

The Imperial Klingon Expeditionary Forces



Fleet Operations Manual

Fleet Formation

Currently there are 11 Operational Fleets under direct control of the Expeditionary Forces that answer directly to the Chief of Fleet Operations, yujquv (High Council), the Thought Admiral and the Chancellor.

Mempa mIch (Mempa Sector)

Soch'DIch yo' (7th Fleet) Operational Areas:

- Europe



HutDIch yo' (8th Fleet) Operational Areas:

- Africa and India



HutDIch yo' (9th Fleet) Operational Areas:

- Asia



Qo’noS mIch (Kronos Sector)

wa’DIch yo’ (1st Fleet) Operational Areas:

- Ohio, Indiana, Kentucky, Michigan, West Virginia and Virginia



Cha'Dich yo’ (2nd Fleet) Operational Areas:

Illinois, Iowa, Kansas, Minnesota, Nebraska, North Dakota, South Dakota and Wisconsin



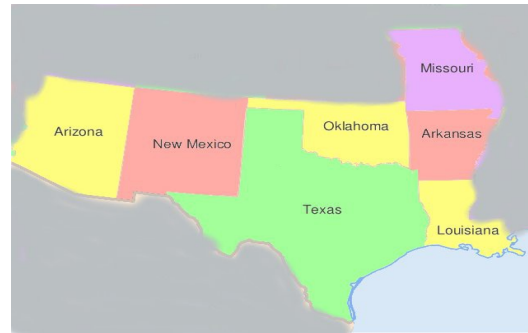
wejDich yo’ (3rd Fleet) Operational Areas:

- Georgia, Florida, Alabama, Tennessee, Mississippi, North & South Carolina



loSDIch yo' (4th Fleet) Operational Areas:

- Missouri, Louisiana, Arkansas, Arizona, Texas, New Mexico, Oklahoma



vaghDIch yo' (5th Fleet) Operational Areas:



- Connecticut, District of Columbia, Maine, Massachusetts, New Hampshire, New Jersey, New York, Pennsylvania, Rhode Island and Vermont



javDIch yo' (6th Fleet) Operational Areas:

- Alaska, California, Colorado, Hawaii, Idaho, Montana, Nevada, Oregon, Utah, Washington, Wyoming



<p>wa' maHDIch yo' (10th Fleet) Operational Areas:</p> <ul style="list-style-type: none"> Central and South America 	
<p>wa' maH wa'DIch yo' (11th Fleet) Operational Areas:</p> <ul style="list-style-type: none"> Canada 	

Let's Crew A Ship

How Do I Start a Klingon Ship?

First you must have at least 3 people to start a ship (sometimes also referred to as a local chapter). After that, you must try and recruit more members. Then, at least the captain and first officer need to have a uniform, but this not required until you are officially recognized as a ship within the IKEF. Ideally we would like to see as many crew member as possible to have a uniform, these can be from the basic Original Series Star Trek to the Imperial armor seen in Next Generation.

As a Fandom Organization we always like to see the following happen onboard a ship of the Fleet:

- Ship Events – Whether you play video and board games or get together for movies and pizza, it's up to you. Regular ship events are the heart of what allow Klingon Warriors to form bonds and alliances that last outside of combat situations.
- Joint Activities – The crew faces off against a crew of Romulans in a paintball match, or bowl a great game against the local Anime club, joint activities allow you to get to know your community and help recruit new members who see you having fun for the simple pleasure or to benefit a charitable cause that is important to your crew and the fan community at large.

- See the crew prosper in fun – The reason to dress up, play games and share in conventions or causes is to offer fun for all involved, but also to present that fun to others as a way to encourage them to join in. We are Klingons! Boast, roar, and laugh loud, so that all see the joy you offer and share in.

Things that we don't want to see happen aboard ship:

- Constant changing of the Commanding Officers – We realize there are times a person gets busy or find a particular position within the crew doesn't fit well with their comfort, but when the leadership isn't stable, the crew will lose confidence in their commander and possibly the ideal(s) that brought the crew together, too.
- Continual or Unresolved issues – When a crew has no end of problems from one member or many, or there is a situation that has no one willing to compromise or help solve, then this leads to stress that can cause a ship to fail in any number of ways. Baggage that gets left in the corners tends to rot and contaminate a ship's crew members. Remember to work through the troubles, and this will allow the shared times of fun and fellowship grow and become all the more fulfilling for all involved.

