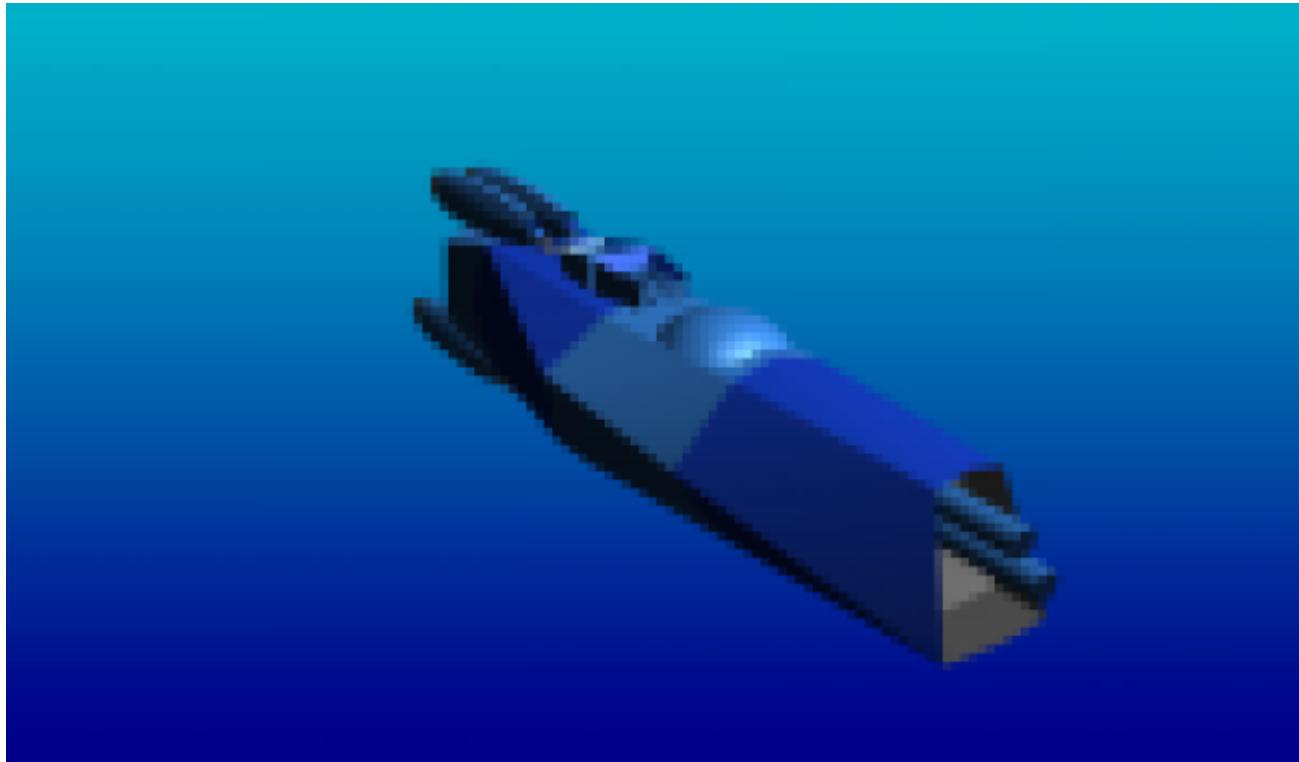




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# Schwert-class Korvetten

The Schwerts Korvetten is a old pack raider vessel that was created in AF 14 by [Abwehran Imperial Yards](#).



## About the Ship

One of the first space warships of the new Abwehran Weltraumflotte, the Schwert-class Korvetten is a small maneuverable warship designed mostly for anti-fighter and anti-missile roles in fleet taskforces operations. Currently though, they are being used as system patrol craft. Since they are weak alone, Schwert Korvetten are usually grouped into squadrons of five in order to survive. Though orders are for them to retreat if they encounter large warships due to the number of them available at the moment.

