

# NaX-SC-01a Malchick Stealth Corvette

The Malchick is a stealth corvette designed for the [Intelligence and Pacification Group](#) by NAM's X-Tech division. It is meant mostly for black operations, or scouting and support.

## About the Ship

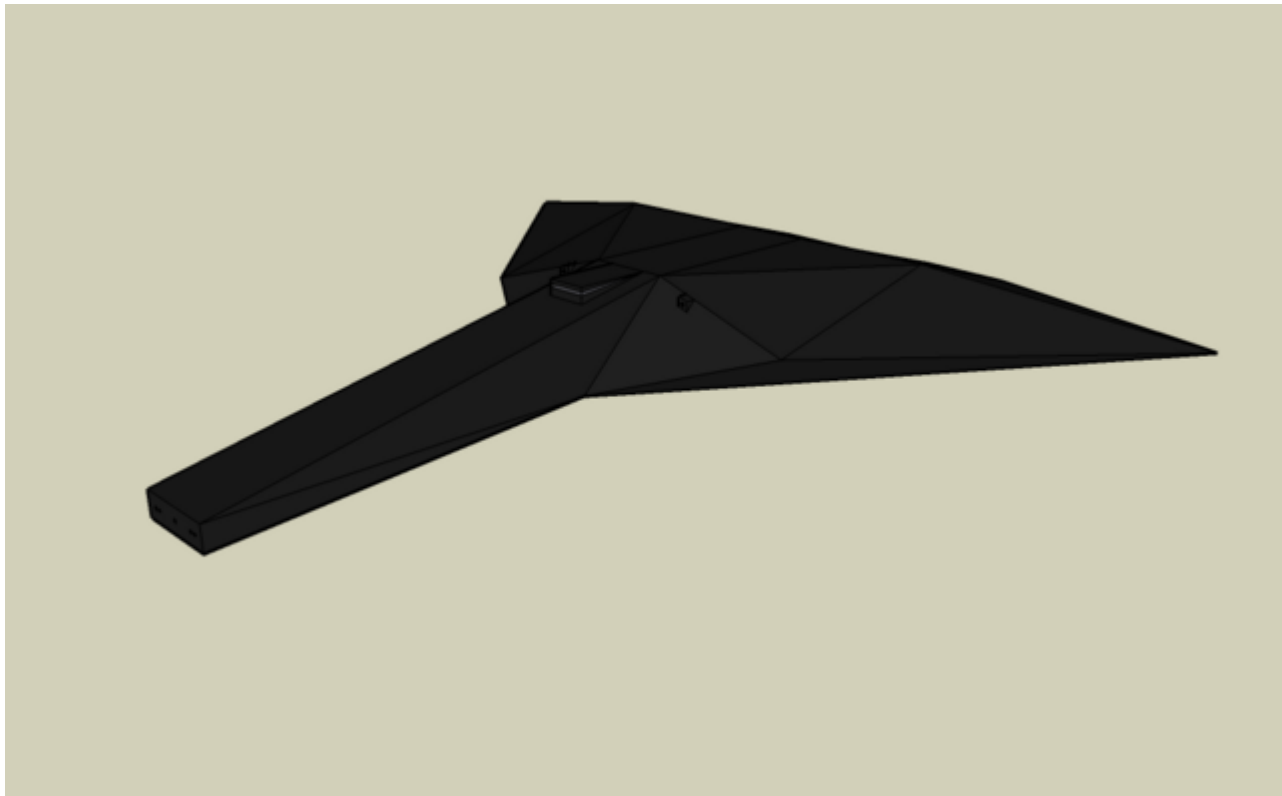
### Key Features

- Extreme speed
- Very hard to detect
- Long range

### Mission Specialization

- Black ops
- Secret transport of VIPs
- Very rapid raids

### Appearance



## History and Background

The Malchick Stealth Corvette was designed in [YE 30](#) for the IPG by NAM's X-Tech division. The ship was designed to fill a scouting and black operations role only partially filled by other NAM models such as the [NAM-S1-01a Hray Class Stealth Gunship](#).

