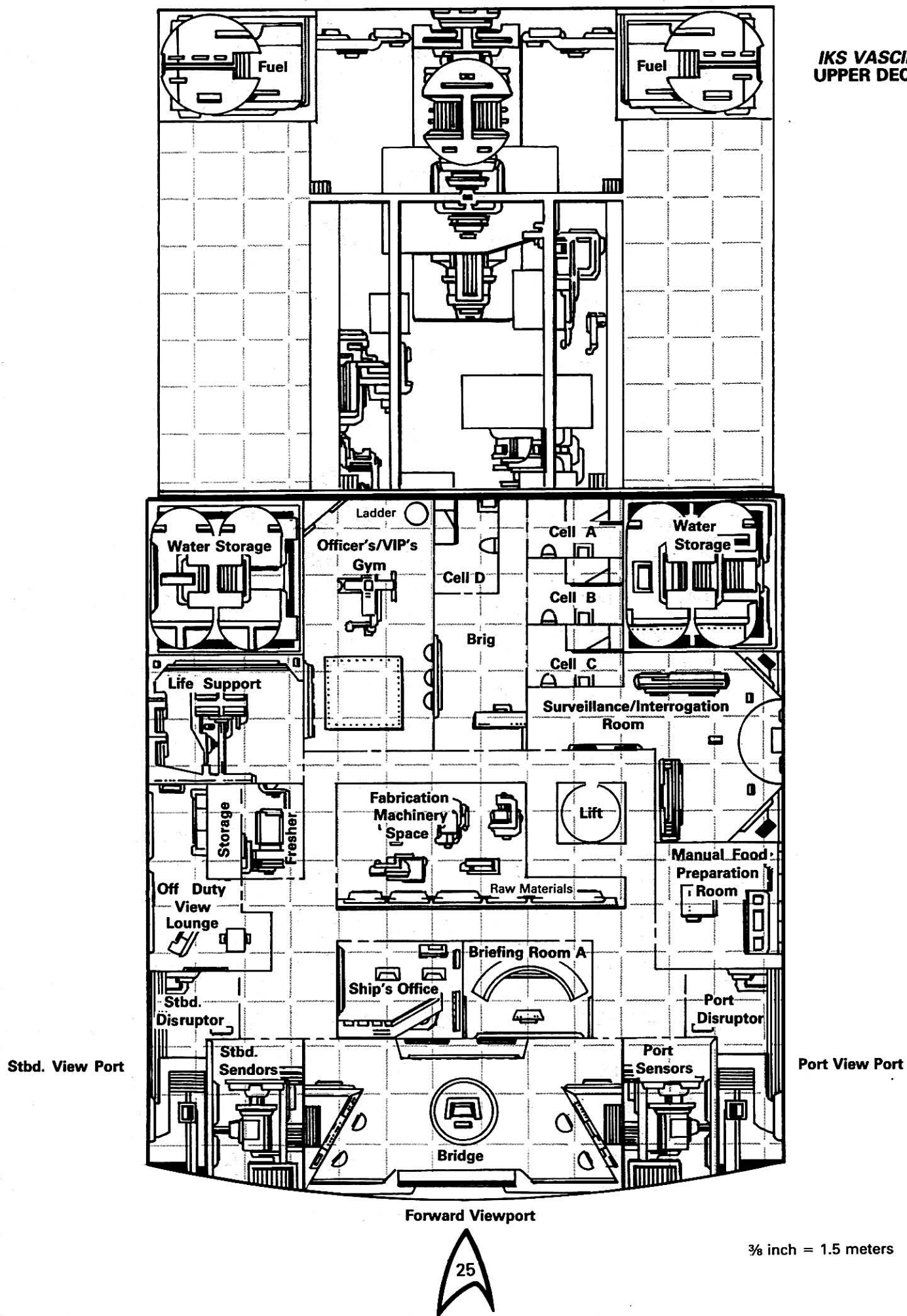
