



# RAPIER

## CLASS COMBATANT

Klingon Swarm Tactics: Why They Are Best for the Empire  
by  
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The *Bat'leth/Rapier* class is a multipurpose weapons platform developed through a joint cooperative effort between Starfleet's Advanced Starship Design Bureau and the Klingon Empire's own research and development toward a future fleet that incorporates increased number of small vessels which are economically more cost effective and (like the Bird of Prey and similar small vessels used in Klingon swarm tactics[1] has been seen in the proposed *Bat'leth* class - here, the economic reasoning for the Empire holds true. Each *Bat'leth*, like the *Defiant* class that inspired it, has more fire power than a *K'vort* Class Destroyer, and nearly the firepower of the Federation *Intrepid* class. With research and development costs shared with the Federation the *Bat'leth* class will vessel by vessel be the most cost effective ever developed by the Empire, and because of the large run of vessels proposed, the over all cost of tooling for the construction would again be even greater. Finally the *Bat'leth* class is intended to have MANY different variants, ranging from covert operations, to missile carrier, to mine laying or system defense, to escort duties for unarmed starships. Every variant so far imagined has been planned for with the modular make up of the *Bat'leth* major sections.

The *Rapier* Class Combatant is the result of the Federation contribution to the development project, and its most notable feature is its removable weapon bays/modules. Depending on mission profile, the Rapier can be configured to carry torpedo launchers, or new missiles such as the AQSM or EQT. A sensor, weapon, or special equipment pod mounts to the rear. A majority of the technology covered in this database is incorporated into the assault ship as well, including a standard cloak.

As with all ships, the nexus of ships' functions are commanded from the main bridge. The command center was designed with the mindset of being under attack. No hand railing is present as those structure cause damage to impacting personnel and do little in breaking falls. The bridge shell is a single cast structure of reinforced polyduranide and coated with tritanium. All environmental and optical data networks are along the floor, leaving the ceiling bare and free from possible equipment rending lose under attack to fall upon the crew. Lighting is supplied by elements embedded into the RPD shell. To protect crew during IDS lags, low power force fields provide a 'soft' buffer around the crew stations preventing crew from being tossed around. This magnogravitic buffer field has no effect on the nervous system and doesn't cause electric shock when in contact.

Three holographic displays make up the main viewer. The multidirectional holoemitters are layered over the internal side of the shell and capable of projecting data into the volume of the bridge giving three dimensional tactical representation.

Helm and Operations work from a single step-down pit. Operations is placed next to helm due to the necessity of Flight Control sharing mission operations parameters. In the same function, the Commanding Officer sits beside the Tactical Officer, who is usually the Executive Officer, to share tactical and strategic information and planning. Their posts are on a single step-up platform that extends to the rest of the aft area. Behind the commanding officers is the Strategic Holographic Projection, that depicts fleet movements and positions of known starships in theatre, as well as any planetary, or stellar bodies and demarcation zones.

The starboard stations are Defense Communications and Engagement Damage Intelligence. Def Comm is capable of managing heavy fleet communication traffic during massive

engagements. EDI accumulates battle damage assessment of either all ships in the vicinity or specified targeted ships. Information on weaknesses and target integrity is routed to Tactical.

Technologies Assessment and Computer Systems comprise of the port stations. Tech Ass involves extensive passive and active scanning of threat vessels to determine their level of technology. This information is important as a factor in delegating the Rapier's power allocations for shields and quantic energy beams. Computer Systems monitors the main processors and back-up systems and is responsible for routing computing power around damaged parts of the computer and ODN systems.

The Aft section is devoted to Engineering and Environmental and can control all aspects of engineering control. Rollout stools are available when workloads increase.

