Specter Class Stealth Carrier

The Escort Carrier Specter is a long range stealth ship, with heavy duty sensors and a large fabrication bay to produce anything the ship might need and then some.

About the Ship

After the great success of the Orca, some NAM technicians started to play around with idea of designing a new craft like it. After many tries the idea of the Specter came to life. The Specter was to play the role of a Stealth Reconnaissance ship at first, but slowly the more ideas began to role in.

Next, it was thought to build in launch bays to make it more of an escort carrier. Allowing the Specter to jump in behind enemy lines and launch surprise attacks. Then they decided to add extra fabrication decks to allow the Specter run solo and create what ever it need on the go to allow for long recon missions behind enemy lines.

Thus the Stealth Long Range Recon Ship Specter was born. The first Specter built was the NSS Oracle

Key Features

The Specter class LRRS Carrier boasts superior sensor and stealth capabilities. To increase the ships stealth, all weapon hardpoints are retractable. It also sports advanced manufacturing capabilities.

Mission Specialization

- Stealth Deployments
- Reconnaissance
- Escort

Appearance

The Specter is an elongated cigar shape with a forward set of "wings." It is not as armored as the Orca. The forward "wings" are actually the ships hanger and launch deck for its compliment of fighters and shuttles. The Specter also has retractable hardpoints allowing the ship to increase its stealth when not engaged.

Statistics and Performance

General

- Class: NA-Ca-05 Specter
- Type: LRRS (Long Range Reconnaissance Ship) Escort Carrier
- Designers: Nepleslian Arms and Munitions
- Manufacturer: Nepleslian Arms and Munitions
- Fielded by: Nepleslian Star Navy

Passengers

Crew: 800 operators are recommended, 500 are required.

-Bridge Crew: 50

-Tactical: 150 - 200

-Engineering: 100 - 200

-Pilots: 80 - 150 (Carriers only)

-Support Staff: 120 - 200

-Marines: 50

-Junker Drones: 100+ (Do not count as part of the crew numbers)

Maximum Capacity: There are accommodations for 900 people. About 4000 people can fit aboard in an emergency, but the ship would be extremely cramped and operations would be severely hampered.

Dimensions

- Length: 1200 meters (3937 feet)
- Width: 800 meters (2624 feet)
- Height: 500 meters (1640 feet)
- Decks: 24 (3 meters each)

Propulsion and Range

- Continuum Distortion Drive: Continuum Distortion Drive
- Sublight Engines: Plasma Impulse Drive
- Speed: See Star Navy of Nepleslia Starship Speeds
- Range: 45 LY
- Lifespan: 35 years or more, with regular refits.
- Refit Cycle: Due to on board maufactering capabilites the Specter class only needs a refit cycle every 20 years.

Damage Capacity

See Damage Rating (Version 3) for an explanation of the damage system.

- Hull: 30
- Shields: 40 (Threshold 3)

Inside the Ship

Deck Layout

The Specter uses the same compartmentalized layout that the Orca-class Battlecruiser uses.

Compartment Layouts

Bridge

The Specter uses the [Standard Capital Starship Bridge](#), containing a command distribution system. It is located at the center of the ship and surrounded by nerimium armored walls to ensure the protection of the crewmen.

Wardroom

The Wardroom is an Officer's Lounge.

Captain's Suite

Three Captian's Suite are installed. One for the Captain, Executive Officer and a spare. These rooms are located close to the bridge for the senior officers' convenience.

Crew Cabins

There are 200 [crew cabins](#) for the crew to bunk in.

Crew Recreation

Crew Lounges are scattered across the ship but are most common on the decks nearest the crew's cabins. There are a total of five crew lounges and one for officers.

Brig

The ship contains a single centralized brig containing dozens of cells.

Medical Center

The Specter's [Nepleslian Standard Starship Medical Bay](#) is located in the center of the ship for convenience.

Armory

The Armory is positioned near the rear of the hanger for rapid deployment of marines or pilots. Here

pilots, security personnel, and marines are able to arm themselves. There are also several smaller armories spread throughout the ship for faster mobilization. The armories can arm 350 personnel with weapons and armour.

Power Armor Bay

The power armor bay is adjacent to the armory, the small power armor bay is for Marines and security personnel to suit up. It can store up to 50 power armors.

