

KLINGON EMPIRE

Designation	SFB Ref #	Factors On Counter	Product	Cmd (754.0)	Date Avail	Base Hull; Size (755.0)	Conversion Cost, Source	Build Cost or Substitution	Salvage (439.0)	Notes and Special Cases; EW, Shock
BATTLESHIPS										
B10	17	20(4)/10(2)	F&E	10	Y171 (436.0)	B10 (2)	From B10V/S: 2 From B10-: 0+8	Special Rules: 36+8	10.8	Base Hull (BB). See (436.0).
B10(-)	17	20/10	FO	10	Y171 (436.0)	B10 (2)	From B10V/S: 2	Special Rules: 36	10.8	B10 without fighters; See (436.0).
B10A	17A	20A(4)/10(2)	CO	10	Y171 (436.0)	B10 (2)	From B10: 3 or 6 See (312.321).	Must Convert	10.8	Stasis Field Generator Variant (312.0)
B8	106	16/8	AO	10	Y175	B8(2)	Special: (525.324)	Special: (525.324)	7.8	Unique Ship (525.324)
B9	A11	16F/8F	CL31	9	Y175	B9(2)	None	For B10: 30	9.0	Fast Raiding Battleship
B10V	83	20(12)/10(6)	FO	10	Y175 (436.0)	B10 (2)	From B10: 4+16	Special Rules: 38+24	10.8	Heavy carrier variant of B10 (436.0).
B11	82	22(4)/11/(2)	REIN	10	Y175 (436.0)	B11(2)	From B10: 6	Special Rules: 40+8	12.0	Heavy variant of B10.
B10S	84	20(6)P/10(3)P	FO	10	Y179 (436.0)	B10 (2)	From B10: 5+4 From B10V: 5 From B10-: 5+12	Special Rules: 41+12+PFs	10.8	SCS variant of B10 (436.0).
B11A		22A(4)/11/(2)	Future	10		B11(2)	From B11: 3 or 6 (See 312.321) From B10: 8 or 11‡	Must Convert	12	Stasis Field Generator Variant (312.0)
B9A		16AF/8F		9		B9(2)	From B9: 3	Must Convert	9.0	Fast Raiding Battleship with SFG (312.0)
DREADNOUGHTS										
C8	3	12/6	F&E	10	Y167	C8 (2)	From C8: (440.4)	Schedule: 16	4.8	Base Hull Type (DN)
C5	104	11F/6	AO	9	Y167	C5(2)	From C5A: 1	For C8: 16	4.2	Fast Dreadnought (525.1)
C8V	28	10-12(12)/5-6(6)	F&E	10	Y174	C8 (2)	From C8: 4+24	For C8: 18+24	4.8	Heavy Carrier
C8V (4C8V)	—	24-29(12)/12-16(6) C8V+AD5+2F5E	F&E	10	Y174	Group	Individual Ships	Individual Ships	Ships	Heavy Carrier Group
C9A	71	10-12A/5-6	CO	10	Y175	C8 (2)	From C8: 3	Must Convert	4.8	Stasis Field Generator Variant (312.0)
C5A	104A	9-11AF/6	AO	9	Y176	C5(2)	From C5: 3	Must Convert	4.2	Fast Dreadnought with SFG (525.1)
WD5	143	13/7	SO	9	177	WD5(2)	From D5: 10 From D5W: 9	For D5W or DN: 15	3.9	Conjectural War Dreadnought
C10	103	14/7	AO	10	Y179	C8 (2)	From C8: 2	Schedule: 18	5.4	Heavy Variant
C8S	70	10-12(6P)/5-6(3P)	F&E	10	Y179(B)	C8 (2)	From C8: 5+12 From C8V: 5	For C8: 21+12	4.8	Space Control Ship
C8S (4C8S)	—	24-29P(6)/ 12-16P(3) C8S+AD5+2F5E	CO	10	Y179(B)	Group	Individual Ships	Individual Ships	Ships	Space Control Ship Group
C10V	R3.A21	11-14(8H6)/ 6-7(4H3)	TO?	10	Y181	C8(2)	From C8V: 3+4 From C10: 4+28 From C8: 5‡+28	For C8: 20+28	5.40	Heavy carrier version of heavy dreadnought
C7 HEAVY BATTLECRUISERS										

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C7	72	10/5	F&E	10	Y177	C7 (3)	See (440.4).	For D7 or C8: 10	3.0	Base Hull Type (BCH)
C7V	86	10(6)/5(3)	AO	10	Y181	C7 (3)	From C7: 2+12	For C7 or C8: 12+12	3.0	Medium Carrier
