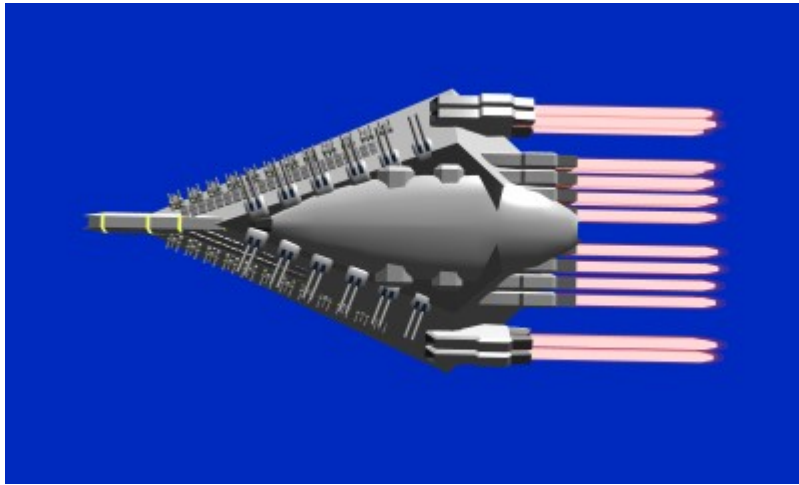


# BW-SS2 Scythe Cruiser

The Scythe Cruiser is a modular role ship designed to fit whatever function a ship of its size [S6](#) might need. It was designed to eventually phase out the [Broadsword light Cruiser](#), and provide the [OSO](#) with another ship at its disposal.



## About the Ship

With constant pestering from the [Skyguard](#), [Section 6](#) eventually decided to fold and design a new cruiser to replace the [Broadwords](#) they currently had active. [Skyguard](#) had pressured their discontinued use. So [S6](#) worked to design a cruiser of more conventional aesthetic and layout, that could fit the role it was needed to fill. So in early [YE40](#), the Scythe Cruiser was born.

## Key Features

The interior save the key compartments, are completely modular. This allows compartments to be arranged and set up according to the function needed. This allows for maximum effective use of limited space and resources.

- [ECS](#)

## Mission Specialization

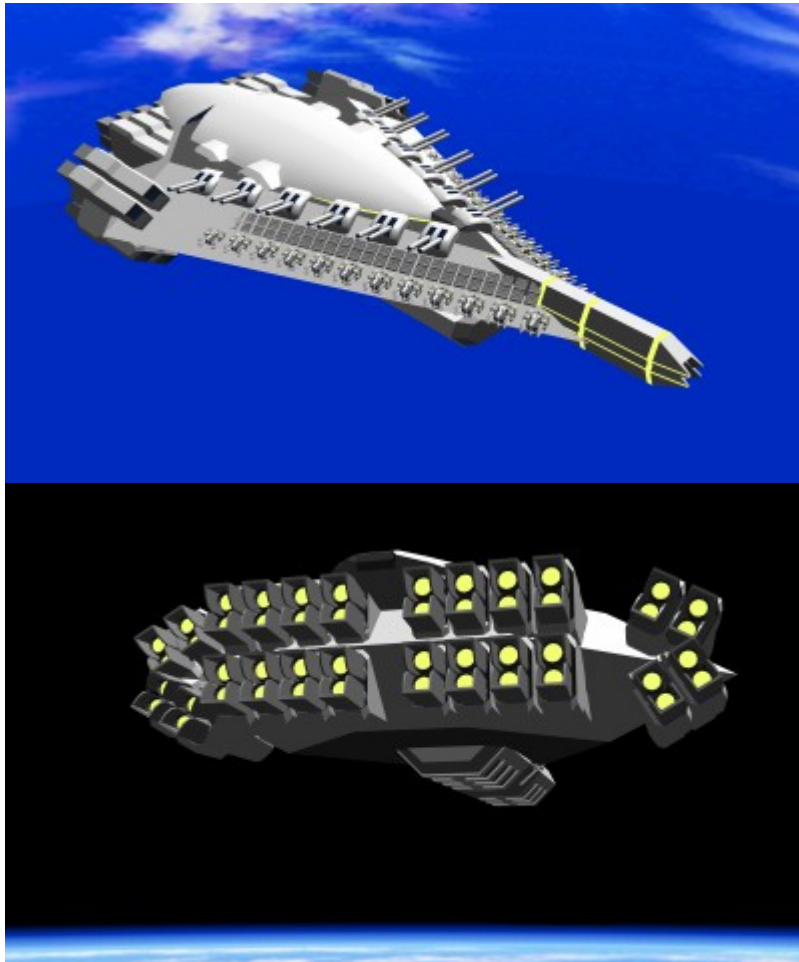
The Scythe is best used for troop, supply, and logistics transport. It's modular interior allows it to be set up for whatever mission assigned.

- Modular Functionality.
- Transportation.
- Fleet Escort.

- Utility.