## Statistics and Performance

### General

Class: NaX-SC-01a Type: Stealth Corvette Designers: NAM X-Tech, IPG CentCom Manufacturer: NAM  
Production: Mass Production Fielded by: [Intelligence and Pacification Group](#)

### Passengers

Crew: 3 operators are recommended, but only one is required. Maximum Capacity: There are accommodations for 50 people. About 110 people can fit aboard in an emergency, but the ship would be extremely cramped.

### Dimensions

Length: 100 meters Width: 70 meters Height: 30 meters Decks: 3

### Propulsion and Range

Continuum Distortion Drive: 19,000c Hyperspace Fold Drive: .9 LY/Min Sublight Engines: .375c Range: 300 LY Lifespan: Theoretically 40 years Refit Cycle: Routine Maintenance after every mission

- Hull: 20 SP (Ship)
- Shield: 15 SP (Threshold 2/5)

## Inside the Ship

### Deck Layout

## Deck 1

- Bridge
- Captains Suite
- 1 IPG Prison Area
- 2 fusion reactors

## Deck 2

- 1 Armory
- Crew Quarters
- Crew Recreation
- Medical Bay
- 1 IPG Prison Area
- 2 fusion reactors

## Deck 3

- 1 Armory
- Power Armor Bays
- Brig
- Cargo area
- 1 Fusion reactor, 1 Hyperspace tap

## Compartment Layouts

### Armory

The Malchick's armory is a gun-lovers paradise. While load-outs vary from ship to ship, they are usually sure to carry a large number of multi-national firearms for just about any job. There are many lockers located throughout the room, containing everything from C4 bundles to suitcase nuclear bombs. The entire room is painted dark gray. There is a redundant damper field in the room, protecting it from scalar radiation.

### Bridge

The bridge of the Malchick contains four chairs, along with ample standing room. The foremost chair is that of the ships pilot. It is placed before a volumetric display. The chair is a comfortable, high-backed metal chair with dark grey cushions. This is like the other seats in the room, but has the addition of a large, intrusive neural link-up to allow better synchronization with the ship. It is only usable by registered pilots of the ship. To the starboard side of the room is the Sensors and communications station. Like the other dedicated stations, this is set before a volumetric display. the final station is dedicated to the ships

weapons. On a raised dias in the center of the room is the Captains chair. The entire room is painted black, and a volumetric light display wrapped around the bridge shows the visual feed from optical sensors on the hull. At any time, the captain may create additional displays to show anything from a ship manifest to a sensor read-out.

## **Captain's Suite**

A large suite located about fifteen meters behind the bridge, the Captain's quarters includes a very large, luxurious bed, a desk with an integrated computer system and datapad connection port, a secondary IPG.SecureNET Uplink, and a private bathroom. The floor is covered with a dark gray shag carpet with dark red walls, cushions, and bed covers.

## **Cargo Storage Area**

A simple metal room with the same color configuration as the ships hallways, with dark gray walls and ceiling, and dark red floors. There are a number of shelves lining the walls, and the room itself is constructed of Nerimium. There is a secondary damper field in place within the room.

## **Crew Quarters**

This is a relatively large room lined with large memory foam beds, with dark red covers. Metal footlockers on rails are located under all beds. The lines are a dark gray, and the floor is covered with a red shag carpet. The room is generally kept very dim, to allow crew members to sleep more easily. At the front of the room is the Executive Officer's suite, which is much like the captains, but with an inverted color scheme and slightly smaller.

## **Crew Recreation**

While the IPG generally isn't an organization to encourage much in the way of recreation, there is a chamber located within the Malchick with a number of simulation units, allowing the crew and its passengers to participate in VR events, often time combat training simulations.

## **Medical Bay**

- [Nepleslian Standard Starship Medical Bay](#)

## **Passageways**

- [Nepleslian Standard Starship Hallway](#)

## Power Armor Bays (2)

Located on the bottom of either 'wing' of the ship, these bays each hold about half the Malchick's payload of armors. They are stored in sealed transparent durandium tubes. The 'drop door' in the center of the room is capable of lowering into a ramp in the event of a landing, or retracting into the ship to allow for high-altitude drops. To the right side of the room is a small armory and heavy parachute rack for use by the [Britva armors](#), and on the other side lies a small station for refueling the generators of NOZH armors and replenishing their NCS systems. The entire room is painted a dark gray, and is completely darkened when a drop is in progress.