There are always misunderstandings aboard ship, what is important is how these matters are resolved. Here are some valuable tips to keep in mind:

- Your crew will make mistakes, how you deal with those making the mistakes is crucial to your Command and you must be able to properly determine who is at fault and help them to take responsibility and accept the consequences and make sure you get the facts as best you can.
- As the Commanding Officer you will from time to time make mistakes yourself, as a leader it will most likely be a costly one because it's your Command. All you can do is hold your head high and take responsibility and be ready to accept the consequences, as long as you do that Honor will remain intact and that you learn from the mistake.

Ship (Chapter) Activation

Once you have gathered a group of friends together numbering three or more who are interested in starting up a ship, you must first choose a name but remember to keep away from words like Knife, Blood or Bloody as they are so often used, and could be misconstrued by police or other authority figures. Be sure you have all signed up as members of the Imperial Klingon Expeditionary Forces and look through the Membership Manual offered on our website – found here: <http://ikefklingons.com/> . Create the design of your ship or simply use one of the regular Klingon designs listed in the pages hereafter. After that, it's a matter of choosing when to leave dry-dock, ready to set out on your own trek to Duty, Honor and Glory!

Ship (Chapter) Deactivation

The organization does not deactivate a ship without a good reason; there must be an agreement from the crew unanimously before official deactivation can occur. In most cases a Warrior - with support

from the crew - will step up and take Command and carry on that which was created. Be sure to check with your members before deciding to moth-ball your ship; this saves everyone time, and potential frustration. If you are simply wishing to change the design (hull) of ship used, or some other aspect, you may speak with the head of your m1ch (Fleet) or another member of the staff to help.

Ship Positions

Commanding Officer – A Commanding Officer is responsible for the efficient running of his/her ship crew. (Refer to Command Duties)

Executive Officer (First Officer) – Duties are to directly work with crew to achieve efficient battle readiness, recommends Officers for tasks and advises the CO in all ship decisions.

Chief of Security (Tactical) – Secures areas or locations for events, ship functions and arranges security details, conducts investigations when necessary, communicates possible security risks to CO and XO.

Chief Engineer – Lists all materials needed to accomplish tasks, handles all hardware, knowledge in acquiring gadgets and materials to achieve possible objectives, someone who is the fix it type and provides hands on assistance for any station(s) in need of repair.

Chief Weapons Officer – Responsible for keeping the crew armed at all times by locating much needed supplies for creating none threatening weapons that look like the real thing.

Chief Medical Officer – Informs and encourages medical practices, keeps basic records of crew health history and conditions, is certified in at least one life saving method:

- AED – Automated External Defibrillator
- BFA – Basic First Aid
- CPR – Cardio-Pulmonary Resuscitation

The CMO also monitors weather conditions in preparation for arrival at events, checks accessibility for any disabled members and response times for medical services in the event of accidents. A detailed survey of the surroundings to make sure that all areas are accessible, labeling of products and arranging medical volunteers.

Helmsman – Pilots the vessel, plotting course corrections, a working knowledge of state routes, highways and interstates as these will come in handy for when arranging traveling to and from conventions.

Communications Officer – Organizes communications between the vessels of the fleet, keeps the fleet and Allies alerted to all ship activities and events and of course keeping friends and family close and in the loop.

Transporter Chief – Coordinates with the Helmsman with regard to transportation and carpooling to and from events.

One question is asked regularly: “What positions can I use to give members when all of the above listed positions are taken? Well the answer to that is to consider the above positions as Department Heads and you start to build these departments up, if this build up occurs within all stations your ship

will be unstoppable. In turn your Department Heads will resemble the show; they are your Senior Officers, your Bridge Staff, and a ship worthy of battle.

Note: The enlisted ranks work really well when each department is fully staffed. These are the basic positions in the show, with everyone giving their best and following the position guidelines it should help the team work more efficiently. Of course these are only guidelines and are not required descriptions, every ship is different and the CO may apply the guidelines as he/she sees fit.

Squadron Formation

Squadron Operations are very common within the Empire as they are the structural backbone of the Fleets and during crisis situations form Battle Groups and have been covered by Klingon Tacticians in great detail. A Squadron consists of a minimum of 3 ships or 5 when the Squadron is formed from Scouts Class vessels or smaller, unlike those of Starfleet, Klingon Squadrons are named after their Commanders such as “Khar mI cHeL's Claw” or “Vamphry's Victors”, for example, and operate in a formation known as a k'tazi or Arrowhead. During extended missions the Squadron will have a Fleet Tender assigned for the sole purpose of re-supply; this vessel is placed in the hollow center.

Battle Groups

Battle Groups are only established during a crisis situation and contain a maximum of three Squadrons and the Battle Group is given a number and form what is known as a d'li'k'tazi or Grand Arrowhead, the strongest Squadron is placed at the tip while the other two Squadrons form the corners, the hollow center is where the Admirals Flagship and Fleet Tenders take up position. The Battle Group is only dispersed once the crisis situation has been averted and the individual Squadrons return to normal Fleet Operations.

