

Ni-Y2-1A Hydra Class Agricultural Ship

A ship designed by [Takeyu Nayacesen](#) meant to help bring food to planets that need it, or to serve starter colonies.

History

The Hydra was a ship that [Takeyu Nayacesen](#) came up with several months before the [Battle of Yamatai](#) in [YE 33](#). It was originally going to serve as a long range transport craft for crates and supplies, with its large cargo holds and moderate crew count, however, this changed when the Battle occurred. Instead, Takeyu changed the entire format of the ship, angering his designers as they were almost ready to lay down the skeleton of the ship. Takeyu contended that his final design was actually considered better than the one he had originally thought of.

The new ship that he created was an agricultural vessel, designed to replace current day vessels, and it was first produced in [YE 34](#).

Description

The Hydra is an endeavor by [YSS Eucharis Chief Engineer Takeyu Nayacesen](#) and his company, [Nayacesen Industrials](#).

Mission Specialization

The Hydra is ideal in short-term emergency supply situations, and in long-term food provision operations.

Appearance

The Hydra looks like a flat metal plate with engines on the rear. It has domes that cover some of the ships top parts along with two large hanger bays on the sides for shuttles. Its bridge is located 'under' the ship, while crew quarters are spread out.

Statistics and Performance

Statistics and performance information can be found below:

General

General Statistics for the <i>Hydra</i>	
Year Introduced	YE 34
Class/Nomenclature	Ni-Y2-1A
Designers	Takeyu Nayacesen and his company, Nayacesen Industrials
Manufacturer	Geshrinari Shipyards
Maintenance Cycle	Updates every five years, with refits every 2 during heavy use.
Lifespan	Estimated 15 years of constant use, possibly longer with refits.
Pricing	562000

Passengers

Crew: 250 operators are recommended, 180 are required. Passengers: 100 Maximum Capacity: 400
Emergency Capacity: In the event of an emergency, the ship can hold over 4000 people, however, this would require these individuals to also inhabit the hypodroponics labs and cargoholds and would make the ship rather cramped and stress the ship's life support systems.

Dimensions

Length: 840 meters (2756 feet) Width: 120 meters (394 feet) Height: 340 meters at its highest, 140 meters normal (1115 feet) Decks: 6 (4 meters each)

Propulsion and Range

The Hydra is capable of atmospheric flight.

- Atmospheric: Mach 2
- Sublight Engines: .25 c
- [Combined Field System/Continuum Distortion Drive](#):
 - Minimum: Resting motionless
 - Cruising Speed: 4,100c
 - Maximum Speed: 20,500c
- Hyperspace Drive: 354,000c

Inside the Hydra

Deck	Sections
One	Crew Quarters, Bridge, Recreational Areas, Armory
Two	Hydroponics Labs, crew quarters, Captains Cabins, Medical,

Deck	Sections
Three	Hydroponics Labs, Shuttle Bays, Crew quarters, Armory
Four	Hydroponics Labs, Cargo Storage, Passenger Rooms
Five	Engineering Rooms
Six	Cargo Bays

Airlock

There are four [Geshrinari Airlock](#) located two to the front and two to the bottom rear.

Armory

The ship has four [Geshrinari Armory](#), two located fore, and two aft.

Bridge

The Hydra uses the [Geshrinari Large Bridge](#) for bridge control.

Captain's Cabin

Has a single [Captain's Cabin](#) that is located toward the rear where the crew quarters are.

Cargo Hold

The Hydra uses a number of [Geshrinari Cargo Bay](#) for equipment and food storage.

Computer Room

The Hydra uses multiple [Geshrinari Standard Computer Rooms](#) for it's computers. Two such rooms that are located with each hydroponics lab to help control the labs and ensure that the food is being grown properly.

Crew Cabins

There are multiple [Geshrinari Standard Crew Quarters](#) located throughout the ship, most are bundled around the rear section of the ship on each deck.

Baths

There are multiple [Geshrinari Common Bath](#) rooms located near the crew quarters.

Toilets

There are multiple [Geshrinari Common Toilet](#) rooms located near the crew quarters but also spread throughout the ship.

Laundry

There are multiple [Geshrinari Ship's Laundry](#) rooms located on each deck where crew quarters are located.

Engineering

There are two [Geshrinari Standard Engineering](#) rooms located aft of the ship that are used to help run the ship. There is a third Engineering section located forward of the ship that is used as the primary power source for the ship's hydroponics labs.

