

K'Mirra-class Battlecruiser (KDF-2)

SCALE: 06

Service Period: 2290 - 2387

OVERVIEW: The KDF quickly learned that Starfleet was both an honorable group and had brilliant scientists. After years of battle against the Federation fleet, the Klingon Empire embraced the chance to upgrade their ships with technologies they eventually traded from their former enemies. The KDF used this tech to make their ships more resilient, and more deadly.

As the KDF witnessed the construction of monstrous-sized ships like the *Royal Sovereign* class, they quickly followed suit constructing the larger frames in their fleet. This gave the KDF a considerable leg up as their prototypes were flying before the *Galaxy* class frame was completed by Starfleet.

CAPABILITIES: Capable of traveling at warp 6 comfortable and warp 9 for short periods of time, this battlecruiser quickly got to its destination. With their cloaking fields active, these ships were extremely deadly, and their durable hulls ensured they would stick around for a long time.

Employing both Federation phaser technology, as well as KDF disruptor tech, these ships were controlled the battlefield no matter how close they were to their opponents.

SYSTEMS

Comms 08 **Engines** 08 **Structure** 11
Computers 09 **Sensors** 09 **Weapons** 11

DEPARTMENTS

Command +1 **Security** +2 **Science** --
Conn -- **Engineering** +1 **Medicine** --

ATTACKS

Phaser Banks

Disruptors

Photon Torpedoes

Tractor Beam: (Strength: 04)

TALENTS

Ablative Armor: Increase the ship's resistance by 2.

Improved Hull Integrity: Increase the ship's resistance by 1.

Secondary Reactors: Increase the ship's normal power capacity by 5.

STANDARD COMPLIMENT

Officers 125
Crew 375
Passengers 25

DIMENSIONS

Deadweight Tonnage 294,125 Metric Tons
Length 385 m
Beam 89 m
Draft 75 m

Warp Speed (TOS) Cruise: 12 / Max: 14
Warp Speed (TNG) Cruise: 06 / Max: 09

