

FEDERATION SPACEFLIGHT CHRONOLOGY

THE KLINGON EMPIRE

TERRANGOLO LANGUAGE EDITION



**AUTHORIZED
PERSONNEL ONLY**
SECURITY LEVEL TWO

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This work is dedicated to Geoffery Mandel, who started it for all of us.

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The Klingon Empire: A Brief History



The Klingons are one of the great warrior species of the Milky Way galaxy. For as long as their written histories and legends record they have always fought: against their environment, against enemy clans, against unbelievers, against invaders from the stars, even against themselves. They glory in the spoils and excesses of battle and give little thought to anything else. A Klingon by nature is not objective; rather, he or she is quite subjective in defending their cultural beliefs and embroidering their tales to further their own glory. Any study of the Klingon people is, strictly speaking, a study in excess.

One may forgive the Klingons for “blowing their own horn” when looking at history from their point of view. Theirs is quite an impressive and ancient horn to blow. Be that as it may, though, to understand the development of Klingon spacecraft over the years one must naturally look at the Klingons themselves.

Before the dawn of recorded Klingon history the planet Kazh (Qo’nos in the Klingonaase tongue) was a hostile world. Its major land masses were mostly hot, wind-swept deserts. Its seas were for the most part salty marshes that half-evaporated whenever the planet made its closest approach to its sun. It was a world totally hostile to intelligent humanoid life; yet it came there nonetheless. *The Book of Martok* records their legend on the subject:

From distant Qui’Tu came the gods to Qo’nos, which burned with fire. They took the fire of Qo’nos and shaped it, forming it into a heart that beat more powerfully than anything in the cosmos. This was the heart of the first Klingon. But it was a lonely beat, without equal in the universe, so the gods shaped from the fire a second heart, as mighty and powerful as the first. Those two hearts beat together in unison and the gods trembled at their power. The beat of the two hearts grew stronger and stronger, until even the gods could not withstand their might. United together, the first Klingons slew the gods that created them, proving that there was nothing that two united Klingon hearts could not accomplish.

The fact that the Klingons, like humanity and so many other humanoid races in the Milky Way, were the products of genetic engineering in their long-forgotten past is a closely guarded secret within the Empire. This ancient legend alludes to that fact. It is also the first record of “the Klingon way;” i.e. a natural resentment and bellicosity towards any controlling agent no matter how benevolent. They did not overthrow their creators because they resented them; rather, because they were Klingons. They were only reacting in the manner that their creators devised for them. Modern Klingons often joke that “we slew our gods because they were too much trouble.” This observation is actually closer to the truth than most of them would prefer to admit.

As early as 500,000 BCE (Terran Old Calendar) there exist remains of Klingons and their culture. Theirs was a nomadic lifestyle, wandering across the surface of their homeworld from one habitable spot to another as the seasons changed and the animals migrated. During this time their culture developed along the lines of Terran Mongol society. Even at this early stage one finds the Klingons centered on warfare and strife as a way of life. Remains of weapons and hunting implements are plentiful, whereas cultural and societal relics are not. It was to be a way of life for the next 475,000 human years.

The first permanent Klingon settlements came into being around 25,000 BCE, appearing out of nowhere and with no explanation in the historical record as to why. Perhaps it had something to do with a string of bad seasons, because regular farming also begins around this time. One would not normally think of a Klingon as a farmer; however, "in times of greatest need even a sword can plow a furrow," as the legend goes. At the same time they maintained their tradition of the hunt, domesticated the wild *targ*, and began cultivating *gagh* (serpent worms) for a readily available regular source of protein. The first of the Klingon Houses (clans) also come into being around this time, and with them comes the legend of Ja'Duch.

Ja'Duch was a great hunter who fought battles against other tribes to protect his people. He was renowned for his generosity, and for his unusual custom of performing the *ru'ustai* (bonding ceremony) with the families of his honored enemies, who had lost their own protectors. In this way Ja'Duch brought the families of his former enemies into his own tribe, which grew quickly and became strong. They established a *vaS'a* (fortified village) under Ja'Duch's direction. In so doing they created the House of Ja'Duch, the first and eldest of all great "Houses" of Klingon warlords.

A corrupted form of the Tale of Ja'Duch, known as the Legend of Kling, essentially tells the same story: one warrior, smarter and more powerful than his contemporaries, contrives to unite his people and, ultimately, his world.

By 6000 BCE Klingon society had evolved again. There were now several large city-states scattered across the surface of Kazh. The planet's population now numbered in the millions. Intermarriage and *ru'ustai* were no longer practical methods of uniting different Houses. The first true Klingon nations came into being in the form of city-states, then allied city-states dominating a common tract of land. With this change in society came new ways of fighting, such as political assassination and the blood feud. Petty wars were fought between small empires during the period known as the Time of the Tyrants. It was the Klingon Equivalent of the Terran Dark Age. Not until the rise

of Kahless would the Klingons again resume the path to greatness.

Much has been said and written about Kahless the Unforgettable in other works and it will not be repeated here. Suffice it to say that Kahless was the Klingon responsible for uniting his people as one and giving them a true sense of cultural identity. Before Kahless the Klingons were just another warrior race. After Kahless they were *Klingons* in every sense of the word.

In AD 1372, long after the death of Kahless, the Klingons found themselves conquered by a superior race for the first time since "the time of the gods." The Klingons called the Hur'q, whose name in Klingonese means simply "outsider." They were humanoid, wore full body suits (indicating they came from other than a Class M world), and had superior technology. They slaughtered Klingons by the score who tried to resist them. The blades and primitive firearms of the Klingons were no match for Hur'q beam weapons. They plundered and pillaged, seizing any item of worth that they came across. In this manner they took the legendary Sword of Kahless (the first *bat'leth*) by force and slaughtered those who tried to guard it. The Klingons organized numerous resistance groups, specializing in assassination and guerilla warfare, but were unable to dislodge the Hur'q. Seven months later, after they had stripped the planet of everything of value, the Hur'q simply left and were never seen again.

The Hur'q invasion left a permanent scar on the Klingon psyche. As they started to rebuild the remains of their shattered world they resolved never to be conquered again. They would become the aggressors, bringing death to any potential foe before it could be brought to them. Most of all, though, they looked to the sky from whence the Hur'q came and their hearts burned within them. To ensure that they would never be conquered again they would have to conquer the stars. They would protect themselves by building a heavily armed interstellar empire through which any aggressor would have to fight in

order to reach them. In this they were greatly aided by a few sparse artifacts left behind by the Hur'q; most notably, the stripped wreckage of one of their spaceships which could be studied and learned from. It took the Klingons almost five centuries to master spaceflight. By the time of Terra's tenth century they had built their first crude faster-than-light jump engines. Thus began the Klingon dream of an interstellar empire.

The true identity of the Hur'q has recently been determined through archaeological studies. This was the Karsid Empire, known to other worlds in the region as the "Old Kings." The Klingons were but one of their many subject peoples who revolted around the same time, straining Karsid resources to the breaking point. This in turn led to the eventual downfall of the Karsid Empire and their own extinction. It is believed that the Klingons of the day destroyed all traces of Karsid occupation that would not support their own tale that they drove them off their world. This fabrication, of finally defeating the Hur'q, is still the form of the legend that is taught to young Klingons even today.

We know very little about Klingon history from the time they first broke the light-speed barrier to their first encounters with humanity. What we do know is based either on what they have been willing to share, often embroidered and distorted in order to inflate Klingon glories, and what little has been found in the histories and archaeological sites of worlds on which they have set foot.

Sometime around the 16th century (Old Terran Calendar) occurred an event that would forever change the political structure of the Empire. A palace coup led by an ambitious general named K'Trelan resulted in the death of Emperor Retclaw and every living member of the Imperial household. This put an end to the Second Dynasty and threw the Klingon empire into chaos. The next ten years is known as the Dark Time, in which the bloodiest civil war in Klingon history raged unchecked for ten years. At the end, once the surviving Houses had sorted out

their affairs and began to rebuild, the Third Imperial Dynasty was established. The new Emperor was a mere figurehead. The real authority of the Empire rested with the Klingon High Council. It has been this way ever since. It was they who "convinced" the new Emperor to take the Retclaw family name in order to create the illusion of an unbroken line of succession. Appearances, after all, are very important to a Klingon. The last emperor of the Third Dynasty would die in 2069 without a successor. The Imperial Throne would remain empty from that point forward "until Kahless comes." There was no more need now even for a figurehead. The Chancellor of the High Council became the de factor ruler of the Klingon Empire.

Klingon interstellar expansion had been held in check during the Dark Time. It had resumed once again after the ascension of the Third Dynasty but did not last long. The Empire's expansion towards what is known in history as the Federation New Territories was put to an abrupt halt sometime around the 18th century (Terran Old Calendar). The Klingons had stumbled across the Vegan Tyranny, and in that cybernetic species they had run up against the first species they could not defeat since the H'urq. Fortunately for the Klingons their new enemy seemed content to merely maintain their borders. The ever-practical Klingons decided to pursue expansion in a new direction, where their foes would not be so formidable ... and ran headfirst into the Romulans. No account has survived of the early Klingon-Romulan battles. What is known, however, is the attempt left such a bad taste in the mouths of the Klingons that they decided the Romulans were better left alone. They turned back, decided to test the border with the Vegans again, and found them gone. Instead, a new foe was waiting for them there, a foe with the same thirst for battle and personal glory as theirs.

We know almost nothing about the Klingon-Kzinti War save that it happened, lasted for a century or more, and ended in stalemate. From it, though, the Klingons gained a healthy respect (and a sneaking admiration, though they are loath to admit it) for their feline foes. It was a matter of pride at the

time for a Klingon to be able to rightfully claim that had personally defeated a Kzinti warrior in battle. This tradition still lives today, with Kzinti combat holoprograms part of a Klingon warrior's mandatory hand-to-hand combat training. It is reported by some sources that candidates for the Bloodwatch and Imperial Guard are required to defeat a Kzinti holowarrior, in his prime and with all safeties off, before they are allowed admittance to those organizations.

There is no doubt that the Klingons were aware of the Federation before it was aware of them. Their own intelligence had alerted them to this fact during the Romulan War (2159-2162). The object of the initial Romulan offensive had been to drive Star Fleet towards the Klingon Empire, of which it was not yet aware. They knew how the Klingons would have reacted to armed alien ships in "their space," and thus they could crush the Federation by forcing it to fight two enemies at once. Star Fleet was unaware how close to this unknown peril they had come when they stopped the Romulans just short of "unexplored space." The Klingons were, of course, keenly interested in what was happening and monitored the situation as best they could from afar and with occasional help from Orion traders. They were genuinely surprised when the Federation defeated the Romulans at the end of the war, a feat they had yet to accomplish themselves (other than individual space battles). They began to gather and analyze all the data they could find on these "hoo-mons." When the time came for them to expand their efforts, they would act accordingly.

Around the beginning of the 23rd century a number of ships mysteriously disappeared on the far side of the Federation New Territories. These took place near a region beyond which lay unexplored and uncharted space. Then in 2203 the transport *Millie Sue* reported it was under attack by "a starship of unknown configuration." Star Fleet forces immediately rushed to the scene but found nothing except the disabled transport and a badly shaken crew. When they played back the ship's sensor logs

they saw that the attacker was definitely not a Romulan vessel but something new. Star Fleet patrols were immediately doubled in the area. The Orions were pumped for information but they proved strangely reticent – "downright cagey," as one Star Fleet officer observed. Fearing another war, Star Fleet decided to enact on a policy of pre-emptive force. The next time a ship disappeared in the area, a full battle fleet would be sent out to investigate. They would not fire the first shot; however, they would be running with weapons hot and primed.

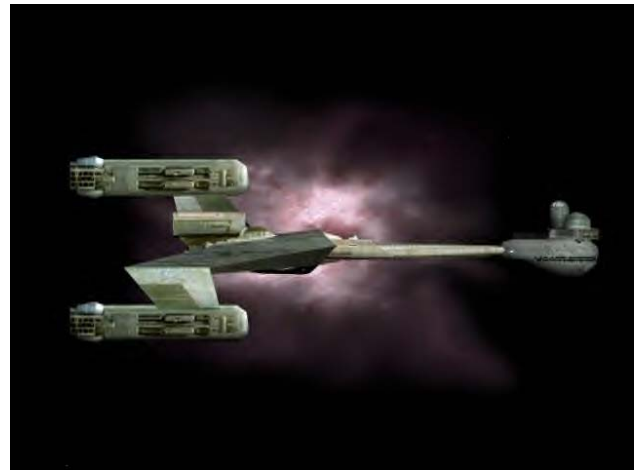
In 2218 the Star Fleet scout ship *Sentry* came across a small alien ship fleeing into Federation space from beyond the New Territories. Its inhabitants claimed to be fleeing a "Klingon warship" that was pursuing them. This tallied with reports gathered from civilian and Orion traders about a new alien race called "the Clink-awns" who were supposedly behind the recent ship disappearances. Shortly after the *Sentry* took the craft aboard, a large alien ship resembling a Terran manta ray crossed the border. It was obviously in pursuit of the small ship but stopped once it scanned the *Sentry*. Voice contact was immediately established, with the aliens speaking in precise English with a coarse, guttural accent.

I am Korall, captain of the Klingon warship *Devisor*.
Release the little ship at once or we will blow you out
of the stars.

When Commander Frances Benoit, captain of the *Sentry*, tried to attempt reason the *Devisor* promptly fired on his ship. Benoit immediately sent a distress signal as he attempted to flee the scene with his passengers. Star Fleet reinforcements promptly arrived on the scene to find the Klingon vessel in hot pursuit of the *Sentry*, firing on it as it closed the range. Without attempting further contact they promptly opened fire and destroyed the Klingon ship with all hands lost. This incident would set the tone for all contact between the Federation and the Klingon Empire for decades to come.