Passenger Rooms

Although the ship isn't a passenger carrier, it does have the [Geshrinari Passenger Quarters](#) so that it can ferry passengers from one point to another, or in the event the ship is taking on specialized personnel.

Fabrication Area

The Hydra has several [Geshrinari Fabrication Area](#) rooms that are used for fabricating equipment the ship uses.

Hydroponics Area

The *Hydra* uses the Nayacesen Industrials version standard hydroponics lab setup for growing food.

Maintenance Conduits

The Hydra uses the [Geshrinari Maintenance Tunnels](#) for its conduits.

Emergency Supply and Damage Control Stations

The ship has dozens of combined [Geshrinari Damage Control Station](#) and [Geshrinari Emergency Supply Station](#) rooms that are located throughout the ships, with the majority located near high-risk areas such as engineering and the hydroponics labs.

Medical Center

There are two [Geshrinari Expanded Medical Bay](#) rooms; one is located in the aft, and another in the fore.

Mess and Galley

There are a number of [Geshrinari Galley](#) rooms; two for each crew area and another located forward near the ships bridge. There are also [Geshrinari Dining Room](#) areas attached to the galleys.

Passageways

The Hydra use's the [Geshrinari Corridors](#) for passageways.

Recreation / Fitness Area

There are several [Geshrinari Fitness Center](#) and [Geshrinari Lounge](#) rooms located in the ship.

Shuttle Bay

The Hydra uses an oversized version of the [Geshrinari Standard Shuttle Bay](#).

Vehicle bay

The Hydra has a [Geshrinari Vehicle Bay](#) that is located along the ships underbelly.

Wardroom

There is a [Geshrinari Wardroom](#) that is located behind the ships bridge for use by senior personnel. There is a second one located toward the rear where the majority of the ship's crew quarters are.

Weapon placements

The Hydra has eight weapon emplacements, with four of these placements on the top of the ship and four on the bottom. [Ge-V1-W3301 - Defensive LASER](#) are typically mounted in these weapons emplacements.

Ship Systems

Armored Hull

The *Hydra* uses a [Geshrinari Shipyards](#) designed armor hull. The hull is composed .5 meters of overlapping [durandium plating](#). The frame of the ship is [Durandium Alloy](#). All windows on the *Hydra* are made of [Transparent Durandium](#).

Computer and Sensor Systems

Ships sold to the [Star Army of Yamatai](#) come equipped with a [Kessaku Systems Compact Integrated Electronics System \(CIES\)](#) computer and sensors. Ships sold to organizations outside of the [Star Army of Yamatai](#) are equipped with the [Ge-Y2-E3300 - Hogosha Quantum Computer System](#).

Sensors

Uses the [Ge-Y2-E3301 - Standard Starship Sensors](#).

Communications

Uses the [Ge-Y2-E3302 - Communications Suite](#).

Combined Field System

The *Hydra*'s primary defense is a [Geshrinari Combined Field System](#).

Emergency Systems

- [Geshrinari Blast Shutters](#) - which seal major sections of the ship.
- The *Hydra* is equipped with the [Ge-Y1-E3104 - Automatic Fire Suppression System](#).

- Chemical extinguishers - These are present for manual use on electrical and metal fires.
- Ge-X3300 Escape pods - the *Hydra* carries four [Ge-X3300 - Type 33 Escape Pod](#), two located in the forward bottom area, one located rear and another located middle bottom.

Life Support System

There are several [Geshrinari Life Support Room](#)'s located around the ship, with each hydroponics lab having its own dedicated support system.

The system primary used is the [Ge-Y1-V3100 - Life Support System](#).

Intercom System

The *Hydra* is equipped with a [Ge-Y1-E3103 - Intercom System](#).

Power Systems

Aether Generator

The ship uses a [Geshrinari Aether Generator](#) as the main reactor, powering all of the ships onboard systems.

Fusion Reactor

Along with the Aether is a [Geshrinari Fusion Generator](#) that is used to provide additional power to systems, and which is also used to power the ships weapons, shields, and mining equipment.

Propulsion

Combined Field System

The *Hydra* uses a [Geshrinari Combined Field System](#) for primary propulsion.

Hyperdrive

The *Hydra* uses a [Geshrinari Hyperspace Fold Drive](#) for long distance travel.

Continuum Distortion Drive

The *Hydra* uses two [Geshrinari Continuum Distortion Drives](#) mounted in parallel for STL and atmospheric travel.

Maneuvering Thrusters

The *Hydra* uses [Geshrinari Maneuvering Thrusters](#) clusters for keeping steady during mining operations but also for use in docking and station keeping.

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