#### CONFIGURATIONS CODES:

1 -main vehicle

A -phaser cannon

C -photon cannon

D -distruptor

E -phaser pod (dorsal)

G -AQS missile

H -enhanced quantum torpedo

L - long range sensor sweep pod (dorsal)

M -microphotorp pod (dorsal)

N -quantum deconstruction torpedo/missile

P -PIMESS pod (dorsal)

R -SARPEV

Q -quantum torpedo launcher

T -photon torpedo launcher

V -subspace variance detector(cloak searcher) pod (dorsal)

#### Sample Configurations:

**1AATQ:** **Standard.** Two foreward phaser cannon modules. Two ventral one each photon torpedo, quantum torpedo launchers

**1ACHQV:** **Cloak Suppresion.** One phaser cannon, one photon cannon, one EQT launcher, one QT launcher, one SVD pod

**1AAGGL:** **High Fleet Offence.** Two phaser cannon, two ASQMs, one LRS pod

**1AANNP:** **Target Annihilation Offence.** Two phaser cannons, two QDMs (Nemesis Devices), one PIMESS pod

#### DECK DESCRIPTIONS for the Mark IV – Bat’leth/Rapier Class

Deck 1	Command Bridge, transporter room 1, deuterium tanks, plasma vents, Captain's ready room, pulse phaser cannon, engineering deck 1, sensor palette.
Deck 2	Impulse engines, engineering deck 2, dual computer core, med/science lab, sickbay, warp coils P/S, mess hall, targeting sensors, transporter room 2, crew quarters
Deck 3	Torpedo magazine, shuttlebay 1 & 2, antimatter storage, cargo bay pad, bay door mech, cargo bays 1-4, shuttlebay 3, cargo transporter, main airlock P/S, torpedo launchers (4), phaser charging coils.
Deck 4	Warp coils P/S, torpedo magazine, cargo bay pad, bay door mech, torpedo launchers (4), landing legs, LWR sensors, navigational deflector.
Sub Deck (5)	Tractor beam, warheads, landing legs, LWR sensors, navigational deflector