Historians have long debated the *Sentry* Incident, as it has since become known. Most argue that the state of perpetual conflict that lasted for almost a century between the Federation and the Klingons

might have been avoided had Star Fleet complied with the Klingon request. Defenders of Star Fleet policy usually respond that the Klingons were the ones who had provoked the incident, who would not listen to reason, who had first used force, who had resorted to violence instead of discussion, and who would not back down even when confronted by superior forces. To this most historians respond that it was Star Fleet's responsibility to at least warn the Klingon ship once its superior forces arrived and that by not doing so was at the least guilty of dereliction of duty, for which every commander on the scene should have been tried and court-martialed. This is merely wistful thinking on their part, as no such courts-martial ever took place. The debate will no doubt continue for as long as there remain beings to retro-analyze it. What is established history is that by its own admission Star Fleet "badly bungled" this first contact with the Klingon Empire. The Federation would spend the next century paying the price for Star Fleet's mistake.



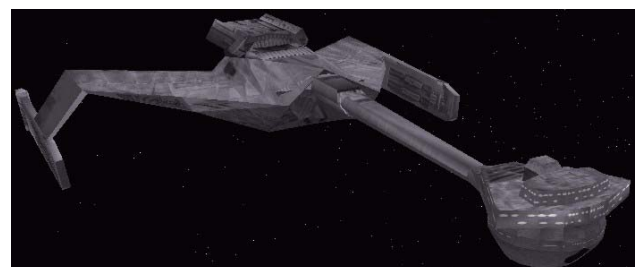
D-7 *Karelic* custom conversion (c.2270)



B-10 *Kar'harmer* on its maiden voyage (2292)



K'termen class destroyer (2285)



Updated D-4 *Dama* class cruiser (2290)

KLINGON HULL NOMENCLATURE

Klingon spacecraft design philosophy reflects their tradition that “nothing that is still useful should be discarded.” Starships that are centuries old by Terran measure serve right alongside ones fresh out of the Klingon slipways. This is completely different from Federation practice, in which new starship classes are introduced every decade or two while older classes are relegated to secondary service, eventually being retired within three to four decades of their launch. Klingon starships are usually routinely upgraded as long as the hull remains spaceworthy, in accordance with the doctrines and financial resources of the House that owns them. This keeps the fleets of each House current with the overall level of galactic starship technology as time and budget constraints allow. What may appear to be a relic straight out of Klingon history is probably bristling with the latest weapons and flying using the latest S-Graph units. One should keep this in mind whenever one encounters what appears on the surface to be an “obsolete” Klingon design. Many Star Fleet officers failed to do so during the Four Years War and paid the price with their lives. Hopefully you will not make the same mistake.

In 2230 Star Fleet Intelligence adopted a standard nomenclature for the designation of Klingon starship classes as they became known. That designation, with certain modifications and exceptions, remains in use today. These are, in order of relative size and firepower:

B	battleships
C	dreadnoughts
D	cruisers
R	assault ships (“combat” transports)
Q	destroyers
S	scouts
F	frigates
E	escorts
N	“standard” transports and tugs
G	patrol and police duty
K	K-program (sold for export)

“D” was used for cruisers as opposed to “C” because many Klingon cruiser designs are based on the D’rell type secondary hull; hence “D-type cruiser.” Unfortunately “D” was often used to denote a destroyer-type hull instead of “Q,” thus leading to a certain amount of confusion in the Klingon known ship lexicon. Also, newer Klingon destroyer designs, such as the *K’termy*, are as large as cruisers and were initially tagged with “D”

classifications. As a result the “Q” designation for destroyers has been abandoned and “D” is now used for both cruisers and destroyers. Star Fleet has also added the “R” designation for assault ships. These are cruiser size vessels with heavy firepower designed to support ground assault operations. Their existence had previously been undocumented until the R-7 *Khu’led* class was first spotted in 2280.

In addition, the following suffixes were added after the class number (or letter, in some cases) to designate a subclass or variant:

A, B	standard in-service upgrades
C	command ship
D	drone-augmented ship (fire support)
G	troop transport (ground operations support)
P	penal ship (prisoners serving as crew)
S	stasis generator equipped
V	carrier
R	Klingon vessel in Romulan service

For example “C-8V” is a type 8 dreadnought converted to the carrier role. “D-7D” is a type 7 cruiser optimized for the fire support role. “K-6R” is a type 6 cruiser that has been sold and is now in Romulan service. “ES-A2” is a type 2 escort-sized scout whose original design has been uprated. There are many more examples and combination possibilities. “S” was used to denote a ship optimized for intelligence gathering until 2264, when the Klingons began to employ stasis field generators. Now it is used to denote stasis generator equipped ships.

An alternate and equally valid system of Klingon hull nomenclature is that used by the Klingons themselves. Under this system ships are classified by hull type. This designates either the manufacturer who designed or built the class, or a general category where all the hulls have the same basic shape. Under this system certain ship classes covered in this document would break down as follows:

D-series	-	<i>d’rell</i> type hull
E-series	-	<i>epetai</i> type hull

This work uses a mixture of both systems of nomenclature since not all the proper names for Klingon hull types are known.

TIMELINE (2150s TO PRESENT)

c.2150s?

- The D'rell type secondary hull is introduced. It will serve as the basis for many Klingon capital ship designs well into the 23rd century.

2162

- The Klingons conquer the topaline-rich world of TaD ("frozen"), making it the newest addition to the Empire.
- The Klingons perfect disruptor technology. They begin backfitting these weapons onto their older ships and making them standard primary armament on new ship classes.



2174

- The D-4 *Dama* class battlecruiser enters service. It is the first known Klingon design based on the D'rell type secondary hull. Other vessels that follow this design will be known in Federation nomenclature as *D'rell types*, or "D-class" for short.
- The N-5 *Har'tu* class transport enters service around this time. The larger N-6 *Morast* class is proposed but not built.
- The G-type cargo pod series enters service around this time.

2177

- The E-4 escort, close cousin to the famed F-5 *Kuve* class frigate, enters service.
- The legendary F-5 *Kuve* class frigate, perhaps the most ubiquitous "small" capital ship ever fielded by the Empire (aside from the Bird of Prey), enters service.



2181

- Klingon transporter technology is perfected.

2185

- The Klingons first become aware of the Federation, although official first contact will not happen for another three decades.

2191

- As part of their century-long ongoing "informal" border war the Romulans seize the Klingon world of T'lach Kor and claim it as their own.

2196

- The Klingons capture and study their first example of a human spacecraft. The crew does not survive the examination.
- Upgraded engine technology is introduced and back-fitted onto Klingon starships, most notably the *Dama* class battlecruiser.

2197

- A suggestion for developing an entirely new type of FTL drive for Klingon starships is snorted, belched, and laughed out of a High Council meeting. The proposed design is the ancestor of the S-Graph unit.

c.2200

- The first great interstellar expansion period of the newly consolidated Klingon Empire begins.

2203

- The Federation merchant starship *Millie Sue* has a running battle with what it believes to be a pirate rader. It survives the battle and drives off its attacker but is itself disabled in the process. Two Star Fleet vessels responding to the distress call chase away a second similar starship. Analysis of the *Millie Sue*'s data recordings reveal that the attacker is a vessel of previously unknown configuration and origin.
- The Klingons begin gathering all the intelligence they can on the Federation, whom they perceive as the newest roadblock on their path to galactic domination. Much of this will be provided by Orion traders working both sides of the as-yet-undefined border between the two powers.

2207

- Star Fleet first learns the name and then some broad cultural and technical data of the Klingons from the Orions, the most unlikely of sources. The information will eventually prove to be correct.

2218

- Official first contact between the Klingon Empire and the Federation is bungled badly by the humans. The Klingons are given every reason to believe, per their culture, that the Federation is the new enemy that they have feared for so long. They begin making plans for a future war.
- In a meeting of the Klingon High Council it is decided to assign non-ridge type Klingons to the Federation border and transfer normal Klingons already there to other sectors. The move is meant to confuse potential Federation intelligence gathering activities as to the true physical nature of the Klingons, as well as provide greater leeway in covert operations. Many Klingons who would thus be denied the glory of battle with their new foes will have themselves surgically altered in order to qualify for assignment. This practice will continue until the late 2260s. All but a few of those who have served on the border and are still living during this time will have their surgery reversed, thus reverting back to their "normal" appearance.



2221

- The Klingons perfect a new FTL engine design. It is more powerful than their previous FTL engines and far easier to maintain and operate. This will become known in Federation nomenclature as the S-Graph unit. The first mass production model is the S-1 (also known as the S-1A).

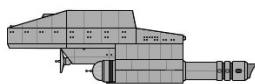


2222

- A short-lived border war between the Federation and the Klingon Empire comes to an inconclusive end.

2223

- The Federation starship *Audace* is destroyed in a Klingon sneak attack on 17 July, re-igniting hostilities between the two interstellar powers.
- The Klingon D-4 *Dama* class cruiser makes itself known to the Federation in September. A squadron of D-4s



is badly mauled by a Star Fleet task force at the Battle of Verruca II. This action will prompt the Klingons to withdraw the class from service in favor of more powerful designs.

2224

- The D-5 *Dupat* class cruiser enters service as a replacement for the "dishonored" D-4 *Dama* class.

2225

- The *Dupat* class cruisers receive their baptism of fire against Romulan forces in the Battle of Iratti.

2226

- The Battle of Caat Negaat ends in victory for the Klingon Empire. To their dismay, the Romulans discover that the superior Klingon sensors on the *Dupat* class cruisers can easily discern (if not exactly locate) the presence of a cloaked ship. This will force the Romulans to redesign their cloaking generator technology.
- Expansion along its borders comes to a temporary halt as civil war rages within the Klingon Empire. Many Great Houses are purged or forcibly combined with others through the ceremony of *brek'tal*. At least five potential candidates to the Chancellorship are assassinated during this time.
- The E-4 escort is first observed in Klingon service.

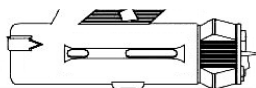
2228

- The current civil war within the Klingon Empire comes to an end.
- The new Klingon Chancellor decides that the Empire needs new vessels (in addition to the *Dupat* class cruisers) to counter superior Federation designs. His directive will result in the birth of the Imperial Klingon fleet that we know today.

2230

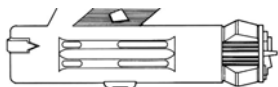
- Captain Krenn (sutai-Rustazh) becomes the first Klingon ambassador to the Federation. His ship is given special clearance for a diplomatic conference at Terra, giving Star Fleet its first good look at a *Dupat* class cruiser. The visit is considered an intelligence coup for both sides.
- The most amusing part of Captain Krenn's visit to Earth (per his report) is being a direct eyewitness to the dissention caused by the Terra Return movement. Of particular importance to him (and his superiors) is that there are elements within the Federation (such as Terra Return and its affiliates) who might be convinced to provide covert support for Klingon undercover intelligence operatives.

- The improved S-1B Graph unit is introduced. It is slightly faster than the original S-1 but has a higher energy decay rate. It will not see widespread use at this time. In later decades it will be most associated with the *Hak'hyl* class "war" cruiser and the *K'herr* class dreadnought.
- The F-5 frigate is first observed in Klingon service.



2231

- Development begins on a prototype for a new class of Klingon battlecruiser. This will eventually evolve into the D-6 *Raxor* program.
- The S-2 Graph unit series is developed in conjunction with the new D-6 battlecruiser program. This will become the standard Klingon FTL engine for its major starship classes for the next three decades.



2232

- The Klingons grant "independence" to a number of their more loyal servitor systems. These become "free" Klingon allies in the sense that they are allowed to conduct their own affairs and maintain their own regional fleets so long as they maintain loyalty to the Empire and support Imperial fleet operations. This act frees up forces that the Klingons can now employ against the Federation.
- The Klingons begin selling some of their older ship classes to their allied systems in order to help them build up their local fleets. This marks the beginning of the K-program conversion vessels. The "disgraced" D-4 *Dama* class, redesignated the K-4, will become the first of the K-program ship classes.

2233-2239

- The Demon War



A lone D-6 in orbit (date unknown)



2233

- The famed D-6 *Raxor* class battlecruiser enters service. Its design (and reputation in combat) will become the trademark of the Klingon Empire throughout the stars for decades to come. The later D-7 *Klolode* and D-8 *K't'inga* classes will be little more than logical extensions of the basic D-6 design.
- The so-called Demon War with the Kinshaya prevents the Klingons from mounting their planned offensive against the Federation for at least a decade. Star Fleet intelligence records a corresponding 70% drop in activity along the Federation-Klingon border at this time.

2234

- Troop transport pods enter service.

2235

- The N-6 *Morast* class transport is first observed in Klingon service.

2236

- The *Raxor* class battlecruiser gets its baptism of fire in heavy action during the Demon War.
- The D-6G variant enters service. It is the first of many D-6 variants in the years to come.

2237

- The E-4G variant enters service.
- The G-2 police cruiser enters service.
- Klingon designers begin discussing a new class of battlecruiser that will have extended range and heavier armaments. This comes out of combat data gleaned on the D-6 *Raxor* class during the ongoing Demon War. Although nothing will come of it at the time, this will eventually lead to the development of the D-7 *Klolode* class.
- Guided drones, once thought obsolete, are reintroduced by the Imperial Klingon fleet as an

effective alternative combat technology during the Demon War. This will result in a whole new subclass of Klingon vessels in the years to come whose disruptor mounts will be replaced with multi-launch drone racks similar to those used by the Kzinti. Some later classes, such as the *K'herr* class dreadnoughts and the *Kar'harmer* battleship, will have drones racks as part of their multi-system standard armament.

