

Zahl-class Cruiser

The Zahl is intended to be used as the backbone of the new LSDF. The Zahl-class Cruiser is intended to serve as a warship and patrol vessel which would also serve as a proving ground for new Lorath ship building technology and engineering.

Due to the Zahl being the first dedicated space warship that the [Lorath Matriarchy](#) have produced, the mission profile of the Zahl is currently quite vague, thus, the Zahl's assignments range from delivery of precious cargo, to waging full scale assaults at a moment's notice.

History and Background

Through the use of cutting edge Lorath designs, and the leap in engineering methods which have been introduced through contact with the YSE, the Lorath have managed to bring their Zahl Cruiser into existence. Prior to the [YSE's](#) influence, the Zahl Cruiser was just in its early planning stages, a mere dream made from ink and paper.

After the [Mishhu](#) assault on [Lor](#), and to uphold the Lorath's agreement that they would defend themselves, the Lorath Self Defense Force has developed the Zahl from the planning stages, to production. This has mainly been accomplished through the use of QnS ship building facilities. Additionally, the QnS documentation that came with these facilities allowed the Lorath to incorporate a number of QnS technological innovations in their cruiser, which range from basic component design, to some entire systems.

Since the destruction of the [Taiie](#) system, and the increased Mishhu activity surrounding the [Southern Nebula](#), and [Lor](#), the Lorath have decided to focus more of their resources to the restoration of the QnS equipment to construct their cruisers, and allocating more personnel to oversee the construction of these vessels.

Dimensions and Crew Compliment

Organizations Using This Vessel: Lorath Space Militia Type: Cruiser Class: Zahl Class Cruiser. Designer: Occhesta House and Velor Tomoe Tur'Lista Manufacturer: Lorath Occhesta House Production: Limited Production in [YE 29](#), Production estimated to increase by [YE 30](#).

In the frame of time within a week of the Taiie system's explosion, the Lorath have only one Zahl class vessel near completion, several additional Zahl class vessels are in production. Large scale production is estimated to take place near the beginning of YE30 when the Yamatai loaned QnS shipyard and building equipment is restored to full operational capacity. Thanks to the mostly automated operation of QnS equipment, the Lorath are able to operate their shipyards and equipment with a skeleton crew, and a group of space trained Helashio workers. Due to the automated features, the Lorath can continue their planetary recovery efforts, while simultaneously bringing their fleet production into full swing.

YE29 Estimated Production: 5 Zahl Class Cruisers. First Quarter YE30 Estimated Production: 75 Zahl Class Cruisers. Extended YE30 Projection: 150 Zahl Class Cruisers. (Probable increase due to new production technology)

Estimates based upon the usage of a single QnS shipyard, does not account for additional shipyards or construction devices.

Crew: 4 - 12. (6 Would be standard complement, 4 would be the minimum requirement without computer automation.) Maximum Capacity: 30 (Not counting crew in stasis). Appearance: The appearance of the vessel as seen from above is of a crescent like shape with an extension that is like that of a neck, that leads to a some what triangular shaped section that houses the bridge of the vessel.

Length: 185 Meters. Width: 125 Meters. (Without wingtip extensions) Height: 42 Meters. Decks: 4.5 Mass: 2,750,600 ~ 2,890,000 kg

Performance Statistics

Speed (STL): .400 C Speed (Subspace Wave Drive): 1975 C Speed (Borrowed Fold Drive / (QnS) Hyperspace Fold In Select Ships.): .75 ly/m Speed (Aerial): Mach 3.

Range (Distance): Range is limited by the lifetime of the vessel. Range (Support): The vessel can travel for a period of eight months without resupply. Lifespan: Estimated at 25 years without refits. Refit Cycle: Refits are carried out at the earliest convenience; mandatory refits are carried out every two years.

