations").

OTHER FEATURES

Transporters	
6-person standard use	3
18-person emergency	1
22-person combat drop cargo	5
	2
Shuttlecraft	5
Tractor Beams	
Bottom of forward pod	2 (P/S)
Forward of hangar deck	3
Entrance - hangar deck	2 (P/S)
Main propulsion units	
Warp nacelles	2 (P/S)
Impulse drive	1 (aft decks 3 & 4)
Aux. impulse drive	1 (aft end of boom)
	(used only after emergency separation)

EMERGENCY SEPARATION

Under extreme circumstances, it is possible to separate the forward pod and boom from the main hull and operate both sections independently at sublight speed. Such separation would only be attempted if one section or the other were badly damaged, in an attempt to break off combat and escape with the other section.

To implement separation, the ship must first slow to sublight speed. A 30 - second warning (three turns) is usually given to the crew, though Klingon commanders have been known to ignore this requirement in dire circumstances. The boom is then separated by activation bolts at the joint.

The boom/forward pod is controlled from the normal ship's bridge or the auxiliary control room. The main hull is controlled from a special control room aft (Deck 6).

After separation, the boom can maneuver and move at .82 lightspeed. The separate boom does not possess enough spare power to fire disruptor weaponry (on variants mounted with such) but a photon torpedo (on variants equipped with them) may be armed ONCE and fired. The boom has no shielding once separated.

The separated main hull, since it has the warp engines, has enough power to operate normal shielding and weapons. It is not capable of warp drive on it's own, as it's structural integrity has been somewhat compromised by the separation of the boom. The separate main hull is capable of up to .97 lightspeed.

The main hull, once separated, is still capable of full self-destruct. The boom section may also destroy itself completely, but since the the anti-mater explosion of warp nacelles is the dangerous part of a self-destruct situation (dangerous to other shipping, that is . . .), no damage is likely to be taken by nearby vessels if the boom section destructs.

The usual procedure for separation involves setting the main hull (with shields and weapons) to fighting a holding action while most important officers escape in the severed boom. It is naturally not widely known among Klingon crews, but the main hull section can have it's self-destruct mechanism activated by remote signal from the boom. Desperate Klingon captains are suspected of having used this capability more than once to inflict damage on pursuing ships and giving the boom section time to escape.

CREW COMPLEMENT

NAVAL PERSONNEL

COMMAND	32
ENSIGN	
(equiv. Klingon grade)	60
ENLISTED	260
TOTAL	352

COMBAT TROOPS

OFFICERS	5
NCOs	15
ENLISTED	200
TOTAL	220

(NOTE: Klingon battlecruisers of this type have been known to carry larger numbers of troops by shopping most in cryothermia (cold-sleep). Cold-sleep capsules can be stored in the major cargo holds, with a temporary reawakening facility set up in one hold upon reaching the destination world or just before. Up to five times as many troops can be carried by a ship otherwise free of cargo in this manner. Since 5% of all troops shipped this way die during reawakening, officers and non-coms are usually transported awake, with only enlisted combat personnel placed in cold-sleep). (Gamemasters who have need for determining whether or not someone survives Klingon cold-sleep techniques should roll % dice for each individual checked. A result of 05 or less indicates death upon awakening).

VARIANTS IN D-7 PARAMETERS

NOTE: Variant ID number/letter combinations are Star Fleet designations, as the variant IDs used by the Klingons themselves are as yet unknown. Also, this list may not be exhaustive. It covers all D7 variants encountered up to the time this manual was prepared. Data that is approximate is noted as such, as most information has been gathered from encounters. This is continuously being augmented by Star Fleet Intelligence units.

(Game-related data will be given in parentheses as needed. This will allow those who desire it the option of drawing up needed control sheets to incorporate the variants in their games).

D7A Class ship, as far as we know. This was the first D7 encountered by Star Fleet. There are 4 disruptors in 2 banks of 2. They are located on the engine pods, 2 port and 2 starboard. (This is the D7 given on the full and gamemaster-controlled panels). This is by far the most common type of D7 in use. Number in use is unknown, however. Crew: 352 Naval, 220 combat.

D7B This is an up-gunned model of the D7A, the only known difference being the addition of 3 more disruptors under the forward pod. (These are the same in game terms as the D7A. They have a forward firing arc.) This model was encountered after the signing of the Organian treaty. It has been seen only outside the Organian Treaty Zone.