2238

- A border incident during this year alerts the Klingons to the fact that the Romulans are fielding a new and improved cloaking device that cannot be penetrated by their current sensor technology.

2239

- The Klingons test their own prototype cloaking system in a botched attack on the Federation outpost at Calev IV. All six *Dupat* class cruisers attempting the attack are detected and destroyed. The Klingons promptly abandon the technology. They will not use cloaking devices again until purchased from the Romulans over two decades later.
- The Demon War ends in stalemate, with both the Klingons and Kinshaya too exhausted resource-wise to continue the conflict. No truce or ceasefire is ever declared, with the two sides maintaining an uneasy truce that remains to the present day.
- The Q-4 *Lecthu* class destroyer and C-4 *Sho'tar* class scout, both based on the same hull, enter service. Both are products of the Demon War, although they entered service too late to take part in it. They will subsequently make a name for themselves in the Four Years War.
- The G-4 police cruiser enters service. This is nothing more than an E-4 hull redesigned for the police role. It proves quite popular with the Klingon Internal Security Forces (aka ISF, also known as the *Bloodwatchh*). In some quarters of the Empire the arrival of an ISF G-4 will strike as much fear as if an Imperial D-6 battlecruiser had arrived on the scene.
- The Battle of Donatu V (results inconclusive)



2240

- The B-1 *Jul'kar* class battleship is commissioned as part of the long-delayed war against the Federation. It is the largest and most heavily armed starship class conceived by the Klingons at this time. Elements of its design, most notably its more heavily armed version of the D'rell-type secondary hull, would later be recycled for the D-7 *Klolode* class battlecruiser.

2241

- The Klingons begin upgrading their border outposts along their border with the Federation in anticipation of their long-delayed offensive.
- The D-6 *Raxor* class battlecruiser is first sighted by Star Fleet in action along the shared Klingon-Romulan border by a drone launched from one of its surveillance outposts. This action turns out to be the Battle of T'lach Kor, in which a Klingon task force completely exterminates a Romulan colony on a planet that was at one time part of the Klingon Empire. One D-6 is destroyed and another heavily damaged in this action. This causes Star Fleet Intelligence to greatly underestimate the D-6's true combat capability at the time.
- Five days later the surviving elements of the Klingon task force destroy another Romulan colony in the Battle of Motak Fal'tir.

2242

- After five months of activity the Klingons end their current offensive against the Romulans and begin gearing up for action against the Federation. Altogether the Klingons have added 8 star systems and 700 cubic light-years to the Empire at the expense of the Romulans.
- Star Fleet begins monitoring a marked increase in Klingon fleet activity on their side of the Federation-Klingon border.

2243

- An uprated version of the “disgraced” D-4 *Dama* class battlecruiser re-enters service as part of the overall Klingon fleet buildup prior to the Four Years War. Though not as powerful as the newer D-6 *Raxor* class the two look enough alike to cause Star Fleet starship spotters many a headache during the Four Years War. On more than one occasion Star Fleet vessels will be caught off-guard when a D-6 is mistaken for an uprated D-4 (and vice versa).
- The D-6D *Raxor* fire support variant enters service as part of the Klingon fleet buildup prior to the Four Years War.
- The B-1 *Jul'kar* class battleship enters service.

2244

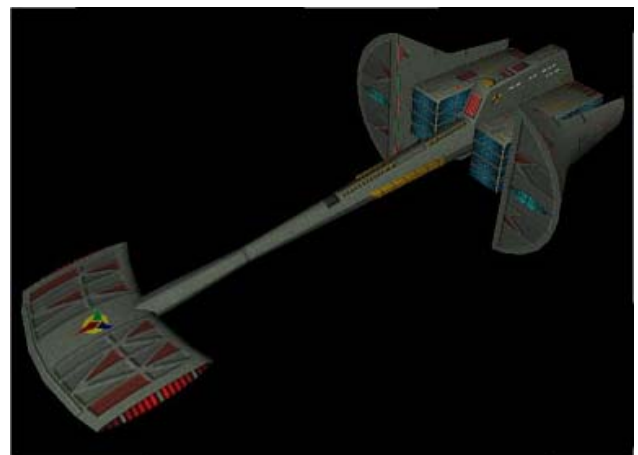
- A Klingon sneak attack at Tassem-Loki III is little more than a full-scale rehearsal for the opening offensive of the upcoming Four Years War.
- A crashed Klingon scout is salvaged by the Star Fleet vessel *Lovell*. From it the Federation will learn many things about Klingon starship design, including S-Graph engines.
- The Arcanis IV Incident causes the Federation to begin arming for war with the Klingon Empire.

2245

- All D-4 *Dama* class cruisers still in service anywhere in the Klingon Empire that are still in their original “disgraced” configuration are either upgraded, sold, or scrapped by this date.
- By this date Klingon shipyards are producing D-6 *Raxor* class battlecruisers at the rate of five per month. Similar rates of production are seen in all other ship classes save for the B-1 *Jul'kar* class. Its unusual configuration in addition to manufacturing issues with its unique boom assembly limits it to one every three months.
- On 24 February a Klingon battle group is observed feinting towards the Federation border in an overt attempt to draw a response. Star Fleet allows them to proceed unmolested though border space. The Klingons eventually return to their side of the border without incident.
- According to some unconfirmed sources the first prototype D-7 *Klölode* class battlecruiser begins its space trials at this date.



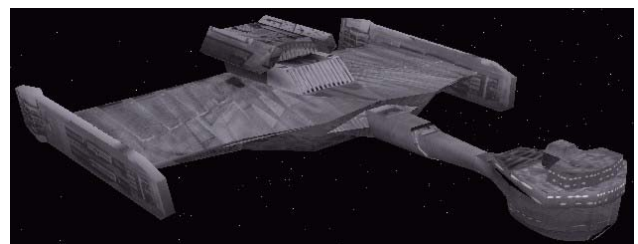
A lone Federation heavy cruiser gets mauled by a Klingon D-6 wolfpack (2248)



Hasparath class neutronic fuel carrier



D-7 *Kareli* unique variant, Four Years War



Upgraded F-5 *Kuve* class frigate (2290)

THE FOUR YEARS WAR

2246

- The *Gulliver* Incident. The Federation demands that the Klingons withdraw their battle fleet they have sent to the Axanar system (under the command of Admiral K'korhezta) or face the prospect of war. A four-month deadline is set for the fleet to withdraw to Klingon space.
- Chancellor Kar'harmer approves the final decision to go to war with the Federation.
- The *Virginia* Incident marks the beginning of the Four Years War. It results in the first major fleet action involving Federation and Klingon vessels. Three Star Fleet starships are destroyed and four damaged, in addition to the loss of the Beta Tetsuwan XII border outpost and the destruction of the Federation outpost on Cicatrix IV by direct orbital bombardment. The Klingons lose 7 ships out of their 12-ship fleet, with two more damaged but operable. The surviving 5 escape back over the border, with Star Fleet forces too badly mauled to pursue. The *Virginia* Incident is considered to be a tactical victory by the Klingons.
- About the same time a Federation task force under the command of Captain Garth of Izar routs Admiral K'korhezta's fleet at Axanar and destroys a second sent to reinforce it despite being outnumbered and outgunned. His tactics in winning the battle will be a matter of study for all future Star Fleet starship commanders (and many Klingon ones as well). The First Battle of Axanar results in a Federation victory.
- Citing the Federation "incursion" at Axanar (and completely ignoring the *Virginia* Incident) the Klingon Empire formally declares war on the Federation. The Federation responds in kind.
- The *Loknar* class frigate *Morgan City* is disabled and captured by Klingon forces under the command of Admiral Kamato. They will use it as a modern-day "Q-ship" for the remainder of the war.
- Captain Garth's fleet, now reinforced by additional vessels, easily wins the Second Battle of Axanar.

2246-2247

- Over the next six months the Klingons win key victories at the Andromeda, Genmarx, Lea, Lyclydun, and Janni systems as they press deep into Federation space. They lack tactical skill but make up for it in sheer numbers. They often overwhelm Federation forces by a factor of at least four-to-one. This marks the first great Klingon offensive of the Four Years War.
- Star Fleet begins to pay the price for cutting construction of its Class I and Class II transports. Transport convoys supplying the war zone suffer heavy losses due to Klingon raiders thrusting deep into

Federation territory. This further aggravates the worsening Federation situation.

2247

- In light of the combat data coming in regarding the *Jul'kar* and *Raxor* class starships, the Klingon High Command authorizes construction of a new battlecruiser class combining the best of the elements of both. This will be the D-7 *Klolode* class battlecruiser, one of the most famous in Klingon starship history. The needs of the Four Years War will prevent it from being built until after war's end.
- The E-series scouts and destroyers are first observed in Klingon service by the Federation. They are the first of several "war classes" of starship the Klingons will introduce in the next three years to combat their rapidly mounting losses.
- The Battle of Nozseca VIII (in April) is the worst defeat suffered by Federation forces at this point in the war.
- The Klingons suffer their first major defeat two months later in the Battle for Convoy Y-162. It is the first in which the Klingons do not have superior numbers, thus falling prey to Star Fleet's superior tactical capabilities and more balanced starship designs.
- The Klingons suffer their worst defeat yet in the Nostveg Engagement (in November), losing five destroyer squadrons to a Federation battle fleet. This effectively halts any further advances into Federation space. The superior capabilities of Star Fleet's new Class I starship program is beginning to affect the fortunes of war in their favor.
- The N-6 *Morast* class transports are first observed in Klingon service.



2248

- The D-5 *Hak'hyl* class "war" cruiser is first observed in Klingon service by the Federation.
- The Battle of Sinbad IV marks the first major ground confrontation between Federation and Klingon forces. The Star Fleet Marines win the day, with the Klingons losing over 30,000 troops (including a crack Imperial Guard battalion) in the confrontation. This will become one of the revered battles in Star Fleet Marine lore.
- Overhead, the Federation Sixth Fleet manages to secure the Sinbad system despite heavy losses. In a 30-minute space battle 3 Star Fleet starships are destroyed, 2 crippled, and the rest of the fleet receiving light to moderate damage but still spaceworthy. Of the 9-vessel attacking Klingon fleet only 3 badly damaged battlecruisers manage to escape back to Klingon-held territory.
- Not long after the Star Fleet Marines successfully defend the planet Karag against a Klingon invasion

despite overwhelming odds. They manage to hold out for two months despite high casualties and rapidly dwindling supplies and ammunition until relief forces arrive in the system. This too will become the stuff of Star Fleet Marine legend.

- By this time the Klingons have penetrated some 15 parsecs into Federation territory but their offensive has stalled due to stiff Federation resistance. Their fleet is seriously overextended, their resources overtaxed, and their new "war classes" program is not producing ships fast enough to make up for the losses. There will be no significant change in the battle lines for the remainder of the year.
- The Ambush of Convoy L-412 (in April). Two Klingon battle groups converge on a lightly defended Federation supply convoy. In the ensuing battle the two defending Federation frigates are either destroyed or crippled. The Klingons lose all but 4 D-6 battlecruisers, the remainder having been destroyed by the two Federation ships before they were put out of action. They gain some small consolation in the fact that 17 freighters were destroyed and 4 taken as war prizes.
- The Klingons use the nerve gas chlorthergen for the first time against Federation forces in an unsuccessful attempt to capture Rudgur III.
- The Federation begins observing large numbers of "war class" starships in service with the Klingons.
- The Battle of Thrantor (in May) marks the turning point of the Four Years War. The Klingons are defeated largely due to the introduction of phaser weaponry by the Federation.
- Using various bits, pieces, components, and salvaged hulls culled from the battlefield, Star Fleet has managed to assemble full scale working mock-ups of almost every major Klingon ship class being used in the Four Years War. They have also managed to repair a small number of Klingon vessels enough to make them spaceworthy. This is a move that the Klingons themselves have never attempted despite ample Federation starship wreckage within the territory they hold. Data gleaned from these mock-ups will prove quite useful in developing new battle tactics to deal with observed weaknesses in Klingon starship designs.
- In August the command boom of the B-1 battleship *Bat'leth* is destroyed during a battle with Federation forces. The rest of the ship manages to escape the fray. Its owner, lacking the resources to repair the vessel properly, will slap on a D-6 command boom and promptly return the ship to service. This unusual



configuration is said by some to have inspired the post-war C-8/C-9 *K'herr* class dreadnought.

- An aborted coup led by Admiral Kamato takes place within the Klingon Empire (on 10 September) in light of the recent change in the tides of war. Chancellor Kar'harmer is assassinated; however, the coup fails and Kamato and his followers have to flee for their lives. In retaliation for being defeated Kamato will begin feeding valuable intelligence to the Federation from his "government-in-exile" within the Triangle region. This information will prove extremely valuable in helping the Federation to win the Four Years War.
- The Federation scores another major intelligence coup when Klingon Admiral Komex, believing the war must stop now or his beloved Empire will be destroyed, defects to the Federation (on 06 December). As proof of his intent he reveals the secret locations of the two major Klingon supply bases within Klingon-held Federation territory.