## IPG Prison Chamber (2)

An IPG prison is not a fun place. Veles has made sure of this, and as such designed the specifications for the Malchick's prison block himself. There are twelve cells, each made of solid Leptonium, and painted gray. There are no edges in the room, and it is intermittently extremely bright or extremely dark, sometimes switching every couple seconds. The cells are 2 feet wide, two feet long, and five feet high by default, although this can be adjusted in the prison control center. Beneath the floor of these cells lies a large plasma vent, linked directly to one of the fusion reactors, and always kept hot provided the reactor is online. With a flip of the switch, the vent will open, and fill the chamber with plasma, effectively erasing whatever was unlucky enough to be inside. Also inside is a Nerimium-covered speaker, capable of transmitting noise at up to 4000 decibels into the chamber, usually only in the event the prison keeper wants whatever is inside to die. There are also several very small hatches that can open to allow in a flood of [NAM Nano-Constructor System](#) bots in, with the sole purpose of slowly and painfully eating whatever is inside to death. There are also retractable restraints built into the wall.

## Brig

The more 'legal' of the secret prison types on the Malchick, this room is primarily used for individuals who haven't gained the full scorn of the IPG. There are 30 of these cells, each 5x5x9 feet, all equipped with a thin memory foam bed, sink, and toilet. The only controversial thing about these cells is that they're constantly pumped full of mood-elating gases. They're all painted dark gray.

# Ship Systems

## Armored Hull and Hull Integrated Systems

### NaX-SOS-01a Hull-integrated Stealth Operations Suite

#### Stealth Armor

**Zanarium Armor Plating** The hull of the Malchick is coated with Zanarium stealth armor, which is laced with thousands of small power cables carrying energy throughout the armor. The Zanarium allows for the Malchick to become almost invisible many forms of detection.

### **Volumetric Projection Array**

The Malchick is outfitted with several arrays capable of creating three dimensional light images. The VPA can create images of just about any size or shape, although these images alone do not actually have any mass. Should something fly through them, they would quickly find that the image was simply hollow, and sensors will not pick up a reading for the created objects. *Ranges are 500 km in an atmosphere, 1 AU in space*

### **Sensor Manipulation Array**

The Malchick's SMA is capable of creating false sensor returns of numerous types. The most commonly used would be a number of particles being projected, capable of mimicking the presence of a starship, artificial structure, or celestial body. It can also create small disturbances in the fabric of space, much like those created by quantum, aetheric, and hyperspace tap power generation units. Hyperspace fold signatures can also be faked. The SMA is integrated with a NAM Mass Mesher system, allowing the Malchick to essentially disappear to sensors provided it is within 20 meters of something at least 2 times its mass. The final, and possibly least-used feature, is the ability to create a massive area of sensor disturbance by emitting massive amounts of particles, which can cause huge amounts of random false returns for sensors, leaving only optical detection effective.

### **Graviton Manipulation Array**

This system is responsible for masking the gravity signatures emitted by the ships onboard artificial gravity, as well as that produced by the ships gravitic drives, or for creating false gravity signatures. It does this through careful manipulation of gravitons in and around the ship. The maximum range for creation of false signatures is .75 AU.

## **Outer Hull**

### **Primary Armor**

**Leptonium hull plating** The Malchick's primary defense comes from its powerful leptonium hull plating.

### **Superstructure**

*Leptonium skeleton with NCS Nanobots* The skeleton of the Malchick is made up of a number of Leptonium rods. These rods are about five feet thick, and devote half their volume to an NCS system, capable of deploying to and making repairs to hull breaches. The NCS bots are powered by a fusion reactor.

## Inner Hull

### Secondary Armor

*Nerimium cabin walls* All rooms within the Malchick are surrounded by 4-inch-thick Nerimium walls and doors.

## Computers and Electronics

### Computer Systems

#### Primary AI

*Advanced Command/Combat Executive AI core* The primary operations of the Malchick are controlled by an ACE AI. The AI has two redundant cores, with one located in the Captain's suite, and the other located in the floor of the armory, both under two feet of Leptonium armor. The ACE cores are set to destroy the vessel in the event of being overrun. All ship systems are wired to destroy the ship in the event the two AI cores are indisposed or lose contact with the systems.

