

# NORGH-CLASS BIRD-OF-PREY

## Klingon Starship

## Raider Spaceframe

**Entered Service:** 2350

**Overview:** An evolution of the *B'rel*-class and *QulDun*-class birds-of-prey, the *Norgh*-class spaceframe is curved and focused. Despite the success of the design, many Klingon commanders have a dim view of the *Norgh*-class design. Others, however, see it for the innovative design that it represents and as the Klingon Empire's forces are depleted following the Civil War and the Dominion War, *Norgh*-class raiders are making up an increasing percentage of the fleet.



Image by Cryptic Game Studios

**Capabilities:** The *Norgh*-class bird-of-prey has linked disruptor cannons, front-mounted on its wings. It has a powerful warp core as well and can sustain long voyages at high warp to reach any corner of the Empire quickly.

## SYSTEMS

Comms 9

Engines 10

Structure 8

Computers 9

Sensors 10

Weapons 10

## DEPARTMENTS

Command 0

Security +1

Science 0

Conn +1

Engineering +1

Medicine 0

Scale: 3

## WEAPONS

- Disruptor Cannons
- Photon Torpedoes
- Tractor Beam (Strength 2)

## TALENTS

- Cloaking Device
- Rapid-Fire Torpedo Launcher

## *Ning'tao*-class Variant

A retrofit of the *Norgh*-class bird-of-prey updating it to the standards of the 25<sup>th</sup> century. It benefits from technological advances, as well as improvements from specialists from the Orions, Gorn, and Nausicaans brought into the Empire through expansion. With these developments come a design aesthetic as well the makes the ship look more insectile than other Klingon ships. Traditional warriors sometimes mock the design, but there's no denying the *Ning'tao* class's effectiveness in combat.



Image by Cryptic Game Studios

**Entered Service Date:** 2405

**Changes:** Add +2 to Weapons and Engines, +1 to Sensors and Computers. Decrease Engineering to 0 and increase Security to +2. Exchange the spaceframe's photon torpedoes for quantum torpedoes which no longer have the Calibration Quality.