Klingon Vessels

The D-5 Bird of Prey

BIRD-OF-PREY (22nd Century)



Class: Bird-of-Prey
Type: Scout
First Encountered: 2153
Production Base: Qo'noS
Orbital Factory Base
Length: 115 metres
Beam: 120 metres
Height: 48 metres

Mass: 28,000 metric tons
Crew: 18
Cruising Speed: Warp 5.1
Maximum Speed: Warp 5.8
Armament: 8 Disruptor
cannons, 2 photon torpedo
launchers

Known Ships (IKS)
Names unknown

CLASS INFORMATION:

Comparable in design to its sister classes, the *Raptor* and *D5*, the smaller *Bird-of-Prey* utilized an avian design, including feather-like hull plating on its wings.

The bridge module was located in the bulbous forward section, while the shuttlebay, impulse engines and warp nacelles were housed in the larger aft section of the ship. The *Bird-of-Prey*'s arsenal was impressive for the time, with multiple disruptor mounts and forward and aft torpedo launchers. The ship's defensive systems included dispersive armour around the bridge, and deflector shields.

Earth Starfleet first encountered the *Bird-of-Prey* when Duras mounted a revenge attack on the returning *Enterprise* NX-01 on the outskirts of the Sol system in 2153.

The *Bird-of-Prey* design would be revamped and developed, resulting in the *B'rel* and *K'Vort*-class vessels of the 23rd and 24th centuries.



The Raptor

RAPTOR CLASS



Class: Raptor
Type: Scout
First Encountered: 2151
Production Base: Qo'noS
Orbital Factory Base
Length: 145 metres
Beam: 111 metres
Height: 27 metres

Mass: 90,000 metric tons
Crew: 12
Cruising Speed: Warp 5
Maximum Speed: Warp 6
Armament: 2 Disruptor
cannons, 1 photon torpedo
launcher

Known Ships (IKS)
Somraw

CLASS INFORMATION:

The *Raptor*-class was designed for short and medium range reconnaissance missions and swift attacks. The ship was first encountered by the Vulcans prior to 2151, and the accepted *Raptor*-class name is thought to have been coined by them.

As with other Klingon vessels built prior to the Klingon-Romulan alliance of the 23rd century, the *Raptor* did not carry a cloaking device. However it did feature deflector shields and dispersive armour, despite being only relatively lightly armed. The warp nacelles were situated at the end of the *Raptor*'s up-swept wings.

The first Earth encounter with a *Raptor* came in 2151, when the *Enterprise* NX-01 rescued the disabled *I.K.S. Somraw* from within the atmosphere of a gas giant. This was also the first time Starfleet personnel explored the inside of a Klingon vessel.



The D-7 K'linga

K'T'INGA CLASS



Class: K't'inga
Type: Heavy Battlecruiser
First Encountered: 2270
Production Base: Qo'noS
 Orbital Factory Base
Length: 214.3 metres
Beam: 152.4 metres
Height: 57.3 metres

Mass: 120,000 metric tons
Crew: 385
Cruising Speed: Warp 6 *
Maximum Speed: Warp 10 *
Armament: 8 Disruptor
 cannons, 2 photon torpedo
 launchers
 * *Original Cochrane Unit (OCU)*

Known Ships (IKS)

Amar †
 B'Moth †
 K't'inga
 K'Tanco
 Kronos One
 T'Acog †
 T'Ong
 † *Lost or destroyed*

CLASS INFORMATION:

Frequent encounters with the Federation during the 2260s prompted the Klingon Empire to redesign and upgrade the *D7* battlecruiser, resulting in the *K't'inga*-class. The *K't'inga* featured a number of new innovations including a more thoroughly compartmented hull, designed to withstand multiple breaches, and improved ordnance, with enhanced disruptors replacing the *D7*'s disruptors and phaser emitter. The *K't'inga*-class was also the first Klingon vessel to be fitted with a cloaking device as standard - a result of the Klingons' brief alliance with the Romulans.

The *K't'inga*-class, though no longer in production, served with distinction into the 2370s. Famous ships of the class include the *I.K.S. Amar* which led a battle group of *K't'ingas* against the V'Ger probe in 2273, and the *I.K.S. Kronos One* which transported Chancellor Gorkon to peace talks with the Federation on Earth in 2293.



