

# Kith'sobashen Class

The Kith'sobashen Class of warships was created by the [Kingdom of Neshaten](#) in response to the growing terrorist problem, it is designed for offensive and defensive operations and was created in EE 001-v.

## About the Kith'Sobashen

The Kith'Sobashen is a warship class of vessel whose main purpose is to bring a lot of firepower into a battle; it's not very fast or even maneuverable but it makes up for this by having plenty of firepower on it's port and starboard sides, turning this ship into a broadside vessel. It's also got the ability to hold eight squadrons of strike craft and has the ability to also ferry infantrymen and all of their needed equipment to a combat zone. It is also the largest ship capable of landing on a planet's surface.

The ship is equipped with ten heavy turrets, six on top and four on the bottom. Twenty medium turrets, ten on the port and ten on the starboard side and one hundred and twelve light turrets for anti-fighter defense. It also has twenty eight torpedo launchers, fourteen on each side of the ship that can be re-purposed for missile weaponry.

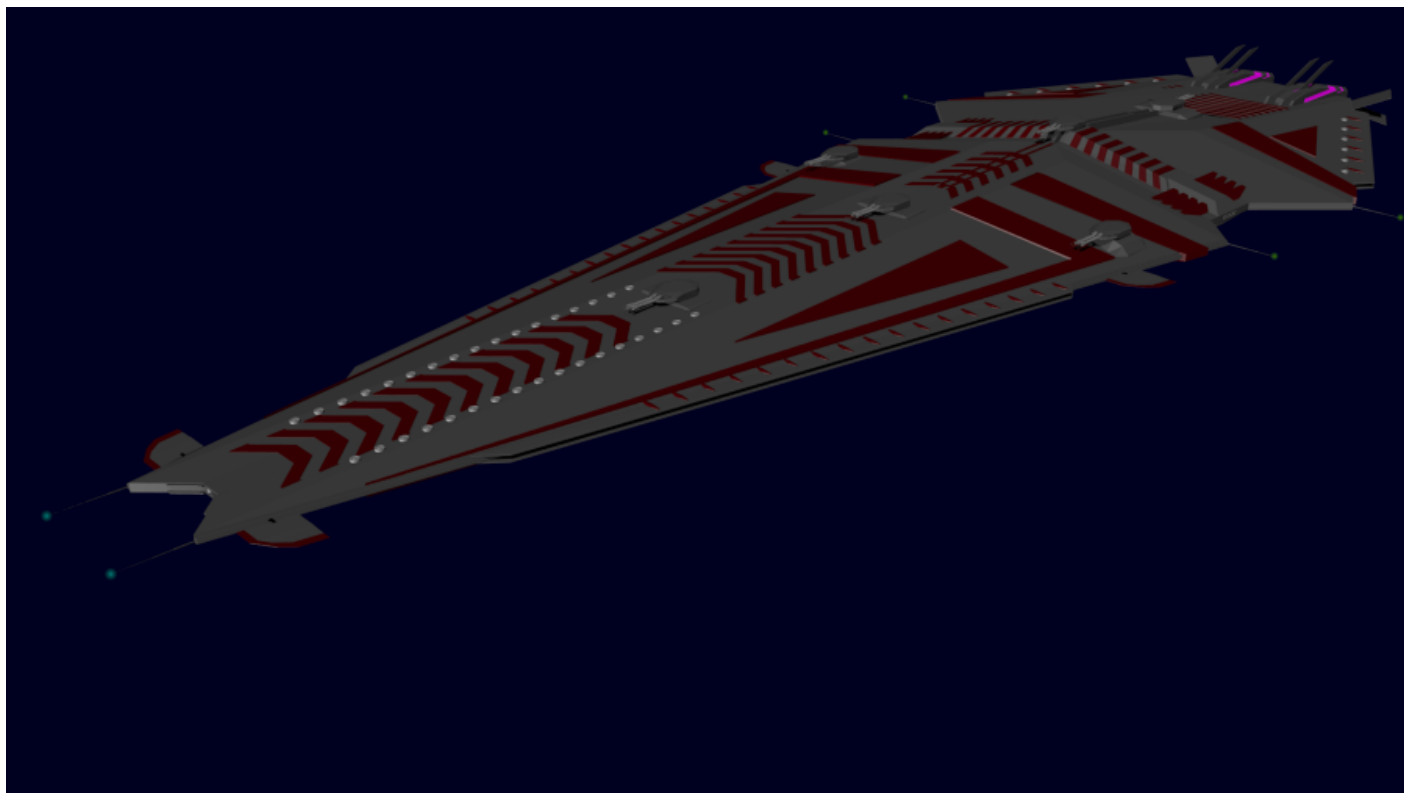
## History

The Kith'Sobashen is a ship who first saw shape during a ship drawing contest, of all things. When the military decided to draw up specs for a new class of vessel, they choose to look toward the citizenry for ideas on its size and shape; several artist works were submitted for the ships appearance but only one of them won out, while the rest were put into a folder for use later.

When the design was chosen, it was realized that the person who had designed it also had designed it in such a way to make the ship modular, to have additional components attached to the ship without much fear of it interfering with the design. When asked, the designer mentioned that it was intentional, speaking about how it was best to have ships that could help augment a military fleet with additional abilities or to help augment a specialist ship already in the field.

Of course, other questions were asked, the ship had noticeable 'dive planes' toward the front which could move up and down, this helps give the ship stability and maneuverability while underwater but also houses directional sensors that help augment the ships preexisting sensors. Wings were added to the rear to help give it more stability in flight, while armor sleeves were added to the sides to help protect its fixed direction plasma cannons from enemy fire.

