



## D-17 (Honored Brothers) Class IX-X Command Cruiser



### Construction Data

<i>Model Numbers</i>	A	B
<i>Ship Class</i>	IX	X
<i>Date Entering Service</i>	2288 (2/24)	2294 (2/30)
<i>Number Constructed</i>	10	6 (4 refits)

### Hull Data

<i>Superstructure Points</i>	31	38
<i>Damage Chart</i>	C	C
<i>Size</i>		
Length	234 m	234 m
Width	142 m	142 m
Height	60 m	60 m
Weight	133,780 mt	147,810 mt

### Cargo

Cargo Units	200 SCU	200 SCU
Cargo Capacity	10,000 mt	10,000 mt
Landing Capability	None	None

### Equipment Data

<i>Control Computer Type</i>	ZD-9	ZD-9
<i>Transporters</i>		
standard 6-person	3	3
combat, 20 person	2	2
emergency 22-person	2	2
cargo	2	2
<i>Cloaking Device Type</i>	KCC	KCC
Power Requirement	32	32

### Other Data

<i>Crew</i>	380	400
<i>Passengers</i>	110	110
<i>Shuttlecraft</i>	4	4

### Engines and Power Data

<i>Total Power Units Available</i>	54	59
<i>Movement Point Ratio</i>	3/1	3/1
<i>Warp Engine Type</i>	KWF-2	KWF-2
Number	2	2
Power Units Available	18	18
Stress Charts	H/J	H/J
Maximum Safe Cruising Speed	Warp 8	Warp 8
Emergency Speed	Warp 9	Warp 9
<i>Impulse Engine Type</i>	KIE-3	KIF-2
Power Units Available	18	23

### Weapons and Firing Data

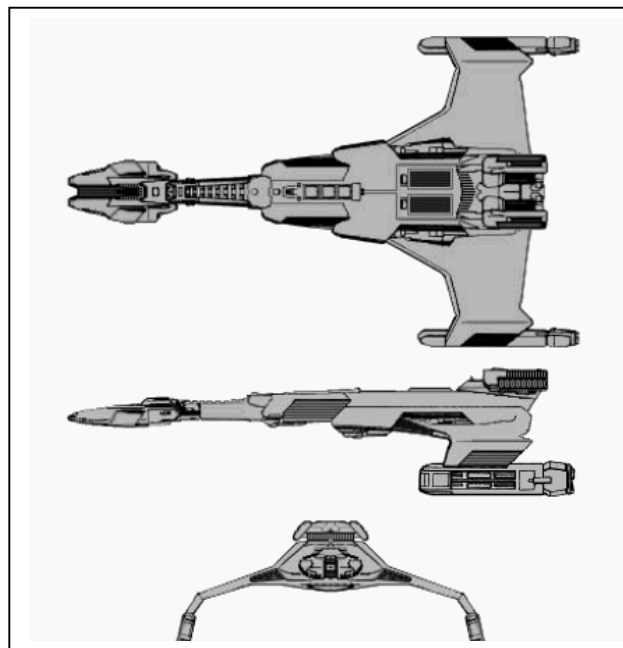
<i>Beam Weapon Type</i>	KD-17	KD-17
Number	4	4
Firing Arcs	2f/p, 2f/s	2f/p, 2f/s
Firing Chart	X	X
Maximum Power	9	9
Damage Modifiers		
+3	(1-7)	(1-7)
+2	(8-15)	(8-15)
+1	(16-20)	(16-20)
<i>Missile Weapon Type</i>		KP-6
Number		3
Firing Arcs		1f/p, 1f/s, 1a
Firing Chart		R
Power To Arm		2
Damage		20

### Shields Data

<i>Deflector Shield Type</i>	KSL	KSQ
Shield Point Ratio	1/3	1/3
Maximum Shield Power	14	20

### Combat Efficiency

<i>D--</i>	141.8	168.3
<i>WDF--</i>	71.8	96.2
<i>CE--</i>	101.8	161.9



### Notes:

*Known Sphere Of Operation:* Empire-wide use

*Data Reliability:* D

*Major Data Source:* Klingon and Triangle Sector Intelligence

The design history of the *D-17* flows from the designs of other well-loved warship designs of the Imperial Fleet, and the lines of this ship are later taken to larger scale in the *Vorcha* class cruisers projected to be developed many years down the road.