C7S	87	10P(3)/5P(1)	AO	10	Y183	C7 (3)	From C7: 5+6 From C7V: 2	For C7 or C8: 15+6	3.0	Battle Control Ship (525.24)
C7A	73	8-10A/4-5	CO	10	Y184	C7 (3)	From C7: 3	Must Convert	3.0	Stasis Field Generator Variant (312.0)
D7 BATTLECRUISERS										
D7	4	8/4	F&E	8	Y134	D7 (3)	See (440.4).	Schedule: 8	2.4	Base Hull Type (CA)
D7E	43	7-8◆/4	SO	8	Y137	D7(3)	From D7: 5	For D7: 13	2.4	Survey Ship, Scout, (2EW:2AF)(1EW:7AF)
D7N	45	8DD/4DD	SO	8	Y137	D7(3)	From D7: 2+2xDIP	For D7: 8 + 2xDIP	2.4	Diplomatic Cruiser (540.3)
D7C	31	9/5	F&E	9	Y142	D7 (3)	From D7: 2	For D7(Y179+): 9	2.7	Command Variant
FD7	92	7-8F/4	AO	8	Y162	D7 (3)	From D7: 3	For D7: 10	2.4	Fast Cruiser (525.1)
D7A	8	6-8A/3-4	CO	8	Y165	D7 (3)	From D7: 3	Must Convert	2.4	Stasis Field Generator Ship (312.0)
D7V (DVS)	44	7-8(6)/3-4(3)	F&E	8	Y171	D7 (3)	From D7: 2+12	For D7: 10+12	2.4	Medium Carrier
DV (3DV)	—	11-16(6)/5-8(3) D7V+2xE4A	F&E	8	Y171	Group	Individual Ships	Individual Ships	Ships	Medium Carrier Group
DVS (3DVS)	—	17-20(6)/8-11(3) D7V+AD5+F5E	F&E	8	Y171	Group	Individual Ships	Individual Ships	Ships	Medium Carrier Group
D7D	42	9/4	CO	8	Y176	D7 (3)	From D7: 1	For D7: 8.5	2.4	Improved Combat Variant
D7U	109	4-9◆(8H6) /2-5(4H3)	FO	8	Y176	D7(3)	From D7: 5+28 From D7V: 3+16	For D7C: 13+28	2.7	Area Control Ship, Scout EW=2, Heavy/Medium Carrier.
UD7	156	5-9P(6)◆/3-5P(3)	FO	9	Y179	D7(3)	From D7: 5+12 From D7V: 3	For D7C: 14+12	2.7	Division Control Ship, Scout EW=2, Medium/Heavy Carrier+PFT.
DX	201	13/7	AO	10	Y180	D7 (3)	From D7C: 6 From D7: 7	For D7: 13	3.9	X-Ship
D6 HEAVY CRUISERS										
D6	5	7-8/4	F&E	8	Y121	D6 (3)	See (440.4).	Schedule: 8	2.4	Base Hull Type (CA)
D6G	48	3-8GG/2-4G	CO	8	Y124	D6 (3)	From D6/D7: 3	For D6/D7: 8	2.4	Commando Ship
D6J	36	6-8/3-4	AO	7	Y124	D6 (3)	From D6/D7: 1	For D6/D7: 9	2.4	Penal Ship
D6E	46	6-8◆/3-4	SO	8	Y125	D6(3)	From D6: 5	For D6: 13	2.4	Survey Ship, Scout, (2EW:2AF)(1EW:6AF)
D6D	32	7-8<4>◆/4	F&E	8	Y134	D6 (3)	From D6/D7: 3 From D6S: 2	For D6/D7: 11	2.4	Drone Bombardment, Scout, EW = 2
D6L	A20	8-9/5	NO?	9	Y146	D6(3)	From D6: 2	For D6/7: 8.5	2.55	Unbuilt Command Variant
D6S	47	4-8◆/2-4	CO	8	Y159	D6 (3)	From D6/D7: 4	For D6/D7: 12	2.4	Heavy Scout; EW = 4
D6V	21	6-8(5)/3-4(3)	F&E	8	Y166	D6 (3)	From D6/D7: 2+10 From D6Y: 1+5	For D6/7: 10+10	2.4	Medium Carrier
D6V (3D6V)	—	10-16(5)/5-8(3) D6V+2E4A	F&E	8	Y166	Group	Individual Ships	Individual Ships	Ships	Medium Carrier Group

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D6Y	114	6-8(2▲)/3-4(1)	FO	8	Y166	D6(3)	From D6: 2+5	For D6: 10+5	2.4	Experimental Carrier.
D6M	33	10+4	F&E	8	Y167	D6 (3)	From D6/D7: 5	For D6/D7: 10	2.4	Mauler
D6U	110	3-8(12)/1-4(6)	FO	8	Y173	D6(3)	From D6: 3+24 From D6V: 2+14	For D6: 10+24	2.4	Interdiction Carrier (CVD). Oversized Squadron. Medium Carrier.