2249

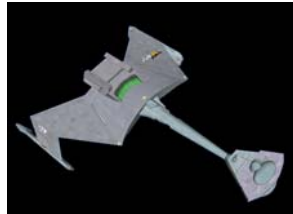
- Chancellor K'tok becomes the new leader of the Klingon Empire. His most immediate problem is how to deal with the apparent stalemate in the war with the Federation.
- The Federation goes on the offensive by destroying a major Klingon fleet at the Battle of Grank (in February), utilizing some of their captured Klingon ships as decoys to lure the Klingons into an ambush. This proves to be the largest fleet action of the Four Years War. Losses on both sides are staggering. Despite this the Federation has many new, phaser-equipped Class I starships waiting in the wings (and building) as ready replacements. The Klingons cannot afford to lose a single vessel by this point in time.
- The first major Klingon supply base in Federation space and its defensive fleet are taken out by the Federation (in March) in the largest carrier action of the war.
- The Federation destroys the Klingon supply base at Kolm-an, the second of two identified by Admiral Korax during his debriefing. Without them the Klingon Empire has no hope of winning the war. For the first time since the war started members of the Klingon High Council begin seriously considering the possibility of suing for peace.
- Subsequent swift advances by Federation forces push the Klingons back towards their own border. The Klingons are now looking at the looming possibility of a Federation invasion of the Empire, something for which they no longer have the resources to repel.
- A Klingon delegation approaches Federation-controlled space under a banner of truce formally requesting the start of negotiations to end the war. The Four Years War is finally over.

2250

- The Four Years War officially ends on 13 June 2250 with the signing of the Treaty of Axanar. The Klingons lick their wounds and vow to avenge their defeat, conveniently forgetting that they were the ones who had cold-bloodedly provoked the war in the first place.
- Against the advice of his Federation friends, Admiral Komex willingly returns to the Klingon Empire in order to redeem the honor of his House. He is executed in single combat by Kassa, son of K'tok and Champion of the Empire. His father's death in combat having restored his family's honor, the son of Komex goes off to found his own House and help restore Klingon might in the galaxy.
- Many Klingon "colonists" are forced to relocate from their new "homes" in Federation space and return to the Empire under the terms of the Treaty of Axanar. This process will not end until the last "colonists" are relocated in April of 2251.

2251

- The D-7 *Klallode* class battlecruiser officially enters service. Due to the strains placed on the Empire's economy by the Four Years War only one or two will be built per year for the next few years. They will not begin to replace the older D-6 *Raxor* class in numbers until the 2260s.
- The Klingon N-7 *Tormin* class transport and its pod system enters service. These are derived in design from the D-6 *Raxor* class battlecruiser. They are more capable and better armed than the older N-5 and N-6 transport classes.
- A new cargo pod design enters service along with the N-7 series of transports. Due to their unique design they can only be carried by N-7 Tormin class transports at first. A number of older N-5 and N-6 transports will eventually be modified so they can carry both types of pods.
- Klingon battle pods, another late-blooming Four Years War design, enter service. These allow Klingon transports to fill in for the hundreds of Klingon capital ships destroyed during the Four Years War until the fleet can be rebuilt.



2253

- The completion of the new Klingon fleet base at Mastocal (Sigma Kinna IX) marks the beginning of the return of the Imperial Klingon Fleet to full strength. It

is meant to serve as the main staging point for a new war against the Federation.

- The N-7 *Tormin* class transports are first observed in Klingon service.

2256

- In their first clash since the Four Years War the Klingons and the Federation fight over a disputed border region claimed by both. The battle ends in a draw with equal territory gained by both. This marks the beginning of a five-year period of renewed hostilities that will culminate in the Organian Incident in 2261.

2257

- A shuttlecraft from the Klingon cruiser *Relentless* is lost while on an intelligence gathering mission near the extreme edges of Federation space. The vessel abandons the lifeless craft when Federation forces are detected in the area.

2258

- The B-10 battleship project is first proposed. Eight prior designs had been rejected for varying reasons. It will be decades before work can begin on this economy-straining starship class – and in the end, only one will ever be built.

2259

- The *Acropolis* Incident.

2261

- The Klingons begin constructing their own series of improved border monitoring stations in order to counter the Federation's new Epsilon class outposts.
- The Organian Incident. The terms of the Organian Peace Treaty are forcibly imposed on both the Federation and the Klingon Empire by the Organians, an advanced race of noncorporeal beings whose world each tried to claim as their own. By this means a second major war between the two major interstellar powers is permanently avoided. The Organians predict that the two powers will someday become allies – a prediction that will begin to come true within four decades.

2262

- Sheridan's World is selected by the Organians for the first test of competing Federation-Klingon development (of the non-violent kind) in accordance with the terms of the Organian Peace Treaty.
- The Klingons begin limited shielding refits to some of their vessels, most notably newer classes such as the D-7 battlecruiser. This refit anticipates the more extensive one that will be carried out a few years later.
- The Klingons try and fail to gain the topaline mining rights on Capella IV via subterfuge.
- Negotiations begin between the Klingon and Romulan empires that eventually result in the Treaty of S'marba. In essence, the Romulans trade their cloaking device technology and collected intelligence on the Federation for older Klingon D'rell type starships and access to Klingon warp engine and transporter designs. The new "Klingon-Romulan Alliance" is a shaky one at best; however, both will eventually benefit from it.
- The Houses of the southern continent clans of Kazh (*bur'cHak* in Klingonki, *gevish'Rae* in Klingonaase) begin their swift ascendancy to power in the Klingon Empire.
- Aneher II, another joint Federation-Klingon colony founded under the terms of the Organian Peace Treaty, is established at this time.
- The D-7 battlecruiser *Gr'oth*, while paying a "courtesy call" to Federation Deep Space Station K-7, becomes infested with tribbles. Captain Koloth eventually has to order the destruction of his own ship due to the rapidly multiplying tribbles it now carries. Some escape along with Koloth and his crew, however, bringing a "parasite scourge" to the Empire with which it will have to deal for centuries to come.
- The Klingons gain their first new world on their shared border with the Federation, Signi Beta, under the terms of the Organian Peace Treaty.
- The first Klingon is allowed admittances to Star Fleet Academy under a special exchange program.
- The Neural Incident. The Klingons are found in violation of the Treaty by supplying primitive firearms to the inhabitants of the planet Neural.
- A Klingon fleet under the command of Admiral KerDaq assists a Federation fleet in the closure of a deadly subspace rift in the vicinity of Starbase 11. This marks the first time that Star Fleet and the Klingon



Imperial Fleet have ever worked together on a joint venture, albeit due to unusual circumstances.

- The new "friendliness" towards the Federation is checked by a purge of Klingon High Command by members of the elite Houses. This marks the beginning of yet another Civil War within the Empire. By the time all is said and done the antagonistic southern clan houses will have seized control of the Empire.
- Pleased with the initial successes of their limited shielding refit program, Klingon starship designers begin work on a new and more extensive one that will also include upgraded S-Graph units and weaponry. This is the Klingon equivalent of Star Fleet's linear warp upgrade program.
- The Federation surrenders all right to the agricultural colony world of Narr in the Organian Treaty Zone in exchange for the Klingons providing food for the locals. This agreement will be honored despite changes in Klingon internal politics in years to come. In later times the anniversary of this agreement will become known as the Day of Honor – the first bloodless conquest of the Empire.
- The Klingon stasis field generator is developed.



2263

- A Klingon D-6 battlecruiser is driven off by the Federation starship *Enterprise*, thus failing to secure the Tellun star system for the Empire.
- The *Klolode*, class ship of the D-7 battlecruiser series and under the command of Captain Kang, is attacked and crippled by forces unknown. The same starship *Enterprise* rescues Captain Kang, his wife Mara, and most of the ship's crew before destroying the wrecked *Klolode*. The same entity responsible for crippling the *Klolode* also invades the *Enterprise*; however, Kang is able to use his earlier experience with the creature to drive it away, saving both crews. Kang and his people are later dropped off at the nearest Federation base and subsequently returned to the Klingon Empire.
- The Klingon battleships *Ghlj* and *Leng* are involved in an incident involving the ancient Kalandian interstellar transport system. Due to Federation interference the system is destroyed before they can secure it for the Empire.
- The Klingon battlecruiser *Tro'loth* tries and fails to intercept a Romulan defector in the Badlands heading to the Federation with a new Romulan plasma beam weapon.

2264

- The Klingon D-6 battlecruiser *Klothos*, under the command of Captain Kor, becomes temporarily trapped in the infamous Delta Triangle region of space.

Kor manages to maneuver legendary Star Fleet commander James T. Kirk into helping him escape this interdimensional trap. He eventually returns to the Empire a hero.

- Another Klingon D-6 battlecruiser that has not yet returned is the *Tor'Stog* (*Devisor*), under the command of Captain Koloth. Once again, in conflict with the Federation, his ship becomes infested with tribbles. This irksome fact is overlooked by his successful "battlefield" test of the new stasis field generator.
- A Klingon expedition led by Commander Kor is caught red-handed in the act of genetically manipulating the recombinant life forms on the planet Pandro. The Klingons are eventually set upon by their own creations and forced to flee the planet.
- Commander Kor later tries to make up for his blunder on Pandro by laying claim to the planet Kahless. His claim falls through once the Federation discovers that he has cloaked the planet's dilithium-rich moon in an effort to lower the planet's apparent worth. The Klingon claim is soundly rejected by the Organians.



NOTE: This marks the first time that the Federation ever observed the Klingons using cloaking technology and the first it had ever been used on such a vast scale.

- The southern clans of Kazh consolidate their hold over power in the Klingon High Council. They are keen for war and immediately order a halt to all friendly overtures with the Federation. As a sign of confidence in their power the old policy of assigning only non-ridge Klingons to the Federation border is permanently abandoned. The official explanation is that they want the humans to see the true face of their enemies. Work also begins on the next generation of Klingon starships, including the D-8 battlecruiser.
- The disabled and abandoned D-7 battlecruiser *Korezima* is captured fully intact by Star Fleet. News of this intelligence coup spurs the Klingon high council into accelerating work on the D-8 *K't'inga* battlecruiser program.
- A second Klingon-Romulan treaty is signed, strengthening their still-shaky alliance. The Romulans gain planets and bases coreward of the Triangle, while the Klingons gain a mineral-rich planet within the Triangle itself. As with the first treaty both sides feel they got the best of the deal.

- The prototype Klingon battleship *bIQ'a'veqlarg'a* (*Leviathan*) is lost in combat at the pelagic planet of Okeanos.
- A new prototype battleship of a slightly different design immediately begins production. This four-engined monster is named the *RaBalth* (*Honored Command*).
- The D-8 *K't'inga* class battlecruiser enters service along with the *B'rel* class "Bird of Prey" (based on a Romulan design). These are the first Klingon starship designs fitted with photon torpedoes, the technology having been stolen from the Federation several years earlier.



2265

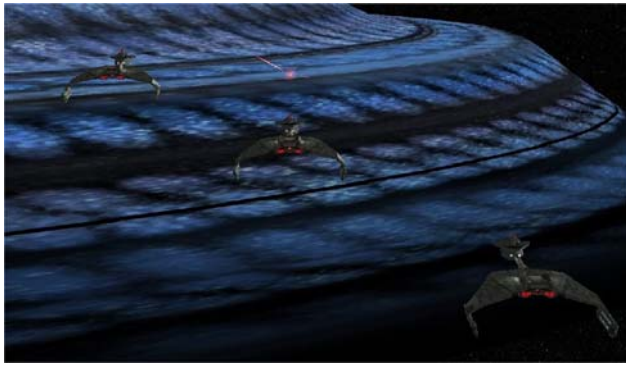
- Agricultural failures bring about the worst famine in the history of the Klingon Empire. Desperate measures are taken to ensure that the Empire survives.
- Kinza D'elma is completed, finally giving the Klingons a major fleet base within the territory it has acquired under the terms of the Organian Peace Treaty.
- Star Fleet enacts its linear warp upgrade program to counteract the new Klingon *K't'inga* and *B'rel* class starships.
- A new generation of Klingon warp-capable mobile drydocks enter service.

2266

- The first Klingon-Romulan battle to be fought since the formation of their alliance takes place within the Triangle. The fight ends in a tactical draw, although technically the Klingons took more of a beating under improved Romulan plasma weapons. Both sides later claim it to be "a simple misunderstanding."
- Klingon starship designers begin experimenting with new hull types outside the accepted D'rell norm for capital ships.

2267

- The Klingon Empire is successfully penetrated by a Federation intelligence gathering mission under the name of Operation Dixie. Its mission is to ascertain the true strength of the Klingon fleet. Klingon forces manage to successfully intercept all of the starships involved and destroy them. The only truly useful item of intelligence that Operation Dixie obtains is to confirm the existence of the battleship *RaBalth*, which is still under construction.



- The Vejur Incident results in the loss of the new D-8 battlecruisers *Amar*, *Arakkab*, and *Eelst*.
- The Klingon Empire agrees to help the Federation and Romulans jointly develop the planet Nimbus III in the Neutral Zone. This is the first joint project among these three major powers and is a public failure, with Nimbus III becoming something of a diplomatic laughingstock. There will not be another such project for centuries. The Empire will reserve the “honor” of ambassador of Nimbus III for those generals and officials who are either out of favor with the High Council or on the verge of retirement.
- Orion pirates manage to capture the secondary hull of the obsolete D-6 battlecruiser *Conquest* in a fierce battle, during which its command boom had managed to separate and successfully escape. The Orions later refit it as a pirate ship.
- Admiral Kanieda leads a small Klingon fleet into the Triangle on a search-and-destroy mission hunting for any Romulan ships that might be there.

2269

- The D-12 *K'vort* class “enlarged Bird of Prey” enters service. This is a cruiser-sized version of the basic *Brel* design.
- The Rita's Planet Massacre takes place in the Organian Treaty Zone, sparking a new round of hostilities between the Federation and the Klingon Empire.
- The *Monsoon* Incident in the Triangle.



