

TO'DUJ

SYSTEMS

COMMS 07 ENGINES 11 STRUCTURE 08

COMPUTERS 08 SENSORS 09 WEAPONS 12

DEPARTMENTS

COMMAND 00 SECURITY 02 SCIENCE 00

CONN 02 ENGINEERING 00 MEDICINE 00

Power: 5 SCALE: 2 RESISTANCE: 2
SHIELDS: 5 CREW COMPLEMENT: 1

ATTACKS & SPECIAL RULES:

- Disruptor Cannons (Energy, Range Close, 6♣, Vicious 1)
- Micro-torpedoes (Torpedo, Range Long, 5♣, High Yield)
- Improved Impulse Drive
- Fast Targeting Systems

Entered Service: 2371

Overview: Described as “small and fragile”, *To'Duj* fighters are fitted into Klingon Defence Force carriers—such as the *Vo'Quv*—or larger ships such as the *Negh'Var*. The sole purpose of the *To'Duj* is to provide support during combat operations, either defending a capital ship or providing a coordinated strike at a target. With its limited defences, most *To'Duj* pilots know they are likely perish in the cockpit, but will earn a glorious death in battle.

Capabilities: Armed with moderate-sized cannons individual *To'Ouj* fighters are ineffective against larger threats but attack wings can inflict surprising damage on unsuspecting targets. Despite being designed exclusively for combat missions, *To'Ouj* have high resolution sensors to enable them to detect cloaked vessels as well as better target their enemy's weak spots.



KIVRA

SYSTEMS

COMMS 07 ENGINES 08 STRUCTURE 07

COMPUTERS 08 SENSORS 05 WEAPONS 07

DEPARTMENTS

COMMAND 00 SECURITY 02 SCIENCE 00

CONN 01 ENGINEERING 00 MEDICINE 00

Power: 4 SCALE: 1 RESISTANCE: 1
SHIELDS: 4 CREW COMPLEMENT: 2 plus 3 passengers

ATTACKS & SPECIAL RULES:

- Disruptor Banks (Energy, Range Close, 3♣, Vicious 1)

Entered Service: 2264

Overview: The Klingon Defence Force's counterpart to Starfleet's venerable line of shuttlecraft is the *Kivra* shuttle. Its wedge-shaped design was simple and functional. The facilities of the craft are spartan, designed solely for personnel transport, with no other scientific or military functionality. The first version of the *Kivra* was found in larger 22nd Century Klingon vessels: smaller ships (including most *Birds of Prey*) eschewed shuttlecraft not only as unnecessary but the vehicles of cowards attempting to flee a losing battle.

Capabilities: Designed for simple travel, *Kivra* shuttles are lightly armed and had limited defences: what shielding and armour the shuttle does have is focused on the front of the ship, with the aft being purposely unarmoured so they are highly vulnerable when not directly facing an enemy. The majority lacked the power necessary to operate a cloaking device, but advanced or refit models could be equipped with cloaking technology. Most versions of the *Kivra* were only capable of impulse speeds, but some had additional warp nacelles crudely grafted to the aft hull.

