

# Na-C4-DD5 'Bison'

The DD5 is a continuation (In name) of the older DD4 design that had been a staple of the Nepleslian Navy for a number of years. Made famous by the NSS Alliance, the DD4's legacy is in the DD5, featuring more emphasis on Nepleslian design philosophies and tactics over the Nerimian derived DD4.



## About the Ship

The DD5 was created to fill the gap between Light Cruiser and Battleship, fitting in the middle in the 'Heavy Cruiser' category. It features some tried and true Nepleslian technologies doing away with most of the Nerimian technologies and design philosophies. Built to be rugged and tough, the DD5 is meant more for space combat than outright planetary assault. However it maintains a marine compliment to engage in ground operations or supplement existing operations.

## Key Features

- Heavy Armor Plating
- Emphasis more on Space Combat
- Heavy Firepower
- Maintains a Marine Company on board for Ground Operations

## Mission Specialization

- Space-Based Offensive Operations
- CIC Operations for both Marine and Starship Deployments

## Appearance









It's a large, heavily armed cruiser with an almost bent forward section. The ship has a series of forward facing gun emplacements in addition to emplacements with better arcs of fire. Despite its odd angling it utilizes a gravimetric drive to overcome these shortcomings.

## History and Background

With the inevitable retirement of the DD4, a vacuum needed to be filled. The DD4 had been in service with the Neplesian Military for several years and had become famous due to the [NSS Alliance's](#) tour of duty. With the onset of the NMX War, Neplesia looked for a means to bolster marine morale as well as create a ship while capable of planetary assaults was more geared for space combat as such the DD5 was created to carry on the enduring legacy of the older DD4 series. Nicknamed the 'Bison' due to its tough makeup and overall 'mean' profile in weapons load out it has yet to hit mass production as a limited pre-production line have been released for field testing.

## Statistics and Performance

## General

Class: Na-C4-DD5a Type: Heavy Cruiser **Entered Service:** YE 33 Designers: [NAM Aerotech](#), Bryant Holden. Manufacturer: [Nepleslian Arms and Munitions](#) Production: 25 Pre-Production Models; Mass Production has begun. **Fielded by:** [Democratic Imperium of Nepleslia](#), [Star Military of the Democratic Imperium of Nepleslia](#)

## Passengers

- **Command:** 8
- **Starship Operations:** 10
- **Transport Operations:** 16
- **Medical:** 25
- **Maintenance:** 55
- **Support:** 45
- **Security:** 50 <sup>1)</sup>
- **Marine Compliment:** 150 <sup>2)</sup>

## Dimensions

Length: 500 meters Width: 389 meters Height: 276 meters **Decks:** 38 (3.1m each)

## Propulsion and Range

**Continuum Distortion Drive:** 17,812.5c (2 ly/h) **Hyperspace Fold Drive:** .70ly/m **Sublight Engines:** .360c Lifespan: 30 Years Refit Cycle: Once Every 5 Years

## Damage Capacity

- Hull: 40
- Shields: 40 (Threshold 4)

## Inside the Ship

### Compartments

All compartments have reinforced bulkheads and doors incase of hull breaches.

## Main Armory

The main armory of the DD5 is a [ADNR](#) encased room with countermeasures against Scalar-based attacks. It contains racks upon racks of weapons for both the crew and marines in case of boarding actions as well as marine deployment. The weapon cases are usually made of [Transparent Durandium](#). Entry and exit within the armory is regulated to the armorers in charge during non-combat operations. Security measures against intrusion beyond hardened doors and walls include palm-readers, retinal and DNA scanning all of which are checked against records held by the ship's computer system.

## Secondary Armories

Secondary Armories however are dotted around the ship mostly containing pistols, a shotgun or two and several automatic weapons. These are encased into the walls, shielded and only deploy in case of boarding actions to allow a more rapid response to intrusion.

## Bridge

The bridge is a two-tiered structure with a 'pit' for operations personnel meaning the higher of the two tiers is for officers and the CIC section. As the bridge is buried within the ship and in its own armored shell of [Nerimium](#) there are several large volumetric view-screens to simulate view-ports on would be vessels with bridges extending out of the ship's hull. The top tier contains command stations as well as the captain's chair. Directly behind both tiers are sets of reinforced doors. For easier access of the levels however two sets of stairs are provided along with a lift.