2270

- The *K't'arr* class destroyer enters service.
- The Battle of Klach D'kel Brakt (the Briar Patch) is fought between the Klingons and Romulans. Commandor Kor is one of the Klingon ship captains involved and cheers when the Klingons are victorious. This battle brings to an end the ever-tenuous Klingon-Romulan Alliance.
- The Kzinti covertly approach the Klingons, one of their historical foes of old, for technical aid in constructing a new fleet of ships that can put a stop to recent Star

Fleet “hemming in” activities. The Klingons are glad to help, correctly suspecting what will soon be in store for the Federation.

2271

- Klingon Z-series (Zoran) fighters enter service with the Z-1.
- The Klingons lose the Battle of Adanerg to the Federation. The Organians, for reasons of their own, refuse to intervene. The Klingons seize this opportunity and, correctly sensing that the Organians cannot or will not stop them, begin planning for a new war against the Federation.
- The *K'herr* class C-series dreadnoughts (C-8/9) enter service. These are the last of the old-style “smooth hull” Klingon warships. Within three years all in service will receive the “new shielding refit” and this will be installed in the yard on new build ships.



2272

- The Klingon Empire begins a massive military buildup as the next stage in their planned new war with the Federation. Again, for reasons of their own, the Organians refuse to intervene.
- The homeworld of the Sattar Collective is conquered by the Klingon Empire.
- The Kzinti Incursion ties up a major portion of Federation forces for six weeks. This allows the Klingons to move several fleets up to the border without detection, as Star Fleet is otherwise occupied. Klingon agents operating within the Federation also give the Kzinti what little help they can, and a few manage to escape capture with their help. This will mark the beginning of a new relationship between these former enemies of old – two warrior races united in friendship through a mutual ally.
- The Klingons relinquish their claim to Arcanis IV in the Treaty Zone as part of their long-term strategy against the Federation.

2273

- The Klingons begin using cloaked Birds of Prey on deep-penetration intelligence gathering missions within the Federation itself. They are able to escape detection by taking circuitous routes well out of the way of major Federation worlds and bases, where advanced sensors might detect the cloaked ships. Their primary mission is to rendezvous with Klingon undercover agents, obtain their data, and return it to the Empire. They also have standing orders to kill any courier who sees any material classified as confidential or higher by Star Fleet.



2275

- The Klingons begin receiving intelligence about a new Star Fleet starship class that is larger and more powerful even than the uprated *Federation* class dreadnoughts. This data will eventually lead the Klingon High Council to give final approval to the B-10 battleship program in response.
- The D-8C *Bat'leth* class command cruiser enters service.

2276

- Second-generation Klingon cloaking devices enter service around this time.

2277

- The prototype for the D-9 *K'termeny* class heavy destroyer is temporarily disabled during space trials due to an imbalance in its warp engines. It is almost immediately spotted and surveyed by sensor drones dispatched from the Federation frigate *Knox*, which intercepted the *K'termeny's* distress call. This is the first time that Star Fleet has ever seen a new Klingon ship class at the same time it is preparing to enter service. The *K'termeny* is eventually repaired and leaves the area; however, the incident is a major intelligence coup for Star Fleet.
- The Klingons launch a pre-emptive assault against Star Fleet forces near Airsis IV in a failed effort to gain a firm foothold within Federation territory.

2278

- The Klingon Z-2 fighter enters service.
- The Typhon Expanse Encounter is exposed and condemned as "cowardly espionage" by Star Fleet. The affair embarrasses the Klingon High Council and cause a major power shake-up, with several Houses falling out of favor. Their only consolation is the loss of the Federation starship *Bozeman* within the Typhon Expanse.
- The public scandal caused by the Typhon Expanse Encounter curtails Klingon plans for war against the Federation for the time being. They are merely held in

abeyance, though, not set aside. Numerous border incidents will continue in an effort to probe Federation defenses and find their weaknesses.



2279

- The Tyson star system is the sight of one of the strangest "carrier duels" in the long history of conflict between the Federation and the Klingon Empire.
- An entire battalion of Star Fleet Marines is wiped out on Sherman's Planet by a surprise Klingon raid.
- Construction begins on the first of five B-10 battleships, the *IKV Invincible*.
- The Star Fleet frigate *USS Ser'that* is destroyed in a border skirmish with a "renegade" Klingon warship.

2280

- The crew of the D-6 battlecruiser *Destruction*, a prison ship manned by inmates, mutinies and takes over the ship. They manage to successfully escape to Federation space and seek asylum at the nearest starbase. The *Destruction* will be carefully studied over the following year before being returned to the infuriated Klingons. From this Star Fleet will learn all that it has not yet learned about the differences between the D-6 and D-7 designs.
- In wake of the mutiny of the *Destruction* the Klingon Marines are given a new training scenario. It is to put down a hypothetical mutiny aboard a B-10 battleship while leaving it with enough systems intact to still navigate under its own power. This scenario, one of the toughest ever devised for them, will remain part of their standard training for years to come.
- The Klingon D-5 *Hak'yll* class cruisers receive a substantial "new shielding refit" around this time.



- Part of this refit includes a new command boom almost identical to that of the D-8 *K't'inga* class. This will make the two virtually impossible to tell apart with the naked eye at a distance
- The last tribble is killed by the Klingons. The species will remain extinct until the 24th century.

2281

- Latest Klingon intelligence confirms that the Federation is beginning a massive mobilization along the Organian Treaty Zone. They appear to have finally “awakened” to the impending Klingon threat. This unwelcome fact alarms the Klingons, who are fully aware that a mobilized Federation is a dangerous opponent. The “border incidents” begin a corresponding decrease, gradually tapering off over the next two years.

2283

- The Klingons manage to catch the Federation off-guard in a series of successive border incidents.
- The *Kargon* Incident results in the successful destruction of the uprated Federation heavy cruiser *Kongo* and her escort vessels by a Klingon area fleet. It is the first major clash between the two powers since the Typhon Expanse Encounter.
- The Ta'al Tan Offensive results in massive losses among Federation merchant ships operating along the Treaty Zone. The arrival of three uprated Star Fleet heavy cruisers soon puts an end to this latest Klingon incursion.



2284

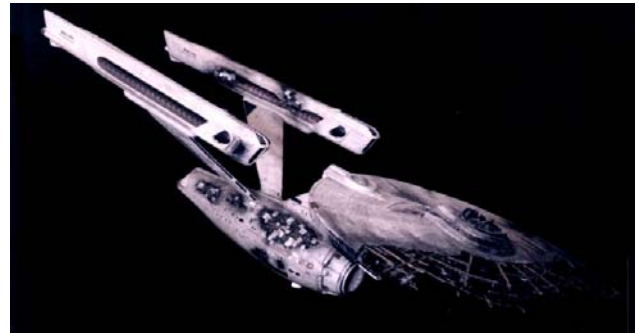
- A major Klingon mutiny breaks out among the crews of an entire squadron its “mothball” fleet. These obsolete ships (and their non-ridge crews) attempt to flee to Federation space in one of the most unusual “border incidents” of the time. It is the only fleet battle ever observed by Star Fleet in this era in which Klingon ships fight their own.
- The later Battle of Khatanga results in the loss of seven Star Fleet vessels.

2285

- Many of the Klingon territories bordering the Federation are now under direct control of the more militant Houses of the Klingon High Council. Border incidents are becoming more frequent and more deadly. These Houses do not care that the Federation is once again mobilizing for war. They want that war and the glory in battle that comes with it – no matter what the cost.
- The Klingons invade and capture Mrzicann, a small border world outside the Organian Treaty Zone.

2286

- Two squadrons of D-8 *K'termen*y class destroyers are lost in a border battle with superior Romulan forces, highlighting the weaknesses of their design. This incident will mark the beginning of the end for the D'rell hull type Klingon starship designs.
- The Organians formally stop enforcing the Organian Peace Treaty for reasons they never disclose. Both the Federation and Klingons sense impending war in their near future.
- The Genesis Incident.
- A “Bird of Prey” squadron is caught behind the Federation borders and annihilated. This finally alerts Star Fleet to this previously unknown threat which has been operating under its nose for years.
- The D-8 heavy destroyer *Grish* destroys the uprated Federation heavy cruiser *Hood* and badly damages its escort, the destroyer *Ajax*, near the Donatu star system.



2287

- The legendary Federation starship *Enterprise* is destroyed by a Klingon Bird-of-Prey shortly after the Genesis Incident. This is a major propaganda coup for the Klingon Empire and the “victory” becomes a subject for empire-wide celebration. The fact that the ship that destroyed the *Enterprise* was itself captured by the *Enterprise* survivors is quietly swept under the proverbial rug.
- The Federation develops improved proximity fuse technology for photon torpedoes. This allows them to home in on an enemy vessel even if it is cloaked.
- The Klingon Ambassador to the Federation demands that the *Enterprise* survivors be turned over for trial for crimes against the Empire concerning the Genesis Project and the stolen Bird-of-Prey. The Federation Council declines, noting that they have sought asylum on Vulcan and are thus outside the jurisdiction of the normal Federation justice system. The enraged Klingons promise to go to war if Admiral James T. Kirk and his senior officers are not “brought to justice.”
- The Whalesong Crisis temporarily defuses the political situation that has resulted from the Genesis Incident. The Klingon Empire is forced to accept “justice” in the form of Admiral Kirk merely being stripped of his flag

rank and demoted to captain. Many Klingon starship captains secretly vow to kill Kirk if they ever come across him. Border incidents spike sharply upwards in number as a result.

- In the first encounter with Star Fleet's new *Akyazi* class perimeter action ships, one Klingon border raider is destroyed and another badly mauled in a fight near Korta Fe.
- Some of the more hostile Houses initiate a pre-emptive strike on the Federation. Code-named Operation Nutcracker, it accomplishes little more than grinding up a large portion of the Klingon border fleets and resources. Star Fleet wisely chooses not to pursue the survivors back across the border, thus averting another major interstellar war.

2288

- The Klingons begin the slow process of rebuilding their border resources after the failure of Operation Nutcracker.
- Yet another coup takes place with the Klingon Empire due to the failure of Operation Nutcracker. The more radical elements are purged as moderate Houses once again gain control of the Klingon High Council. The hesitant overtures of détente that had been abruptly curtailed almost two decades before are resumed. "Rogue" elements of radical houses still in control of large areas of the Klingon-Federation border will make these difficult propositions to enact.
- The D-10 *Riskadh* class heavy cruiser enters service.

2289

- This year sees a marked decrease in Klingon border incidents with the Federation, save along those areas still under the control of the more warlike Houses.
- The Star Fleet perimeter action ship *Abreus* is ambushed and destroyed by a squadron of captured Romulan ships manned by Klingons.
- A band of renegades led by a rare albino Klingon raids Klingon border colonies. Three Klingon warships are dispatched to stop him. The albino escapes but swears revenge. Later, he will infect the firstborn sons of each of the ship commanders with a rare genetic virus that will kill them. Their fathers in turn swear revenge on the albino in a blood feud that will last for decades. The three Klingon ship captains in question are named Kang, Kor, and Koloth.
- The Klingon B-10 program, having suffered numerous delays due to lack of resources, is given a jump start by the Klingon High Council. It orders all resources dedicated to the five ships currently under construction to be pooled so that at least one of them will be completed by the end of the decade.

2290

- Advances in Federation cloaking detection technology have made it impossible for Klingon and Romulan ships equipped with first- and second-generation devices to operate safely. Klingon General Chang authorizes the development of a third-generation cloaking device to overcome this problem. The effort also yields the first cloaking device that can remain in operation while the cloaking ship's weapons are fired. Its only drawback is that a vessel with the new cloak will become visible for a couple of seconds as the weapons discharge passes through the cloaking field.
- Praxis, the primary moon in the Amrite system, explodes. It is a catastrophe that fatally cripples the delicate interstellar balance of the Klingon home systems. Best estimates give them only 50 years at the most before their eventual destruction.
- Chancellor Gorkon, leader of the Klingon High Council, decides the time has finally come for direct talks with the Federation in order to ensure the Empire's survival. The move splits the Council but the majority rule in Gorkon's favor.
- Chancellor Gorkon is assassinated en route to the Khitomer Conference, almost provoking a new war with the Federation. General Chang is implicated in the conspiracy and dies in combat aboard his refitted Bird-of-Prey *Dakronh* with the Federation starship *Enterprise-A*. The conference is successful, forming the basis for a tentative Klingon-Federation alliance. Gorkon's daughter Azetbur assumes the Chancellorship upon his untimely death and successfully completes negotiating the First Khitomer Accords with Federation representatives.
- The Romulans unsuccessfully attempt to break up the fledgling Klingon-Federation alliance several times, beginning with the attempted assassination of the Federation president at the Khitomer Conference.
- The Second Khitomer Conference results in the Khitomer Accords, formalizing diplomatic ties between the Federation and the Klingon Empire. The Organian Treaty Zone is done away with. The Federation assists in beginning the total evacuation and relocation of the population of the Klingon home systems.



- In token of gratitude for their assistance during this year, the Grand Admiral of the Klingon Imperial Fleet will present the decommissioned D-7 battlecruiser *K'Tek* to Star Fleet. It will eventually be placed on public display at the Star Fleet Museum at Memory Alpha.



2282

- The Battle of Chal results in the death of the last conspirators (within Star Fleet) that would put an end to the new Federation-Klingon Alliance.
- The B-10 battleship officially enters service with a solitary vessel – the hastily completed *Kar'harmur* (*Hammer of Death*).