D7C This is a troop transport version. 1100 combat troops can be carried in this version. (See previous notes). Normal D7A weaponry is still carried.

D7P This variant is phaser-type weaponry. Rumor has it that only one vessel was thus equipped. The vessel supposedly exploded when the weaponry was used. This has not been confirmed.

D7R This is the variant in Romulan use. (Many notes on this variant are given in the deck descriptions). The ship carries 4 disruptors as per the D7A. It also carries a cloaking device and a plasma weapon (as per the Romulan Bird of Prey). The plasma weapon is located underneath the forward pod. The Romulans are known to have at least 8 of these vessels in use.

D7S Only one of these is known to exist. There may be more in use, however. Appears to be a normal D7A with one addition — a stasis projector. This is a beam weapon that effectively blocks the use of warp or impulse power on the target ship. The target is incapable of movement, transporter, or weapons use. (Range is 10 hexes; "to hit" is 1-10 at a range of 1, 1-9 at 2 hexes, 1-8 at 3 hexes, and so on. If the beam hits, the stasis field takes effect immediately).

The weapon has several drawbacks which have prevented its widespread use. First, it drains a lot of power from the firing vessel. (Movement limited to 1 hex per turn. No other weapon or shield use). Second, the beam cannot be used on more than one target at a time. Any attempt to do so breaks the hold on the original target. Third, the beam must be kept in use continuously to maintain the stasis field effect. (Only the first "to hit" must be

rolled. Consecutive maintenance on the target is automatic). Once the beam is turned off, power returns to the target immediately. Fourth, the beam can be maintained only for a limited time - 10 minutes. (60 game turns)

(It can be seen that two D7s, one with the stasis projector, and the other almost any type, can be quite deadly, if the stasis field can be turned on successfully on a lone ship. The other Klingon can then 'pound' the target into submission).

D7W This vessel uses a new type of warp drive capable of producing more power in the same amount of engine space. (Each warp engine can produce 25 points of power for use). Maneuverability is not increased (5 power points to produce 1 maneuver point). Improved shields, however, seem to make up for this. (Shields can go up to 15 points of power). Offensive weaponry is not affected, however.

DECK DESCRIPTIONS — FORWARD POD DECKS

DECK 0: Secondary sensors

SENSOR DOME: The hull covering this deck is transparent to sensors and acts as a protective bubble for secondary sensor devices so they can be serviced easily.

DECK 1: Bridge

BRIDGE: The major control center of the ship is here. The main viewscreen is forward, with the command chair on a swivel mount in the center. To port of the screen is the main sciences console, with the communications console to starboard. Swivel-mounted gunners' console/couches are to the extreme port and starboard of the command chair. These control all weapons functions. Aft of the command chair and to starboard is the navigation console. Helm controls are to port, with the two units connected by a low bank of control machinery.

DECK 2: Life sciences

Port side

BIOCHEMISTRY LAB: This lab is used to study life forms encountered. Although this is not a research-exploration oriented vessel (as the Constitution class vessels of the Federation), some basic research facilities are maintained.

Starboard side

MEDICAL RESEARCH LAB: This lab is sometimes used for development of truth drugs, poisons, torture techniques, and other more subtle additions to the Klingon biochemical arsenal, as well as for more mundane medical research. The lab is equipped with a monitor bed and complete diagnostic/surgical unit.

DECK 3: Life sciences

Forward deck, port to starboard

CHIEF SURGEON'S OFFICE
MEDICAL PATHOLOGY LAB
SUPPLY STORAGE

OPERATING ROOM: Contains two monitor beds and diagnostic/surgical units.

MEDICAL RECEPTION ROOM: Usually manned by an orderly, who handles minor cases.

INTENSIVE CARE UNIT: Contains five monitor beds and two desks with monitor repeater screens.

HEAD

Extreme port and starboard

LOUNGE/WAITING ROOM

Center deck, port to starboard

PHYSICAL THERAPY ROOM
ASST. MEDICAL OFFICER'S OFFICE
MEDICAL OFFICE (JUNIOR OFFICERS)

RECOVERY WARD: Beds here are not equipped with medical monitors.