## Appearance



The Kith'sobashen looks similar to a flying rod that bulges out the middle before narrowing toward the front, and also narrowing toward the middle back before getting wider to accommodate the engines. The ship has noticeable turrets on the top, these are its heavy turrets, while it's light and medium turrets can be recessed into the hull to hide them.

## Features

- Torpedo launching capabilities.
- Linear-Launch Accelerators.
- Capable of going into a planet's atmosphere and landing
- Serves as command and control in fleets when no dedicated C&C ship is present.
- Infantry Carrier, ferrying battalions of infantry and their equipment.
- Submersible
- Broadside firepower
- Heavy firepower
- Can be modified to serve different roles

## Mission Directive

The Kith'sobashen is a vessel that the Neshaten would prefer not to deploy, due in large part to its firepower. The ships main purpose is to serve as a reactionary vessel in the event that their Kingdom is ever attacked. Thus it is never deployed with mainstream fleets, such as those who go out beyond the

home system, and basically remains in the home system as part of a reactionary force to respond to major threats to the Kingdom.

## Statistical Data

### General

Class: Kith'Sobashen Nomenclature: Ne-C2-A1 Type: Battleship Designer: Yu'mine Kith Manufacturer: Shukara Armaments Fielded by: [Kingdom of Neshaten](#) Organizations using: [Kingdom of Neshaten](#), [Shukara Volunteer Navy](#) Production: Depend on fleet

### Crew and Accommodations

Crew: 1,800 Pilots: 30 plus 30 additional for backup Emergency Capacity: In an emergency situation the ship can carry in excess of 8,000 people although it would get very cramped and would stress the ships life support systems

### Dimensions

Length: 2,000 meters (3,608 Feet) Width: 840 meters (1771 feet) Height: 280 meters (590 feet) Decks: 65 (3 meters each)

### Propulsion and Range

#### Speed

- Sublight Engines: [Class 2 Luxiton Gravitic Engine](#)
  - Atmospheric Engines: 387 km/h
  - [Hyperspace Drive](#): 324,182c
  - Water Speed: 15 Knots
  - Underwater Speed: 10 Knots
- *Note: The Kith'Sobashen is intended for atmospheric flight.*

### Durability and Maintenance

Service Lifespan: Intended to last six years with extensive maintenance

Refit Cycle: Once every two years

## Damage Capacity

See [Damage Rating \(Version 3\)](#) for an explanation of the damage system.