**Rapier Class Combatant**

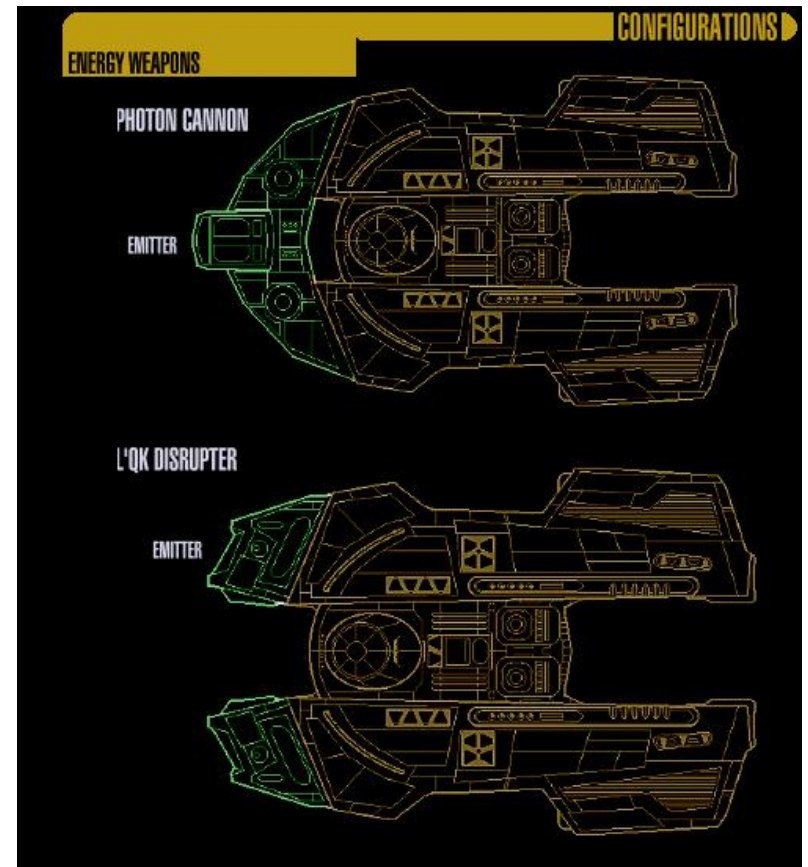
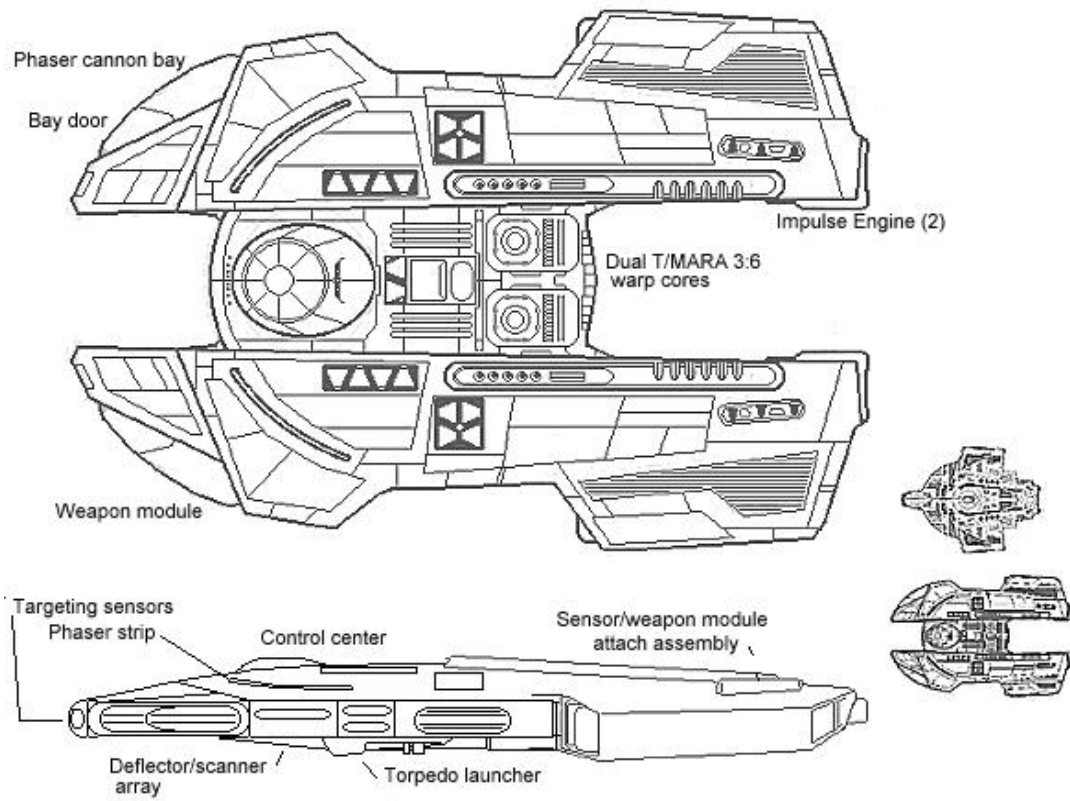
Number	Name	Status	Number	Name	Status
79532	<i>Rapier</i>	Active	79908	<i>Odin</i>	Active
79533	<i>Dadao</i>	Lost	79909	<i>Rerir</i>	Lost
79534	<i>Estoc</i>	Active	79910	<i>Scyld</i>	Lost
79535	<i>Kukhri</i>	Active	79911	<i>Unferth</i>	Lost
79536	<i>Tanto</i>	Active	79912	<i>Valhalla</i>	Active
79666	<i>Kraken</i>	Active	79913	<i>Volsung</i>	Active
79851	<i>Hunley</i>	Active	79945	<i>Mako</i>	Active
79852	<i>Sentinel</i>	Active	79946	<i>Devastator</i>	Active
79892	<i>Growler</i>	Active			
79901	<i>Aegir</i>	Active			
79902	<i>Aurvandil</i>	Active			
79903	<i>Beowulf</i>	Lost			
79904	<i>Grendel</i>	Active			
79905	<i>Hrothgar</i>	Lost			
79906	<i>Hygelac</i>	Lost			
79907	<i>Midgard</i>	Lost			