## Appearance

The Scythe is in the shape of a giant arrow head. It is long and pointed with a hull that is wider than it is tall. On the back are its numerous engines that push the cruiser class ship around at a decent speed. Hangar doors are present in the lower decks of the underside of the ship. Below that are the hatches for the Drop pods on the lowest decks. The topside and underside of the ship are lined with various weapon systems, as well as three main guns along the ship's front triangular edge.



## History and Background

In early [YE40](#), Section 6 decided it needed a new design of cruiser. The [Broadsword Light Cruisers](#) they had been using were just not up to specifications for their needs, as well as unnecessary inefficiencies in its design. S6 needed a ship that would become its workhorse which could be customized for whatever role they needed, but also an efficient fleet escort that had decent speed, maneuvering, offensive, and defensive capabilities. It is the first ship of its line to feature [Graphene](#) in its hull and armor, as well as a few other new technologies. The ship once designs were finalized, to be pressed into service in mid-[YE40](#). It's set to be the most advanced ship design in the [OSO](#) fleets.

# Statistics and Performance

Below are the specifications and performance values for the Scythe class cruiser.

## General

- Class: CSW-C2-1A, or “Scythe”
- Type: Cruiser
- Designers: [Department Of Fleet Development \(D.O.F.D.\)](#)
- Manufacturer: [Black Wing Enterprises](#), FSC
- Fielded by: [New Dusk Conclave](#)

## Passengers

Crew: 300 operators are recommended, 100 are required.

Maximum Capacity: There are accommodations for 800 people. About 2000 people can fit aboard in an emergency, but the ship would be extremely cramped.

## Dimensions

- Length: 420 meters (1260 feet)
- Width: 220 meters (660 feet)
- Height: 180 meters (540 feet)
- Decks: 30 ( 5 meters each)

## Propulsion and Range

- [Falcon Tunnel Drive](#): 0.2ly/m
- Sublight Engines: .4c mach 2 in atmosphere.
- Range: 7 months
- Lifespan: 20 years
- Refit Cycle: 6 years

## Damage Capacity

See [Damage Rating \(Version 3\)](#) for a guide to damage ratings to include.

SARPV3 Tier: T12 cruiser hull and shields.

# Inside the Ship

## Deck Layout

- Deck 1-4: Bridge, CIC, Captain's quarters, and Observation deck.
- Deck 5-6: Weapons, Munitions storage, and Medbay A.
- Deck 7-9: Crew quarters.
- Deck 10: Recreation and Mess Hall.
- Deck 11-15: Modular compartments. Engineering.
- Deck 16-20: Cargo and Storage, Modular compartments, and Engineering.
- Deck 21-25: Medbay B, Hangar, Armory/PA bay.
- Deck 25-30: Drop pod bays, and underside munition dispensers.

## Compartment Layouts

Below are the descriptions of all the essential compartments that are used in the USS-SS2.

### Armory

Large size room located towards the aft section of the ship just before the PA Bay, which both are on the deck connected above the hangar and rear bay. Forward half contains personal arms lockers lining the walls and arranged in the center, and in the rear half of the room is the security arms section. This is where onboard security personnel obtain and store their weapons other than their sidearms. The PA bay is connected just further aft, and is where the power armor, and armor attachment rigs are located.

### Bridge

Located just about midship and on deck two and three, and consist of a two story half-circle room. The higher rear portion on deck two is the Captains chair which comes with a command station, XO and CO chairs forward and to the left and right of the captain's station. Which are in recesses in the floor that also come with their own stations. The front lower section is on deck three and has the science, engineering, damage control, comms, weapons, and navigation stations. These are arranged around the rooms outer edge in recesses in the floor that sit in alcoves built into the walls.

The Helmsman station sits forward most front on floor level and in a deep alcove. Each station is fitted with glass interface displays, physical keys, holographic controls are an option, and normal manual controls. The chairs equipped with safety restraint harnesses, and can be sealed by deployable armor shells in case of emergencies such as a deep hull breach. The captain's station has the same glass displays as well as holographic displays. With those suspended able to lower from the compartments ceiling which stays at deck two height for the entire room.

The center of the compartments ceiling includes a holo-projector that displays star maps brought up and

analyzed by the navigation station. This also displays unit locations in combat situations. Each station in an alcove has the unique feature of the walls of the alcove acting as displays giving an encircling 180 degree view of station related data. With the helmsman station, it has a 270 degree surrounding with its deeper alcove. There is a door to either side on both levels for entry to the bridge as well as conduit accesses in the corners.

Finally as a recently added feature, the captains chair has been outfitted to improve synchronization with a Geist implant.

## **Captain's Suite**

The captains suite is located aft of the bridge, and CIC on deck two. It a spacious room that includes, a double bed, desk with terminal, personal bathroom, small siting area with coffee table and seating(a couch and two lounging chairs), wardrobe compartment unit, trophy/model/picture display shelving, and a large glass pane wall mounted display for comms, entertainment, and ship data/rosters. There is a door leading to the CIC.

## **Cargo Storage Areas**

Located in the ship's mid-decks from deck 6-20. This large multiple level area, which spans all five decks, is where cargo and stored items are kept.