2283

- The Romulans manage to capture an example of a Klingon D-10 battlecruiser, but only after suffering heavy losses in the fleet sent on the raid.

2284

- Star Fleet begins to downsize now that the threat of impending war with the Klingons has been effectively removed.

2285

- The Organians suddenly return. They commend both the Federation and the Klingon Empire on the new alliance they had correctly predicted some three decades before.



Dama class battlecruiser (c.2290)



Sunrise takeoff of a *B'rel* class Bird-of-Prey (c.2280)



Tormin class transport with dual carrier pods (c.2270)



Hak'hyl class "war" cruiser (2293)



K'tinga wolfpacks on the prowl (2294)

STARSHIPS

B-1 BATTLESHIP

JUL'KAR CLASS

DATE FIRST OBSERVED BY FEDERATION: 2246

Not much is known about the *Jul'kar* class prior to its initial appearance during the Four Years Wars. Judging from the number known, it is thought construction began in 2235 in anticipation of Klingon actions against the Federation. It was meant to overpower any Federation ship it came across, hence its triple engines and multiple disruptor banks. That same design proved to be its undoing, however, due to the warp field imbalance created by the mounting of the third engine between the other two. This would cause the Klingons to re-evaluate the design and apparently no more were constructed after the War. The *Jul'kar*'s potent offensive weapons arrangement would live on, however in the *Kloldade* class battlecruiser. Klingon designers would eventually come up with a new "battleship" class that moved the engine onto the boom itself, thus restoring the original D'rell hull type warp harmonics. That design would eventually evolve into the C-8/C-9 *K'herr* class dreadnought.

Many of the *Jul'kars* are still in service and continue to soldier on with the Empire. A handful have received the Klingon equivalent of a linear warp refit and increased shielding, although this move was probably for prestige more than anything else. These uprated *Jul'kar* vessels are the equivalent of the D-8C *Bat'leth* class in combat but lack the latter's unique engine/shield dedication system. Given Klingon fleet doctrine, though, they will probably continue in service until all are either destroyed or wear themselves out.

VISUAL:



SPECIFICATIONS:

NOTE: Upgraded "linear" data is in parenthesis

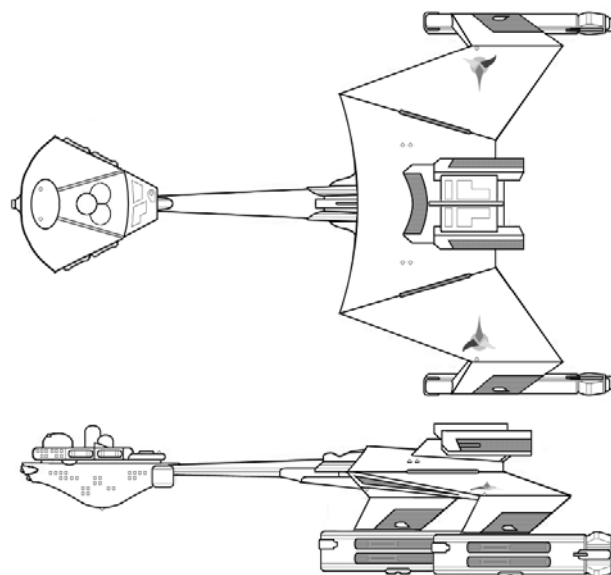
Length: 242.3 m
Beam: 152.4 m
Draft: 68.5 m
Mass: 195,000 DWT
Crew 500 (est)
Armament 9 standard disruptor banks
 3 heavy disruptor banks (prior to "linear" refit)
 (3 photon torpedo tubes -- 2 fore / 1 aft)
 2 drone missile tubes

Cruising speed: warp 6 (7)
Maximum speed: warp 8 (12)

Innovations/Experiments:

- First Klingon dreadnought-type starship
- First three-engined D'rell hull variant
- Secondary hull design, with modifications and removal of centerline engine, would be recycled for the D-7

SCHEMATICS:



JUL'KAR DESIGN BY PATRICK FLANNERY
CLASS NAME BY ERIC KRISTIANSEN
SCHEMATICS BY RICHARD E.MANDEL AND NEALE DAVIDSON
3D MODEL AND MESH COURTESY OF ATRAHASIS

KAR'HARMER DESIGN BY STEPHEN V. COLE
CLASS NAME BY THE ADVANCED STARSHIP DESIGN BUREAU
SCHEMATICS BY RICHARD E.MANDEL AND NEALE DAVIDSON
3D MESH AND MODEL BY TED W. GIEBEL

**K'HERR DESIGN BY STEPHEN V. COLE
SCHEMATICS BY RICHARD E. MANDEL AND NEALE DAVIDSON I
3D MESH AND MODEL BY TED W. GIEBEL**

D-4 BATTLECRUISER

DAMA CLASS

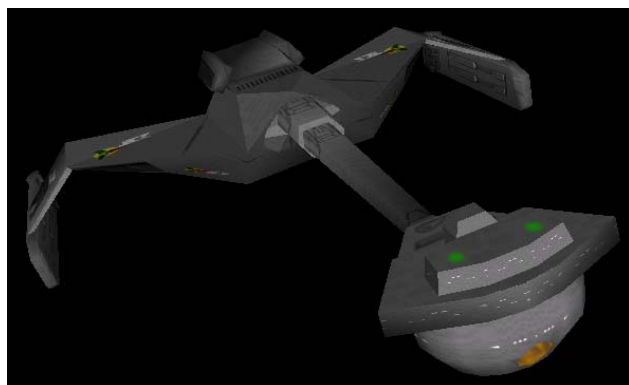
DATE FIRST OBSERVED BY FEDERATION: 2218

The D-4 was one of the first Klingon starship designs ever encountered by the Federation and the first seen using the D'rell type hull. At that time it was known as the *Bon'chuune* class, so named after the first vessel of its type ever encountered. Only later did its true designation and class name become known, as well as its D'rell type hull lineage. The D-4 is also a classic example of the Klingon penchant for recycling starships via infrequent technology upgrades, as it is the oldest known warship design still in Klingon fleet service.

Surprisingly little is known about the *Dama* class. It was apparently the first to fit a command boom on its D'rell hull, thus pioneering the classic "look" of Klingon starships for the next century. It was apparently withdrawn from service not long after its poor performance at the Battle of Verruca II in 2223. It would reappear again during the Four Years War, mostly in support or reconnaissance roles. As of this date (2295) at least 28 are still in service with the Empire, all upgraded with the "Klingon linear warp refit" and fielded by many of the lesser Houses.

Like all D'rell based designs the *Dama* is extremely warp-dynamic. Unfortunately it is the lightest armed of the type, no doubt due to its age. It also lacks sufficient hard points for the addition of more weapons. This might explain its removal as a front-line Klingon vessel so soon after the Empire's initial encounters with the Federation. Even after several refits it is still no match for a modern Federation starship larger than a frigate or older destroyer. Increased tensions with the Federation in the wake of the Genesis Incident probably accounts for the continued service of the elderly *Dama*.

VISUAL:



SPECIFICATIONS (2295):

Length: 205 m
Beam: 130 m
Draft: 45 m
Mass: 84,600 DWT
Crew 305
Armament 5 standard disruptor banks

Cruising speed: warp 4 (est)
Maximum speed: warp 6 (est)

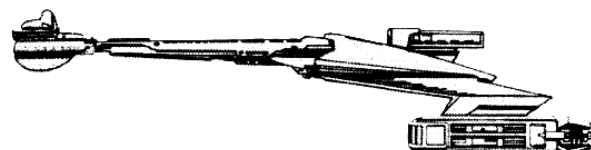
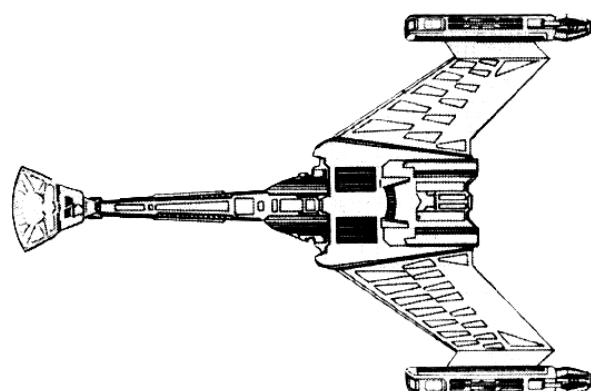
Innovations/Experiments:

- First known use of the D'rell type secondary hull
- First Klingon starship class ever encountered by the Federation.

SCHEMATICS:



Original port profile (c.2220)



Upgraded configuration (c.2270)

DAMA DESIGN BY GREG JEIN
SCHEMATIC BY DANA KNUTSON
CLASS SPECIFICATIONS COURTESY OF FASA CORPORATION

DUPAT DESIGN BY PATRICK FLANNERY
CLASS NAME BY ERIC KRISTIANSEN
SCHEMATICS BY RICHARD E. MANDEL AND NEALE DAVIDSON

D-5 “WAR” CRUISER

HAK'HYL CLASS

DATE FIRST OBSERVED BY FEDERATION: 2248

The D-5 *Hak'hyl* class was created by the Klingons in order to replace a surprisingly large number of losses among their *Raxor* and *Jul'kar* classes during the Four Years War. In the case of the *Hak'hyl* class the command boom from the *Lecthu* class destroyers was fitted onto a *Raxor* class D'rell type hull. Twin S-1B Graph units were then installed in place of the *Raxor*'s S-2A Graph units. These changes made the *Hak'yll* more heavily armed than its *Dupat* predecessor; however, the more volatile S-1B Graph units limited its range somewhat. At least 40 are known to have been built, although some intelligence estimates put the total at two to three times that number.

As built the *Hak'hyl* could hold its own against Star Fleet's *Baton Rouge* era starships. The same could not be said for newer Federation vessels, though. It was simply no match for a *Constitution* class heavy cruiser or *Loknar* class frigate unless commanded by a skilled captain. It was more than a match, though, for lesser Class I starship designs such as the *Saladin* and *Larson* class destroyers. It appears to have ceased production soon after the Four Years War, most likely once the superior *Kloldede* class battlecruisers began production. Like the older *Raxor*, though, many surviving *Haky'll* class cruisers have undergone conversions to more specialized designs, such as drone fire support (D-5D) and “war” carrier (D-5V).

Many of the *Hak'hyl* class are still in service and at least two different general upgrade packages have been observed. The first is the standard shielding/engine upgrade that parallels the Star Fleet linear warp drive refit program (2263) and is designated D-5A. The second replaces the old *Lecthu* style boom with a shortened *K't'inga* style command boom, complete with photon torpedo assembly (first seen 2270). This is currently designated as the D-5B. Star Fleet is currently considering giving the latter its own class designation, since this upgrade makes the D-5B a “budget” version of the famous *K't'inga* class battlecruiser for all intents and purposes. The two most popular suggestions are the D-5L *Kor* class light cruiser and the D-5C *K'toth* light command cruiser. The final decision was still pending when this document went to press.

VISUALS:

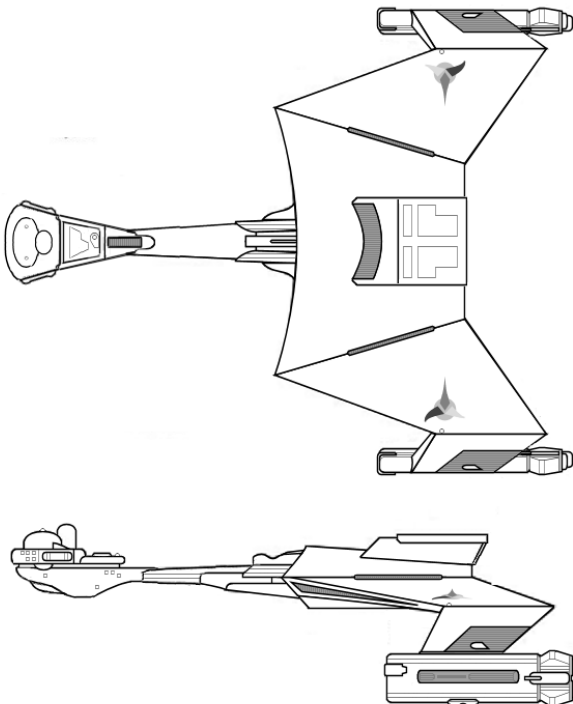


D-5B “wolf pack”, Battle of Klach D'kel Bracht (2270)

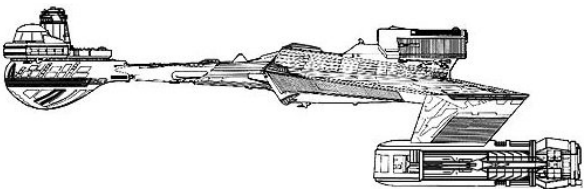
SPECIFICATIONS:

Length:	182.7 m
Beam:	152.4 m
Draft:	55.3 m
Mass:	92,750 DWT
Crew	255
Armament	6 standard disruptor banks 2 heavy disruptor banks
Cruising speed:	warp 5
Maximum speed:	warp 7

VISUALS:



Original configuration



D-5B “linear warp” upgrade configuration

ORIGINAL *HAK'YLL* CONCEPT BY STEVEN V. COLE
AS INTERPRETED BY RICHARD E. MANDEL
LECTHU COMMAND BOOM BY ERIC KRISTIANSEN
“ORIGINAL” SCHEMATICS BY RICHARD E.MANDEL AND NEALE DAVIDSON
UPGRADED SCHEMATICS COURTESY OF THE STARSHIP SCHEMATIC DATABASE

RAXOR CONCEPT BY WALTER M. JEFFRIES AND AMT MODELS
CLASS NAME BY ALAN DEAN FOSTER
MODEL BY ALLEN B. URY
SCHEMATICS BY RICHARD E. MANDEL AND NEALE DAVIDSON

KLOLODE DESIGN BY WALTER M. JEFFRIES
CLASS NAME BY ALAN DEAN FOSTER
SCHEMATICS BY NEALE DAVIDSON

BASED ON THE ORIGINAL *KLOODE* DESIGN BY WALTER M. JEFFRIES
K'T'INGA MODIFICATIONS BY APOGEE, INC.
 3D MESH AND MODEL BY TERRADHYNE
 SCHEMATICS COURTESY OF THE STARSHIP SCHEMATICS DATABASE

BAT'LETH CONCEPT BY ACTIVISION GAMES
3D MESH AND MODEL BY SANGER C. AFTER
SCHEMATICS COURTESY OF THE STARSHIP SCHEMATIC DATABASE

K'TERMEY DESIGN AND SCHEMATICS BY TODD GUENTHER
3D MESH AND MODEL BY ATRAHASIS

D-10 HEAVY CRUISER

RISKADH CLASS

DATE FIRST OBSERVED BY FEDERATION: 2288

The *Riskadh*, even more so than the *K'termen*y, represents the first "clean" break from the traditional D'rell type hull. Whereas the *K'termen*y was optimized for one-on-one combat, the *Riskadh* is a flying firepower platform designed to quickly knock down any opponents before they have time to react.