The *D-17* is a little larger than the *D-7* and meant to take over the functions of the *D-23* as a battle-able command cruiser. While the *D-10* already serves in this regard to some degree as a flagship, any captain of sufficient note might obtain command of a *D-10* (especially through family connections or political intrigue). The *D-17* is designed to be a squadron leader, and as such, command of one of these vessels is a mark of distinction and leadership.

Fully battle-capable and having the ability to cloak, the *D-17* is not a ship given to administrative commanders or luxury conscious Thought Admirals. The disruptors and torpedoes are sufficient, and the equipment is top notch. The ship is designed to house only Klingon weapons and veteran warriors. Command of one of these new vessels is a mark of distinction, such command only going to recognized leaders in the fleet.

Klingon Imperial Command commissioned the *D-17* as a squadron leader. The vessel's design was heavily influenced by the maneuverability of the *D-7* - a preference expressed by field commanders who wished for a more capable vessel than those in the squadrons that they were commanding in the field at the time.

In 2/24 (2284), the *D-17A* was introduced. Mounting the KWF-2 warp engines, the KIE-3 impulse engine, the efficient KSL trinary shield system, and the longer range KD-17 and KP-6 weapons, the *D-17A* was a formidable addition to any battle squadron. The *D-17A* was produced at the Taamar and Mustaka Facilities. Of the ten *D-17As* produced, five are in service, four have been converted to B models, and one has been reported missing along the Demon's Rift.

In 2/30 (2294), the *D-17B* was introduced. The KIE-3 impulse engine was replaced with the KIF-2 impulse engine. The KSL shields were replaced with the KSQ shield system. Other modifications include the addition of two banks of KD-8 disruptors.

With these changes in place, the *D-17* has become the ship that commanders vie for. Two *D-17Bs* have been produced at Taamar and four of the A models have been converted at Mustaka to date. With the introduction of the B model, production of the A model was halted. The B model is currently being produced at a rate of two per year at Taamar. Mustaka is being used to convert the A models at a rate of four per year. As the facilities at Taamar gear up, it is expected that production will increase there and Mustaka will take on another new project.

The class name is from the Klingon *loDnI'pu' bath*, or "honored brothers", and refers to two legendary Klingon officers who, while not brothers by blood, were brothers by service and loyalty to the empire and to each other.

**Gamemaster's note:** The presence of a *D-17* command ship can provide all friendly ships within 30 hexes of the *D-17* a +10 to all Captain's Skill Ratings and Crew Efficiency Ratings. This bonus is not cumulative if more than one *D-17* is in the area. In addition, all ships within 30 hexes of a *D-17* receive a +1 to sensor lock attempts. This bonus is not applied in any way towards locking attempts on cloaked vessels.

D-17 design, schematics and text by Kevin Oyer. Ship Construction Manual, 2nd edition by FASA consulted. Klingon translation from The Klingon Dictionary, 1st edition by Pocket Books. Additional construction material from <http://games.groups.yahoo.com/group/TheFASASStarTrekUniverseE-group/>. Gamemaster's Notes by Lee Wood ([FASAFan@hotmail.com](mailto:FASAFan@hotmail.com)). Edited and compiled by Terry Shannon and Lee Wood ([http://games.groups.yahoo.com/group/Mustaka\\_Shipyards](http://games.groups.yahoo.com/group/Mustaka_Shipyards)). Version 2.5. Some statistics generated with the Chartless Construction System ([http://games.groups.yahoo.com/group/Morena\\_Shipyards](http://games.groups.yahoo.com/group/Morena_Shipyards)). Named in memory and honor of Kevin Oyer and Joey Crandle.