Structural Points: 20 Shield Points: 16

Inside the Zahl

Bridge: The Bridge of the Zahl is located in the forward section of the vessel on the second deck. The bridge is shaped in a trapezoid like shape. Two "pits" house the command and control stations of the bridge. The sensor, weapons, and navigation stations are located on the left side of the bridge. The engineering, communications, and general computer access stations are located on the right side of the bridge. A large view screen is located in the front section of the bridge to allow for all stations on the bridge to have a clear view of what is being observed. The captain's chair is located in the middle of the bridge to allow the captain to easily shift his attention from one bridge station to another. Five doorways are at the rear section of the bridge, the doorway on the far left side leads to the bridge's head. The door in the middle left leads to the bridge's aid station. The door in the middle leads to the corridor that leads to the rest of the ship. The door to the middle right leads to the captain's office. The door to the far right leads to the ladder access to above and below decks.

Main Crew Quarters: There are two main crew quarters; these quarters are located on the far right side of the vessel on deck two. These quarters are built in a typical bunk room style and house four individuals per room. In these bunk rooms there are limited computer access terminals and communication terminals placed inside of the bulkhead for crew usage. Additionally there are sliding panels that hold

retractable tables and shelves. Behind what seems to be the bulkhead in the middle of the room there is a closet behind the sliding wall, inside of this closet there are two sets of cabinets, meant to be shared between the occupants of the bunk room.

Captain's Quarters: The captain's quarters are located on the right aft side of the vessel on deck two. The captain's quarters are far more luxurious in comparison to the bunk rooms that other crew members have at their disposal. The standard amenities these quarters are equipped with include and are not limited to; a bath, a private bathroom, a dresser desk combination, and a pit style bed. Captain's quarters often are customized for each vessel for each captain.

(Note: A "Pit Bed" is a bed which is built into a recess in the flooring or has a frame built around the intended sleep area. In the case of the "Pit Bed" used on the Zahl, it is built into the flooring. If there are any more questions, please direct them to my PM box, where I can then elaborate more so about the dynamics of bedding and sleep related furniture.)

Emergency Medical and Break Rooms: On each deck of the vessel, there are "Break Rooms". These rooms are used as a first aid station, and as a place for crew members to seclude themselves if they require rest, or a moment of solitude.

Typical break rooms incorporate a single adjustable bed, able to be configured into a sitting, laying, and inclined position, a metal chair, a small desk, and a wall mounted [first aid cabinet](#).

Small Arms Storage: There are several small arms storage rooms aboard the vessel. Pistols, rifles, and smaller crew served weapons are stored in these rooms. The weapons themselves are located inside of lockers that are sealed with a nerve impulse recognition lock. These locks operate on the principle of each individual's brain wave pattern being different than any other individual's; the mechanism is used by placing the user's palm against a panel that reads nerve impulse patterns through the skin. These palm scan panels also perform a scan of the user's palm print, pulse, blood pressure, and DNA.

If a high blood pressure is detected in a non-combat status situation, the lock mechanism will trigger a computer prompt for a PIN which can be input through a number pad located next to the lock.

Per Small Arms Storage:

- 10: "[Hand Cannon](#)" .50 Cal Revolvers.
- 10: FMS-1 Quad-barrel Linear Shot AKA ' [Stalwart Special](#)'
- 400: Rounds of FMJ .50 Cal Ammunition.
- 50: Rounds of explosive .50 Cal Ammunition.
- 100: Rounds of fragmentation .50 Cal Ammunition.
- 50 Rounds of high velocity .50 Cal Ammunition.
- 40: Quick loaders for revolver ammunition.
- 1500: "Needles" for "Stalwart Special"

Heavy Armory: As the name implies, the Heavy Armory is where the stronger ordinance carried by the vessel are located, this armory is located on deck two. Lockers in this armory operate just the same as the small arms storage locks, but these lockers are also equipped with a simple lock mechanism that can be unlocked with the use of a key with simultaneous use of the scanner lock. The keys are carried by the first in command, second in command, and ship's quartermaster. The armory's entrance is protected by a heavy neutronium hatch equipped with a hydraulic assist device that allows the hatch to be opened

with greater ease. A ladder and lift is also placed inside of the heavy armory to allow for heavy ordinance to be moved between decks.

