

The *Raptor*-class was a small Klingon scoutship that first entered service in the 2130s. Like all Klingon ships that predate the Klingon-Romulan alliance of 2268, it was not fitted with a cloaking device. It was armed with photon torpedoes and disruptors, and was designed to enter a planet's atmosphere and attack targets on the surface. It had powerful but unsophisticated warp engines that could take it up to Warp 5 on the old warp scale.

The *Raptor*'s small size made it ideal for reconnaissance missions, but it was principally used in raiding missions along the borders of Klingon space, with the crew mounting brief and deadly assaults on the enemies of the Empire in a bid to prevent their expansion and to gather intelligence that could be fed back to

the Klingon Defense Force prior to a more sustained assault or invasion. Like all vessels of the period it was designed to operate for extended periods of up to six months away from space stations or Klingon planets. The crew would routinely supplement their supplies by mounting raids on other species, meaning that in some cases *Raptors* operated away from Klingon space for up to a year. However, *Raptors* normally operated within relatively close range of the larger battle cruisers that led the expansion of the Empire during this period.

The *Raptor* was less heavily armed than this era's Bird-of-Prey, which was in service at the same time and had a similar mission profile, and, unlike the Bird-of-Prey, it used conventional warp nacelles rather than warp wings.

STARBOARD VIEW



FORE VIEW



DORSAL VIEW



SPECIFICATIONS

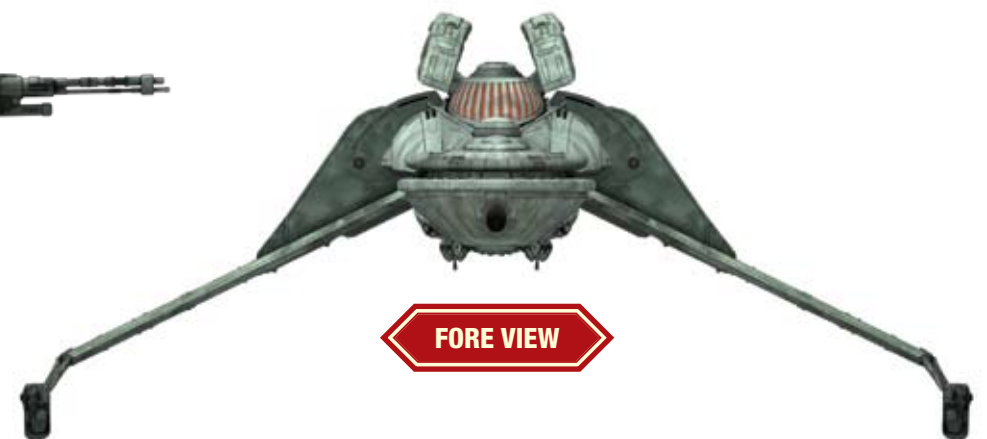
Length	145.61m
Beam	114.65m
Height	26.72m
Mass	200,825 metric tonnes
Crew	12
Performance	Warp 5.0



STARBOARD VIEW



DORSAL VIEW



FORE VIEW

SPECIFICATIONS

Length	145.36m
Beam	137.27m
Height	66.21m
Mass	198,596 metric tonnes
Crew	48
Performance	Warp 6.0

Despite its relatively small size it carried a shuttlecraft, which could be launched from the rear of the ship in a bay below the impulse engines. Tactically, the Bird-of-Prey had two significant weaknesses—a lack of aft weaponry and armament and an exposed plasma junction that was vulnerable to attack if an enemy knew the exact spot to target.

In this era the Bird-of-Prey was one of the most far-ranging ships in the Klingon fleet and their captains were at liberty to fly far beyond the limits of Klingon space. In fact, Birds-of-Prey were seen as far away as Earth. They operated without support from larger, capital ships, meaning their crews had extraordinary opportunities to earn honour.

The 22nd-century version of the Bird-of-Prey was a relatively small raiding and scouting vessel with a crew of 48. It had a top speed of warp 6, making it easily capable of interstellar travel. It was the most heavily armed Klingon vessel of the era with eight separate disruptor banks, including twin disruptor cannons that were mounted on the underside and could fire in a 360-degree radius, and a forward-mounted disruptor that fired from a position next to the forward photon torpedo launcher in the familiar position in the nose. A second photon torpedo launcher fired aft.

Unlike the similar *Raptor*-class it used energised warp wings, which are the signature design feature of this class of ship.

