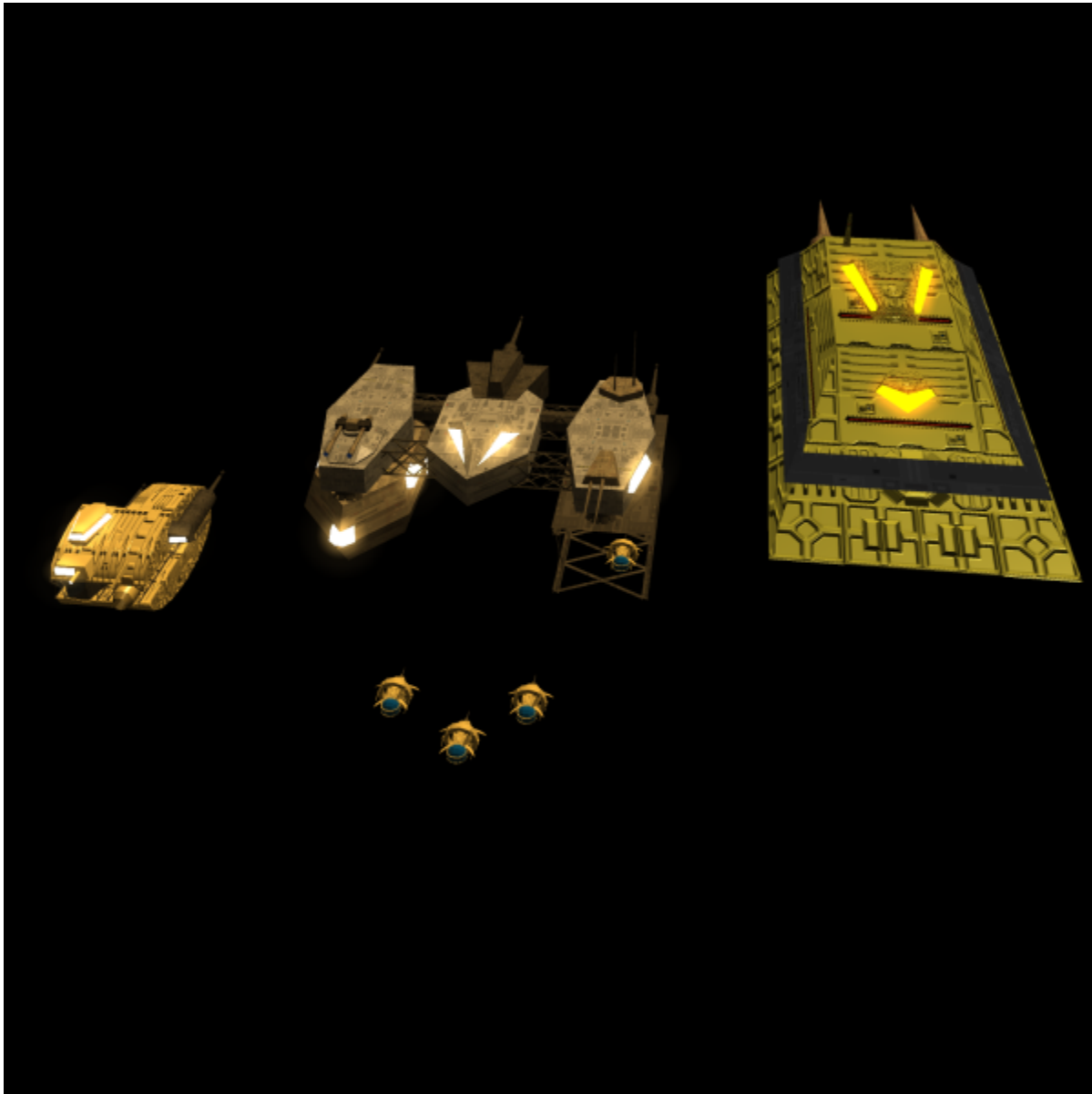


I'ee Utility Craft

A model of I'ee spacecraft designed as a module-based utility and maintenance vessel long ago. In the current age, the Utility Craft is seeing use as a make-shift flagship in I'ee exploratory missions, such as the JTE. This article will focus upon the individual ship currently leading the JTE on its mission into alien space.



Key Features

This specially altered ship can be described as a mess of ideas, trying to fill as many roles as possible. On one hand, it possesses sophisticated laboratories, workshops and living spaces for the scientific side of the expedition. On the other, it bears a custom made communications system and a single coil-gun turret for interaction with alien craft.