## CIC

The CIC shares the top-tier section along with the command bridge. Here information on any present Marine and ship operations information is gathered and or coordinated. Separated by a simple [Transparent Durandium](#) wall from the command bridge it allows all those to see the large volumetric table utilized to keep track of Marine assets in the field as well as another for ship based ops. There are upwards of two dozen consoles for information relaying, requests as well as a Drei AI core solely devoted to the task of helping to manage the CIC.

## Captain's Quarters

The Captain's Quarters are spacious, comprising three rooms. Living/Meeting area, bedroom and bathroom. The Living Area comes standard with a plush couch, recliner and several chairs and coffee table with a built in bookshelf on a wall. On the wall there is even a volumetric display to allow the Captain to watch their favorite shows. The bedroom contains a small work station for those late nights along with a twin-sized bed and closet. It should be noted however that both the living area and bedroom are carpeted with the color being captain's choice. They may also change furniture to suit their individual

tastes. The bathroom is the smallest of the rooms containing tile flooring, a shower, toilet and sink along with a medicine cabinet. It should be noted that the DD5 follows the same pattern as the [Rok'Veru-Class Carrier](#) in allowing the XO and Marine Attache' to have rooms like the Captain's Quarters albeit more modest.

## Cargo Storage/ Fabrication Section

Storage aboard the DD5 is broken up into several sub-sections.

### Powered Armor Storage

The Powered Armor Storage are is used to store spare parts, munitions and weapons to keep the marines and their armors running. Weapons and munitions are stored separately than spare parts in a shielded magazine to prevent damage and detonations via Scalar-based attacks. Parts storage contains several heavy-duty grav trolleys, lifts and and robotic assistants to help the armorers and engineers in their repair work. The storage area also is home to a conveyor system from the Fabrication area for ease of transport.

### Food Storage

Dry goods are stored within marked containers along with ration supplies. Perishables have their own set of refrigeration units as well as freezers. [Victory Vats](#) are also provided to supplement foodstuffs and stretch them out along with excesses of the varied chemicals to make food from them. Canned Goods are usually stored within shelves or containers to save on space.

### Missile And Torpedo Storage

From the fabrication areas to storage. Missiles and torpedoes go here until needed. The room contains automated systems to allow for rapid reloads of spent ordinance. The storage area itself is shielded against Scalar-based attacks and is encased in a [Durandium Alloy](#) shell for added protection. Entry into the area is restricted and requires special access from the ship's computer system.

### Fabrication Room

The fabrication room is housed within the cargo area but separated into a different section. Within the fabrication room are many complicated systems from robotic arms, conveyor belts, monitoring stations and manufacturing areas for production of spare parts to extra ordinance and even armors if need be. The [NAM Nano-Constructor System](#) within the room assists the process by breaking down and reshaping material components or partially constructing them before moving on. It is also utilized for recycling of



junked components and scrap.

## **Barracks**

### **Marine**

The Marine Barracks usually fit twelve double-bunks to a room. Due to the number of Marines, they aren't very luxurious but are spacious enough to include footlockers for everyone including personal lockers. The Marine Barracks include two bathrooms each with twelve shower stalls, toilets and urinals for use.

### **Navy**

Barely larger in numbers than the marine compliment, the Navy personnel have a series of smaller rooms dedicated to sleeping. Usually two to four to a room and with at least one bathroom and closet space for most everyone. They even come standard with two desks with terminals on them.

## **Rec Rooms**

For long deployments, the DD5 comes with a series of Recreational Rooms. This includes an in-house gun range for each room, large screen volumetric displays for watching shows, pool tables and even arcade machines. They also at request have a built in fully equipped gym, vending machines featuring pre-made Neppy's meals, and other assorted meals and beverages.

## **Engineering**

The Engineering Section takes up a modest section of the ship. It houses both the ship's Hyperspace Taps and Heavy Fusion Reactors both of which are shielded in separate compartments from each other. Within the engineering section there are a series of rooms for shifts to go off duty and rest if need be along with a conveyer system from the DD5's fabrication room to supply the section with new parts on demand. Due to the critical nature of the engineering section, it has a layer of thin [Nerimium](#) plating around it to help weather any attacks that should bypass the ship's primary defensive systems. And includes emergency shutdown systems for the reactors should anything be amiss. Failing that, emergency ejection procedures come into play and the reactors are ejected into space. Engineering also has its own small storage space with pre-made spares for components along with tools, environmental suits and other assorted items to keep the ship running.