Hangers

The large hanger is towards the front of the ship. The sides of the hanger have 6 launch tubes for launching smaller craft such as fighters and fighter-bombers. This allows for fast launching of fighters, only taking about 30 seconds to reset after a launch. There are two large airlocks on either side of the hull to allow for larger craft like shuttles to launch. They also double as a secondary launch deck.

Cargo Storage Areas

There are four cargo holds at the bottom of the ship, each one can hold a [huge standard container's](#) worth of cargo. This three of the four cargo holds contain food and other perishable supplies. To keep food fresh, all of these cargo holds are refrigerated and kept in a vacuum until they are needed. The last container Replacement parts and mechanical components are also stored in airtight containers.

Engineering

The Specter's Engineering is located to the rear of the ship.

Manufacturing Plant

The Specter boasts an impressive array of [Nano-constructors](#) which allow the Specter to produce parts, ammunition, and any other things the engineers can come up with.

Ship Systems

Armored Hull and Hull Integrated Systems

- [Mass Mesher Device](#)

Computers and Electronics

- Modular NAM starship Comms cluster
- [Advanced Command/Combat Executive AI](#)
- Surveyor Sensor Suite
- [Na-M/V-E3600 Brainspammer](#)
- na-c3-e3103

Life Support Systems

- NAM Designer Atmosphere

Propulsion

- [Continuum Distortion Drive](#)
- [Na-PID-01a](#)

Shield Systems

- [Combined Barrier System (Nepleslia)](#)
- [Distortion Shielding](#)

Weapons Systems

[-NAM "Svarog" Anti-Ship Mass Driver AShMD-01a](#) x8 Turrets 4 Cannons each.

The MPC concept was tossed around in YE 34 but concrete work on it only began in YE 35. Considering the feedback that NAM received from Naval commanders, it was clear that there was a growing need for kinetic weaponry to complement or replace existing energy weapons.

- Primary Role: Anti-Starship
- Damage Rating Value: Tier 11, Medium Anti-Starship-5, varies by munition
- Effective Range Unlimited in space
- Rate of Fire: Dependent on loading mechanism; usually 12 RPM. * Payload: Unlimited, providing hyperspace taps are providing power.

[-NAM Na-LRMS-XX "Curbstomper" Long-Ranged Missile System](#): x32 Launchers

Originally designed for the N-F/A 01, these missiles were more widely adopted due to their extreme power and usefulness. These weapons carry their own onboard AI and FTL system, shield generators, armor plating, dampener field, Hyperspace tap, and directed interdiction beam. Once within range of a target the missile will detonate its hyperspace tap, creating a 60 mile in diameter blast of energy designed to deal considerable damage to enemy ships.

- Primary Role: Anti-Starship
- Secondary Role: Anti-Shield
- Damage Rating Value: Tier 12, Heavy Anti-Starship
- Range: limited only by speed (18,000c)

-Twin Plasma Turrets: x16

The staple of anti-ship warfare and heavy point defense, the Twin Plasma Turrets consist of two rotary, tri-barreled vulcans that spew out plasma bolts at an exciting rate of fire. Twin Plasma Turrets operate by exciting ionized gas and accelerating it out towards the target at high velocities in a coherent projectile created by a magnetic field generated by the weapon platform.

- Primary Role: Anti-Ship
- Secondary Role: Point Defense
- Damage Rating Value: Tier 11, Medium Anti-Starship
- Range: Approx 600,000 Kilometers, 370,000 Miles
- Rate of Fire: 30 per second
- Payload: Self Replenishing

Vehicle Complement

Shuttles

Na-S/Sh-01 Zachitnik-class Shuttle x 20

Fighters

Na-F/A-6(b) "Sabre" Multirole Fighter/interceptor x 40

Na-YF/A-6X(A) "Scythe" Stealth Fighter/Interceptor x 20

Na-F/A-7X "Goliath" Fighter/Assault-Bomber x 20

OOC Notes

Gunhand4171 created this article on 2015/10/26 20:52.

From:
https://wiki.stararmy.com/ - **STAR ARMY**

Permanent link:
https://wiki.stararmy.com/doku.php?id=faction:nepleslia:starship_classes:specter-class_stealth_carrier

Last update: **2023/12/21 04:24**