



G.A. KALIN 12-11-89

Klingon K-3 Class II Gunboat:

The information and interior deck descriptions below are offered to readers as a supplement to the information on the K-3 Class II Gunboat in the new edition of the Klingon Recognition Manual for ST:RPG.

The K-3 Gunboat has been in the Imperial Klingon Fleet for over thirty years. It is now used as a patrol gunboat by the Klingons, usually in the more settled areas of the Empire.

As a spacecraft, the K-3 is cramped but functional. Its hull is streamlined, allowing atmospheric landings, and its powerful anti-gravity generators give it superb maneuvering capabilities.

The three-prong shape of the vessel is a unique departure from traditional Klingon small-craft design. The side prongs house the two KD-2 disruptors and connect to the wider middle prong which contains the life support systems, avionics, and drives.

Interior Description

Ceiling height of all compartments is a cramer 2.08 meters. In most parts of the K-3, bulkhead lockers and overhead storage areas are used to store supplies and equipment. Deck plates can be lifted to gain access to life support systems,

food processors, the waste treatment plant, and the water tank, all housed in the machinery spaces below the deck.

Compartments

Bridge: During battle situations

the bridge is manned by five crew members; sitting forward are the helmsman and navigator, on the port side is the Communication Officer's station, and on the starboard side is the Weapon Officer's station. The Captain sits aft and, unlike larger ships, also controls several functions, such as the science systems and engineering. He also controls the internal surveillance of the ship from his command chair,

ST: RPG
K-3 Class II GUNBOAT
Imperial Klingon Empire

Hull Data —

Model Numbers: B
Date Entering Service: 1/9212
Number Constructed: 1336
Size: Length: 53 m
Width: 23 m
Height: 9:00 AM
Weight: 8,500 mt
Cargo Units: 2
Cargo Capacity: 100 mt

Other Data —

Crew: 10
Shuttlecraft: 0
Control Computer: ZD-1
Transporters: 1 standard 6-person

Engines and Power Data —

Total Power Units Available: 15
Movement Point Ratio: 1/1
Warp Engine Type: KWB-2
Number: 1
Power Units Available: 12
Stress Charts: Q/P
Maximum Safe Cruising Speed: Warp 6
Emergency Speed: Warp 7
Impulse Engine Type: KIB-1

Weapons and Firing Data —

Beam Weapon Type: KD-2
Number: 2
Firing Arcs: fwd/port, fwd/stbd,
Firing Chart: G
Max Power: 4
Damage Modifiers: +1 (1-10)
Shields and Damage Control Data —
Superstructure Points: 3
Damage Chart: C
Deflector Shield Type: KSC
Shield Point Ratio: 1/1
Maximum Shield Power: 11

in addition to the surveillance monitors in his cabin. The ship's weapons locker is located on the rear bulkhead of the bridge.

Officer's Quarters: just aft of the bridge are located the Captain's cabin and the cabin shared by the two junior officers (Executive/Weapons Officer and the Communications Officer) aboard. Both are similar except that the Captain has a per-

sonal head while the junior officers are forced to use the crew's head aft. These compartments are just large enough for folding beds and a computer console.

Mess Room: Aft of the Captain's Quarters is the ship's mess room. This compartment serves several functions; it can be turned into a gym for crew exercise, a fighting arena for disputes, an emergency sickbay, and a suit-up room for the airlock attached to the outer bulkhead. The airlock also has a dual function; it can be used as a brig, with cramped space for three. If the Captain desires, a quick flick of a switch on his security board disengages the autolock safety hatch, conveniently disposing of any unwanted prisoners.

Transporter Room: The K-3 has a standard 6-man transporter. Overhead compartments store necessary field equipment such as communicators, medikits, survival gear, and other field expedition equipment.

Main Airlock: Located in the center of the ship, this airlock is used

when the vessel makes planetary landing on its triple struts. The ramp is activated by communicator signal as are the inner and outer airlock doors. The earlier Model A K-3 had an unpressurized ramp bay. The Model B's bay is pressurized to allow the crew to store additional cargo and supplies.

Crew's Head/Quarters: The crew's head and fresher is located on the port side near the crew's quarters. Four double bunks allow for an increase in crew complement from the standard ten when necessary.

Engineering: The K-3 engine room is the most cramped space aboard. The Engineering Control Station is located on the port side forward. In emergencies this station can be used to con the vessel. The warp machinery and power conduits are located overhaed, with the impuse engine aft. Needless to say, little shielding has been provided for engineering

personnel, which are usually servitor races of various captive systems.

— Dale L. Kemper

**Earned names of various
K-3 Gunboats:**

KALATH	K-3000
VISHNACHA	K-3005
AMBRISH	K-3011
JARGGID	K-3227
DAVISH NA	K-3244
KARGGIN	K-3388
QUAN'SHA	K-3447
GYNISH	K-3497
DISHWER	K-3532
YIK TOSH	K-3666
ZANTOC	K-3705
FANILIN	K-3754
WUR-ZIM	K-3836
VISH TA	K-3943