Contained inside of the heavy armory are the following:

- 20: RPAMS – Rocket Propelled Antimatter Missile System.
- 50: Low yield antimatter Missiles. (Equivalent to a typical rocket launcher or bazooka charge)
- 50: Fragmentation Explosive Rockets.
- 50: Fragmentation Grenades (5 second fuse).
- 200: Unfilled Antimatter Containment Missiles
- 2: Neural lock secured antimatter taps designed to securely interlock with antimatter missiles.

Inter-Deck Ladders: Several ladders are placed throughout the vessel; these ladders are used to move between the three crew habitable decks of the vessel. At each deck there is blast shutters placed at the opening to the deck. These blast shutters can be manually activated at the opening, or can be activated from the bridge's security station. The blast shutters are also set to automatically seal off the deck when decompressions or explosions are detected. When sealed, these blast shutters can only be opened after entering an access code, and pumping a handle on the blast shutter three times to ensure that the blast shutter is not accidentally opened. Each blast shutter has a monitor device embedded in it that displays the temperature and air pressure on the other side of the shutter. To ease the movement of materials from one deck to another, a small motorized platform can be attached to the shaft's ladder, allowing the shaft to be converted to a lift.

Mess hall/Wardroom: The mess hall and wardroom is used as the primary meeting location for the crew of the vessel when it is time for meals, and for situations where the crew should be gathered together for a briefing or formal function. The wardroom is equipped with several tables and chairs. These furniture pieces are equipped with magnets upon the legs of the chairs and tables incase of gravity failure.

Food is served upon either ceramic or plastic dishes depending upon the occasion and meal. Often dinners are served upon ceramic square shaped plates and large and typical soup bowls. Additional dish wear may be acquired by the captain of the vessel.

Galley/Kitchen: The kitchen of the vessel is located across the corridor from the mess hall. The kitchen is equipped with a gas and electric stove, a high capacity oven, stainless steel cooking surface/counter (Think sushi bar.), microwave oven, and an all-in-one blender, food processor, and rapid food dehydration unit.

Often a pair pre-trained [Helashio](#) handle the serving and preparation of meals, these Helashio are trained in preparing traditional Lorath cuisine, and are often provided with comfortable quarters in the cargo section of the Zahl. (Additional note, workers aboard LSDF vessels are paid for their employment. So they are not slaves ^^;).

In some cases, the galley is manned by Lorath crew. The galley requires at minimum one person to operate it for a standard size crew. Additional crew members can work the galley if food demands become critical.

Food Storage: The food supplies of the vessel are stored in the bottom uninhabited deck of the vessel, a walk in freezer and refrigerator, and several large kegs used for storage of alcoholic beverages and other

fluids intended for crew ingestion.

Main science and stellar cartography: The science and stellar cartography section of the vessel shares the same space as the engineering section of the vessel. There are several computer and sensor access terminals placed against the bulkheads of this area. A “volumetric” projection apparatus is located in the middle of the science area, this device is used to project an image of the surrounding space around the vessel, and is used to aid in navigation and mapping.

A sealed lab is located adjacent to the open lab area. The sealed lab is atmosphere controlled and is kept isolated from the rest of the ship to prevent contamination of the experiment, or the rest of the ship. The sealed lab contains various equipment required for experimentation, additional equipment can be brought aboard dependant upon the Zahl’s mission profile.

(QnS documentation assisted) **Engineering and engine cores:** The main engineering area of the vessel is where most functions concerning the mechanical workings and computer workings of the vessel are maintained from. These functions are monitored and regulated from several access terminals. On the starboard and port sides of the engineering section are the main drive cores of the vessel, these drive cores allow the vessel to move at hyper luminal velocities, directly beneath the engineering section is the fusion core used for sub-luminal velocity propulsion. Also housed in the engineering section is a large neutronium and titanium-carbide “box” used to house the ship’s computer system.