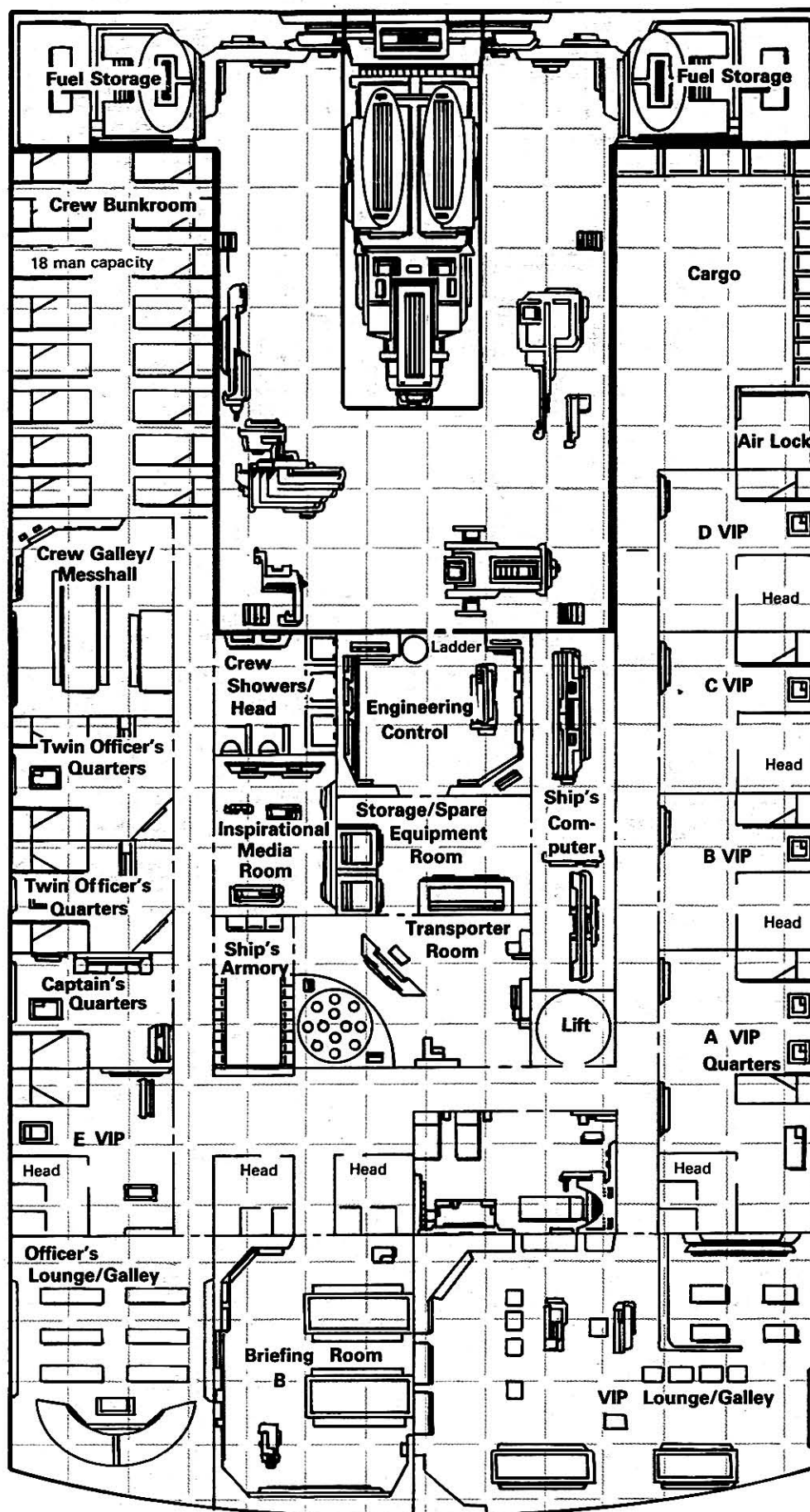