AD6	76	6-8■/3-4■	AO	8	Y176	D6 (3)	From D6: 1	For D6/D7: 9	2.4	Heavy Escort; unique (525.325)
D6P	22	4-8P◆/2-4P	F&E	8	Y179	D6 (3)	From D6/D7: 5	For D6/D7: 13	2.4	PFT, Scout, (2EW:2AF)(1EW:4AF)
D5W NEW HEAVY CRUISERS										
DDW (D5DW)	129	9-8/4	SO	8	Y175	D5W(3)	From D5±: 3 From D5D±: 3 From D5W: 1	For D5W: 6.5 Max one/turn	1.8	Drone combat variant of D5W (NCA).
DWA (D5WA)	126	6-8A/3-4	SO	8	Y175	D5W(3)	From D5: 6 (Minor) From D5A: 3 From D5W: 3	Must Convert	1.8	Stasis variant of D5W (NCA).
DWB (D5WB)	142	3-8◆(8H)/1-4(4H)	SO	8	Y175	D5W(3)	From D5: 5+16 From D5W: 2+16 From D5B: 3	For D5W: 11+16	1.8	Heavy Scout Carrier, EW=3, heavy fighters
DWG (D5WG)	128	3-8GT/1-4G	SO	8	Y175	D5W(3)	From D5±: 3 From D5G: 3 From D5W: 1	For D5W: 6	1.8	Heavy Commando Cruiser, variant of D5W (NCA). Can carry one pod (same types as D5G).
DWJ (D5WJ)	123	7-8/3-4	SO	8	Y175	D5W(3)	From D5±: 3 From D5J: 3 From D5W: 1	For D5W: 7	1.8	Penal variant of D5W (NCA). See (528.0) for special rules. Can replace D6J.
DWL (D5WL)	116	9/5	SO	9	Y175	D5W(3)	From D5±: 4 (Minor) From D5W: 2	For D5W: 7	2.1	Command Variant of D5W (NCA).
DWN (D5WN)	125	8D/4D	SO	8	Y175	D5W(3)	From D5±: 5 + DIP From D5N: 3 From D5W: 2 +DIP	For D5W: 6+DIP	1.8	Diplomatic variant of D5W (NCA). See special diplomatic rules (540.3). Construction limit. Can replace D7N.
DWS (D5WS)	124	4-8◆/2-4	SO	8	Y175	D5W(3)	From D5±: 6 From D5S: 4 From D5W: 4	For D5W: 10	1.8	Scout Variant of D5W (NCA). EW=4.
DWV (D5WV)	117	7-8(6)/4(3)	FO	8	Y175	D5W(3)	From D5W: 2+12 From D5V: 3 From D5±: 4+12	For D5W: 8+12	1.8	Medium Carrier Variant of NCA.
D5W	89	8/4	CO	8	Y175	D5W(3)	From D5: 3	Schedule: 6	1.8	Base Hull Type (NCA)
FDW (FD5W)	118	7-8F/3-4	SO	8	Y175	D5W(3)	From D5: 5 From D5W: 2	For D5W: 8 (525.12)	1.8	Fast raider (525.1) variant of D5W (NCA).
MDW (MD5W)	127	9+4	SO	8	Y175	D5W(3)	From D5±: 7 From MD5: 3 From D5W: 4	For D5W: 9	1.8	Mauler variant of D5W (NCA).
ADW (AD5W)	152	7-8■/3-4■	SO	8	Y176	D5W(3)	From D5±: 3 From AD5: 3 From D5W: 1	For D5W: 7	1.8	Escort Cruiser, variant of D5W (NCA).

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DWD (D5WD)	119	8[4]◆/4	SO	8	Y176	D5W(3)	From D5±: 5 (Minor) From D5D: 3 From D5W: 3 From D5S±: 4	For D5W: 9	1.8	Drone bombardment variant of D5W (NCA). Scout, EW=2.
DWP (D5WP)	121	6-8P◆/3-4P	SO	8	Y179	D5W(3)	From D5±: 7 From D5P: 3 From D5W: 5	For D5W: 11	1.8	PF Tender variant of D5W (NCA). (2EW:2AF)(1EW:6AF)
DWU (D5WU)	122	4-8P(6)◆/2-4P(3)	FO	8	Y179	D5W(3)	From D5W: 5+12 From D5: 7±+12 From D5V: 5	For D5W: 10+12	1.8	Division Control Variant of NCA. Scout EW=2. Heavy/Medium Carrier+PFT.
