

KLINGON *D6 (D'jav)*-CLASS (Type I)

battlecruiser; commissioned: 2233; withdrawn: 2267

HULL DATA

structure: 45
size/decks: 6/14
L/B/H: 204/143/53
complement: 340

TACTICAL DATA

disruptor cannons: K-GDM-1 (x3/B)
penetration: 3/3/3/0/0
torpedo launcher: KP-1 (x2/B)
penetration 2/2/2/2/0
deflector shield: PFF 1 (A)
protection/threshold 12/1

PROPULSION DATA

impulse system: K-HEU-2e (0.5c) (C)
warp system: STN4 (5/6/7) (C)

OPERATIONAL DATA

cargo units: 60
life support: Class 3 (D)
operations systems: Class 2R (CC)
sensor system: Class 2 (+2/+1/0/0/0) (C)
shuttlebay: 1 ad
shuttlecraft: 6 size worth
tractor beams: 1 fv, 1 ad
transporters: 6 standard, 6 emergency

MISCELLANEOUS DATA

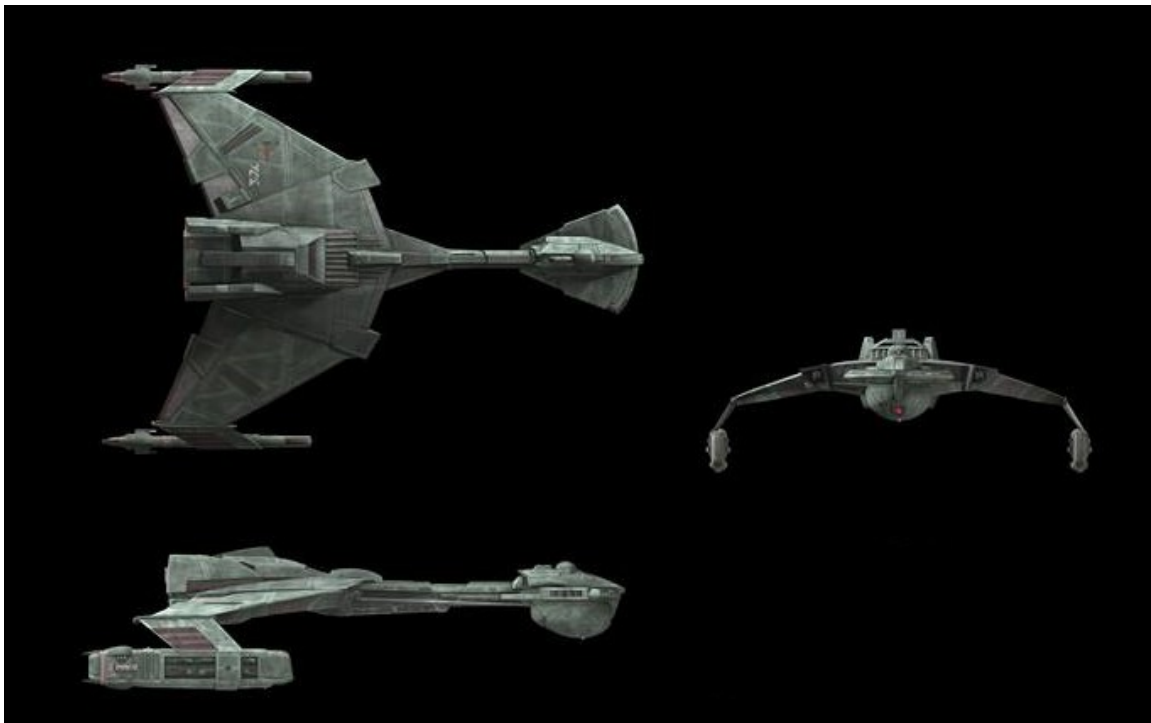
maneuver modifiers: +1 C, +0 H, +3 T
traits: Battle Tested (reflected above), Prototype (impulse +1 reliability)



The D6-class was a type of battle cruiser which saw service in the Klingon Empire in the early-to-mid 23rd century. In 2250, the D6's began to be replaced with the more efficient and advanced D7-class.

The prototype was launched in 2233. The D6 was bigger than the previous D5-class, but still had a high capacity for maneuverability at sub-light speed. The class also had the first warp factor 8 core of the Klingon Empire.

With the warp 8 core, the D6 had an average cruising speed of 5.8 and a theoretical maximum of warp 8. Theoretically, the ship could exceed warp 8 but the Klingons had some difficulty breaking the "time barrier" due to flaws in the warp coil design. Because of these flaws, the D6 was limited to a maximum warp of 7.3. Also, this ship had (like the F8-class) quad impulse engines, making it very quick at sub-light speeds, while keeping a good power reserve in case of a warp core failure.



KLINGON D6 (*Raxor*)-CLASS (Type II)

battlecruiser; commissioned: 2239; withdrawn: 2273

HULL DATA

structure: 45

size/decks: 6/14

L/B/H: 204/143/53
complement: 340

TACTICAL DATA

disruptor cannons: K-GDM-1 (x4/B)
penetration: 4/3/3/0/0
torpedo launcher: KP-1 (x2/B)
penetration 2/2/2/2/0
deflector shield: PFF 2 (A)
protection/threshold 12/2

PROPULSION DATA

impulse system: K-HEU-2e (0.5c) (C)
warp system: STN4 (5/6/7) (C)

OPERATIONAL DATA

cargo units: 60
life support: Class 3 (D)
operations systems: Class 2R (CC)
sensor system: Class 2 (+2/+1/0/0/0) (C)
shuttlebay: 1 ad
shuttlecraft: 6 size worth
tractor beams: 1 fv, 1 ad
transporters: 6 standard, 6 emergency

MISCELLANEOUS DATA

maneuver modifiers: +1 C, +0 H, +3 T
traits: Battle Tested (reflected above), Prototype (impulse +1 reliability)

The D6 (Type II) had four disruptors, two near the bridge module, allowing for a very open fire arc. The other two were located in the "wing" corners. These also had forward firing arcs.

Alien Missile Weapon Costs (Addendum to Table 1.22)

Type	Space	Offensive Value	Minimum Size	Availability
<i>Klingon Photon Launchers</i>				
KP-1	2	2	3	2186

