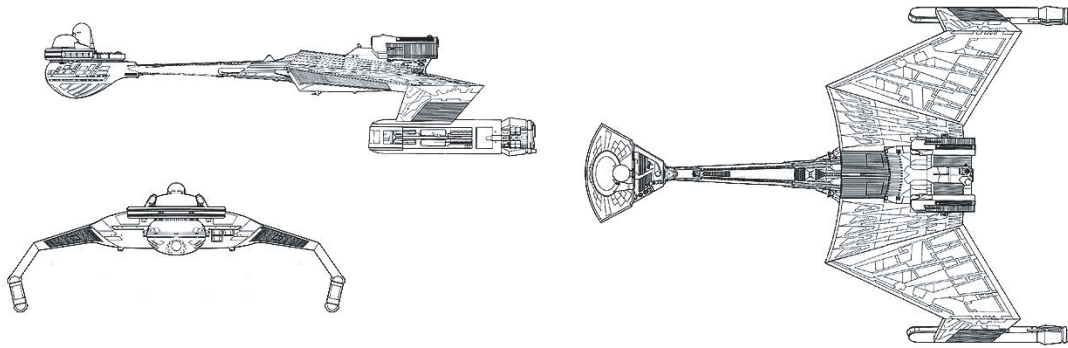


D-7 (Various Named) CLASS IX BATTLECRUISER



CONSTRUCTION DATA:

Class -	IX	IX	IX	IX
Model -	T	V	W	X
Date Entering Service -	2277	2288	2295	2314
Number Constructed -	241	185	72	102

HULL DATA:

Superstructure Points -	34	34	34	34
Damage Chart -	C	C	C	C
Size				
Length -	228 m	228 m	228 m	228 m
Width -	171 m	171 m	171 m	171 m
Height -	63 m	63 m	63 m	63 m
Weight -	121,560 mt	123,070 mt	120,030 mt	122,005 mt
Cargo				
Cargo Units -	400 SCU	300 SCU	300 SCU	280 SCU
Cargo Capacity -	20,000 mt	15,000 mt	15,000 mt	14,000 mt
Landing Capacity -	None	None	None	None

EQUIPMENT DATA:

Control Computer Type -	ZD-7	ZD-9	ZD-9	ZD-9
Transporters -				
Standard 7-person -	3	2	2	2
Combat 28-person -	4	1	1	-
Emergency 14-person -	3	2	2	2
Cargo -	7	5	5	5
Cloaking Device Type -	KCC	KCC	KCC	KCC
Power to Engage -	32	32	32	32

OTHER DATA:

Crew -	340	270	270	280
Passengers -	30	20	20	20
Troops -	220	60	60	-
Shuttlecraft -	12	10	10	14

ENGINEERING:

Total Power Units Available -	48	59	59	59
Movement Point Ratio -	3/1	3/1	3/1	3/1
Warp Engine Type -	KWC-2	KWC-2	KWC-2	KWC-2
Number -	2	2	2	2
Power Units Available -	18	18	18	18
Stress Chart -	L/O	L/O	L/O	L/O
Max Safe Cruising Speed -	Warp 8	Warp 8	Warp 8	Warp 8
Emergency Speed -	Warp 9	Warp 9	Warp 9	Warp 9
Impulse Engine Type -	KIE-2	KIF-2	KIF-2	KIF-2
Power Units Available -	12	23	23	23

WEAPONS AND FIRING DATA:

Beam Weapon Type -	KD-8	KD-8	KD-17	KD-18
Number -	8	8	8	8
Firing Arcs -	2 f/p, 2 f, 2 f/s, 1 p/a, 1 s/a	2 f/p, 2 f, 2 f/s, 1 p/a, 1 s/a	2 f/p, 2 f, 2 f/s, 1 p/a, 1 s/a	2 f/p, 2 f, 2 f/s, 1 p/a, 1 s/a
Firing Chart -	U	U	X	U
Maximum Power -	7	7	9	11
Damage Modifiers				
+3	(1-7)	(1-7)	(1-12)	(1-7)
+2	(8-15)	(8-15)	(13-17)	(8-15)
+1	(16-20)	(16-20)	(18-22)	(16-20)
Torpedo Weapon Type -	KP-6	KP-8	KP-8	KP-11
Number -	2	2	2	2
Firing Arcs -	1 f, 1 a	1 f, 1 a	1 f, 1 a	1 f, 1 a
Firing Chart -	R	S	S	R
Power to Arm -	2	2	2	1
Damage -	20	24	24	26

SHIELD DATA:

Deflector Shield Type -	KSP	KSQ	KSQ	KSS
Shield Point Ratio -	1/3	1/3	1/3	1/3
Maximum Shield Power -	15	20	20	26

COMBAT EFFICIENCY:

D -	137.1	158.1	161.1	170.1
WDF -	72.4	78.8	102.8	102.2

One of the most venerable and numerous vessels in the Klingon inventory, no other vessel exemplifies the Klingon Empire like the D-7 Cruiser. In production for over 90 years, the D-7 has had more variants and modifications than any other starship in known space. Shortly after the introduction of the D-7s, designers began to realize that the massive and bulky KWE-3 drive system was limiting the combat capabilities of the venerable vessel. The massive coolant tanks and control systems required by the KWE drive forced the empire to underpower the impulse drive and limited interior spaces allowed for computer components and shield systems. Although the D-7 had been successful as a weapons platform, talk of retiring the class was soon in the forefront of military planning sessions.

