



Ipltsiedle Class Light Fleet Frigate

Architect: IAD

Tech Level: 14

USP

FF-A4447D2-250000-40104-0

MCr 988.638 1.2 K Tons

Bat Bear 1 2 3 1

Crew: 37

Bat 1 2 3 1

TL: 14

Cargo: 40 Fuel: 564 EP: 84 Agility: 4 Shipboard Security Detail: 1 Pulse Lasers

Craft: 4 x 10T Light Fighters

Fuel Treatment: Fuel Scoops and On Board Fuel Purification

Architects Fee: MCr 9.886 Cost in Quantity: MCr 790.910

HULL-1,200.000 tons standard, 16,800.000 cubic meters, Close Structure Configuration, Streamlined airframe.

CREW-Command Section-5, Gunnery Division-9, Engineering Division-10, Flight Section-7, Medical Department-2, Services Department-4.

ENGINEERING-Jump-4, 4G Maneuver, Power plant-7, 84.000 EP, Agility 4

AVIONICS-Bridge, Model/4fib Computer

HARDPOINTS-12 Hardpoints

ARMAMENT-3 Triple Missile Turrets organized into 1 Battery (Factor-4), 4 Triple Pulse Laser Turrets organised into 2 Batteries (Factor-4), 3 Particle Accelerator Barbettes organized into 3 Batteries (Factor-1)

DEFENCES-2 Triple Sandcaster Turrets organized into 1 Battery (Factor-5), Armored Hull (Factor-2)

CRAFT4x 10.000 ton Light Fighters (Crew of 1, Cost of MCr 0.000)

**FUEL-564 Tons Fuel (4 parsecs jump and 28 days endurance)
On Board Fuel Scoops, On Board Fuel Purification Plant**

MISCELLANEOUS-20 Staterooms, 40 Tons Cargo

COST-MCr 998.524 Singly (incl. Architects fees of MCr 9.886), MCr 790.910 in Quantity

CONSTRUCTION TIME-123 Weeks Singly, 99 Weeks in Quantity

The *Ipltsiedle* Class Light Fleet Frigate is the workhorse of the frigate flotilla assigned to the frontier sectors providing heavy patrols and security. In time of war it provides screens and reconnaissance capabilities to a squadron commander. A result of the 1112 Zhodani naval review it has already proven itself in combat against Vargr and other races encroachments on consulate space. The three particle accelerators alone make it a very nasty ship to tangle with, that combined with its other armaments and armor allow the ship to be able to handle more than its share of light ships.

- **Command Section-** The command section of the frigate is composed of five highly trained line officers: the Ship's Captain is usually a Commander and a proficient command pilot-navigator, yet promising Lt. Commanders have been known to sit in the highly prized captain's chair. The captain always selects the executive officer for performance and compatibility; the XO holds the rank of Lt. Commander or Lieutenant. The Ship's 2nd Officer is usually a junior Lieutenant Commander or senior Lieutenant. Often he is in charge of the day-to-day functions of the ship. The 3rd Officer (Sub-Lieutenant) is the ship's Communications and Administrative officer. The 4th Officer (Sub-lieutenant) is the ship's Electronic Warfare and Intelligence Officer. During battle conditions all five-command personnel are found on the bridge.
- **Flight Section-** The 7 Pilot-Officers of the flight section assigned to the frigate and are trained as starship and small craft pilot/navigators additionally all are psionic adepts. They rotate watches on the bridge standing a 6 in 36 and Ship's Launch duty when needed. Battle condition assignments are for the flight section: the four carried fighters and psionic fighter director. In combat the ship's launch pilot is assigned to the bridge to assist the Captain with piloting the vessel. Each Pilot officer has a single stateroom.
- **Engineering Section-** Engineering is staffed by a Chief Engineer (Lieutenant), MPA (Warrant Officer) two engineering senior petty officers, and six Drive Hands. They are assisted by four engineering droids who carry out the scheduled preventive maintenance tasks and assist monitoring the drives. The engineering section stands a 6 in 24 watch in the drive space. At battle stations the Chief Engineer, one petty officer and three Drive hands are present in the drive space. The MPA and remaining petty officer serve as a damage control party. All EVA¹ operations are conducted by four EVA repair droids and are controlled remotely from the engineer's module on the drive deck. The Chief Engineer is quartered in a single stateroom. The MPA has a ½ stateroom to him/herself and the petty officers double bunk.
- **Gunnery Section-** A junior Lieutenant and a Master Gunner (Warrant Officer) lead seven highly proficient petty officers man the gunner's modules that remotely control the ship's 3 Particle Accelerators turrets and 4 triple mixed

¹ Extra Vehicular Activity- The majority of minor repairs can be completed with the droids. Sometimes it will require a vacc-suit EVA to handle certain repairs.

turrets (dual pulse laser single sand caster). When not at battle stations they are assigned ship husbandry duties and assist the rest of the crew with daily preventive maintenance tasks. The Master Gunner has a ½ stateroom, where as the petty officers bunk together in an expanded berth.

- ***Medical Department-*** The ship's surgeon has a modest sickbay and is assisted by highly capable medical droid. The sickbay contains 4 beds and a modular surgical suite. The ships surgeon is usually a Doctor with several years of practice behind him. The appointment usually given to a medical service Lieutenant. His/her stateroom is adjoining the sickbay. Also adjacent to sick bay are 6 low berths. They are sometimes used to transport additional consul's staff or as emergency low berths in times of distress. A Medical Corpsman who is trained in triage and emergency and supportive care assists the surgeon. The Corpsman's berth is shared in an expanded bay with the cook and the admin petty officer.
- ***Services Department-*** The Services Department is by a Sub-lieutenant trained in logistics and he is assisted by a Leading Petty officer, who is also the store keeper for the ship, who oversees s cook (petty officer) and an administrative petty officer. It is the job of this department to maintain the ship's stores of repairs, spare parts, foodstuffs and other operational sensitive items.