## Key Features

- N/A

## Mission Specialization

The Schwerts was initially intended to be group into squadrons of six to seek, surround, and pin target vessels until larger ships could arrive to either capture or destroy.

## Appearance

A single, squarish, tube with four engines placed in pairs on both dorsal and ventral sides.

## History and Background

In the year 02 AF, a massive project of building a space fleet began to be put into motion. This huge undertaking would be thought to be insane for the first few years. But with the design of the first viable warship, the Schwert, completed in just two years from the start, that insane dream seemed more plausible.

Unfortunately, it took ten years to build the prototype of the Korvetten. Testing was done in both air, sea, and space. Luckily enough, it was a resounding success and would set the stage for even better and more powerful vessels in time.

It wouldn't be until twenty years later when it would become proven in combat. A full squadron of Korvetten was able to pin down a small flotilla of pirates in orbit around Jaspis III until a true anti-pirate vessel, the Tempelritter-class Fregatten, could arrive. This not only gave the ship a true sense of being a warship, it also set up standard anti-pirating doctrine in the Weltraumflotte.

## Statistics and Performance

## Statistical Data

### General

Class: Ay-S1-1a Type: Anti-fighter/Anti-missile Escort, Secondary System Patrol craft Designers: Kaiserlich F&E Manufacturer: [Abwehran Imperial Yards](#) Production: Retired Fielded by: [Weltraumflotte](#)

### Passengers

Crew: 19 operators are required. Maximum Capacity: There are accommodations for 25 people. About 50 people can fit aboard in an emergency, but the ship would be extremely cramped.

## Dimensions

Length: 80 meters (262 feet) Width: 18 meters (59 feet) Height: 14 meters (45 feet) Decks: 3 (4 meters each)

## Propulsion and Range

Sublight Engines:

- Cruise: 0.3 c with 175G acceleration
- Flank: 0.9 c with 525G acceleration

Range: 3 months, In-system only Lifespan: 30 years constant use Refit Cycle: Every ten years

## Damage Capacity

See [Damage Rating \(Version 3\)](#) for an explanation of the damage system.

- Hull: 6 Ship SP
- Shields: N/A

## Inside the Ship

### Armory

More like a small storage compartment than an armory, the Schwerts' armory contains enough rifles to support the crew. Since the Korvetten wasn't mean to carry Marines or execute boarding action, there are no infantry power armor or heavy weaponry available.

### Bridge

Compact and cramped, the bridge of the Schwerts is only large enough for three individuals: the Captain, the pilot, and the Communications/Sensors Officer. The Captain sits in the center of the bridge with the pilot station within arms-length in front of him and the Comm. station an arms-length to the right. The bridge of the Schwerts Korvetten is not for the claustrophobic.

### Captain's Suite

The Captain's Suite isn't very large, due to the size constraints of the Schwerts. It's merely a small room, larger than a walk-in closet, with a bunk at one corner, a desk in the other, and a dresser by the door.

## Cargo Storage Areas

Another rather small storage compartment that contains all the food stores and other necessities for the crew.

## Crew Quarters

Officers and Enlisted men alike live in a barracks-style living space on the third deck of the Korvetten. Bunk beds line the walls with dual lockers beside them to store personal items. The only officer with their own room is the Captain himself. Neither living space has a restroom facility built into it. There is a gym-style restroom area at the rear of the ship that houses showers and toilets. A small medical station also resides in the crew living quarters. This is a basic medical station with no ability to really perform difficult surgeries. In the event of an emergency, crew and captain's quarters can be used as one large escape pod due to its ability to be jettisoned from the ship.

## Crew Recreation

Basically small gym to keep physically fit, the Rec Room is only open to those not on duty. This usually means the gunnery crews for the most part, but the other crewmen can use it when gunnery crews take over the usual stations for a while.