EDW (ED5W)	120	7-8◆/4	SO	8	Y188	D5W(3)	From D5W: 5 From D5WS: 3	For D5W: 11	1.8	Survey Ship, Scout, (2EW:2AF)(1EW:7AF)
TUGS										
TGB (T6)	10	4-8/2-4	F&E	6	Y123	TG (3)	From TGA: 2	For D6/D7: 6	1.8	Tug
TGA (T7)	9	8/4	F&E	8	Y140	TG (3)	From TGB: 5	For D6/D7: 8	2.4	Tug
CVT	16	7-8(5)/3-4(3)	F&E	9	Y167	TG (3)	Unconvert to TGA no cost (pods lost)	Add CV pods to tug	3.4	Medium Carrier
CVT (3CVT)	—	11-16(5)/5-8(3) CVT+2E4A	FO	9	Y167	Group	None	None	Ships	Carrier Tug Group available at start; see Tug/pod rules for others
CVT+	—	7-8(6)/3-4(3)	FO	9	Y172	Tug(3)	From CVT: 1+2	Pods + Ship	3.4	Improved Carrier Tug.
PODS										
CP		0/None	F&E	0	Y123	Pod	None	NA	0	Cargo Pod (subsumed)
T-POD	13	0G/None	CO	+0	Y124	Pod	None	(521.712): 2	0.5	Troop Pod, tug or LTT; max 4.
BP	14	2/None	CO	+2	Y144	Pod	None	(431.22): 4	0.5	Battle Pod; Max 4 in service.
DP	68	2<2>◆/None	CO	+0	Y149	Pod	None	(431.22): 6	0.5	Drone pod; scout, EW=1; Limit 2 in service.
REP POD	—	0/None	F&E	0	Y159	Tug Mission	—NA—	Replacement: 5	0.0	See (422.8)
REP POD	—	0/None	F&E	0	Y159	Tug Mission	—NA—	Replacement: 5	0.0	See (422.8)
VP(VP2)	15	0(2▲)/None	CO	+1	Y168	Pod	None	(431.22): 1+5	0.5	Standard Medium Carrier Pod; max 6
VP3	159	0(3)/None	CO	+1	Y172	Pod	From VP: 1+1	(431.22): 1+6	0.5	Improved Medium Carrier Pod; max 6
VAP	67	0(6)/None	CO	+1	Y175	Pod	None	(431.22): 2+12	1.0	Heavy Carrier Pod; Max 2
VHP	160	0[8H]/None	AO	+0	Y178	Pod	None	2+8	1.0	Heavy Fighter FCR pod; Max 2
PFP (2PFP)	66	0P◆/None	CO	+0	Y179	Pod	None	(431.22): 6 (pair)	1.0	Pair of PFT Pods; Max 2 pairs; (2EW:2AF)(1EW:TugAF)
PTP	161	0[P]/None	AO	+0	Y179	Pod	None	2+PFs	0.5	PF Transport Pod, limit 4.
SCP+	85	0P(6)◆/None	AO	+2	Y179(B)	Pod	None	(431.22): 8+12	1.5	Space Control Pod; limit 1; (2EW:2AF)(1EW:TugAF)
D5 WAR CRUISERS										
D5	23	7/4	F&E	6	Y166	D5 (3)	See (440.4).	Schedule: 5	1.5	Base Hull Type (CW) §
D5S	61	3-7◆/1-4	F&E	6	Y168	D5 (3)	From D5: 3	For D5: 8	1.5	Scout; EW =3 §

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D5G	53	2-7G/1-4G	CO	6	Y169	D5 (3)	From D5: 2	For D5: 5	1.5	Commando Ship; limited LTT (516.32)§
LTT (D5H)	54	6-7/3-4	CO	6	Y169	D5 (3)	From D5: 3	For D5: 5	1.5	Light Tactical Transport
AD5	29	6-7■/3-4■	F&E	6	Y170	D5 (3)	From D5: 1	For D5: 6	1.5	Heavy Escort §
D5D	50	7<4>/4	CO	6	Y170	D5 (3)	From D5: 2	For D5: 7	1.5	Drone Ship, Not a Scout §
D5V	62	6-7(6)/3-4(3)	F&E	6	Y170	D5 (3)	From D5: 2+12	For D5: 7+12	1.5	Medium Carrier
D5V (3D5V)	—	16-19(6)/8-11(3) D5V+AD5+F5E	F&E	6	Y170	Group	Individual Ships	Individual Ships	Ships	Medium Carrier Group
MD5	75	7+4	CO	6	Y170	D5 (3)	From D5: 4	For D5: 7	1.5	Mauler
D5A	24	5-7A/3-4	CO	6	Y171	D5 (3)	From D5: 3	Must Convert	1.5	Stasis Field Generator Variant (312.0)
D5N	59	7D/4D	SO	6	Y171	D5(3)	From D5: 2+DIP	For D5: 5+DIP	1.5	Diplomatic Cruiser (540.3)
D5J	37	6-7/3-4	AO	5	Y172	D5(3)	From D5: 1	For D5: 6	1.5	Penal Ship §
D5U	111	3-7(9)/1-4(4▲)	FO	6	Y173	D5(3)	From D5: 3+18 From D5V: 2+6	For D5: 7+18	1.5	Patrol (Medium) Carrier. Oversized Squadron.