HEAD

Aft deck

AUXILIARY COMPUTER BANKS — LIFE SCIENCES

DECK 4: Command offices

Forward deck, port to starboard

TRANSPORTER ROOM 4P: This station (and its twin to starboard) is used for most standard missions, landing parties, etc.

BRIEFING ROOM 4A: Computer readout screen recessed below table emblem, controlled from any table edge station.

BRIEFING ROOM 4B
CAPTAIN'S OFFICE
HEAD
EXECUTIVE OFFICER'S OFFICE
BRIEFING ROOM 4C
BRIEFING ROOM 4D
TRANSPORTER ROOM 4S

Center deck

MAIN SHIP'S COMPUTER BANKS

Aft deck

SENIOR OFFICERS' MESS: Food delivery units are at center aft, and is served by stewards. The long Captain's Table also has its own food delivery system.

DECK 5: Food preparation

Forward deck, port to starboard

JUNIOR OFFICERS' MESS: Food delivery systems are built into the tables, though the selection is less elaborate than in the senior officers' mess. There are no steward/attendants.

MANUAL FOOD PREPARATION: Kitchen facilities available to officers for preparation of special dishes.

Center deck

REFRIGERATED STORAGE

AUTOMATED FOOD PREPARATION: Standard menu items are prepared here for delivery to food delivery locations elsewhere.

Aft deck

EMERGENCY STANDARD GAS STORAGE: Atmospheric gas storage, under high pressure, for emergency replenishment of life support equipment.

DECK 6

Forward deck, port to starboard

INSPIRATIONAL MEDIA ROOM: Used for indoctrination and propaganda, with periodic attendance required for most junior officers. Most crewpersons are exposed to various types of propaganda almost constantly. (VARIANT: Romulan-operated D-7 Battlecruiser — **EXPANDED COMBAT ARENA:** This area features more extensive combat sports facilities, with all members of the crew required to participate. Those who excel at sports and combat exercises are highly regarded, and may earn special privileges with good performance. Training is rigorous and highly disciplined.)

OFFICERS' GYM: Includes a wide assortment of physical training equipment including weight machines, parallel bars, and a small arena similar to a (round) Terran "boxing ring". The arena is used for unarmed combat practice, and staging occasional trials by combat, sometimes called for under Klingon law.

Center deck

AUXILIARY CONTROL ROOM: A "second bridge" with security-locked override controls. Command chair, helm and navigator's station are at center, as on the main bridge. Stations around the periphery (clockwise from elevator) are Weapons Control, Sciences, Viewscreen, Communications, and Engineering Auxiliary. (When the main bridge is in operation, engineering controls are centered in the engineering section). This control room can be used if the regular bridge is damaged or captured by enemy boarding parties.

Aft deck, port to starboard

CONFERENCE ROOM (VARIANT: Romulan-operated D-7 Battlecruiser — LOCKER ROOM)

LOCKER ROOM: Includes lockers, showers and head.

Boom section on this level contains the turbo-elevator connection to the main hull and bulk water storage port starboard.

DECK 7: Senior officers' quarters

Aft deck

EMERGENCY TRANSPORTERS: Multi-station transporter used only for abandon ship operation. (Such units draw an enormous amount of power, and are unsuitable for regular use). Small rooms port and starboard contain stores of emergency survival equipment.

Outer deck, clockwise from aft

COMMANDING OFFICER'S QUARTERS: Living room, bedroom and head

CHIEF ENGINEER'S QUARTERS

HEAD: Shared by Chief Engineer and Chief of Security

SECURITY CHIEF'S QUARTERS

EXECUTIVE OFFICER'S QUARTERS

Inner deck, clockwise from elevator

STORAGE AREAS

HEAD

CHIEF MEDICAL OFFICER'S QUARTERS

Center deck

ECM EQUIPMENT ROOM: Central location for electronic counter measures circuitry and monitoring, including sensor foolers and, on Romulan variants of the D-7, cloaking device hardware.

DECK 8: Junior officers' quarters

All junior officers (including chief helmsman, chief navigator, communications chief, weapons officer, and science officer, among others) live in double bunk-rooms with shared bathroom facilities. Exact arrangement of quarters varies from ship to ship.