**IKS VASCIN  
UPPER DECK**



**IKS VASCIN  
LOWER DECK**



Stbd. View Port

Port View Port

Forward Viewport



$\frac{3}{8}$  inch = 1.5 meters

# Vessels

## W-2/C CLASS WARPSHUTTLE

### Hull Data:

Numbers — W-2001 — W-2999  
Model Number — C, uprated  
Date Entering Service — 2/1100  
Number Constructed — 50

### Size

Length — 84 m  
Width — 24 m  
Height — 17 m  
Weight — 8000 mt  
Cargo Units — 10

### Other Data:

Crew — 14  
Transporters —  
1 standard 5-person

### Engines And Power Data:

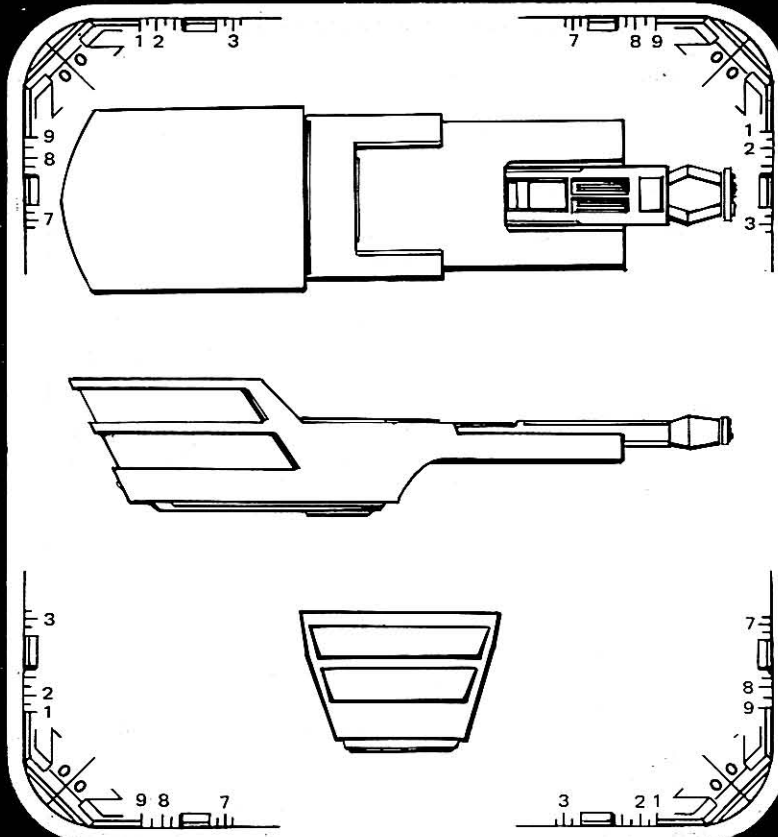
Total Power Units Available — 14  
Movement Point Ratio — 1/1  
Warp Engine Type —  
Number — 1  
Power Units Available — 12  
Stress Charts — O/P  
Maximum Safe Cruising Speed — Warp 6  
Emergency Speed — Warp 7  
Impulse Engine Type —  
Power Units Available — 2

### Weapons And Firing Data:

Beam Weapon Type — KD-2  
Number — 2  
Firing Arcs — fwd  
Firing Chart — G  
Power Range — 0-4  
Damage Modifiers — +1(1-10)

### Shields And Damage Control Data:

Superstructure Points — 8  
Damage Chart — C  
Deflector Shield Type — KSD  
Shield Point Ratio — 1/2  
Maximum Shield Power — 8



### Notes:

The W-2 Class warpsuttle is used mainly for transporting VIPs within Klingon space, on such interstellar missions as command personnel transfers or espionage insertion missions. Until recently, the vessel's weaponry has been too light to be of much use in combat, and W-2 warpsuttles always would be part of a heavily-escorted convoy if their orders took them beyond Imperial borders or near the frontier. Identifiable to all by their pronounced 2-level viewports, the W-2 warpsuttles can be seen throughout the Empire, where they are attractive transport because of their viewports. Able to be opaqued or turned transparent with the flip of a switch, these viewports encompass both decks of the vessel, allowing protected outside viewing for all personnel.

There are hundreds of W-2 Class warpsuttles operating within the Klingon Empire. Some have been sold or scrapped and are in use by various Orion traders and other civilians.