Sickbay: The sickbay of the vessel is the main medical aid and treatment center of the vessel. Inside of the sickbay is a wide range of scanning and treatment equipment designed to be mounted upon any one of the four medical tables in the main area of the sickbay. There are also several cabinets that hold the hand held instruments that would be needed by the doctor, these tools are placed on a magnetic sheet with a weak pull that is intended to keep the tools in place in the event of a gravity failure. All drugs and medicines intended for medical treatment are stored inside of a cabinet that uses a neural scan lock mechanism and palm print scanner.

The sickbay’s atmosphere is regulated by its own life support system that is isolated from the rest of the vessel’s air supply. The sickbay itself is kept at a low pressure/negative atmosphere level in comparison to the rest of the ship, to prevent contaminants from escaping into the rest of the vessel upon the time of the doorway to the sickbay being opened.

Operating Room/Interrogation Chamber: Adjacent to the sickbay is a sealed chamber that is used to treat highly contagious patients, conduct surgery, and interrogate prisoners. Inside of this room is a single bed equipped with restraints. A cabinet stocked with medical tools, a cabinet filled with medicines and other chemical substances, and a cabinet stocked with torture devices, including several slave collars.

Gym and Training Area: Due to physical fitness being an important part of the Lorath culture, a gym and training area has been added to the vessel, the gym is equipped with magnetic resistance weights, treadmills, and plenty of space for sparing, and aerobic exercise.

Baths and Showers: The vessel is equipped with both baths and showers, the three baths are intended to be shared while in use, the shower area is an open space, with shower fixtures placed in the ceiling and bulkheads. Often crews are allowed to customize this area as seen fit for comfort. The standard configuration is often undivided, thus allowing for social interaction.

(QnS Document Assisted) **Attachment Points and Airlocks:** Located on the upper hull, lower hull, port and

starboard wingtips, and belly are airlocks which include attachment points that would allow for the attachment of additional features to the vessel, or for the docking of vessels. These airlocks are rather plain, but each one also includes a small control room (The size of a rather small closet).

These attachment points operate through the use of a magnetic interlock and locking bolt system. Thus allowing for a solid hard point connection, or an easy to remove magnetic connection.

Quartermaster Office: The ship's quartermaster's office is adjacent to the small arms storage room and small craft repair and maintenance area, the quartermaster's office can be isolated from the surrounding areas by the use of it's own environmental system and bridge and quartermaster controlled blast shutters, this is to allow for the isolation of the ship's armory from intruders incase of boarding. Usually, the blast shutters are kept open, allowing for work crews to pass through the office with ordinance from the arms storage rooms which are placed adjacent to the office, and below the office's deck. The office is located on the second deck of the vessel.

Toilets (4 per deck): Toilets are located near the galley, crew quarters, adjacent to the bridge, and adjacent to the pilot and warrior bunks. These toilets also include an optional "Tube" function which would be used in the situation of zero gravity. The "Tube" function involves a tube which has a rubber seal upon the end of it which conforms to the shape of the user's waste orifice, thus allowing for a leak proof release of waste. These tubes are self cleaning upon retraction into a panel located on the side of each toilet, self cleaning is accomplished through the use of high pressure steam jets, and a cleansing solution submersion inside of the tube panel. When cleaning is complete, the tube remains submerged in liquid which remains at a constant 100 C, thus removing any remaining bacteria, prior to use, a quick burst of cooling liquid is passed through the sealed panel, which cools the tube to a warm temperature near Lorath body temperature. The tubes operate through the use of low pressure vacuum which sucks the waste down the tube to be disposed of.

(QnS Document Assisted) Computer Access Terminal Rooms: On the second deck of the vessel, there are two computer access rooms intended for use by individuals whom require the capability to rapidly access and send data. Also these thermals can be used to program computer functions. These terminal rooms are sealed and require a crew member's access code to enter. The terminals functions are limited depending on who is accessing the terminal. Only the ship's commander can make any alterations to the computer's normal operations.