The Drell Corporation, initial designers of the D-7, fought vehemently to counteract the sudden lust for the Bird of Prey classes of vessel, and in 2275, finally made the concession to reduce the main drive bulk to accommodate a larger impulse drive. The benefits were immediate, and breathed new life into the D-7 production. Coupled with a lighter drive, the enlarged impulse drive, enlarged computer, and strengthened shields all brought the D-7 up to comparable levels with both Federation and Romulan cruisers.

In early 2277, the first D-7t's were completed and immediately began service as command vessels for combat squadrons. Later, in 2278, the Chancellor of the Klingon High Council personally bought a D-7t, naming it after the home-world and using it as his personal flagship. This trend would continue for nearly 50 years, with venerable vessels passing from one chancellor to the next. None the less, the new equipment was expensive and time consuming to install, and production of the D-7 was cut nearly in half. By 2280, the production rate was down to 15 per year, and would never again return to the high "war" production levels.

Design work would continue during the early 2280's with the eventual launch of the D-7u. The D-7u improved the impulse drive and shield technologies, giving the D-7 equal footing against Romulan vessels. Several designers also began looking at new ways to increase the boundaries of the Empire in an attempt to stave off the still necessary peace accords. The scientific and exploratory successes of the D-9 class spurred designers to increase the science base of the D-7, reducing the number of troops and their support network. By 2287, an even more improved version, the D-7v was under construction. The D-7v used the experimental ZD-9 computer, which had not yet been successfully tested on so light a vessel. Fears that the computer would overpower the onboard systems proved unfounded, and the D-7v was rushed into production. The D-7v was the first cruiser to use the new KIF-2 drive system, which provided more power than the smaller KIE-2. Also incorporated in the design was the new KSQ shield system, which was finally delivered some 10 years after the KST. The most dangerous new system incorporated in the D-7v was the new KP-8 Torpedoes. Although requiring the same power as the KP-6, the KP-8 had better range and were easier to produce and repair, extending the striking range of the D-7. The D-7v would continue in production, until 2293. In 2293, after the destruction of the Klingon moon of Praxis, Klingon production of warships fell dramatically, and upgrades of existing ships and designs became a massive priority for the now cash stricken empire. Despite possible peace accords with the Federation, increasing tensions with the Romulan Empire forced Klingon designers to continue research into starship design.

Even with it's need, it was not until 2295 that the Klingon Empire was able to produce a new variant of the D-7. The D-7w was first proposed as a massive improvement to the current D-7v. The D-7w became the center piece of the Klingon military efforts, with construction boosting to nearly 10 per year. The D-7w was considered the perfect medium cruiser, armed with KD-17, capable of increasing the striking distance of the D-7 from 200,000 to 240,000 km.

The D-7x, one of the last variants of the D-7 to be produced, incorporated the devastatingly powerful KP-11 torpedo system, giving the D-7x the equivalent firepower of vessels twice it's size. None the less, the D-7 is now considered a light cruiser, even in the Klingon inventory. The D-7w and the remaining D-7 variants have all become highly automated, reducing crew compliments by 1/3. The D-7w has no troop compliment, opting for improved sensor equipment and new safety features incorporated from Federation/Klingon technology exchanges. The D-7 is still in production at Fonwal and Iosha at a rate of 8 per year. This rate is expected to drop slowly, unless new resources are found to supplement current production facilities. Of the 400 D-7s recently built, 304 remain in active service, most currently on patrol duty within the empire or near Romulan space. To date, 10t's, 7u's, 8v's, and 6w's have been destroyed. 4t's, 2v's, 1w's, and 3x's are listed as missing, most believed lost in battle. 3t's and 5v's have been scraped due to various natural encounters, and 18w's, and 10x's have been scraped after combat encounters. 2t's, 10w's, and 1x are used as training vessels. Two w's and one x are listed as captured. Two t's and one v's were sold to interests outside the empire. The D-7t is named for the Klingon "K't may'moH" which translates to Bringer of Battle. The D-7v is named for "K't HajmoH" which translate to Bringer of Dread. The D-7w is named for "K't GhlimoH" which is translated as Bringer of Judgment. The actual designation for the D-7x has not yet been discovered, although the class is thought to be called the Bringer of Power.