## **Medical Center**

Due to the sheer size of the DD5, along with the number of Marine and Naval personnel, the Medical Center is a large affair boasting state of the art equipment. There are several areas devoted to simple

infirmaries along with a series of surgical bays, intensive care units, cloning stations for organ and or limb replacements as well as CC revivals. The Med-Center also includes an in house cybernetics installment station with racks of various cybernetic limbs which can be customized to fit the individual via an automated robotic system or by the medical practioner on hand. Along with the rooms dedicated to surgeries and care of patients the Med-Center also includes its own storage area. This storage area is devoted to extra medical equipment as replacements or to bolster the already in place gear should there be an overflow of patients. Further in the back of the storage facilities are the areas devoted to medical drugs which are stored in climate controlled rooms to ensure the Med-Center has an ample supply of medications on hand to deal with most problems.

## **Passageways**

The passageways of the DD5 are typical of Nepleslian design in that they are spartan in appearance. Metal deck plating, metallic walls along with insulation behind them.

## **Power Armor Drop Bays**

The drop bays of the DD5 hold true to old Nepleslian designs. Instead of allowing the armors to fly out on their own power, the drops employ a series of pneumatic launching devices intended to speedily deploy Marines in their armors toward planets from the underbelly of the ship. After being launched the Marines are however free to adjust trajectories and angles with their suits own systems. The Drop Bays also act as 'Hangars' for the powered armors when not in use as the pneumatic launching tubes only line a portion of the dedicated area.

## **Shuttle Bays**

The Shuttle bays house the ship's six shuttles which act to ferry marines and other personnel to and from stations and planets when not on deployment. It also acts as a storage processing area for incoming material goods from star fortresses, planets or other forms of space stations. The shuttle bay also has room within its confines for up to one or two (With two making it very cramped) bombers or fighter craft. However these are not typically on the ship's manifest and are only stored within the bays on a mission by mission basis.

## **Mess Halls**

The Mess Halls tend to follow the standard Nepleslian design template. Long lines of tables, built-in benches and a buffet-style counter with serving women and men manning them. There are only two on the DD5, enough to accommodate about half the total crew at anyone time allowing for off-duty personnel to eat.

## Wardroom

The wardroom is typically reserved for the Captain, Executive Officer and other officers of rank aboard the ship. Here they can dine in peace and quiet, even enjoying fine alcohols and generally more palatable meals than standard crew fare. The wardrooms usually feature a small boardroom table, cushioned chairs, wood paneled walls and a bar that comes usually pre-stocked.

# Ship Systems

## Armored Hull and Hull Integrated Systems

### Outer Armor

The Outer Armor of the DD5 is constructed of [Leptonium-coated Nerimium](#) plates allowing the DD5 to survive a lot of punishment with self-regenerating armor plate and super-dense armor underneath to catch whatever penetrates the Leptonium shell.

### Frame

The Frame of the DD5 is made of [Leptonium-coated Nerimium](#) with a series of 'arteries' within the Nerimium that are filled with an [NCS-Gel](#) to give the frame work superb survivability and repair capabilities in the face of combat.

## Computer System

The DD5 utilizes a series of [Advanced Command/Combat Executive AI](#) computer cores with at least two redundant backups should the mains fail or go offline.

### Sensors

#### [NAM Sensor Suite](#)

### Communications

#### [NAM Communications Suite](#)

## Power Generation

### Primary Power

- (4) [Na-ZPER-02b Hyperspace Tap](#)

### Secondary Power

Utilized to power secondary systems and provide for the plasma drives.

- (8) [Na-HFR-01a Heavy Fusion Reactor](#)

### Auxiliary Power

Auxiliary Power only kicks in should the main and secondary systems go offline. While they do not produce nearly as much power as their larger brethren, the auxiliary systems are at least enough to keep life support, computer systems and one other system going at minimal power.

- (14) [Na-UCF-4a Ultra Compact Fusion Generator](#)

## Electronic Countermeasure Systems

The DD5 utilizes a series of [electronic countermeasure suites](#) to baffle sensors, and incoming guided ordinance.

## Emergency Systems

The DD5 comes with a series of emergency systems including triple reinforced blast doors ([Durandium Alloy](#), [Nerimium](#), [Durandium Alloy](#)), fire extinguishing systems as well as redundant life support systems in case the main system goes offline. The DD5 also includes a series of escape pods should the ship be on the verge of destruction or if it is compromised.