Captain's Office: The ship captain's office is located adjacent to the bridge, each office is different, they are decorated and outfitted as the ship captain desires.

(QnS Document Assisted) Panic room: The panic room is a small room which can be accessed by the use of the corridor which leads to the bridge. The hatch for this room is hidden behind a sliding bulkhead which appears as if a door were not present. The room is protected by several layers of heavy neutronium armor plate, its own QnS/NDI made Z shield generator rated at roughly 50 teratons per square centimeter , and several sensor jamming devices which operate similarly to those used aboard the Harvester salvage vessel. This room is intended to be used by VIPs while the ship is in a dangerous situation. Much of the protocol for the usage of this room is left to the captain of the vessel, standing orders remain that only VIPs have permission to use the room, and this includes the captain.

Laundry: The ship's laundry room is located on the second deck, near the engineering area and down the corridor from the bridge. The laundry room is equipped with basic washers and dryers, but also includes

a clothing decontamination machine, intended to remove harmful materials from contaminated clothing. Due to this function, the laundry room has gained its location near the engineering area.

The decontamination machine operates through the use of non-lethal radiation, high pressure steam, various cleaning solutions, and a soak in a NBC (Nuclear, Biological, and Chemical) neutralizing agent.

Soldier's Bunks: The soldier bunks are located separately from the crew bunks, these bunks are located on the 1st deck of the vessel. The bunk areas dominate the top deck, often serving as more of a barracks than a bunk area due to most of the upper deck being dominated by the two large rooms which are located on the starboard and port sides.

The soldier's bunk rooms consist of several dozen alcoves which are recessed into each bulkhead. In these alcoves are two metal "shelves" with thin cotton stuffed mattresses. Furniture is sparse and is often limited to only a handful of chairs, and a pair of desks. Located on the floor in front of each alcove is a pair of footlockers used to store personal belongings. Additional decoration is often dependant upon the company or squad of Lorath warriors assigned to the vessel, and how many are awake at a given time.

Launch Bay: The launch bay is located on the 1st deck, above the maintenance and re-supply bay. The launch bay is designed to be able to launch two fighters or four power armors at one time. The launch bay is separated from vacuum by a solid neutronium blast shutter which is moved in and out of place by the use of a magnetic system which can rapidly slide open the door or shut it within a quarter of a second through the action of attracting or repulsing a series of electromagnets fixed to the neutronium door.. The launch bay can be accessed either by the lift system from the maintenance bay, or the decontamination and locker room which is located behind the bay. Small craft are stored below the launch bay deck, and are moved adjacent to the maintaince bay area.

(QnS Document Assisted) **Small Craft Repair and Maintenance:** On the middle deck of the vessel is the small craft repair bay. This large area of the vessel is used to repair and re-supply small craft launched from and retrieved by the vessel. The small craft repair bay is equipped with a lift system used to move small vessels to the deck above and below, along with crew and equipment.

Repair and maintenance is carried out by a crew of mechanical engineers, computer operated robotic arms, or a combination of both. Storage is dependant upon the small craft in use, but they are often moved onto "racks" which are fixed upon the walls and ceilings of the maintaince and launch bays, which allow for small craft to be stored as if they were being placed upon shelves.

Decontamination and Locker Room: The decontamination and locker rooms are a pair of rooms which are separated by a stone thread mesh laminated high strength plastic wall. The decontamination room consists of a shower system which uses basic water, combined with a mixture of nanomachines designed to neutralize nuclear, biological, and chemical threats. The airlock which separates the two rooms also includes a sensor system that detects microbial threats, radiation, and harmful chemical compounds. Contaminated uniforms are placed into a sealed canister which can be taken to the decontamination machine in the laundry room. This canister can be placed into the machine and opened and processed inside of its neutronium and lead airtight confines.

The locker room consists of a dozen two meter by one half meter lockers which have a depth from opening to rear of one half meter. The locker room has a pair of benches used for comfort while removing or putting on clothes. Often the locker room is decorated by the pilots or soldiers who use the room

often.