SARPV3 Tier: 15 Dreadnaught

## Inside the Kith'Sobashen

The internal structure of the Kith is different every time the ship is constructed, similar to how the She'tan'ora has its internals randomized to make boarding difficult. Much of the ships internal compartments are protected by titanium bulkheads to help seal them off from hull breaches or fires.

### Compartment Layout

#### Command Centers

[Neshaten Fleet Bridge](#) [Neshaten Flight Control Center](#) [Neshaten Small Assault Bridge](#) [Neshaten Damage Control Center](#)

#### Hallways and Conduits

[Neshaten Standard Hallways](#) [Neshaten Standard Maintenance Conduits](#)

#### Living, Dining, and Recreational Areas

[Neshaten Recreational Room](#) [Neshaten Medium Ship Cafeteria](#) [Neshaten Q'Abrenal Quarters](#) [Neshaten Gladiatorial Arena](#) [Neshaten Observation Lounge](#)

#### Crew Areas

[Neshatan Enlisted Crew Cabins](#) [Neshaten Officer Cabins](#) [Neshaten Wash Facilities](#) [Neshaten Guard Station](#)

#### Storage

[Neshaten Main Cargohold](#) [Neshaten Food Storage Bay](#) [Neshaten Weapons Armory](#)

## Science or Medical Areas

[Neshaten Large Medical Center](#) [Neshaten Scientific Research Labs](#)

## Ship Systems Areas

[Neshaten Large Computer Room](#) [shield\\_control\\_room](#) [Neshaten Medium Sized Engineering Bay](#)

# Special Components

## Strike fighter Hanger Bays

The Kith'Sobashen has one hanger bay designed for star fighters and is located on the front of the ship, the bay has a launch and recovery system, the launch system is a magnetic system known as a *Linear Launch Accelerator*, which propels a small craft at maximum velocity of the ship and into space.

The bay is one hundred meters wide and three hundred meters long; but it serves double duty as an infantry launch bay as well as a strike-fighter bay.

The bay has room for up to eight [squadrons](#).

## Torpedo Bays

The ship is equipped with fourteen torpedo launch tops on the left and right of the ship, for a total of twenty eight launch tubes. The tubes are designed for broadside action but can be modified to launch missiles.

## Modular Gravitic Network

The ship comes with the [Modular Gravitic Network](#), a series of gravitic railways located along the ship's hull to make the changing out of turrets, and the repairing of a ship's hull or friendly ships, easier.

# Ship Systems

## Armored Hull

The Kith'Sobashen's main superstructure is designed out of reinforced titanium, while the hull and armor plating is [Kithiulum](#), which gives the hull its mirror-like effect.

## Shield Systems

The Kith'Sobashen utilizes a standard shield system for protection from energy weapons.

## Ships Reactor

The Kith'Sobashen is powered by one very large [Lunabaren High-Energy Reactor](#), along with twelve backup fusion reactors that provide power to either jumpstart, or for backup systems and emergency situations.

## Life Support Systems

There are six different life support systems located on the ship, three are primary, three are secondary, and three are tertiary. The primary is used to provide a breathable atmosphere to all critical areas of the ship, including the crew cabins, bridge, engineering, armory, infirmary, hanger, and corridors. The secondary system is used to provide air to areas of the ship not deemed as important, such as the cargo hold and shuttle bay. The third system is designed as a backup, and services all areas of the ship.

Air and water recycling systems allow the ship to continually use the same water for up to ten years, while the air filtration system gives the ship the ability to support its natural crew for up to fifteen years.

Artificial Gravity exists only in certain areas of the ship, such as the crew cabins, crew lounge, and gladiatorial arena and the infirmary along with the cafeteria. Other areas, such as the main corridors, engineering, and the bridge do not have gravity.

## Engines

The ship is equipped with two very large [Luxiton Gravitic Engine](#) located in the rear.