## Life Support Systems

The DD5 features a series of air purification systems, atmospheric scrubbers and recycling equipment as well as a waste collection system. It also includes water purification, recycling and creation to extend the amount of time it can go without resupply. Should the main system fail, the DD5 sports a redundant backup system which would be capable of supporting the crew, albeit a little less comfortably than they would like.

## Propulsion

### STL Propulsion Systems

- **Na-PID-33 Plasma Impulse Drive**
- **Na-GD-33 Gravitic Drive** <sup>3)</sup>

### FTL Propulsion Systems

### Continuum Distortion Drive

## Shield Systems

The DD5 utilizes **CPS** shield suites to cover all the bases in terms of shield technology. It also includes a 'Time-Space' anchor as well.

## Weapon Systems

### Main Weapons

#### NAM 'Switch Hitter' Massed Aetheric Shock Cannon Array

Note: The Switch Hitter consists of four Aetheric Shock Cannons. All of which draw power directly from the Hyperspace Taps and therefore consume much of their energy production necessitating secondary power act in place of primary during operations. Each Array acts as either an independent mount allowing for turreted fire or combined as a massed system meaning they fire in synchronicity.

**\*Placement:** Along the Bow of the ship, or Nose.

- **Primary Role:** Anti-Starship, Anti-Fleet
- **Damage:** Tiers 13 through 15, Light Anti-Capital Ship through Heavy Anti-Capital Ship (



: Staff needs to determine which) Per Array

- **Beam Range:** 300,000,000 km ( 2 AU)
- **Rate of Fire:** Once Every 15 Seconds.
- **Payload:** Unlimited provided the Hyperspace Taps provide power.

#### NAM Na-LRMS-XX "Curbstomper" Missile Systems (4)

### Curbstomper Missile System

- **Primary Role:** Anti-Starship
- **Secondary Role:** Orbital Bombardment
- **Damage:** DR Varies Depending on Torpedo
- **Rate of Fire:** 1 shot every four seconds

## NAM Massed Positron Array (16)

### NAM Massed Positron Array

- **Primary Role:** Anti-Starship
- **Secondary Role:** Anti-fighter, Anti-Mecha
- **Damage:** Tier 11, Medium Anti-Starship
- **Range:** 1 AU unaided
- **Rate of Fire:** 1 shot per 2 seconds.
- **Payload:** Unlimited, providing hyperspace taps are providing power.

## Point Defense


### NAM Plasma Cannon Turrets (64)

#### NAM Twin Plasma Turret

- **Primary Role:** Point Defense
- **Damage Rating Value:** Tier 9, Heavy Anti-Mecha
- **Range:** 100 km
- **Rate of Fire:** 30 per second
- **Payload:** Relative to ship

### NAM DART Mini-Missile Launchers (45)

#### DARTs

- **Primary Purpose:** Anti-Mecha Shields, Anti-Sensors/ Missile Guidance Systems
- **Secondary Purpose:** Disabling small-grade electronics
- **Damage:** Tier 1, Light Anti-Personnel, Tier 5 or Tier 6, Medium Anti-Armor or Heavy Anti-Armor (  : Staff needs to determine which) to armor-class shields ONLY
- **Range:** 500m in atmosphere, 1,000m in space
- **Rate of Fire:** Ten Every Second.
- **Payload:** 100 Per Pod, Re-loadable from the ship.

## NAM Na-DSA-XX Directed Scalar Array

### Directed Scalar Array

- **Damage:** Destroys electronics, kills animals, and detonates ordinance. (Tier 10, Light Anti-Starship-3)
- Range: Up to 1 AU unassisted
- Rate of Fire: Continuous
- **Payload:** Unlimited provided the ship supplies power.

## Vehicle Complement

### Power Armors

- (113) [NAM Terratech General Combat Armorsuit - "Hostile"](#)
- (37) [Aggressor Heavy Assault Armor](#)
- (As Needed) [VOID Tactical Armor](#)

### Shuttles

- (6) [Na-S/Sh-01 Zachitnik-class Shuttle](#)

### Fighters

Can hold one or two bombers depending on the situation. Usually they are [Na-F/A 02 Hammerhead-Type Strike Bomber](#).

1)

Part of the Marine Compliment, Can also act as reserve forces.

2)

One Company

3)

Used mainly to reduce the overall weight of the vessel as well as to increase its maneuverability.

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