D5B	112	3-7◆(8H)/1-4(4H)	FO	6	Y176	D5(3)	From D5: 5+16 From D5S: 2+16 From D5V: 3+4	For D5: 9+16	1.5	Scout (Medium) Carrier, EW=2, heavy fighters.
D5VH	62	6-7(8H)/3-4(4H)	AO	6	Y178	D5 (3)	From D5V: 0+4	For D5: 7+16	1.5	Medium Carrier, Heavy fighters
D5P	60	5-7P◆/2-4P	F&E	6	Y179	D5 (3)	From D5: 5	For D5: 10	1.5	PFT, Scout, (2EW:2AF)(1EW:5AF)
D5DX	206	10<4>◆/5◆	AO	8	Y182	D5(3)	From D5X: 3	For D5: 14	3.0	X-Ship, Scout, EW=4 (crippled EW=1), drone bombardment variant §
D5X	205	10/5	AO	8	Y182	D5(3)	From D5: NA	For D5: 10	3.0	X-Ship §
ROMULAN-BUILT LIGHT CRUISERS										
RKL	63	7/4	SO	6	Y174	Rom SP(3)	From SP: 2	Schedule: 5 See (431.16)	1.25	Klingon version of Romulan SP.
F6 HEAVY FRIGATES										
F6	64	7S/3	AO	5	Y176	F6(4)	From F5L: 2 From F5: 3	For F5/F5L: 5 Free: (525.312)	1.5	Shock Variant; (525.312); (Roll: 12-2D6, Safe AF: 6) §
F6B	A7	7/4	SO	5	Y178	F6(4)	From F5: 3.5 From F6: 1	For F5W: 5.5 (525.312)	1.5	Combat Variant, no shock §
F6E	A10	5-7■/2-4■	SO	5	Y178	F6(4)	From F5E: 3 From F5‡: 3 From F6: 1	For F5W: 6 (525.312)	1.5	Light Escort
F6J	A8	5-7/2-4	SO	4	Y178	F6(4)	From F6: 1 From F5J: 3	For F5W: 6 (525.312)	1.5	Penal ship
F6S	A9	4-7◆/2-4	SO	5	Y178	F6(4)	From F6: 2 From F5S: 4 From F5‡: 4	For F5W: 7 (525.312)	1.5	Scout, EW=2
HF5 HEAVY WAR DESTROYERS										
HDW (HF5)	95	6-7(1)/3-4	AO	5	Y179	HDW(4)	From F5W: 2+1 From F5/F5L: 3+1‡	For F5L/F5W: 5+1	1.5	Modular Ship (525.2) (§ in some modes)

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HDWE	95	6-7(1)■/3-4■	AO	5	Y179	HDW(4)	See (525.2) in AO.	(525.2) in AO.	1.5	Escort mode of HDW §
HDWV	95	6-7(6)/3-4(3)	AO	5	Y179	HDW(4)	See (525.2) in AO.	(525.2) in AO.	1.5	Carrier mode of HDW.
F5W DESTROYERS										
F5W	97	6/3	CO	4	Y175	F5W(4)	From F5/F5L: 2	Schedule: 4	1.2	Base Hull Type (DW) §
FWV	93	5-6(4)/3(2)	AO	5	Y176	F5W(4)	From F5W: 1+8 From F5/F5L: 2+8‡ From FV: 2+0	For F5W: 5+8	1.2	Escort Carrier
FWE (F5WE)	113	5-6■/2-3■	AO	4	Y177	F5W(4)	From FW: 1 From F5/F5L: 2‡ From F5E: 2	For F5/FW: 5	1.2	Light Carrier Escort §
F5 FRIGATES										
F5	6	5/3	F&E	4	Y134	F5 (4)	From F5?: 1 (440.4)	Schedule: 3 For F5L: 3	0.9	Base Hull Type (DD) §
F5J	38	4-5/2-3	AO	3	Y136	F5 (4)	From F5/F5L: 1	For F5/F5L: 4	0.9	Penal Ship §
F5S	20	2-5◆/1-3	F&E	4	Y137	F5 (4)	From F5/F5L: 1	For F5/F5L: 4	0.9	Scout; EW = 1 §
F5L	34	6/3	F&E	5	Y142	F5 (4)	From F5: 2	Schedule: 4	1.2	Command variant §
F5T	155	2-5U/1-3	SO	4	Y150	F5(4)	From F5: 1	For F5: 3	0.9	Theater Transport, Carry 5 EPs or pod.