Primary Missile and Torpedo Storage: The primary missile and torpedo storage is located on the 3rd deck, the storage room provides access to the ship's main launch tube. The storage room is complemented with smaller torpedoes meant for anti-ship operations, and large missiles, intended for planetary bombardment. This area is equipped with blast shutters and a security access requirement. Often missile and torpedo loading is handled automatically by the use of a robotic lift system, but the missile and torpedo tube can be accessed from this room and loaded manually. The ship's sensor probes are also stored here, to allow for probes to be launched from the main tube.

Cargo Holds: The ship's cargo holds are located on the 4th deck, they can be accessed by the use of the maintenance shafts, launch bay lift system, and the belly airlock. The cargo hold is meant to hold cargo ranging from mission related supplies, to passengers.

Maintenance Shafts: Between the four decks of the vessel are shafts which run between the deck plates, these shafts are half a meter in height, and half a meter in width. Within the walls of these shafts are the power grids, water supplies, and other major components which keep the ship going. Access to these shafts is strictly regulated, only command staff and engineers may access these shafts. When the shafts are empty, they are kept evacuated of air, and isolated by blast shutters.

Ship Systems

Hull

The hull of the vessel is composed of a multi-layer wafer of materials. The external layer is composed of titanium carbide, the middle layer is composed of Neutronium, and the inner layer is composed of a high-density carbon.

Airlock System

The Zahl connects to other vessels through the use of airlock systems placed at the belly of the vessel, the topside of the vessel, and at the two "wingtips" of the vessel. The Airlock systems include an extendable docking tube which uses vacuum suction devices to attach to smooth hulls of other vessels. If the other vessel's hull is unable to be attached to by such means, the tube also includes magnetic attachment devices, and a temporary adhesive. Other than this feature, the airlock system relies upon the basic usage of two doors which enclose a small room which can be pressurized or decompressed.

Front Hatches

Two hatches are placed on the front of the vessel, these hatches include ramps. The hatches are located on the 1st and 4th decks. These hatches are often used for rapid deployment of Lorath warriors in the event of a ship-to-ship raid. These hatches also include a retractable arm which would be placed against

a hatch or hull breach, allowing for a seal to be formed and bridging the two ships.

Escape Pods

Escape pods are located on the underside of the vessel; these pods are designed to carry four conscious individuals for seven days. If the individuals are placed into stasis, the pods can sustain a group of ten for an indefinite time. The pods are also equipped with a low yield fusion drive system to allow for short range travel, and a pair of retractable solar sails.

Razor's Edge

The forward "head" of the vessel has been designed around the Lorath warrior's love for melee combat, which has been symbolized by the design of the hull to bring the edges of the hull of the head of the vessel to a sharp monomolecular edge. This design feature has also been made functional by re-enforcing the hull plates in this area with several solid neutronium braces, allowing for direct hull-to-hull impacts. Usage of this design feature is frowned upon by most ship commanders, due to the sheer pig-headed nature that it would require to risk such a tactic.

Troop Storage

Two hundred cryonic pods are located on the 1st deck of the vessel adjacent to the Lorath Warrior bunk areas. The cryonic pods are stacked one on top of the other, allowing for a large number of storage pods to be placed into a small area. In the event of a ship boarding or other situation requiring the support of Lorath warriors, these pods are removed from storage by the use of automated robotic arms. The stored Lorath warrior is then quickly thawed within 3 minutes and prepared for deployment.

Sales Note: Zahl-Class ships purchased by non-Lorath buyers do not include Fyunnien soldiers.

Attachment Points

The Zahl is equipped with several points where additional hardware, or even other starships can attach to the vessel. These attachment points are located on the lower hull, upper hull, and wingtips of the vessel.

These attachment points operate through the use of a magnetic interlock and locking bolt system, thus allowing for a solid hard point connection, or an easy to remove magnetic connection.