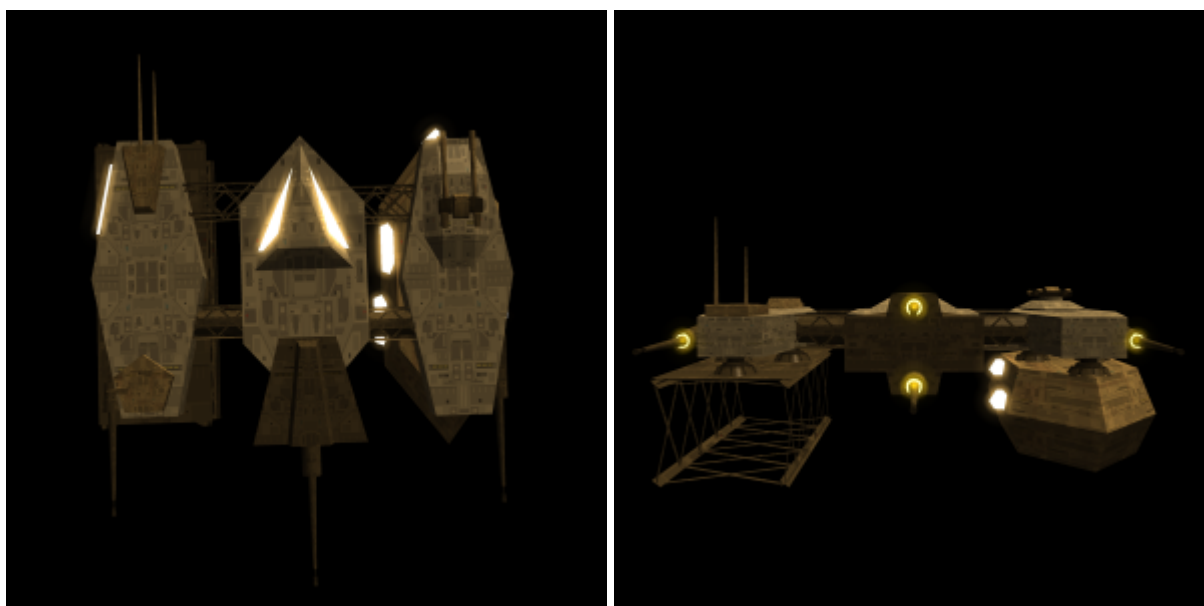
Mission Specialization

- Flagship
- Exploration
- Study

Appearance

The utility craft in its natural state is a mostly-symmetrical craft composed of three main structures: The central command bridge, and two separate modules on the port and starboard sides. Each of these three sections are equipped with engines to propel the craft.

With the modifications added to the JTE's utility craft, its appearance is now quite asymmetrical. The starboard section of the craft is now home to an under-slung science module containing laboratories and mechanical workshops both, as well as a top-mounted, double-barrelled turret for self defence. The port side, meanwhile, has been augmented with an advanced sensors and communications array, as well as a large, 'open-air' dry-dock on the underside.



History and Background

Hailing from the same time period in the I'ee's history as the [Patrol Craft](#), the utility craft was the ship used by scavengers and curious engineers to ply the scrap fields of the I'ee home system for alien technology. In addition, it was also used extensively as a maintenance ship in I'ee docking facilities as well as in the field.

In the modern age, antique utility craft are dug up from their resting places and dusted off for use as make-shift flagships by I'ee exploratory expeditions. Thanks to their easily modifiable nature, they can be adapted for a variety of tasks.

Statistics and Performance

General

- Class: N/A
- Type: Cruiser
- Designers: Ith'ee
- Manufacturer: Ith'ee
- Fielded by: [Joint Technological Expedition](#)

Passengers

Crew: 30 optimal crew at command bridge.

Maximum Capacity: There are accommodations for 300 I'ee workers. Two workers can each share a space, with one sleeping while the other is working.

Dimensions

- Length: 300 meters (984 feet)
- Width: 380 meters (1246 feet)
- Height: 100 meters without add-ons (328 feet)

Propulsion and Range

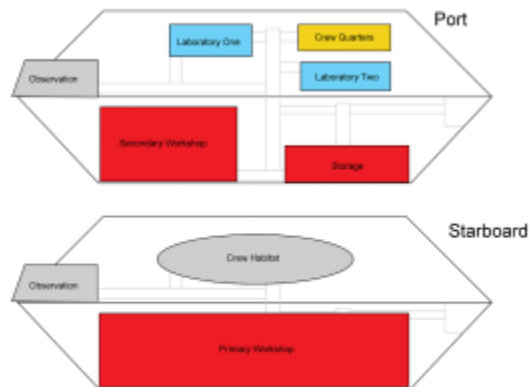
- Alcubierre Drive: From 3 to 30 times c.
- Sublight Engines: 2200 km/h at full speed.
- Range: N/A
- Lifespan: N/A, until it falls apart.
- Refit Cycle: 6 Earth years.

Damage Capacity

- Hull: 15 SP
- Shields: N/A

Inside the Ship

Deck Layout



Depicted above is the layout of the Science Module, where most of the Utility Craft's crew are stationed.

Compartment Layouts

Bridge

A pointed, triangular room lined with control consoles for various ship functions. Like most I'ee bridges, there is a raised, central dais upon which a command 'council' of I'ee crew direct the ship. Directly behind the bridge is the Utility Craft's original crew quarters; a cramped space containing a multitude of pigeon-hole like spaces for the crew to sleep in.

Weapons Control

Carrying only a single weapon's system, the control center is a simple, tiny space with room for two I'ee gunners.

Science Module

A large, elongated and near self-sufficient module commonly used on space stations and prefabricated colonies, modified for use on a starship. It contains the Ithee, Ithit and Oo'tut scientists and engineers, as well as their workshops and laboratories. The starboard side of the modules possesses a dome-like living space for recreational purposes; containing an artificial environment inside.

Hangar

A dry-dock style hangar bay is mounted below the port side of the ship, capable of holding all four of the [gunship](#) escorts when not in use. In addition, it also contains a mooring port for the [Dragoon](#) taking part in the expedition

Ship Systems

Armored Hull and Hull Integrated Systems

1. N/A

Propulsion

- [I'ee Particle Drive](#)
- [Alcubierre Drive](#)

Weapons Systems

- [Turreted Coilguns](#): 2 , Tier 7 or Tier 8, Light Anti-Mecha or Medium Anti-Mecha (



: Staff needs to determine which)

OOO Notes

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