F5G	90	2-5G/1-3	CO	4	Y154	F5 (4)	From F5/F5L: 2	For F5/F5L: 3	0.9	Commando Ship §
FV (F5V)	30	4-5(4)/2-3(2)	F&E	5	Y166	F5 (4)	From F5/F5L: 1+8	For F5/F5L: 4+8	0.9	Escort Carrier
FV (2FV)	—	6-9(4)/3-5(2) F5V+E4A	F&E	5	Y166	Group	Individual Ships	Individual Ships	Ships	Escort Carrier Group
F5E	77	4-5■/2-3■	F&E	4	Y170	F5 (4)	From F5/F5L: 1	For F5/F5L: 4	0.9	Light Escort §
F5R	94	2-5[6]■/1-3	AO	4	Y172	F5 (4)	From F5/F5L: 1+6	For F5/F5L: 4+6	0.9	Carrier Resupply Ship; Light Escort §
FX	202	9/5	AO	7	Y181	F5 (4)	From F5L: 6 From F5: 7	For F5/F5L/F5W: 9	2.7	X-Ship §
FSX	204	4-9◆/2-5◆	AO	7	Y183	F5 (4)	From F5S: 9 From FX: 3	For F5/F5L/F5W: 12	2.7	X-Ship, Scout, EW=3 (1EW:Crippled) §
E4 CORVETTES										
E4	7	4/2	F&E	3	Y120	E4 (4)	From E4?: 1 (440.4)	Schedule: 2.5	0.625	Base Hull Type (FF) §
G4	96	2-4◆G/-	PO	4	Y130	E4(4)	From E4: 3	For E4: 5	0.0	Police Flagship, Scout (EW=1), Commando Ship (one battalion).
E4S	153	2-4◆/1-2	SO	3	Y134	E4(4)	From E4: 1	For E4: 3.5	0.625	Scout, EW=1
E4T	154	1-4U/0-2	SO	3	Y140	E4(4)	From E4: 1	For E4: 2.5	0.625	Theater Transport, Carry 4 EPs or pod.
E4A	25	2-4■/1-2■	F&E	3	Y166	E4 (4)	From E4: 1	For E4: 3.5	0.625	Light Escort §
E4R	115	1-4[6]■/0-2	FO	3	Y168	E4 (4)	From E4: 1+6	For E4: 3.5+6	0.625	Carrier Resupply Ship; Light Escort §
EV (E4V)	80	3-4(3)/1-2(2)	FO	3	Y169	E4 (4)	From E4: 1+6	For E4: 3.5+6	0.625	Escort Carrier
EV (2EV)	—	5-8(3)/2-4(2)	FO	3	Y169	Group	Individual Ships	Individual Ships	Ships	Escort Carrier Group
G4V	80	2-4(3)/None	PO	3	Y169	E4(4)	From E4: 1+6	For E4: 3.5+6	0.0	Police Carrier (E4V)

KLINGON EMPIRE

Designation	SFB Ref #	Factors On Counter	Product	Cmnd (754.0)	Date Avail	Base Hull; Size (755.0)	Conversion Cost, Source	Build Cost or Substitution	Salvage (439.0)	Notes and Special Cases; EW, Shock
GUNBOAT FLOTILLAS										
PPF	R5	1-5 PFs	AO	0	Y179	Flotilla	None	(528.28)	0.0	Penal PF Flotilla; Max 2 in service.
CPF	R1.R1	1-5 PFs	AO	0	Y179(B)	—NA—	None	(524.112): 5	0.0	Casual PF Flotilla.
CPX	R1.R1	None	AO	0	Y180(A)	—NA—	None	(524.112): 5	0.0	Casual PF Flotilla usable on raids.
MONITORS & PALLETS										
MON	22	10-6/5-3	CO	6	Y140	MON(3)	None	(451.12): 8	2.0	Monitor
MPAL (CV)	22E	0(6)/None	CO	+0	Y165	Monitor Pallet	None	2+6	0.5	Pallet attached to Monitor
MPAL (PF)	1.22E	0P/None	PO	+0	Y179	Monitor Pallet	—NA—	(519.422): 5+PFs	0.75	Monitor pallet with PFs.
MPAL (SCS)	22E	0P(6)/None	CO	+0	Y179(A)	Monitor Pallet	None	5+6	1.0	Pallet attached to Monitor
HEAVY AUXILIARIES (ORE CARRIER HULL)										
Future										
LARGE AUXILIARIES (LARGE FREIGHTER HULL)										
FHL	62	0-4M/0-2	SO	0	Y120	LAux(3)	None	One/Year: 4	1.0	Large Hospital Auxiliary; see (451.0)
FTL	19	1-4GGGG/0-2GG	CO	0	Y120	LAux(3)	None	(521.23): 6	1.0	Large Auxiliary Troop Ship
REPR	25	0-1/None	F&E	0	Y159	LAux(3)	—NA—	Replacement: 5	0.0	See (422.0)
LAS	R1.77	0-4♦/0-2	AO	0	Y160	LAux(3)	None	(317.1): 6	1.0	Large Auxiliary Scout; (3EW)
LAH	R1.75	1-4(8H6)/0-2(4H3)	Future	6	Y165	LAux(3)	From LAV: 2+4	(513.112): 4+16	1.0	Large Auxiliary Carrier for heavy fighters.