DECK 9: Intelligence facilities

Forward deck, port to starboard

INTERROGATION ROOM: For interrogation of important prisoners. Includes a monitor bed and medical equipment (including surgical facilities). Also featured are the famous Klingon agonizer booths, which serve the same function as the hand-held agonizer, but with finer control and more power. (VARIANT: Romulan-operated D-7 Battlecruiser) **SHRINE:** This room is usually outfitted as a shrine to the Romulan god-warriors. Each ship has its own special patron warrior deity, which will serve as a central figure for the shrine. Other statues and representations of god-warriors and other great herces will also be present. Traditionally, only a Romulan who has spilled blood in battle (a Romulan rite-of-passage) may enter without desecrating the shrine and inviting divine retaliation. Such retaliation is supposed to come in the form of bad luck or defeat in battle.

CLEARANCE FOR MAIN SENSOR TUBE

INTERNAL SURVEILLANCE ROOM: From this room, nearly any location on the ship can be monitored, if the proper security clearance is obtained. There are always security officers here, checking crew areas and sensitive locations on random searches. If characters are trying to hide or evade a search on board this vessel, allow the Klingon crew a saving roll on the Crew Efficiency Rating (or the Starship Security rating of the Security Officer, if one has been designated). A successful roll will cause intruders to be spotted if they enter a sensitive or important area.

Aft deck

BATTERY POWER: For emergency use.

DECK 10: Main sensors

Port and starboard

RAW MATERIALS STORAGE: For use in food preparation and/or material fabrication.

Forward deck

MAIN SENSOR DISH: Recessed in a shielded tube for maximum protection.

Center deck, port to starboard
SENSOR MONITOR ROOM
SCIENCES OFFICE

DECK DESCRIPTIONS – MAIN HULL

DECK 1: Shuttlecraft landing area

Aft deck

SHUTTLE BAY DOORS
SECONDARY TRACTOR BEAMS: Used for bringing aboard small vessels and other objects of interest.

Center deck

SHUTTLE LANDING AREA: Including landing beacons and drone launchers. Drones are used as targets for ship combat practice, and as probes. They are capable of sublight speeds only and are not suitable as weapons under normal circumstances, although they can be fitted with warheads for special uses.

Forward deck

ELEVATORS: Port and starboard, for lowering shuttles, drones and personnel to the shuttle staging area.

MAIN HULL TRACTOR BEAMS: Mounted on the forward hull of this deck.

DECK 2: Shuttle staging area

Aft deck

DRONE STORAGE: Storage area for drones of all types. This area is served by one of the landing area elevators.

SHUTTLE PARKING: Shuttlecraft are stored here between missions. Also, this serves as a staging area where shuttle passengers embark and disembark. The elevator then takes the already loaded shuttle to the bay above for launch. This is different from embarkation procedures used by Star Fleet ships such as the Constitution class vessels.

Center deck, port to starboard

SERVICE SHOPS: For maintenance and repair of drones, environmental suits, and other major pieces of hardware.

SHUTTLE REPAIR AREA: Maintenance area for shuttlecraft.

Forward deck

SERVICE SHOPS: As above.
EMERGENCY GENERATOR: Emergency power system, based on advanced fusion reactors. Reactor radiator fins are across the front of the hull in this area. This is the upper level, with the reactors continuing into the deck below, and accessed from that level.

DECK 3

Aft deck

MAIN IMPULSE ENGINES: For driving the ship at sublight speeds. This deck is open, with the engines continuing into the deck below but accessible at both levels.

Center deck

EMERGENCY GENERATOR: Continued from the deck above, including monitor systems and controls.

ENGINEERING COMPUTER BANKS: Computers controlling most engineering functions including warp and impulse engines, power systems, and life support.

Forward center deck, port to starboard

NON-COMMISSIONED OFFICERS QUARTERS: These four-person bunkrooms with attached shared bath facilities are mainly occupied by non-coms having duties in engineering.

CHIEF ENGINEER'S OFFICE

ENGINEERING SHOPS: Combined workrooms/laboratories for parts fabrication, testing, repair, etc.

Extreme port and starboard

WATER TANKS

Forward deck

ENGINEERING SHOPS: As above.
LIFE SUPPORT MACHINERY

DECK 4

Aft deck

IMPULSE ENGINES: Continued from deck above, including monitors and systems controls.