The *Riskadh* was developed as the counterpoint to Star Fleet's *Enterprise-A* class cruisers. It is the first true multi-mission starship in the known history of Klingon starship development. Its unique secondary hull houses a multitude of weapons and new auxiliary systems, including the most effective shield generators ever developed by the Empire. This includes dual shuttle bays (for fighters or ground assault shuttles), cryosleep facilities for ground troops, and even limited science and survey facilities. It carries a fearsome mix of disruptors, heavy disruptors, and photon torpedoes as its armament. Be that as it may, the *Riskadh* has two major weaknesses. The first is that it is underpowered, mounting far too many weapons and auxiliary systems for its STN-5 Graph units to handle all at once. Second is its impulse drive system, which is comparatively weak when compared to the thrust/mass ratio of the drives of other Klingon designs. These weaknesses are because the *Riskadh* uses the same warp impulse drive system as the *K't'inga*, most likely out of convenience. These shortcomings will most likely be addressed in future upgrades or derivatives.

At least 32 *Riskadh* class heavy cruisers have either been built or are nearing completion. With their entry into service the Klingon Empire now possesses a starship with the same capabilities of Star Fleet's best.

VISUAL:



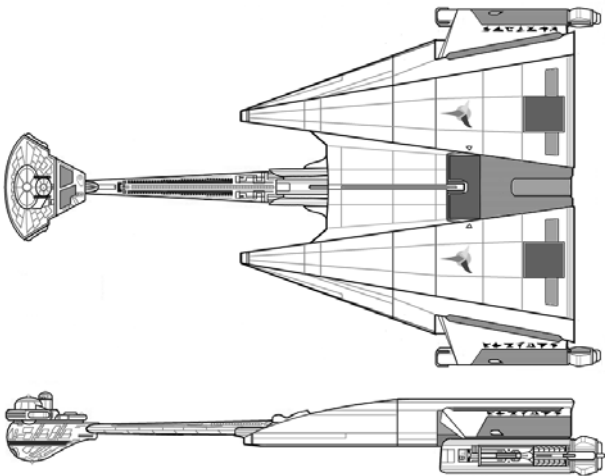
SPECIFICATIONS:

Length:	264 m
Beam:	157 m
Draft:	30 m
Mass:	154,250 DWT
Crew	530 (plus 110 marines)
Armament	10 standard disruptor banks
	4 heavy disruptor banks
	4 photon torpedo tubes
	3 drone missile tubes

Cruising speed:	warp 7
Maximum speed:	warp 9

- Innovations/Experiments:
- First Klingon starship ever designed with multi-mission capability in mind

VISUAL:



RISKADH DESIGN BY DAN KNUTSON
SCHEMATICS COURTESY FASA CORPORATION
3D MESH AND MODEL BY OUTLANCE SHIPYARDS

"BIRD OF PREY" DESIGN BY NILO RODIS, DAVE CARSON, AND LEONARD NIMOY
SCHEMATIC COURTESY OF THE STARSHIP SCHEMATIC DATABASE
3D MESH AND MODEL BY OUTLANCE SHIPYARDS

Q-4 DESTROYER and C-4 SCOUT

LECTHU AND SHO'TAR CLASSES

DATE FIRST OBSERVED BY FEDERATION: 2246

The need for a patrol combatant, heavier than a frigate but smaller than a battlecruiser (in anticipation of war with the Federation), led the Klingons to begin production of the Q-series hull sometime in the late 2230s. *Qapla* is the Klingonki word for "success" and much was hoped for this new design. It did not let the Klingons down. The *Lecthu* class destroyer and *Sho'tar* class scout, both based on the Q-series hull, were more than a match for their underpowered Federation counterparts during the Four Years War. The small size and low mass of the Q-series hull made it an ideal fit for its single underslung S-2B Graph unit. In addition, it proved an extremely agile vessel. It had the quickest subspace inversion and reversion times as well as the highest maneuverability of any class in the Klingon fleet until the introduction of the *K'termy* class heavy destroyer.

In terms of combat capabilities both the *Lecthu* and *Sho'tar* have almost identical armament. The main differences lie in their engines and sensor suites. The *Sho'tar*, being optimized for the ELINT and electronic warfare roles, uses the smaller S-2A Graph engine as a consequence. It also sacrifices already limited crew space for an extensive sensor and scanner suite at least as powerful as that found even on a Star Fleet *Hermes* class scout. These changes allowed the *Sho'tar* class to fulfill its intended scout role while maintaining the same approximate mass, maneuverability, and armament as its *Lecthu* class sibling.

As successful as they were, the Q-series starships did not replace the aging F-series and E-series starships as had first been intended. Theirs was an expensive design despite an excellent service record. Also, attrition rates during the War ran higher than expected, which mean that Klingon shipyards could not keep up with across-the-board losses in all classes. The Q-series was one of the first casualties of this situation, being quickly replaced by the more economical E-series. The only thing salvaged from the Q-series program was its unique command boom, which wound up being shanghaied for the *Hak'hy* class "war cruiser" program.

Q-series hulls are now an infrequent sight on the Klingon-Federation border, with most of these being of the *Sho'tar* scout configuration. Klingon fleet operations usually include at least one and sometimes up to three *Sho'tar* class scouts for intelligence gathering and electronic warfare. *Lecthu* class destroyers, because of their relative scarcity, will rarely be found operating outside the Empire. Both classes have been given the "Klingon linear warp refit" to further extend their service lives. There is talk within the Klingon High Council of converting the remaining *Lecthus* to the *Sho'tar* configuration, but nothing has come of this as yet.

SPECIFICATIONS:

NOTE: Data in parentheses are for the Q-4 destroyer

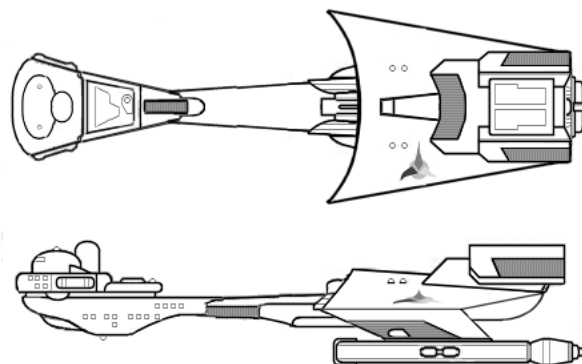
Length: 146.5 m
Beam: 50.3 m
Draft: 27.5 m
Mass: 65,000 DWT
Crew 185
Armament 6 (7) standard disruptor banks
1 (2) heavy disruptor banks

Cruising speed: warp 4
Maximum speed: warp 6

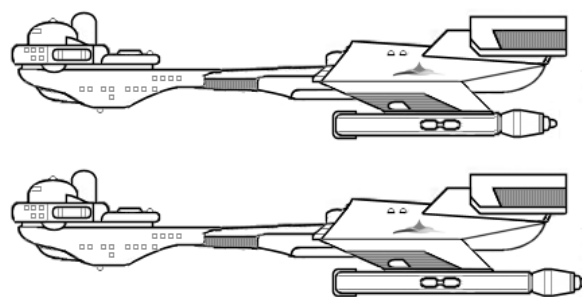
Innovations/Experiments:

- First known single-engine Klingon starship design

SCHEMATICS:



Overall dimensions – plan and profile



Differences between the *Sho'tar* (top) and *Lecthu* (bottom) classes

DESIGN BY ERIC KRISTIANSEN
SCHEMATICS BY RICHARD E. MANDEL AND NEALE DAVIDSON
(REPRODUCED WITH PERMISSION)
<http://www.jackill.com/>

K'TORR DESIGN BY MARK E. SHAMMA'A
3D MESH AND MODEL BY TERRADYHNE
SCHEMATICS COURTESY OF THE STARSHIP SCHEMATIC DATABASE

F-5 *KUVE* CLASS FRIGATE BY STEPHEN V. COLE
SCHEMATICS BY RICHARD E. MANDEL AND NEALE DAVIDSON
3D MESH AND MODEL BY TED W. GIEBEL

E-4 ESCORT

SEK'LETH CLASS

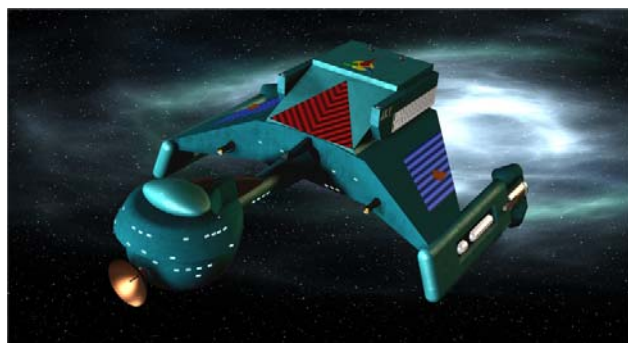
DATE FIRST OBSERVED BY FEDERATION: 2226

The E-4 *Sek'leth*, aka "Little Servant," is best known in the Klingon Empire due to its long association with the Bloodwatch (Internal Security Forces). Theirs was actually a heavily armed custom version of the E-4 that was known, somewhat ironically, as the G-4 "police cruiser." In the old days of the Empire the mere appearance of a G-4 within one of its star systems would strike as much fear among the locals as if a battlecruiser squadron had arrived to bombard them back into the Stone Age.

Both the F-5 frigate and E-4 escort are based on the *Kuve* hull. A regular E-4 can be distinguished from an F-5 by its shorter command boom. The Bloodwatch G-4 is easily discerned by its engines, larger by far than those even of an F-5, which both restore the twin disruptor batteries that are absent in the regular E-4 and power other custom Bloodwatch hardware.

Aside from the Bloodwatch variant, *Sek'leth* class starships are normally found in escort or patrol duties. They were at one time as ubiquitous as the *Kuve* class frigates; however, scores were lost in convoy and transport escort duties during the Four Years War. In addition the class has been more quickly discarded in favor of the new *B'rel* class Bird-of-Preys than its more versatile stablemate. Less than three dozen "standard" E-4s are known to remain in service at this time, all with the lesser Houses of the Empire. The word "standard" is used loosely, in the same sense as it would for the F-5 frigate, depending which House owns the E-4 in question and how much it has been customized to suit the needs of its masters. None of the Bloodwatch G-4s remain in service, as it was one of the first Klingon official organizations to receive Birds-of-Prey for its operations.

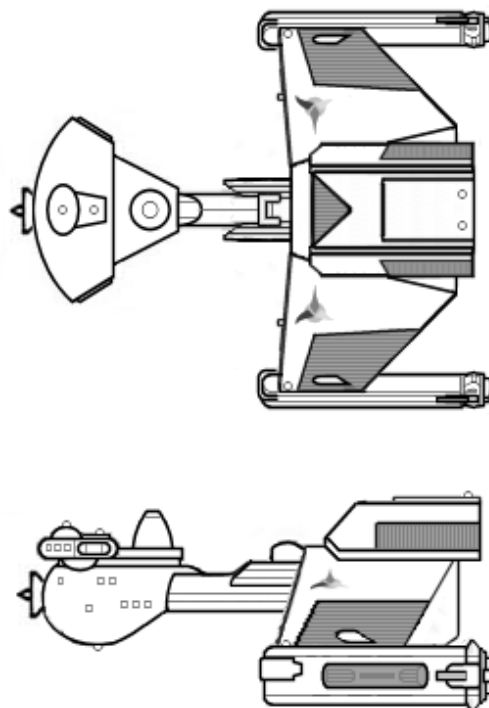
VISUAL:



SPECIFICATIONS:

Length:	92 m
Beam:	68 m
Draft:	38 m
Mass:	23,250 DWT
Crew	95
Armament	4 standard disruptor banks 2 heavy disruptor banks (2 drone missile racks – Bloodwatch G-4 only)
Cruising speed:	warp 4
Maximum speed:	warp 7

SCHEMATICS:



E-4 CLASS FRIGATE BY STEPHEN V. COLE
SCHEMATICS BY RICHARD E. MANDEL AND NEALE DAVIDSON
CLASS NAME BY RICHARD E. MANDEL
3D MESH AND MODEL BY TED W. GIEBEL

N-2 NEUTRONIC FUEL CARRIER

HASPARATH CLASS

DATE FIRST OBSERVED BY FEDERATION: 2079

The *Hasparath* was observed operating in Federation space long before its actual builders became known. At least one was seen by the crew of the *Marco Polo* during their first visit to the Rigel system in 2079. *Hasparath* class starships were common sights in the Rigel sector long before their actual builders became known to Star Fleet.