LAV	13B	1-4(12)/0-2(6)	CO	6	Y165	LAux(3)	None	(513.112): 4+12	1.0	Large Auxiliary Carrier
LAP	27B	1-4P♦/0-2P	AO	6	Y179(A)	LAux(3)	None	(526.4): 6	1.0	Large Auxiliary PFT (526.4); scout (2EW).
ASC	31	1-4P♦(6)/0-2P(3)	AO	6	Y179(A)	LAux(3)	From LAP: 2+6 From LAV: 3 From LAS: 3+6	(526.46): 7+6	1.0	Auxiliary Space Control Ship (526.46); Scout; EW=2.
SMALL AUXILIARIES (SMALL FREIGHTER HULL)										
FTS	18	0-2GG/0-1G	CO	0	Y120	SAux(4)	None	(521.23): 3	0.5	Small Auxiliary Troop Ship
SAS	R1.78	0-2♦/0-1	AO	0	Y140	SAux(4)	None	(317.1): 4	0.5	Small Auxiliary Scout; (2EW)
SAV	13A	0-2(6)/0-1(3)	CO	3	Y165	SAux(4)	None	(513.112): 2+6	0.5	Small Auxiliary Carrier
SAH	R1.76	0-2(8H)/0-1(4H)	Future	3	Y178	SAux(4)	From SAV: 2+4	(513.112): 2+8	0.5	Small Auxiliary Carrier with heavy fighters.
SAP	27A	0-2P♦/0-1P	AO	3	Y179(A)	SAux(4)	From SAS: 5	(526.4): 4	0.5	Small Auxiliary PFT (526.4); Scout; EW=1.
MOBILE SUPPORT UNITS										
CONVOY	5	0-6/None	F&E	0	Y119	—NA—	—NA—	(431.2): 6	0.0	See (414.0); Cargo = 20EP
Commercial Convoy	NA	0-10/None	CO	0	Y120	Group	None	Original: 0 Replacement: 5	0.0	See (443.0).

KLINGON EMPIRE

Designation	SFB Ref #	Factors On Counter	Product	Cmd (754.0)	Date Avail	Base Hull; Size (755.0)	Conversion Cost, Source	Build Cost or Substitution	Salvage (439.0)	Notes and Special Cases; EW, Shock
APT	8	0-1/None	SO	0	Y125	APT(4)	None	Unlimited: 1	0.2	Armed Priority Transport, Can carry DIP, ADM, MG, PT, 1EP.
POL	19	3/None	CO	3	Y127	—NA—	None	Built: 2.5 Called Up: 2	0.0	Police Ship (531.0).
PTR	67	1-2/0-1	SO	3	Y130	FT(4)	None	One/turn: 2	0.0	Prime Transport. Can carry ADM, MG, PT, DIP, 1EP.
SAF	33	0-6/0-3	CO	0	Y150	Group	From FTL: 5 From FTS: 8 From 2xFTS: 6	See (520.1): 10	0.0	Special Attack Force
ENG	NA	0-8/0-4	SO	0	Y166	—NA—	—NA—	Schedule: 20	0.0	Engineer Regiment see rule (541.0). Moves like a military convoy.
SWARM	SH17	NA	FO	0	Y168 (514.0)	Special	None	Special (514.0)	0.0	Group of fighters (and PFs)
MC	20	2-10(6)/None	AO	0	Y175	—NA—	None	(526.14): 12+6	0.0	Military convoy (526.1); Cargo = 15EP
OPB	45	10♦/5	SO	6	Y175	OPB(3)	None	One/turn: 15	0.0	Operational Base, moves as military convoy. (2 EW:5 AF), (1 EW:10 AF).
77th	SH29	9-15P♦P/4-8PP D5P+D6P	CO	8	Y181	Group	Individual Ships	Individual Ships	Ships	Special Group; see (513.2); (2EW:9AF, 3EW:7AF, 4EW:4AF)
REPAIR DOCKS										
FRD	10	1-4/None	F&E	0	Y139	FRD(2)	—NA—	(431.2): 10	0.0	See (421.0)
FRD+	10	1-4(6)/None	F&E	0	Y165	FRD(2)	From FRD: 2+6	(431.2): 10+6	0.0	See (421.0) With fighter modules
PRD	Future	0-2/None	PO	0	Y170	—NA—	—NA—	(425.11): 3 / 5 / 7	0.0	Planetary Repair Dock
FRX	R1.81	1-6/None	AO	0	Y182	FRD(2)	From FRD: 10	For FRD: 12	0.0	X-unit; repairs X-ships without penalty.
