General

Class:	Tan'sie
Nomenclature:	Ne-P1-A1
Type:	Recovery and Salvage
Designer:	Gi'faaja O'pashe
Manufacturer:	Shukara Armaments and Manufacturing
Fielded by:	Kingdom of Neshaten
Organizations using:	Kingdom of Neshaten, Shukara Volunteer Navy
Production:	Depend on fleet
Price:	1,209,000 Rn

Crew

Crew:	140 officers, 900 Enlisted
Emergency Capacity:	1400 Hundred People

Dimensions

Length:	1,810 meters (1,804 Feet)
Width:	700 meters (810 feet)
Height:	450 meters (341 feet)
Decks:	17 (3 meters each)

Propulsion and Range

Sublight Engines:	.200c-.225c
Atmospheric Engines:	682 km/h
Underwater Speed:	37 Knots.
Hyperspace Drive:	0.5 ly/m

Note: The Tan'sie is capable of both atmospheric and underwater flight.

Durability and Maintenance

Service Lifespan:	Intended to last ten years with extensive maintenance
Refit Cycle:	Once every two years

Damage Capacity

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

Hull:	32
Shields:	32(Threshold 4)

Internal Compartments

Command	Small Assault Bridge
Damage Control	Damage Control Center
Hallways/Conduits	Standard Hallways, Maintenance Conduit
Crew Cafeteria	Prefab Cafeteria and Lounge
Crew Lounge	Observation Lounge
Living Area	Prefab Crew Deck, Q'abrenal Cabin
Cargo Storage	Main Cargo Hold
Food Storage	Food Storage
Armory Storage	Armory
Medical Bay	Large Medical Center
Science Bay	Small Scientific Research Labs, Astrometrics Lab

Computer Room	Large Computer Room
Shield Room	Shield Control Room
Engineering Bay	Large Engineering Bay
Systems Information	
Superstructure	Dishe'trum
Armor Plating	Cynestran, Crynatorium
Reactor	1x Lunabaren High-Energy Reactor, 4x Lunebaren Reactors provide back up power.
Computer and Sensor Systems	Cordecon Quantum Computer, Neshaten Scanner Array Suite.
Weapon Systems	Os'hane Combat Systems, Universal Turret Mounts
Life Support Systems	atmospheric_control_systems
Support Systems	Erme'negilde Holographic System
Emergency Support Systems	emergency_support_system, 20x K1-25 Escape Pod.
Landing Gear	landing_claw for landing equipment.
Propulsion	Class 3 Luxiton Gravitic Engines
Defense Systems	1x Ta'tagen Field Generator
FTL	Class 2 Kres'tronova Fold Drive
Weapon Type	
85 Light Turret Mounts	
85×1 Mark 1 'Rok'truvance' Anti-fighter Turrets	
85×1 Mark 1 Rele'vance Missile Turret	
85×1 Streamer Laser Turrets	
50 Medium Turret Mounts	
1×1 Hui'ueshe Assault Cannon	
2×1 Neshaten Multipurpose Torpedo	
10 Large Turret Mounts	

Tan'sie Class

⚠️ WIP: This article is a work in progress and is not yet approved for usage in the RP.

The Tan'sie is an Industrial Ship that is designed for salvage and recovery by the Kingdom of Neshaten and perform onsite repairs to vessels after combat or to salvage completely destroyed vessels and recover any useful items off them. This class entered service in EE 002.

About the Tan'sie

The Tan'sie is vessel created by the Kingdom to help recover ships after combat, either to repair or to salvage. The class varries a lot of equipment to facilitate its role, including unique graviton arrays and tow cable systems to pull vessels into both its internal and external bays. Because of its role, it was

designed to use a number of modified propulsion systems to help with its manoeuvrability during the recovery or salvage phase of an operation.

Its large size means it has a large number of turrets, although those turrets can be used to equip combat based weaponry; they are primarily designed to hold additional tow or graviton and repair or refit systems, along with supply arrays as well, this actually means that most Tan'sie when assigned to a combat group would be entirely unarmed but not completely defenseless. Because of its lack of actual combat weaponry, the Tan'sie comes equipped with three shield generators, which are designed not only to provide it protection in hostile and debris filled enviroments but also during combat operations; the shields are modified so that they can be extended around docked ships, although the defensive power of the shields also means that the ship can act as a 'shield' for damaged vessels.

Mission Specialization

The goal of the Tan'sie is to provide onsite repair and refit services to damage vessels, or to salvage destroyed vessels for any useful components that can then be used to repair others. The Tan'sie can also salvage components from one vessel to repair another. Its internal bays can be used to recover small craft such as starfighters, shuttles, dropships, or even small warships; while its external bays can be used to deal with much larger vessels.

Because of its purpose, the Tan'sie often operate in groups of three to help maximize its ability to repair, refit, and salvage; with ships capable of coming together to work on one ship or up to four depending on size.

Because of how much cargo it can carry, the Tan'sie will often double as a supply ship for military forces, it is capable of carrying enough cargo to keep ten ships supplied for up to six seasons; or twelve ships for only three seasons depending on how much is used by the fleet in that time.

History

The Tan'sie Class came about due to the militaries desire to create a vessel capable of recovering ships either after a battle or to supply those ships with needed items. The Tan'sie is the brainwork of Tan'sie Ui'ui'ha, who was one of the first people to go back into space and also had to suffer through a full season when their exploration ship had broken down and they couldn't get help; upon return to the capital, Tan'sie went about creating a ship to help solve what he felt was a clear and present problem that would eventually plague the Kingdom 'when' they got involved in combat operations.

Appearance

The Tan'sie bears the appearance of a long pencil like shape with wings on the rear and a bulging center section, the tip of the 'pencil' houses another bulging section that houses much of the ships forward repair capabilities. The ships undercarriage is hidden by a layer of thick, movable armour that is used to

protect the more vital internal repair and salvage bays; this armour slides out of the way during active operations.

Features

The Tan'sie features a number of advanced repair and refit systems that allows the ship to more easily do a job that others, while they might be able to, can't do effectively due to lacking the proper tools. The Tan'sies underside bay allows it to berth a ship up to one thousand five hundred meters long, or four three hundred meter long or three four hundred meter long ships; this means the ship can repair multiple vessels at once. Additional functions allows up to four Tan'sie vessels to interconnect with one another to allow these ships to work on one ship or more and split the repair, refit, or salvage time by nearly half of what it would normally take for a single ship.

Because of its expansive cargo holds, the Tan'sie also doubles as a supply ship for the military.

Deck Layout

In keeping with tradition, all ships have a different deck layout when they are built, only certain areas are static.

Compartment Name	Deck
Shield Control	Deck 2, Deck 16
Assault Bridge	Varies
Damage Control Center	Varies
Living and Dining Areas	Varies
Crew Areas	Varies
Storage Areas	Varies
Science Lab	Varies
Medical Center	Varies
Engineering	Deck 10
Hanger Bay	Deck 7
External Repair Bay	Deck 17
Internal Repair Bay	Deck 13

Vehicle Compliment

The Tan'sie is designed to carry mainly small craft that are perfectly suited to repair or resupply operations

Number	Type
Space Vehicles	
10x	Ti'saren Shuttle
20x	CC-32 Orso'dian Dropship, repurposed for supply operations