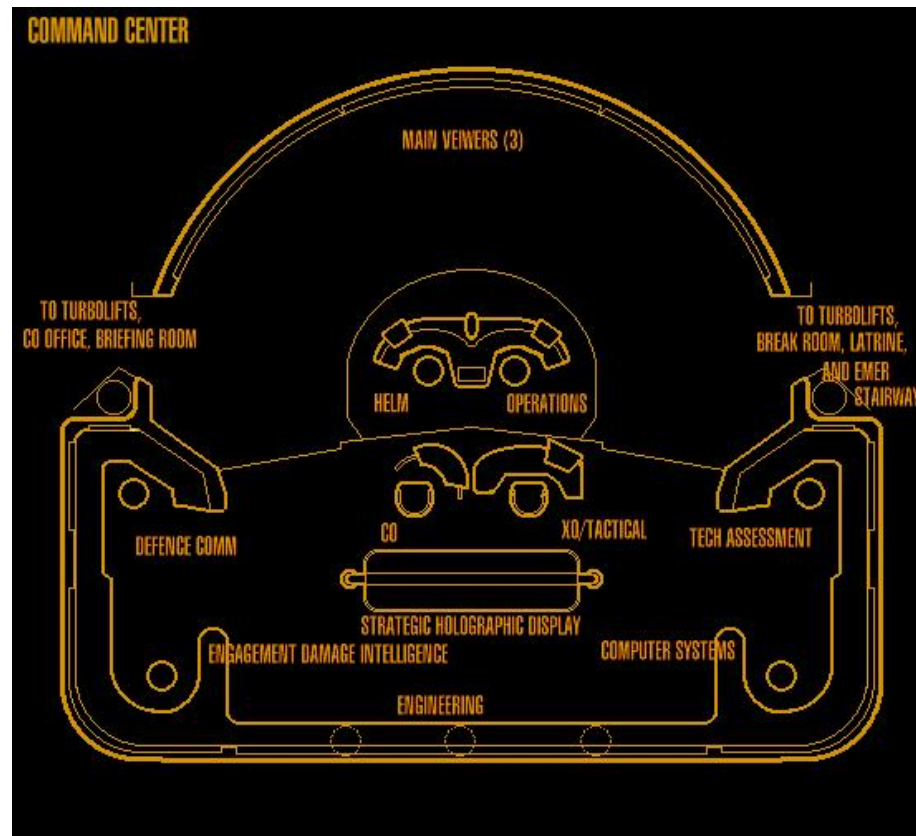


**Current Specifications for the Rapier Class Combatant:**

Displacement:	1472000 mt	Duration:	0.70c	Emergency Impulse
Overall Length:	220m	Crew Complement:	0.90c	Symmetric Subspace Field
Overall Draft:	29.8m	Marine Detachment:	1 year, standard	
Overall Beam:	148.5m	Embarked Craft:	15 officers	
Propulsion:	HAN-300 Mk1.1 Quantum Slipstream Drive (System Contractor: Koeller Uti, Stuttgart, Earth)	Navigation:	65 crew	
	LF-30 Mod 2 T/MARA assembly energized-energized anti-matter warp drive units (System Contractor: Shuvinaaljjs Warp Technology, Vulcan)	Computers:	20 (reinforced squad)	
	FIG-2 subatomic unified energy impulse units (System Contractor: Kloratis Drives, Tellar)	Phaser:	1 Type 10 Shuttles (or equivalent)	
	Two Gravitic Fusion $10^8 I_{sp}$ Plasma thrusters (System Contractor: Shuvinaaljjs Propulsion, Vulcan)	Missiles:	4 Attack/Electronic Craft (or equivalent)	
	"Tentis IV" pulsed laser reaction control system (System Contractor: Orage Ljek, Aksajak, Andor)	Defense:	HoloNav5.1 holographic projection/stellar cartography hardware/software package (System Contractor: Tlixis Ramab RRB, Coridan III)	
Velocity:	Warp 6 Standard Cruising Velocity	Fire Control System:	M15 Isolinear/LCARS 2.8/RAV/ISHAK Mk3 navigation interface	
	Warp 9.985 Maximum Attainable Velocity		Isolinear/biomnemonic gelpack nodes (System Contractor: Daystrom Computer Systems, Luna)	
	Warp 9.992 [12 hr] Emergency Warp Velocity		variable by mission profile	
Impulse:	0.15c Cruise Impulse		FSQ Primary Force Field/Ablative Hull Plating (System Contractor: Charlotte Shields, Earth)	
	0.25c Maximum Impulse		FCE-2 Cloaking Device	
			CETIS Weapon System with TACAR Fire Control	

## Rapier class Destroyer





**Source Material:**

- [1] Akers S. **Klingon Swarm Tactics, Why they are the Best for the Empire**
- [2] Rapier/Battleth class created and designed and schematics by Paul S. Cargile of Starfleet Military Reserves. <http://members.tripod.com/~SMR4124/>
- [3] Meshes created by Tachy of Scifi-Art. <http://www.scifi-art.com/>