#### IPG.SecureNET Node

*Network Administrative Branch* The SecureNET node is capable of accessing and controlling access to the IPG's data network within 3 AU of the vessel. Extension and stripping of access to the network may only be done with authorization from CentCom

## Communications

### Radio

*Long-range radio transmitter* Included only as a formality, the radio transmitter is rarely used, generally because of its slow speed, short range, and lack of security over other forms of communication.

## Laser

*Encrypted laser communications array* This system transmits data in the form of a small beam of light. It has many advantages over Radio transmission, but is still limited by both its speed (it can not move faster than light) and the fact that the intended recipient must be in the path of the laser, making transmissions at anything further than lightseconds may be challenging.

## Wormhole

*Wormhole-based communications system* This system creates small tears in space-time to allow for nigh instantaneous transmission of data. However, it is necessary to know wherre the intended recipient is.

## Loudspeakers

*Really, really big stereo system* Only usable in an atmosphere, these are gigantic retractable speakers capable of making extreme amounts of noise.

## Power Generation

### Na-ZPER-01c Hyperspace Tap (1)

*Hyperspace Tap Power Generation Unit* NAM hyperspace taps use scalar energy to punch holes in the fabric of space to allow a large amount of energy. However, while it does allow for incredible amounts of power, it is also very highly detectable by almost any sensor suite. As such, it is rarely used on the Malchick, and is by default inactive.

### Na-HFR-01b Heavy Fusion Reactor (5)

*Heavy nuclear fusion reactor core* Fusion power has been a staple of Nepleslia for many, many years, and has been used to power just about everything conceivable. The Malchick is no exception, and uses it prolifically for its primary energy needs.

## Sensors

### Gravimetric

Gravimetric sensors are made to look for, and are generally quite good at finding, sources of gravity. This system is able to see gravity wells generated by celestial bodies, ship-board artificial gravity systems,



and gravitic drive use anywhere within a 1 LY radius. It should be noted that it is almost impossible to find artificial gravity signatures from a starship when it is in close proximity to a planetary system.

## **FTL**

Hyperspace folds are quite noticable events. As such, the Malchick is highly adept at finding them anywhere within 20 lightyears.

## **Aetheric**

This sensor system seeks out and finds the disturbances in the fabric of space caused by the use of Aetheric, Quantum, and Hyperspace Tap power sources. It is effective out to one lightyear.

## **Emergency Systems**

### **Emergency Beacon**

This is a small signal transmitter that broadcasts highly-encrypted subspace transmissions in the event of the vessel being critically damaged. This can be disabled only by the ships registered captain.

## **Life Support Systems**

### **Air scrubbers**

Every room on the Malchick is outfitted with a small, independent air purification system. This is capable of quickly expunging any airborne threats. The scrubbers are all linked to a number of small airlocks on the hull, which will super-cool and then vent offending materials into space.

## **Propulsion**

### **Slower than Light**

- [Na-GD-01b Gravimetric Propulsion System](#)(1)
- [Na-PID-01c Plasma Impulse Drive](#) (2)

### **Faster than Light**

- [Na-CDD-01d Continuum Distortion Drive](#)

## Shield Systems

The Malchick is protected by two redundant electrostatic shielding systems, with only one active at any given time. These shields are capable of stopping solids and re-dispersing energy shot at it. It is kept at a lower setting much of the time, enough to shunt away micrometeors and debris. There is also a damper field generator onboard, independent of the primary shielding system. This makes the vessel highly resistant to scalar attacks. *DR 7*

## Weapons Systems

- [svarog](#): 5, Tier 12, Heavy Anti-Starship, located on nose of vessel
- [NAM Na-LRMS-XX "Curbstomper" Long-Ranged Missile System](#): Tier 10, Light Anti-Starship, located on front of wings
- [NAM Na-DSA-XX Directed Scalar Array](#): Tier 10, Light Anti-Starship, Scalar Damage

## Vehicle Complement

### Powered Armor

- 010 [NaX-A-1a NOZH](#)
- 020 [IPG Britva Infantry Armor Suit](#)

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