Center deck, port to starboard

POWER CONVERSION CHAMBERS: These systems convert warp nacelle power (from matter-antimatter reactions) to power usable for ship systems such as weapons, shields, etc. This is a sensitive area of the ship and is usually well guarded.

WASTE WATER RECOVERY: All waste water on the ship (including drain water, and water precipitated by the air conditioning system) is eventually recycled through these systems and back into the water holding tanks. The system is so efficient on modern ships that water actually accumulates (due to its being brought on board in food) and must on rare occasions be vented when all tanks are full!

Extreme port and starboard:

WATER TANKS

Forward deck

BUNKROOMS: For enlisted personnel, most of whom are assigned to maintenance, engineering, and ship services.

Extreme forward deck

PHYSICS LABORATORY

DECK 5 (BOOM): Laboratories

Forward to aft

WATER STORAGE TANKS
PUMP ROOM
ZOOLOGY LAB
CHEMISTRY LAB (port)
BOTANY LAB (starboard)
ION PHYSICS STUDIES LAB (engine development impulse) (port)

SPECIAL STUDIES LAB (starboard)

Forward deck, port to starboard

SICK BAY RECOVERY WARDS: Medical facilities on this deck are oriented toward the combat troops, whereas Deck 3 Forward Pod facilities are intended for naval personnel.

EXAMINING ROOM: Equipped with monitor beds and diagnostic equipment.

MEDICAL STORAGE AREA

OPERATING ROOM

INTENSIVE CARE UNIT: The desk in this room has repeater monitor screens for all monitor beds in the unit.

Extreme port and starboard

AIR CONDITIONING/FILTERING UNITS

Center and aft decks

BUNKROOMS: For combat troops carried by all large Klingon vessels. These troops are used as occupation forces on conquered worlds, boarding parties, and as armed members of landing parties.

DECK 6

Aft deck, port to starboard

TROOPERS' MESS: Food service machinery on the aft and starboard walls delivers basic meals, without the variety or extras offered by the units used by naval personnel.

EXAMINING ROOM: Equipped with monitor beds and diagnostic equipment.

MEDICAL STORAGE AREA

OPERATING ROOM

INTENSIVE CARE UNIT: The desk in his room has repeater monitor screens for all monitor beds in the unit.

Extreme port and starboard

AIR CONDITIONING/FILTERING UNITS

Center and aft decks

BUNKROOMS: For combat troops carried by all large Klingon vessels. These troops are used as occupation forces on conquered worlds, boarding parties, and as armed members of landing parties.

DECK 6

Aft deck, port to starboard

TROOPERS' MESS: Food service machinery on the aft and starboard walls delivers basic meals, without the variety or extras offered by the units used by naval personnel. Meals are served in shifts at set times.

AUXILIARY BRIDGE: This control room is designed for use if the boom and forward pod are separated from the the main hull in an emergency. The two sections can be operated separately, though only at sublight speeds. Separation would only be performed in an emergency such as the crippling of the main hull in battle. Once separated, the two units cannot be rejoined without major repair facilities.

NAVAL ENLISTED MEN'S MESS: Food service for naval enlisted men and non-coms, of a slightly better quality and less regimented nature than that provided for ground troops. Klingon military philosophy does not favor "pampering" the combat soldier. (VARIANT: Romulan-operated D-7 Battlecruiser — Romulan combat troops are elite fighters who are treated as heroes. Their mess facilities are usually the best on the ship. Romulans as a rule generally do not go in for "frills", being a spartan warrior race, but they do not mistreat the average combat soldier. Morale is very high among Romulan ground troops.)

Center deck, port and starboard

SECONDARY COMPUTER BANKS: Major computer complex for the main hull.

Middeck center

EMERGENCY BATTERIES

Forward deck

BUNKROOMS: These quarters are mostly for the junior enlisted men.

Extreme port and starboard

FUEL PROCESSING AND STORAGE: For impulse drives and auxiliary generators.

Extreme forward deck

AUXILIARY BOOM IMPULSE DRIVES: For use when boom is separated from main hull in emergencies.

DECK 7 (BOOM): Cargo

Forward to aft

WATER STORAGE TANKS

PUMP ROOM CARGO STORAGE AREAS (4)

DECK 7 (PORT)

Aft deck, port to starboard

CREW GYMNASIUM: Includes attached locker room. This area is somewhat misnamed, as it is mostly available to non-coms and not to enlisted personnel, except at scheduled times.