The B'rel - Bird of Prey

BIRD-OF-PREY (23rd Century)



Class: B'rel/K'Vort
Type: Scout/Cruiser
First Encountered: 2282/2365
Production Base: Qo'noS
 Orbital Factory Base
Length: 109.7/350 metres
Beam: 162/517 metres
Height: 27/86.3 metres

Mass: 46,300/1,504,000 m. tons
Crew: 12/36
Cruising Speed: Warp 7*/6
Maximum Speed: Warp 8*/9.6
Armament: 2 Disruptor
 cannons, 1 photon torpedo
 launcher
 * Original Cochrane Unit (OCU)

Known Ships (IKS)

"HMS Bounty"
 B'rel
 Buruk *
 Ch'Tang
 Etam
 Hegh'ta
 Hor'cha
 Ki'tang
 Koraga *†
 Korinar
 K'Vort *
 M'Char
 Malpara †
 Ning'tao †
 Orantho
 Pagh *
 P'Rang *
 Rotarran
 Slivin
 Vom *
 Y'tem
 * K'Vort-class
 † Lost or destroyed

CLASS INFORMATION:

Developed from a 22nd century design, the *B'rel*-class fulfilled the Klingon Empire's need for a small, fast vessel that could move stealthily through hostile territories and strike quickly and effectively against a foe. The *B'rel*-class was equipped with a cloaking device and featured variable geometry wings which could be lowered into an attack position, raised for planetfall, or kept flat for cruising.

The effective design of the *B'rel*-class prompted the Klingons to develop a larger model in the second quarter of the 24th century - the *K'Vort*-class cruiser.

Notable Klingon Birds-of-Prey include General Chang's experimental prototype which attempted to disrupt the Khitomer Peace Conference, and the *I.K.S. Rotarran* - General Martok's flagship during the Dominion War.



The Negh'Var

NEG'H'VAR CLASS



Class: Negh'Var
Type: Battleship
First Encountered: 2371
Production Base: Qo'noS
 Orbital Factory Base
Length: 682.32 metres
Beam: 470.09 metres
Height: 136.65 metres

Mass: 4,310,000 metric tons
Crew: 2,500
Cruising Speed: Warp 6
Maximum Speed: Warp 9.6
Armament: 20 Disruptor
 cannons, 1 large forward
 disruptor, 4 photon torpedo
 launchers

Known Ships (IKS)
 Negh'Var
 Voodieh *†
 * Variant
 † Lost or destroyed

CLASS INFORMATION:

The largest and most powerful ship in the Klingon fleet, the *Negh'Var* represents the pinnacle of 24th century Klingon starship design. Designed to be an imposing and formidable opponent, the ship's impressive arsenal of disruptors can be fired by individual gunners or centralized through the ship's sophisticated targeting computers. The *Negh'Var* also features a large forward-mounted disruptor, and a detachable 'daughtercraft' scout ship on top of the aft hull.

The *Negh'Var*-class was developed with reliability and durability in mind. Its size dictates the use of several cloaking devices and it features multiply redundant operational systems and impulse engines.

In early 2372, the *I.K.S. Negh'Var* led the Klingon invasion of the Cardassian Union, and was Chancellor Gowron's flagship during the Dominion War.



The Vorcha

VOR'CHA CLASS



Class: Vor'cha
Type: Attack Cruiser
First Encountered: 2367
Production Base: Qo'noS
 Orbital Factory Base
Length: 481.32 metres
Beam: 341.76 metres
Height: 106.87 metres

Mass: 2,238,000 metric tons
Crew: 1,900
Cruising Speed: Warp 6
Maximum Speed: Warp 9.6
Armament: 18 Disruptor
 cannons, 1 large forward
 disruptor, 3 photon torpedo
 launchers

Known Ships (IKS)

Bortas
 Drovana
 Maht-H'a
 Qu'Vat
 Toh'Kaht †
 Vor'cha
 Vor'nak
 Ya'Vang

† Lost or destroyed

CLASS INFORMATION:

The *Vor'cha*-class succeeded the *K'l'inga*-class as the primary fighting vessel of the Klingon Defense Force, and forms the backbone of the late 24th century Klingon fleet. A combat-orientated multimission vessel, the *Vor'cha*'s design echoes traditional Klingon design philosophy and lineage dating back to the *Raptor* and *D5*-classes of the 22nd century.

The *Vor'cha*-class features a detachable heavy forward disruptor cannon - one of the largest ship mounted weapons in known space - and a cloaking device. It is also the first Klingon design to incorporate Starfleet technology exchanged during the years of alliance - most notably in the Bussard collectors mounted on the nacelles, which supplement the ship's ram intakes on the wings.

Both Chancellor K'mpec and his successor Gowron used *Vor'cha*-class vessels as flagships, the *I.K.S. Bortas* serving the latter during the Klingon Civil War of 2367-68.