BASES										
BS	R1.3	10(6)♦/5(3)♦	CO	8	Y120	BS(3)	From MB: 5+6	—NA—	0.0	See (444.0).
BATS	2	12P(6)♦/6P(3)♦	F&E	9	Y130	BATS(2)	From MB: 9+6	—NA—	0.0	See (433.41), (441.0), and (510.3)
MB	24	8♦/4	F&E	6	Y139	MB(3)	—NA—	(431.2): 10	0.0	See (510.2); EW=1
SB	1	36(12)PP♦/ 18(6)P♦	F&E	10	Y140	SB(1)	From BATS: 30+6 From STS:	—NA—	0.0	See (433.41), (441.0), and (510.3)
Ftr-Module	4	0(3)/0(1▲)	AO	0	Y165	—NA—	None	(441.4): 1+3	0.0	Fighter module for base or FRD
SBA	100	36A(12)PP♦/ 18(6)P♦	CO	10	Y169	SB(1)	From SB: 3 or 6 See (312.12)	Must Convert	0.0	Starbase with SFG (312.0)
Shipyards	Future	0/None	PO	0	Y170	—NA—	—NA—	(450.12): varies	0.0	Secondary Shipyards, see rules.
Ftr-Depot	NA	0[6]/0	FO	0	Y172	—NA—	None	(443.3): 6	0.0	See (443.0).
STB	R1.47	12-24(6)♦ /6-12(3)♦	SO	9	Y175	STB(2)	From BATS: 12+ftrs From BS: 15+ftrs	Upgrade Only	0.0	Sector Base; see EW chart.
PWR module	17	0/0	AO	+0	Y178	—NA—	None	Built: 2	0.0	Power module for base (441.5)

KLINGON EMPIRE

Designation	SFB Ref #	Factors On Counter	Product	Cmd (754.0)	Date Avail	Base Hull; Size (755.0)	Conversion Cost, Source	Build Cost or Substitution	Salvage (439.0)	Notes and Special Cases; EW, Shock
PF Module	16	0P/0P	AO	0	Y179(A)	—NA—	None	2(+PFs)	0.0	PF module for base or FRD.
BSX	R1. 202B	16(6)◆/8(3)◆	Future	9	Y182	BS(3)	From BS: 12 From MB: 8+6	—NA—	0.0	See (444.0).
BTX	R1. 202	18(6P)◆/9(3P)◆	AO	10	Y182	BATS (2)	From BATS: 18 From MB: 17+6 From BS: 22	—NA—	0.0	X-unit; see EW Chart.
SBX	201	54(12)PP◆/ 27(6)P◆	AO	11	Y182	SB(1)	From SB: 24 From STX: From BTX: 45+6	—NA—	0.0	X-unit; see EW Chart.
STX	R1. A11	18-36(6)◆ /9-18(3)◆	SO	10	Y183	STB(2)	From STB: 10 EP + 10 XTP + Ftrs/PFs.	Upgrade Only	0.0	X-Unit; Sector Base; see EW chart.
PLANETARY UNITS										
PGB	14	3/None	AO	0	Y119	—NA—	—NA—	Built: 3 Self-Gen: 4 Upgrade: 6	0.0	Planetary Ground Base (no fighters)
C-BASE	NA	8/None	PO	0	Y166	—NA—	From Colony: 7	NA	0.0	Colony Base, see rule (446.5).
COLONY	NA	0/None	PO	0	Y166	—NA—	—NA—	(446.13): 2+2+2	0.0	Colony, see rule (446.0)
PDU	14	3(6)/None	F&E	0	Y167	—NA—	From PGB (441.3)	Built: 4+3 Self-Gen: 5+3 Upgrade: 7+3	0.0	See (508.1) and (431.2).
MARKERS AND SPECIAL UNITS										
Prime Team	G32	Prime Team	CO	0	Y120	—NA—	—NA—	(522.11): 5	0.0	Prime Team
Diplomat	NA	DIP	SO	0	Y160	—NA—	—NA—	One/year: 10 (or more)	0.0	Diplomatic Team, see rule (540.0).
ADM ★	NA	ADM ★/None	AO	1	Y168	—NA—	—NA—	(316.32): 0	0.0	Admiral
Marine	NA	★★	PO	+1	Y168 (War)	—NA—	—NA—	(321.12): 5	0.0	Marine Major General, See (321.0).
MEGA	J16	(+2-0)/None	PO	0	Y177(A)	—NA—	—NA—	(535.13): 5	0.0	Megafighter Packs
MEGA-H	J16	(+1-0H)/None	PO	0	Y177(B)	—NA—	—NA—	(535.13): 3	0.0	Megafighter Packs for heavy fighters
Z-SYMBOLS USED: ◆ = scout; § = can be in battle group, ‡ = two-step conversion, ■ = carrier escort, ★ = leader, ▲ = half factor of fighters.										