## **Crew Cabins**

Located on the upper decks 7-9, this is where the crew sleep and consist of bunk style rooms that have shared lavatories and siting areas with lockers and footlockers for personal storage. Finally, each room features a large shared glass pane wall mounted display.

## **Crew Recreation**

This compartment takes up the majority of deck 19. It is filled with large rooms with exercise equipment, a sparring room, a simulations room, and a sitting area with glass pane displays.

## **Mess Hall**

This large room is located at towards the prow on deck 10. It is a large open room with a kitchen area and food dispensary, and can serve most of the crew at one time if need be. Glass pane digital displays hang around the room to show vids, or work station duty assignments and data. All tables are bolted to the deck in case of turbulent travel conditions the inertial dampeners can't handle. Individual chairs with legs that are magnetic on the bottom, provide necessary seating.

## Engineering

This is where the drive system is located with the majority of the ships secondary systems, and spans decks 11-20 vertically in the aft most section of the ship, taking up 1/5 of the ship.

## Maintenance Conduits

Cramped crawl spaces that run through the ship's superstructure to allow access to the ships inner working and sub-systems.

## Medical Centers

Two large rooms composed of two wards, one on either side of the ship located on the fore half of deck 6, and the entirety of deck 21 on the lower decks. The main part of either of the main compartments in their center connects the two wards. Both come fully stocked and staffed, with the OSO's best medical equipment. Medbay A, the one that is the fore half of deck 6, is meant for general practices. Meanwhile Medbay B which takes up the entirety of deck 21, is for emergencies, and for treating combat personnel as well as wounded civilians having been evaced from emergency situations.

## Passageways

Corridors run throughout the ship to provide access in conjunction with lifts to all compartments, and are 9 feet wide.

## Hangar

This is visible from the outside and includes a launch catapult system, of this section which is located at the lowest part of the ship towards the aft, but just above the drop pod bays.. It can hold 24 [BW-MSF "Sparrow" Modular Fighter](#)'s, or other small craft.

## Wardroom

This long medium sized room is located aft of the Observation room and is furnished in formal decor. A nice polished wood cased table with a holo-system integrated at it's center with keypads at every seat. Nice leather chairs are positioned around the table, and a door in each corner for entrance from the corridors outside. A fifth door that is on the prow most wall, leads into the Observation room. There are also glass pane display screens mounted on the walls and hanging above the table, with flags of the OSO, Section6/Saber hanging on the walls as well. Finally digital skylights using optics in the outer hull, give the illusion of Windows complete the room.

# Ship Systems

## Armored Hull and Hull Integrated Systems

The SS2 uses [Durandium Alloy](#) armor throughout its construction with [Graphene](#) layers on the hull's exterior, and layered in between the durandium armor layers for addition armor.

<NOTE: See [Damage Rating \(Version 3\)](#) for more info on damage ratings>

## Computers and Electronics

12 electronics units stored internally provide for all of the computing power and storage requirements of the ship.

A [EVE AI](#) also is installed to aid in logistics, finer system management, and support in normal ship operation.

And the [ECS](#) stealth system has also been installed. A staple of S6 designed vessels.

## Emergency Systems

Various emergency systems are in place on the SS2, including some of the latest emergency gear available to the OSO.

## Life Support Systems

18 life support systems provide for the life support functions of the ship, and are connected to a comprehensive life support / waste processing system that spans the ship.

## Propulsion

- 36X Interstellar Drives
- 24X Gravitic Scram Drives as RTS.

## Sensors

SS2 uses over 900 optical sensors spaced around the outer hull for basic optical and thermal detection. 18 subspace radar systems are also positioned inside of the ship to provide 360 degrees of coverage.

## Shield Systems

The SS2 uses a scaled up version of a power armor shield system to provide a protective shield around the ship to defend against attacks and provide artifical gravity. These shields are placed around the hull of the ship, and inbetween decks.

## Weapons Systems

- 2 [Anti-Starship Gauss Impelled Positron Cannon: DRv3](#) Tier 12
- 24 [Light anti-starship Rotary Pulse Laser Battery: DRv3](#) Tier 10
- 30 [Starfighter Primary Laser Turret: DRv3](#) Tier 7
- 100 [S6-TBOM "Swarm" Rocket Pod System DRv3](#) Tier 6 (Bank 1: upper hull)
- 100 [S6-TBOM "Swarm" Rocket Pod System DRv3](#) Tier 6 (Bank 2: lower hull)

## Vehicle Complement

The SS2 can carry three shuttles and three squadrons made of 24 [BW-MSF "Sparrow" Modular Fighter](#) in total.

- [BW-VTOLT "Hammer"](#) x3
- [BW-MSF "Sparrow" Modular Fighter](#) x24

The underside of the SS2 is designed to launch drop pods, and can carry a total of 10 along with STL modules for launching them.

- Drop Pods x20

## OOC Notes

Created by [Jack Pine](#). Approved by [META\\_mahn](#) on 8/19/2018. [Thread](#)

Products & Items Database	
Product Categories	starships
Product Name	Scythe Class Cruiser
Nomenclature	CSW-C2-1A
Manufacturer	<a href="#">Conclave Ship Works</a>

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