TRANSPORTER ROOM: This is the transporter facility used most often by enlisted personnel on routine duty. This transporter is also used when tight security must be maintained, as when transferring prisoners.

FROZEN FOOD LOCKER

Center deck, port to starboard

SHIP'S LAUNDRY: Klingon basic uniforms are not endlessly recycled, like Star Fleet uniforms on larger ships. Instead, they must be laundered. The ship's laundry uses special dry electrostatic processes to remove soil and stains.

MEDIA ROOM: Similar in purpose to the media room on Deck 7 in the forward pod, but used mainly by enlisted men and combat troops, who are required to see "inspirational" media presentations on a regular basis.

Forward deck, port to starboard

FIRING RANGE: All Klingon enlisted personnel are required to maintain a minimum competency with firearms. This range, and all firearms instruction, is overseen by the security department.

OFFICERS' LOUNGE (forward): Mostly used by officers in the security department, though it is theoretically open to any officer. Security personnel are the most mistrusted people aboard Klingon vessels, and maintain a discreet social distance from other officers. This is reasonable, as one of their major jobs is watching and informing on the crew and the other officers. Not even the Captain of a ship can totally trust his security officers. The Chief of Security is third in command, and every ship has at least one (usually several) operatives of the Klingon Secret Police aboard in undercover guise to watch the captain himself on behalf of the Klingon Imperial Fleet Command.

SMALL ARMS ARSENAL (aft): This guarded room contains disruptor pistols and rifles, as well as other weapons sometimes issued by the security department. Weapons may be recharged or repaired here, under the watchful eye of the ship's chief armorer.

Extreme port

MACHINERY: Includes warp drive channelling circuitry, life support systems, shield systems, etc.

DECK 7 (STARBOARD)

Aft deck, port to starboard

FROZEN FOOD LOCKER

AUTOMATED FOOD PREPARATION: This facility prepares the basic meals for the troopers' mess.

Center deck, port to starboard

ELEVATOR REPAIR FACILITY: For repair of turbo-elevators. This area contains master controls for all turbo-elevators, including the capability of locking out a station, so no cars can stop there. Controls here can also override local control and call a specific car from anywhere, or send a car from one station to another with a "priority override" program, preventing any other car from taking precedence.

GUARD LOUNGES: For use by security guards who are "on call", but have no specifically assigned duties.

Forward deck, port to starboard — security section

INTERNAL SECURITY OFFICE: The home of the dreaded Internal Security Department. An enlisted man *called here would be scared to death — and with good reason.* Even officers of other departments get nervous when sent here for one reason or another!

INTERROGATION ROOMS: These rooms are little more than cubicles — not as well equipped as the interrogation facility in the pod on Deck 9. These rooms are mainly used for internal security interrogations.

SECURITY MESSROOM: This messroom is small, but equipped with food service the equal of the non-com's mess room on Deck 6. Again, this is a reflection of the social distance between security personnel and other ship's crew. It is also convenient to have a small mess area for guards "on call".

CELLBLOCK: All cells have audio-visual monitoring devices, but not all may be actively watched. (You never know...) On most D-7 vessels, the cell doors are transparent force fields which cannot be penetrated by material objects, or disrupted by known hand weapons fire. Early models, however, may have old-fashioned steel doors with electronic locks.

(VARIANT: Romulan-operated D-7 Battlecruiser — On Romulan ships, the security area is much smaller, as there are almost never prisoners to guard. Romulans are also less paranoid about internal security. The security facilities shown would be cut back to a simple office or two and a couple of brig cells. The security mess room would remain on most such ships. The rest of the room would be converted to quarters for security guards and soldiers.)

Extreme starboard

MACHINERY: As noted on portside plan, this deck.

DECK 8

Aft deck, port to starboard

GENERAL FABRICATION: Automated fabrication equipment for manufacture in quantity of small items of hardware. Computer-controlled machinery such as this feeds from raw materials storage areas. Many things can be recycled almost endlessly in this manner, thus cutting down on the number of specialized items that must be stocked and carried by the quartermaster's department in ship stores.

SMALL ARMS ARSENAL 8S: Same as the portside arsenal.

ORGANIC FABRICATIONS: Automated fabrication of organic compounds and organic materials, such as some plastics and resins.