## Engineering

The area located on the second deck in between the two ion engines of the Korvetten, this area holds the Fusion/Fission reactor of the ship. Producing power to the entire ship, Engineering could be called the heart of the ship as the Bridge is called the brain. A three-man team usually mans this station in order to keep it well-maintained and under control.

## Maintenance Conduits

Small passageways that technicians have to crawl through, they are large enough for an adult Abwehran male to crawl on his hands and knees.

## Passageways

If one had to look at the passageways of a Schwerts, the first thought to come to mind would be that they resemble the corridors many naval personnel would see in submersibles rather than that of a modern space vessel. No decoration and very spartan, they are only wide enough for a couple of men to walk through.

## Galley/Lounge

The most comfortable place on the ship, the Galley and Lounge are combined to create a relaxing environment to eat in. Though just as cramped as the rest of the ship, the coziness of the decor allows the crew a relaxed setting. The kitchen is more like a small kitchenette that still allows the crew the necessities of good, well-cooked food.

# 6. Ship Systems

## Armored Hull and Hull Integrated Systems

The Schwerts Korvetten is built using the [Tri-Layer Armor](#) in combination with standard military [hull](#) and [framework](#).

## Hull-Integrated Systems

### Airlock System

Though there is not a separate room for a docking system, there is an airlock connected directly to the Galley. This enables not only the Korvetten to have an airlock, but the escape pod to have one as well.

## Computers and Electronics

### CU-23 Multipurpose Computer System

A powerful and robust computer system using the [standard military processors](#) connected via [molecular circuits](#) to connect to the various Data Storage and Displays on board.

### Detection Systems

- [Starship Gravatronic Radar](#)
- [Infrared Spectrometer](#)
- [Imaging Scanner Package](#)

### Communications Systems

- [Radio](#)
- [Starship Laser Communication](#)

- Sound-Powered Telephones

## Emergency Systems

### Life Support Systems

The Schwerts Korvetten utilizes [Unidirectional Gravity Plating](#) to create artificial gravity on board and a [standard recycling and filtration system](#) for matters involving air and water purification.

### Propulsion

The Schwerts Korvetten is equipped with four [Ion Engines](#).

### Shield Systems

The only shield available on the Scwherts Korvetten is the [Hazard Shield System](#).

### Weapons Systems

#### 80mm Laser Cannon

A single, double-barreled unit found on the prow of the ship.

- Primary Role: Anti-ship Battery
- Secondary Role: Clearing hazardous obstacles
- Damage Rating Value: 2 SDR
- Range: 1 AU
- Rate of Fire: One pulse per second
- Payload Unlimited

#### Short-ranged Anti-Fighter Missile Launchers

Two Launcher Clusters set side-by-side on the dorsal of the Schwerts.

- Primary Role: Anti-fighter Battery
- Secondary Role: Clearing hazardous obstacles
- Damage Rating Value: Dependant upon warheads (see [Missile Technology](#))
- Range: 3,000,000 KM
- Rate of Fire: One every second (tubes can be group fired)

- Payload 200

## Gatling Laser Cannons

A group of ten units strategically placed to cover all sides of the ship.

- Primary Role: Anti-fighter Battery
- Secondary Role: Secondary Anti-missile
- Damage Rating Value: 1 SDR
- Range: 180,000,000 Kilometers
- Rate of Fire: 64 pulses per second
- Payload Unlimited

## Anti-Missile Laser Emitters

A group of two units, found on the ventral and dorsal sides of the ship to cover as much area as possible.

- Primary Role: Anti-missile Battery
- Secondary Role: Pin-point cutting
- Damage Rating Value: 1 SDR
- Range: 4,000,000 Kilometers
- Rate of Fire: one five-minute stream per 10 seconds
- Payload Unlimited

## 7. Vehicle Complement

- None

## OOC Notes

Approved by [Wes](#) on August 29, 2005 here

<https://stararmy.com/roleplay-forum/index.php?threads/schwert-class-korvetten.11922/#post-173947>

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