W-2 Class warpsuttles are usually named in battle language. They usually are names that relate to speed in some way. For example, *Dinesh* means 'chaser' in battle language. Of course, there are always exceptions to this rule, such as the *IKS Theaka*, named for a legendary spirit bringing a dream of death. Some ships of the W-2 Class that have earned their names are:

*IKS Rentok* (WS-269)

*IKS Amer-Za* (WS-346)

*IKS Dinesh* (WS-561)

*IKS Wur-Rim* (WS-590)

*IKS Theaka* (WS-701)

*IKS Pusch-Ta* (WS-735)

*IKS Memlich* (WS-871)

*IKS Soan-Acq* (WS-978)

*IKS Vacsin* (WS-1029)

*IKS Ucknuur* (WS-1159)

*IKS Chulqck* (WS-1220)

*IKS Quiec-Ta* (WS-1444)

Over a hundred vessels in this class have been lost since the first was commissioned. This high attrition rate mainly has been due to the terribly weak armament carried. Modifications to the weaponry of 50 W-2 Class vessels has been underway since Reference Stardate 2/1100, however, and the ships already refitted are being evaluated currently. Most warpsuttles that work near the frontier will be changed to this armament if the first group passes their power flow and compatibility tests. Thus, the armament deficiency is being corrected slowly, and possibly the W-2 Class will continue in its role for decades to come.

Addition of the new armament has required adding a Weapons Console to the bridge; though the already-limited cargo area has been reduced in size and enlisted crew have doubled up to provide accommodations for the new Weapons/Defense Officer, VIP accommodations have not been touched.

The *Vacsin* is among a the newly refitted W-2s, and it mounts new KD-2 Disruptors. The descriptions below provide details of each room and compartment shown on the accompanying maps.

## UPPER DECK DESCRIPTIONS

### Bridge

The control center of the ship is less sophisticated than most larger vessels of the Klingon fleet, as the W-2 Class uses its forward viewports with computer magnification instead of the usual viewscreen. Located here are the usual control consoles for the ship's officers, as well as the weapons/defense console. Normally, there is at least one guard here at all times, under the orders of the Officer of the Watch.

### Sensors Equipment Compartments

These compartments on either side of the bridge house the ship's sensor equipment. The viewport is transparent to these devices.

### Disruptor Banks

Two forward-mounted KD-2 disruptors are here, one on each side of the ship. Vessels that have not been modified carry KD-1 disruptors in place of the KD-2s.

### Briefing Room A

This meeting room has a table with recessed computer read-out screens and seating for 6. It is used mainly by ship's officers during their normal duties.

### Ship's Office

The administrative center of the ship is used mainly by the Navigator/Communications Officer, taking care of the routine administritivia needed to maintain and keep up ship's supplies, files, and so on.

### Galley

These manual kitchen facilities are available to officers or the staff of VIPs for the preparation of special dishes, particularly if poisoning is suspected or feared.

### Fabrication Machinery Compartment

The automated equipment for the limited production of small hardware items is located in this room. Computer-controlled devices feed these machines from the raw material storage area located near the forward bulkhead.

### Lounge

This room mainly is used by enlisted personnel, but it can be requisitioned by any officer with the permission of the Captain.

### Lift

This simple magnetic elevator leads to the Lower Deck. It opens on 3 sides and is capable of carrying 8 at a time.

### Security Compartment

In a vessel this small, most of the surveillance is automated, with active/passive warning sirens located throughout the ship. All ship's officers pull some duty in this room, monitoring various important areas in time of need. The room also contains the ship's agonizer booth and medical analyzer.

### Brig

The brig consists of 4 cell compartments with a security desk near the entrance. Audio-visual monitoring devices are located in all the cells. Electronically-sealed, steel doors close off each cell. This area is used when disciplinary action is necessary for the crew or when the vessel is transporting personnel under arrest. The cells can also be used as extra accommodation for various enlisted personnel transported along with a VIP's personal staff, such as extra bodyguards, servants, cooks, and others.

### Gymnasium

This well-equipped compartment contains a wide assortment of physical training devices, including weight machines, parallel bars, and other gymnastic equipment. Its work-out arena is used for unarmed combat practice and for staging occasional trials-by-combat, as called for by Klingon law. To the rear of the compartment is a ladder hatch that leads to the Engineering Control Room below.

## Life Support Machinery Compartment

This room contains the automated equipment necessary to maintain a habitable environment aboard ship, including air conditioning and filtering machinery, water recyclers, and waste purification plants. Six spare environment suits are also located in this room.