Forward deck, port to starboard

SHIP STORES: This is the central distribution point for the quartermaster's department, responsible for fabrication, control, distribution and repair of ship's equipment. Everything from blankets to communicators is handled by this office. Fabrication of weapons and weapon parts is also done by this department, but under the strict controls of the security department. (Weapons and parts are not stored here, but rather kept in the armories.) Uniforms are made by this department and stored here, and recycled when too worn or damaged for further washings. Like all supply personnel in armed services anywhere, Klingon quartermasters are great traders and "scroungers", making outrageous deals to get needed equipment and supplies. In this respect, they have perhaps more freedom to act than any Klingon ship personnel. *Not even security wants to upset the quartermaster too much, unless it is absolutely necessary.*

METALLIC FABRICATION: Automated equipment for fabricating metallic items.

SANITARY WASTE RECOVERY: All waste materials are processed through automated machinery, which breaks it down into component elements for storage in raw materials storage compartments.

MATERIALS RECLAMATION: Worn uniforms, broken parts and materials, etc. are brought here, where they are broken down into component materials for later recycling as new items, much in the same manner that waste materials are handled next door.

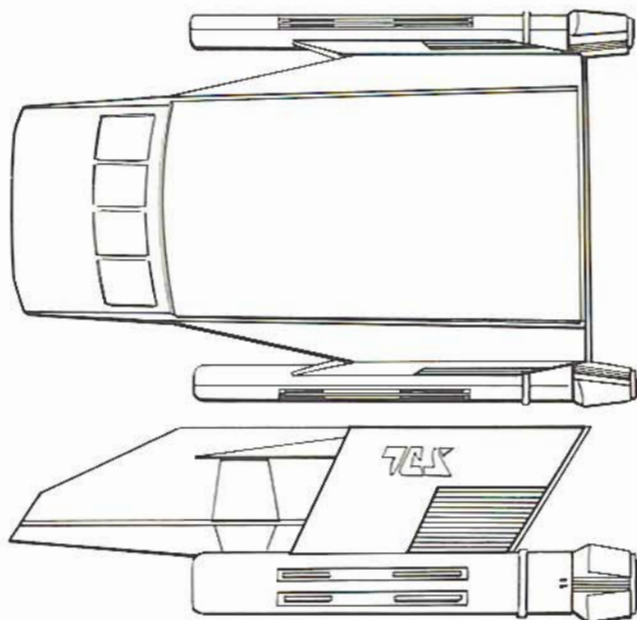
Extreme port and starboard

STORAGE AREAS: For raw materials and equipment used by the various systems on this deck. Retrieval of materials from this area is by automated conveyor systems, though entry by ship personnel is possible through normally-sealed access hatches.

DECK 9: Cargo

All of Deck 9 is devoted to cargo handling and storage. Two large cargo transporters are present (one each to extreme forward port and starboard) for beaming non-living items only. Tuning on cargo transporters is less precise than personnel transporters. Any living organism sent in this manner runs a risk of being reassembled in less than viable condition. (Gamemasters: If living organisms are sent in this manner, roll 1D10 for each. On a roll of 1, the animal or being in question has experienced reassembly error of one type or another. If so, roll 1D10 again. On a roll of 1, the error has caused brain damage, and the organism is hopelessly and permanently insane. This will not likely be a subtle insanity, but rather total idiocy or outright raving, incoherent lunacy. On a roll of 2-5, the being or animal is badly deformed in some way, the extent and effects of such deformity left to the gamemaster. On a roll of 6-10, the organism is too badly damaged to live, and dies within 1D10 hours, unless put out of its misery sooner).

The rest of the deck is made up of several cargo holds. Special cargo requiring unusual handling or special security is stored in the small holds to extreme center port or starboard. More partitions can be added in any way that cargo handlers desire.



KLINGON SHUTTLECRAFT

The Klingon shuttlecraft is roughly the same size as the Federation standard shuttle. It can be operated by one person but can carry a total of seven plus small equipment. The shuttle is capable of reaching a speed of .83 lightspeed. It carries a disruptor cannon in a front top turret. (Twice the range and damage of a disruptor rifle). This cannon is useless in ship-to-ship combat. It is used mainly for defense of the shuttle while on the ground.

