Ge-D1-1a - Specter-Class Patrol Craft

The Ge-D1-1a Specter-Class Patrol Craft is Geshrinari Shipyards latest civil patrol craft. It became available in YE 39.

History

The Geshrinari Shipyards began work on this design started back in YE 36, but the project was put on hold. In YE 39 the corporation renewed the efforts and the design went into production.

Description

The Ge-D1-1a is the replacement for the discontinued Ghoul Patrol Craft.

Mission Specialization

It is a small ship designed to combat privateers and pirates.

Appearance

The Specter has the appearance of a hexagonal body when viewed from above. The view ports for the upper deck are visible in the forward section. The cover for the escape pod is visible on the top of the ship. The ship's airlock is visible on the port side of the ship.

The engine nacelle houses the Continuum Distorion Drive and the Aether plasma drives.

Statistics and Performance

Statistics and performance information can be found below:

General

General Statistics for the Specter-Class Patrol Craft	
Year Introduced	YE 39
Class/Nomenclature	Ge-D1-1a
Designers	<Geshrinari Shipyards
Manufacturer	Geshrinari Shipyards
Fielded By	Civil patrol organizations
Range	<How long the starship can support its pilot without resupply or refueling.>
Maintenance Cycle	<How often the starship needs to be maintained.>
Lifespan	<OPTIONAL; estimated service life of the starship.>
Pricing	Price In KS

Passengers

Crew: 4 operators are recommended, 1 is required. There are no accommodations for passengers, and the ship's maximum capacity is 4. 20 people can fit aboard in an emergency, but the ship would be extremely cramped.

Dimensions

Length: 56 meters (184 feet) Width: 52 meters (170 feet) Height: 6 meters (20 feet) Decks: 1 (4 meters each)

Propulsion and Range

The Specter is an agile vessel.

- **Atmospheric:** 1,225 kph (761.3 mph) Mach 1
- **Sublight Engines:** 89,937 km/sec (55,884 miles/sec) .3c

- **Combined Field System/Continuum Distortion Drive**:
  - **Minimum:** Resting motionless
  - **Cruising Speed:** (80% of max)
  - **Maximum Speed:** 12,500c (~1.43 ly/h)
- **Hyperspace Drive:** 394,470c (0.75 ly/m)
- Lifespan: Estimated 20 years of constant use, possibly longer with refits.
- Refit Cycle: Frequent minor updates and a refit once every four to five years.

Damage Capacity

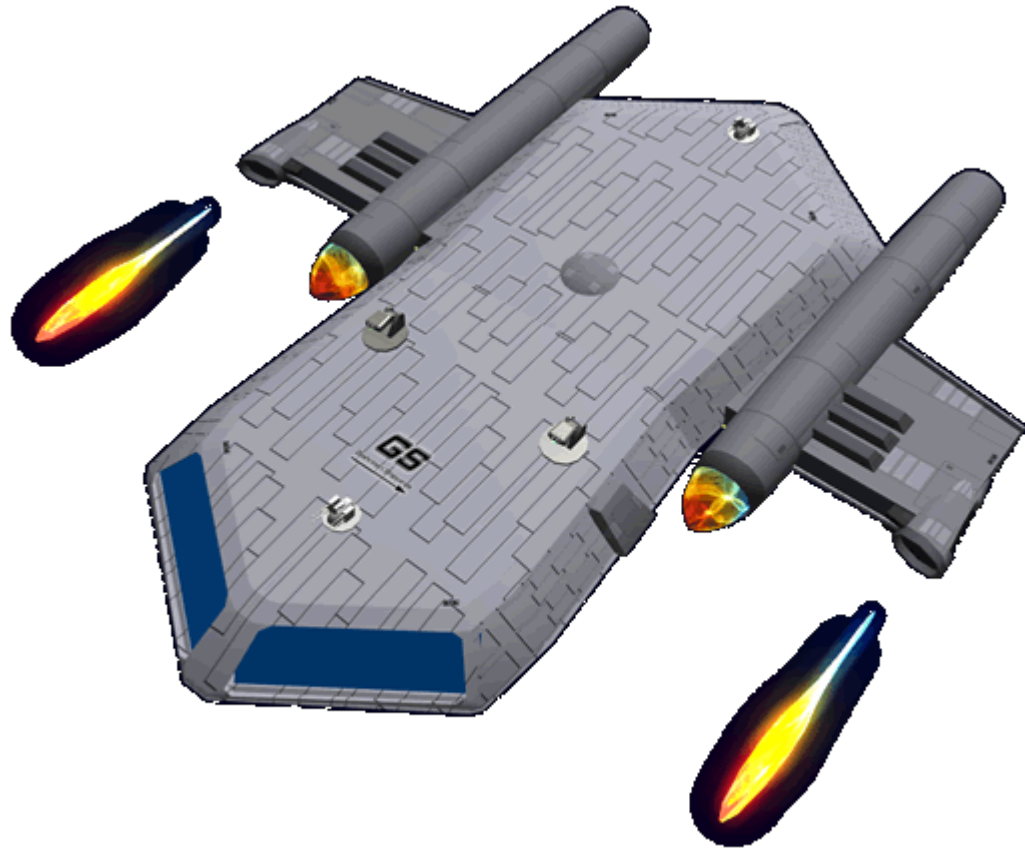See Damage Rating (Version 3) for an explanation of the damage system.