This design predates Federation contact with the Klingons by decades, possibly centuries. The only information gleaned from the owners of civilian versions is that these are old ships, sold off once they had reached the end of their usefulness with the early Klingon Empire. Their new owners bought them on the cheap and refurbished them as much as their limited budgets would allow. As a result no two of the known *Hasparath* class starships in existence today are exactly alike.

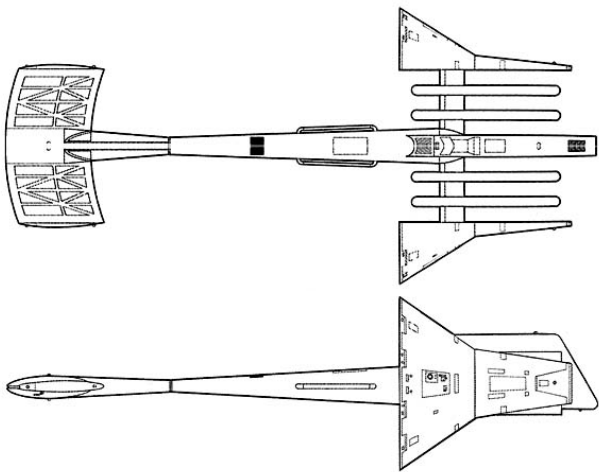
The images included with this datafile represent a composite of what is believed to be the *Hasparath*'s original configuration. It served the Klingon Empire as a neutronic fuel carrier, making regular convoy runs to colony worlds with little or no refinery capacity. They became obsolete due to advances in reactor technology. Some were apparently converted to other uses, according to reports, but most were simply sold off in order to raise funds for the building of more advanced starship classes. A handful of original *Hasparath* class starships are still believed to be in service with the lesser Houses but this has yet to be confirmed. All known *Hasparaths* today are in civilian service, operated by traders and smugglers in the Rigel sector. They are popular because of their large cargo capacity and warp speed agility.

Midshipmen should take note of the *Hasparath* because a civilian-refitted version is the subject of the most infamous Command School training simulations ever created. The *Kobayashi Maru* Test was named after the *Hasparath* owned by the late smuggler Kojiro Vance. It was destroyed by the Klingons themselves in 2264 after being caught on a contraband run near the Tezel-Oroko system, just inside the Romulan Neutral Zone. They then used a faked distress signal from the ship to lure the destroyer *Pompey* (NCC-506) into an ambush from which there was no escape. Data from the *Pompey*'s recorder-marker was used to create the simulation, which tests Command School candidates over the ability to face a no-win scenario. It should also be noted that in the entire history of the Star Fleet Academy Command School program only one midshipman ever beat the "no-win scenario" ... but his tale and that of his legendary career is better told elsewhere.

SPECIFICATIONS:

Length:	237 m
Beam:	111 m
Draft:	70 m
Mass:	145,000 DWT
Crew	81 (plus up to 300 passengers)
Armament	2 standard disruptor banks
Cruising speed (unladen):	warp 3
Maximum speed (unladen):	warp 6

SCHEMATICS:



DESIGNED BY ARIDAS SOFIA
BASED ON THE ON-SCREEN DESCRIPTION OF THE *KOBAYASHI MARU*
FROM *STAR TREK II: THE WRATH OF KHAN*

KOBAYASHI MARU	
CLASSIFICATION:	Class III Neutronic Fuel Carrier
REGISTRY:	Amber, Tau Ceti IV
MASTER:	Kojiro Vance
CREW:	81
PASSENGERS:	300
DEAD WEIGHT TONNAGE:	147,943 M.T.
CARGO CAPACITY:	97,000 M.T.
LENGTH:	237 m.
BEAM:	111 m.
HEIGHT:	70 m.
MAX CRUISE SPEED:	wf 3
MAX EMERGENCY SPEED:	wf 6

DESIGNED BY ERIC KRISTIANSEN
 BASED ON AN ORIGINAL CONCEPT BY PATRICK FLANNERY
 SCHEMATIC BY RICHARD E. MANDEL
<http://www.jackill.com/>

3D MESH AND MODEL COURTESY OF BATTLECLINIC.COM

ACKNOWLEDGEMENTS

SUPPLEMENT A: THE KLINGON EMPIRE

AUTHOR'S COMMENTS:

First of all I would like to thank James Dixon for doing all of my timeline research for me in his masterwork, *The Unofficial Star Trek Fandom Chronology*. I have gone with his research and dates (with only a few changes on my part) as the basis for this work. Most of my changes involved the Four Years War and my interpretation of its sequence of events. That fellow deserves a medal for his effort, if not his own private Orion love slave. Also deserving of their own companions are Atrahasis, Terradyhne, and Ted W. Giebel, who did the lion's share of the color and 3D Klingon ship images and breakouts you've seen in here. Finally, Neale Davidson deserves credit for his help with the new Klingon ship schematics featured with all ship classes.

A lot has been said and written regarding the visual difference between the TOS/TAS Klingons and the "movie-era" and after ones. I've always liked Worf's short but succinct statement on the subject: "It is a long story and we do not discuss it with outsiders." Given the fact that my published works are based on my Prime One timeline (modified Graham/Mandel) I had to come up with some way of addressing this issue. In this case I allude to the "clan logic" presented by Aridas Sofia in the *Federation Reference Series*. This was based on unused *TREK* production notes and is still considered "official" by old school fandom advocates (like me). I will, however, admit to stealing the idea of cranial surgery to alter a Klingon's appearance from *ENTERPRISE*. It makes sense, once you think about, and neatly explains the "ridged" appearance of Kor, Koloth, and Kang in DS9's "Relics."

I realize I've given you FASA fans the short end of the stick. That's because I find most of their Klingon ship designs to be unbelievable and inconsistent with established fandom and canon Klingon designs. At least fandom and the folks over at the Amarillo Design Bureau (*Star Fleet Battles*, et al) tried to be consistent in their approaches; hence their inclusion. One obvious exception, though, is FASA's D-10. That's why it's in the appendix. If you can make a good argument for other FASA class (no "one-wing destroyer" fans, please!) then you'll see them in the next revision. Promise.

On the whole I've gone with the SFB descriptions of ship armament whenever possible. I've substituted the terms "standard disruptor" and "heavy disruptor" in place of SFB's "Klingon phasers" and "Klingon disruptors." We've only seen disruptors and photon torpedoes used on screen by Klingon

ships. I'm surmising "standard" and "heavy" disruptor types before the Klingons were able to steal photon torpedo technology from the Federation because that's a better fit for what was shown on screen.

I freely admit to cherry-picking events from both the FASA and SFB gaming universes and incorporating them into the single timeline presented in this document. The reason for this is to present a single, internally consistent timeline as opposed to Dixon's confusing (but excellently researched) integrated timetables. My apologies to the fans of both gaming systems if any of you are offended.

I wound up using FASA's stats for the D-4 *Dama* class battlecruiser for two reasons. First, they were the only ones who had any. Second, in an effort to cover up a certain infamous visual blooper in *Enterprise*, Greg Jein accidentally came up with a D-4 concept that is a *helluva* lot like the old FASA D-4. The irony is that the ship's design and battle characteristics place it "before the Pike era," to quote one reviewer. The two were a natural fit, so I went with it.

I know a lot of *Enterprise* fans will probably be miffed by my exclusion of the Klingon ships from that series. I'll not argue the fact they're excellent designs; however, they're excluded for three reasons. First, this document covers material from my Prime One timeline, based on the old *TREK* fandom chronology, in which the events of *Enterprise* have no part but are set in an alternate universe (Prime Two). Second, I don't see Captain Kor commanding a battlecruiser almost a century old at the Battle of the Briar Patch. He was too respected and influential a Klingon starship commander to be treated like that. An uprated D-5B from *Star Fleet Battles* is a better fit given the timeframe and action as described. Third, the D-5 in *Enterprise*, like most of the ships in that sorry excuse for a *STAR TREK* series, is too advanced for its time given previously established *TREK* backstory. I don't care whose chronology you use, either fandom's or Okuda's, but all the ships in that show look like they belong in the so-called "Lost Years" between the TOS movies and *Star Trek: The Next Generation*. That may be where I wind up putting its Klingon ships in Prime One if I ever do anything that covers the Lost Years. I know one thing for sure, though. They don't belong in this document and that's why they're not here, pure and simple.

My data on the *Kobayashi Maru* (*Hasparath* class) presupposes that Kojiro Vance eventually managed to get his ship back from Star Fleet after they “finished” with it, thus allowing it to tie in with Julia Ecklar’s novel *The Kobayashi Maru*. I chose the *Pompey* as the ship that was “really” destroyed so it would free the name up for the fan-created *Pompey* class heavy destroyer. By the way, a Japanese science ship named the *Kobayashi Maru* was lost the Devil’s Triangle, their equivalent of our Bermuda Triangle. Hmmmm ...!

The concept of the D-8C command cruiser comes from the game *Klingon Academy*, although in there they use a TNG-era design. The TMP-era design I use comes courtesy of the Starship Schematic Database (where it is listed as a battleship). The idea for how the original *Bat’leth* came to be is, of course, my own invention.

The B-10 battleship comes from *Star Fleet Battles*. It “was made semi-canonical” by its inclusion in ASDB’s *The Best of Dockyard Review, Volume 1*. The best way to describe it is as a warp-powered flying battlestation. According to the source materials the Klingons bit off more than they could chew with these monsters. Only one more was ever completed; the rest were kicked out of the docks in their incomplete state and eventually converted for other uses. In *Star Fleet Battles*, the B-10 is the largest and most powerful starship class ever built by the major interstellar powers of the game. We know better now, thanks to TNG and DS9; however, this is a TOS/TAS/movie era document so we can’t consider those. Star Fleet’s *Excelsior* class space controls ship will come the closest to the B-10 ... but you’re going to have to wait for Volume 12 of the *Federation Spaceflight Chronology* before we deal with the *Excelsior* in its proper context.

Well, I hope this was enough to get you excited. I’m already anticipating quite a response from all of you Klingon starship fans out there, so I’ll go ahead and answer two of your questions now. “Will there be a revised version?” Definitely. “Will there be more volumes?” It depends on you and what you have to contribute to this insane little *STAR TREK* starship timeline project of mine.

Until then,
- Richard

SPECIAL THANKS TO:

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Patrick Flannery
Geoffery Mandel
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Memory Alpha
Memory Beta
Marc Okrand
Masao Osasaki
Aridas Sofia
Leslie Thompson

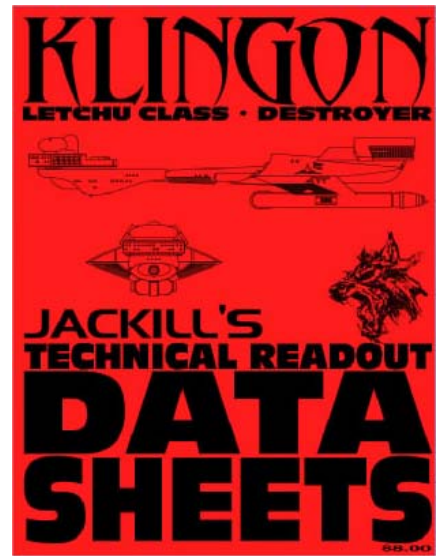
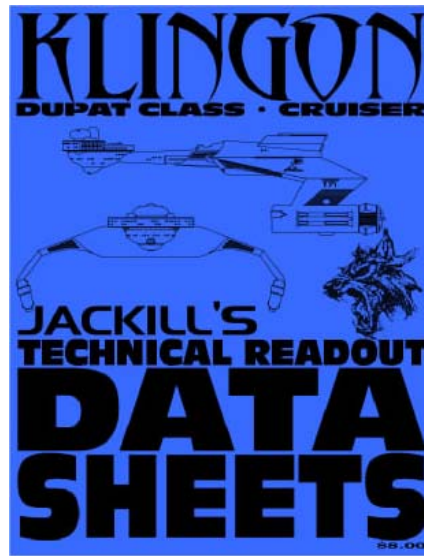
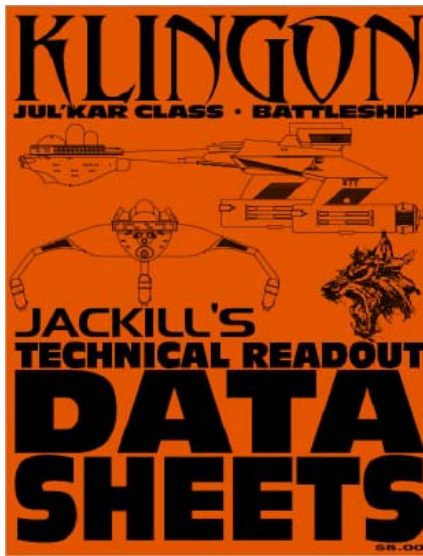
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Outlance Shipyards
Paramount Pictures
The “Red Admiral”
Sanger C. Cafter
Starship Modeler
Starship Schematic Database
Stephen V. Cole
Ted W. Giebel
Terradyhne
Thomas Models
Wicked Zombie

YOUR HELP IS NEEDED!

I’m looking for some schematic and 3D/mesh artists to do spacecraft for future issues of the *Federation Spaceflight Chronology* series. Want to contribute? Drop me a line!

rtrodge@yahoo.com



WANT MORE?



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