## Anti-Gravity System

In order to facilitate take offs and landings on planets, the ship is equipped with an anti-gravity system similar to that which is used on their vehicles but one that is designed for their ships. The system is configured universally, located around the ship itself in key areas.

## Computer and Sensor Systems

The ship is equipped with the [Cordecon Quantum Computer](#) that is housed in the ships computer room. Alongside is an ECM and ECCM jamming system. The system also has passive and active sensors, spatial,

gravimetric, and scientific sensor systems.

- [Neshaten Scanner Array Suite](#)

## **Weapons Systems**

The Kith'Sobashen is a warship, thus its weapon systems are considered heavy compared to other ships.

- 10 Heavy Turrets
- 20 Medium Turrets
- 112 Light Turrets

## **Emergency Support Systems**

The Kith'Sobashen has a number of different emergency support systems for use in an emergency, including fire suppressant systems and backup life support systems, but it also has the following systems as well:

### **Escape Pods**

There are two hundred escape pods scattered along on the port and starboard side of the ship, capable of carrying ten people each, more than the ship is capable of carrying but enough in case the ship has passengers. The escape pods have enough oxygen to last eight hours, but are also designed to seek out nearby planets and set a course, but also have emergency locator beacons.

### **Containment Fields**

All of the ships hallway intersections have containment field emitters that work to protect those areas of the ship in the event of an emergency. The fields keep atmosphere inside, while keeping whatever caused the field to deploy out.

The fields can be overridden by the ships chief engineer and officers.

### **Blast Shutters**

Blast shutters are an additional safety measure that can be deployed to help protect areas of a ship either from a breach or from invading forces. They can only be opened with an officer's authorization.

### **Backup Life-support**

In the event the ships main life support systems fail, a backup system will come online to feed air to vital areas of the ship, including the bridge and engineering and crew areas.

## Landing Gear

The Kith'Sobashen has ten hexagonal shaped landing gear designed to hold the weight of the ship while it's landed on a planets surface. The landing gear is dual designed so that the ship can land halfway onland and half out at sea.


## I.D.T.

The ship utilizes the [Interactive Display Terminals](#) system, which is used throughout the ship.

## Weapon Compliment

The ship can be equipped with the following weapons.


### Light Turret Mounts

- 112×1 - [Mark 1 'Rok'truvance' Anti-fighter Turrets](#) (DR Varies)
  - or
- 112×1 - [Mark 1 Rele'vance Missile Turret](#) (DR Varies based on missiles)
  - or
- 28×4 - [Streamer Laser Turrets](#) (Tier 7 or Tier 8, Light Anti-Mecha or Medium Anti-Mecha (: Staff needs to determine which))

### Medium Battery Mounts

- 20×1 - [Broadside Plasma Battery](#) (Tier 11, Medium Anti-Starship)

### Heavy Turret Mount

- 10×1 - [Heavy "Cerenema" Plasma Turret](#) (Tiers 13 through 15, Light Anti-Capital Ship through Heavy Anti-Capital Ship (: Staff needs to determine which))



## Torpedo Tubes

- 28x - [Neshaten Multipurpose Torpedo](#) (DDR Varies based on torpedos)

## Vehicle Compliment

- Infantry Units:
  - 300x - [A1-35 Creniya Light Tank](#)
  - 100x - Z3-92 Chrono IFV
  - 500x - LK-10 Grav Bikes
- Striker Fighter Bays, in total, the bays can hold eight [squadrons](#).
  - [Sho'run starfighter](#)
  - Mel'oris bomber
  - [Ga'la'rious Long Range Scout](#)
- Other vehicles:
  - 47x [Ti'saren Shuttle](#)
  - 20x Orso'dian Dropship
  - 40x [Discovery FTL Probe](#)

## Modifications

As the Kith'sobashen was designed to be modified, modifications to the ship are toward the rear. Removing the two rear turrets. At current, modifications are still being worked on so none are listed. It should be noted that more than one of these modules can't be active in a fleet with multiple ships with the exception of the FFCC.

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