Hull: 8 (Starship) Shields: 10 (Threshold 1)

Inside the Ship

- Geshrinari Compact Bridge
- Geshrinari Standard Computer Room
- 2 Geshrinari Standard Crew Quarters located amidship port and starboard
  - 2 Geshrinari Private Bath located aft of the each cabin
- A compact Geshrinari Standard Engineering
- A compact Geshrinari Life Support Room
- Geshrinari Medical Niche

Ship Systems

This section lists the various systems aboard the Specter

Armored Hull

- GE-T1-H3300 - Spacecraft (DO) Hull Construction

Computer and Sensor Systems

- Ge-Y2-E3300 - Hogosha Quantum Computer System
- Ge-Y2-E3301 - Standard Starship Sensors

Emergency Systems

- Ge-Y1-E3104 - Automatic Fire Suppression System
- Geshrinari Blast Shutters
- 1 Ge-X3300 - Type 33 Escape Pod

Life Support System

- Ge-Y1-V3100 - Life Support System

Power Systems

- Geshrinari Aether Generator
- Geshrinari Fusion Generator

Propulsion

- Geshrinari Continuum Distortion Drive
- Geshrinari Turbo Plasma Drive
- Geshrinari Maneuvering Thrusters

Shield System

- Geshrinari Combined Field System

Weapons Systems

2 Ge-D1-W3300 Accelerated Antimatter Plasma Cannon

The Ge-D1-W3300 is a next generation of the positron cannon from the Ge-L3-1A - Vampire-Class Patrol Craft. The weapon is tied to the CDD of the Specter. If the CDD is non-operational, then the weapon system is disabled.
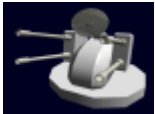
The cannon takes the peristaltic waves generated by the CDD and channels them into the main chamber. The chamber is flooded with antimatter, the peristaltic waves excite the antimatter within the containment field to a high energy plasma state. Then output of the distortion field is channeled into the barrel of the cannon and project the plasma at high velocity. The plasma stays coherent for two seconds if the bolt has not struck an object it detonates with the interstellar matter.

Damage: 4 SDR Heavy anti-starship (12) V3 **ROF:** 1 time every 30 seconds Range: 1 light-second 299,792 km 286,282 miles **Velocity:** .5c

Hardpoints

The Specter has eight hard points that weapons can be mounted onto. The systems listed below are the standard, but the owner can change them. However, the hard points are intended for retractable weapons. Weapons on the bottom must retract because of the limited ground clearance.

- 4 Ge-Y2-W3300 - Anti-Armor Turrets
    - Damage Rating (Version 3): Tier 9, Heavy Anti-Mecha/Tier 8 or Tier 9, Medium Anti-Mecha or Heavy Anti-Mecha (🔧 Fix Me! : Staff needs to determine which)
    - Damage Rating (Version 3): Heavy anti-mecha (9)

- 4 Ge-C1-W3302 - Anti-Fighter Turret
    - Damage Rating (Version 3): Tier 7 or Tier 8, Light Anti-Mecha or Medium Anti-Mecha (🔧 Fix Me! : Staff needs to determine which)
    - Damage Rating (Version 3): Light-to-medium anti-mecha (7~8)

Graviton Beam Projectors

2 Geshrinari Graviton Beam Projector

Vehicle Complement

- 1 Ge-T1-1A - Transatmospheric Shuttle or Ge-T1-2a - Hikiuma-Class Shuttle

Standard Equipment

- 4 EM-G16-2a First Aid Kit
- 1 EM-G16-1B Medical Kit
- 2 Fire Extinguisher □s
- 6 O2 Walkabout bottles (30 minute supply)
- 4 EM-G4-1 Filter Mask (Basic)
- 4 EM-G9-1A Basic Flashlight
- 24 Emrys Quik Paks typically pre-selected
- 2 boxes of Emrys Emergency Rations
- 4 EM-G19 - Survival Kit

OOC Notes

- Artwork by Nashoba.[1]

[1]

https://stararmy.com/roleplay-forum/threads/nashoba-project-questions-megalist.71646/post-445409