### Water Storage Tanks

These tanks hold all the water needed by the ship's crew. Recycling systems are so efficient on the vessel that water actually accumulates due to its being brought on board in food, for example. It thus must be vented into space occasionally, when the tanks are totally full.

To the rear of the above areas are the upper engineering spaces and fuel processing and storage areas. These are inaccessible from the upper deck.

## LOWER DECK DESCRIPTIONS

### VIP Lounge/Galley

This lounge is used by VIP passengers. It is the one area of the ship to which even the Captain must be invited before being able to enter.

### Briefing Room B

This compartment, used by VIP passengers and their staffs, holds a conference table with recessed computer read-out terminals. It has seating for 10.

### Wardroom/Galley

Here the ship's Captain and officers eat and relax.

### VIP Cabin A

This compartment, the largest passenger accommodation aboard, was constructed specially for very, very important persons. It includes a head with bathtub and shower and also access to VIP Cabin B, which sees use as an office or staff quarters.

### Sickbay/Science Lab

In this compartment are 2 monitor beds and the various drugs and medical instruments necessary to treat minor matters and maintain the more-seriously injured in a stable condition until more extensive medical facilities can be called upon. The vessel's rudimentary science lab is also housed here.

### Heads

These are the toilet and bathing/shower facilities for the ship's officers.

### VIP Cabins

These identical compartments are used for most VIP passengers and their staffs. All contain head facilities with their own bath and shower equipment. All except Cabin D have access to the ship's all-round viewport.

### Lift

This elevator from the Upper Deck opens on three sides, giving easy access to the transporter room and VIP cabins. It can handle up to 8 individuals at one time.

### Transporter Room

This room contains a 5-man beaming pad and its control console. The door to the Armory is normally locked.

### Armory

The Armory contains the ship's store of hand disruptors, disruptor rifles, and, on rare occasions, heavier weapons, depending on the ship's mission. Doors from the Transporter Room and the corridor opposite the Captain's Cabin are kept locked at all times. Only the Captain and the Weapons Officer have keys. The area around the Armory and transporter equipment is protected by alarm devices and sensors.

### Captain's Cabin

This is the Captain quarters.

### **Computer Room**

In this room are located the shipboard systems computer banks. The door is usually locked, and security to the room is tight because of its importance to ship control.

### **Storage Compartment**

This compartment holds landing party articles as well as extra parts and devices for the Engineering department.

### **Inspirational Media Room**

This compartment contains the warp and impulse engine monitoring computers, power system controls, emergency generators, and equipment repair and testing area. It is manned by the Engineering Officer and three enlisted men.

### **Officer's Quarters**

These compartments are shared by the ship's 4 junior officers, with 2 officers in each. As is common in Klingon military vessels, no male/female differentiation has been given in cabin assignment, it being assumed that the problems this might entail would be handled on an individual basis.

### **Engineering Control Room**

This compartment contains the warp and impulse engine monitoring computers, power system controls, emergency generators, and equipment repair and testing area. It is manned by the Engineering Officer and three enlisted men.

### **Crew Head**

This room houses the toilet and showering facilities for the enlisted personnel on the ship. It also contains the ship's laundry.

### **Crew Messhall/Galley**

This room provides food service for the enlisted men in the ship's crew and the enlisted personnel assigned to the VIPs aboard.

### **Cargo Hold**

The Hold contains the ship's airlock and large cargo entry hatch for planetside use. Some of this area has been taken up by special equipment monitoring the ship's performance with the newly-installed weapons.

### **Crew Berths**

This room is the sleeping quarters for the 9 enlisted crew and any enlisted personnel assigned to VIP passengers. Its design capacity is 18 men, but this has been exceeded on occasion.

### **Engine Machinery Compartment**

This large compartment contains heavy engine systems, power conversion chambers, auxiliary batteries, matter/anti-matter containment, and so forth. It is entered via the Engineering Control Room, but it is visited rarely because of the radiation danger and other hazards.

### **Fuel Storage And Processing Compartment**

Inaccessible while ship is on active duty, the equipment here is checked and repaired when a major overhaul is conducted at a starbase or drydock.