(QnS Document Assisted) Shield Generator Array

The Zahl is equipped with a shield generator array mounted in the forward area of the vessel. This shield generator provides a bubble of protection which is focused in the forward area of the vessel, but also

provides protection to the rear. The shield systems are EM field based, providing protection from solid projectiles, scalar, and a wide range of energy weapons. The shield array is also tied into the subspace field emitters of the Zahl, this allows for the shields to also span into subspace. The addition of a subspace field to the shields produces a subspace “barrier” which would serve as a controlled distortion/rift between subspace and normal space allowing the Zahl to remain protected from assaults which may hop between normal space and subspace, or attacks which rely on subspace distortions. Additionally, the subspace field structure can be manipulated, allowing for the shields to be able to distort energy projections that come in contact with the shields, resulting in the energy being deflected by the shields. However, subspace encased beams are able to punch directly through the subspace distortion.

Power for the shield generator is provided by the ship’s FTL engine power systems, thus offering the shield a large quantity of power, unfortunately due to this, the Zahl is unable to Hyperspace Fold while the shields are up.

(Damage scale: While the shields are not tied into the engines, they would have an output at a “5” rating, while the shields are tied to the engines, they'd have an output of a “6”)

QnS Designed Gravity Distortion Generator

This device creates a localized gravity distortion. The ship will use this gravity distortion for many things. It can be used as a sort of inertial redirection system, an anti-gravity system or even as a system of propulsion in emergencies.

Environmental Systems

The Zahl is equipped with temperature control, air pressure regulator, air recycling, water recycling, organic matter recomposition and recovery, and stasis condition activation device (Ship wide freezer). Each deck has their own environmental systems package, allowing for each deck to remain isolated from the other decks of the vessel.

An additional feature of the environmental system is a system which allows the introduction of chemical compounds, medicines, and micro/nano machines into the air supply of the vessel, allowing for rapid response to the spread of disease through the ship, or other situations where an airborne solution would serve best.

FTL Drive Systems

The Zahl is equipped with two different FTL drives, a Lorath model, which produces a subspace field around the vessel and allows for a slower speed of FTL travel, and a Lorath adaptation of Hyperspace Fold technology. The power supplies for the drive engines are located on the second deck of the Zahl, power is fed to the two large drive engines which are on the belly of the vessel. The engines are also properly armored so they may be used as landing skids with no risk of damage.

The Hyperspace Fold technology is planned to be incorporated in limited numbers of Zahl class cruisers. These vessels will be more expensive, and will be fielded for specific missions.

The hyper fold drives used pre-YE 30 come from the vessels which were loaned to the Lorath government earlier in YE 29 during the Lorath negotiations on Yamatai.

Fusion Engine

The Zahl is quipped with one large fusion engine, this engine allows for the Zahl to travel at sub light speeds. The power core for the fusion engine is located on the 3rd deck of the vessel, and can be accessed by the maintenance shafts. Power to the fusion core can be cut by emergency override from the engineering section or bridge.

Emergency Threat Containment Feature

Each section of the Zahl is able to be isolated from the rest of the vessel when proper authorization is given. This feature is intended to allow crew members to isolate themselves from potential threats which may come aboard during combat.

(QnS Document Assisted) Computer System

Data storage is accomplished by use of a brain like "neuro-gel" pack system. These devices are designed to work like a living creature's protein based memory and thought process. The gel packs are used to store a bulk of the vessel's data and conduct the operation processes of most of the ship's functions. Interaction with the computer is done by telepathic communication with the ship's systems through the Neural Interface System, voice commands, or tactile controls when time is not an issue. Back up devices are advanced magnetic hard drive systems.

Sensors

Sensor systems on the vessel include infrared scanning, UV scanning, microwave radar, thermal imaging, laser sweep scanning, electro magnetic scanning, psionic wave detection, light pulse based sonar, and subspace pulse scanners.

The sensors other than the subspace pulse scanners are limited by how far light can travel within a given time. The subspace pulse scanner technology is capable of scanning as far away as 3LY seemingly instantly. Longer ranges require a longer amount of time.

