

Bellystabber 2-Class Raider Ship

The Bellystabber series of raider ship was based on a stolen Star Army prototype for the Yui-class destroyer which was developed along with the Ketsueki-class frigate and the Yuumi-class battleship. Adapted to meet the somewhat lower production capabilities of the shipyards of infamous organized crime boss Knobu'lokk the Lorr. The result was a cheaply-produced yet highly effective raider ship which can harass the shipping lanes, and then vanish to resell the stolen goods.

This ship was so highly successful, a second version was produced in YE 24. The second version eliminated the need for KFY Parts, and added a new pulse weapon to disable ships.

Statistical Data

Government: Knobu'lokk's Mafia, Mercenaries, Private war fleets Ship Type: Long-Range Stealth Destroyer Class: Bellystabber Kn-D1-2a (Based on "Yui" Class) Manufacturer: Knobu'lokk Mafia Yards Crew: 35 total 1 Captain 12 Operators 10 Security 12 Technicians

Can hold up to 50 slaves in specially-designed cages.

Length: 250 feet (76.2 meters) Width: 86 feet (26.2 meters) Height: 26 feet (4.9 meters) Weight: 400 tons (362,874 kg)

Propulsion Data

Main Power System: 2 Kn-GZ-15 aetheric Energy Generators (200 PW) Auxiliary Power System: 2 Kn-GA-16 Anti-Matter Reactor Emergency power: Kn-GN-17 Nuclear Fission Reactor Continuum Distortion Drive: Kn-PC-05 Continuum/Spatial Distortion Drive Sublight Engines: (Uses Kn-PC-05) Auxiliary Engines: KE-26 or Kn-E26 Ion/Graviton Engines (3 on subdeck, below loading bay) Maneuvering Thrusters: 3 KMT-K1 or Kn-MT1 thruster clusters Anti-Gravity System: KEDS-15 or Kn-FS-1 Distributed Hull Inertial Redirection System Anti-Gravity System, Internal: KIG-4 or KN-FS-2 Force Stabilizer Hyperspace Fold Drive: Kn-HFC-9

Speed Data

Speed (Sublight): 0.3 light speed Hyperspace Fold Drive: 0.6 ly/m Continuum Distortion Drive: 10,000c Planet-Bound: Mach 20 in atmosphere. Also, the ship has landing gear. Maximum Range: Unknown Lifespan: The vessel is expected to remain service-capable for 50 years.

Weapons Data

Torpedo Tubes (6): The only fixed weapons systems of the Bellystabber are the four forward torpedo tubes and two rear tubes. The railgun-like tubes are automatically loaded, unlike those of early frigates, and fire powerful plasma torpedoes.

Primary Purpose: Anti-starship **Secondary Purpose:** Assault **Damage:** Heavy. **Range:** Usually around 1,000,000 miles. **Warheads:** Plasma (or Quantum, Antimatter) **Rate of Fire:** twice every second. **Payload:** 120 (can be distributed to any loader)

Transplanar Phased Plasmatic Disruptor Cannons (20): The ship's hull has 10 panels on the upper hull and 10 on the lower hull that can open to reveal powerful plasma cannons that propel phased plasma particles at near-light speeds. The cannons are designed to penetrate shielding.

Primary Purpose: Anti-starship **Secondary Purpose:** Anti-mecha/Anti-fighter **Damage:** Moderate **Range:** 200,000 miles **Rate of Fire:** 3 times a second **Payload:** Effectively unlimited, so long as the ship provides power.

Combined Pulse Cannon (1): An emitter at the ship's nose which fires pulses of and in the “sea of energy” that is space. These pulses can cause aetheric generators to overload, and confuse ZPE-based sensors. At the same time, it also produces an immense electromagnetic pulse and ion bolt. The pulse cannon is designed to cripple other vessels.

Primary Purpose: Anti-starship **Secondary Purpose:** Anti-mecha/Anti-fighter **Damage:** Moderate **Range:** 3,000 miles **Rate of Fire:** Twice every 15 seconds. **Payload:** Effectively unlimited, so long as the ship provides power.

Systems Data

ADN Device

The Bellystabber 2 is equipped with a [ADN Device](#).

Armor

Thick Silicon-Carbide/Titanium hull provides good protection.

Cloaking Devices

The ship is equipped with an standard cloaking device, and can slip into subspace.

Escape Pods

Two escape pods, each able to hold up to four people, are located onboard, near the engines. They are capable of sustaining life for 48 hours and contain 18 standard rations, a survival kit, a medical kit, and usually some weaponry. The pods also have a stasis function, and can support its occupants in stasis for over a century. The pod contains a homing device, but it must be manually activated.

Lift

The lift provides quick access from the main deck to the subdeck. The lift can also be used to travel to other ships when vessels link together (most Star Army ships have standard gauges of lift systems, allowing lift cars to move from ship to ship. The Bellystabber, based on a Star Army design, shares this feature).

Shield Systems

The Bellystabber has an effective shielding system, relying on an teardrop-shaped spatial distortion to warp space around it and alter the course of laser, missiles, etc. that are headed for the ship. A second system, called "the spike" only protects the front of the ship, acting as a giant cone. It protects the ship from collisions during high-speed space flight. A third system, the GDF (ground defense field) protects the ship in the atmosphere, using the Distributed Hull Inertial Redirection System's field to shield the craft from projectile weapons and rain and the like. Everything that comes in contact with the GDF is forced along the shield downward, until it is on the ground. The GDF performs poorly, but notably, against energy attacks. All of the shields can take a lot of damage, able to withstand hits from multiple dimensions and types and but are not infallible, and fail after a few good hits.

Temporal-Spatial Distortion System

Using its shield systems, the ship generates its own time-space distortion field. This field serves many purposes, mainly keeping the ship safe from spatiogravitational and temporal attacks. It operates as a time/space anchor. A DR device (dimensional retriever) is not built into this system.

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