Gravity System

Gravity is maintained on the Zahl through the use of a network of low power graviton emitters placed

throughout the deck plates of the ship. Due to the Lorath's lack of expertise with gravity manipulation, the gravity which is maintained on the Zahl is equivalent to .25 of normal Lor (and Earth) gravity.

Additional Power Core

Beneath the engineering deck, there is an additional antimatter power core intended for powering the ship's weapons systems, and other "power hungry" systems.

(QnS Document Assisted) Graviton Beam Projector (4)

This device creates a stream of gravitons which can be used to tow other spacecraft or shuttles. The projector is ineffective against ships using gravitic shielding. There are two projectors located on the top side of the vessel, and two located on the bottom. This device can also be used to guide small craft into the Zahl's landing bay.

Lorath Made Psionics Scrambler

[Psionics Scrambler Device](#)

Weapons

(QnS Document Assisted) Fixed White Beam Emitters

[QnS Shipyards Aether Plasma Cannon](#)

(QnS Document Assisted) White Beam Turrets

Spatial distortion is used to release condensed 5-D potentials. The result is a fantastic flow of tremendous energy. The White Beam Turrets can rotate a full 360 on their X axis, and 180 on their Y axis. Each turret has two three inch wide emitters.

- Locations: Four of the white beam turrets are located on the topsides of the Zahl's wings, the other four are located on the bottom sides of the Zahl's wings.

[QnS Shipyards Aether Plasma Cannon](#)

Forward Missile Pods

Located in forward area beneath the wings of the Zahl are two large missile pods, each one of these pods is capable of holding thirty missiles.

These missile pods are capable of being loaded with [M sized missile ordinance](#).

Rear Missile Pods

Located in the rear area beneath the wings of the Zahl are six large missile pods, each one of these pods is capable of holding thirty missiles.

These missile pods are capable of being loaded with [M sized missile ordinance](#).

Main Missile Tube

The main missile tube of the Zahl runs through the middle of the vessel, and opens in the forward section of the ship. This missile tube is capable of firing a wide variety of missiles and torpedoes.

The main missile tube is capable of firing [M, L, and XL missiles](#)

Safety First: Lorath antimatter munitions which contain yields greater than 100 MT are kept unfilled with antimatter until orders are given to arm the warheads for deployment.

Optional Equipment

(QnS Document Assisted, Salvage Assisted) Star fall – High Yield Positron Delivery System (2): An optional pair of positron cannons can be attached to the topside of the Zahl, these cannons operate in much the same manner as Mishhu and Star Army positron based weapons, taking the best features from both and putting them into one YSE equipment made package.

Positron confinement and delivery is accomplished through two methods. In packet mode, the positrons are encased inside of an EM field and accelerated by electromagnetic rails built into the weapon. In beam mode, the positrons are focused by a subspace and EM field, and used to boar through the target.

- Location: On the topside of the Zahl's hull.
- Primary Purpose: Anti-starship
- Secondary Purpose: planetary bombardment.
- Damage in Packet Mode: extremely heavy damage against any starship. Smaller starships or starships without high-end armor will likely be completely obliterated.
- Area of Effect in Packet Mode: Point of Impact.
- Range in Packet Mode: 500,000 Miles
- Rate of Fire in Packet Mode: 1.5 Minutes.
- Damage in Beam Mode: Total Destruction in a 5 Meter wide circle.
- Area of Effect in Beam Mode: Point of Impact.
- Range in Beam Mode: .90 AU.

- Rate of Fire in Beam mode: One shot every 10 Seconds.
- Payload Regenerated by capacitors.
- Damage Rating: Tier 12, Heavy Anti-Starship

Vehicle Complement

2 [Paa type construction pods](#).

2 [Hawk Fighter Bomber](#)

20 [AMX-101 WINTER](#)

OOC Notes

This article was created by [DocTomoe](#). It was approved by [Wes](#) on December 27, 2006: [Approval Thread](#)

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