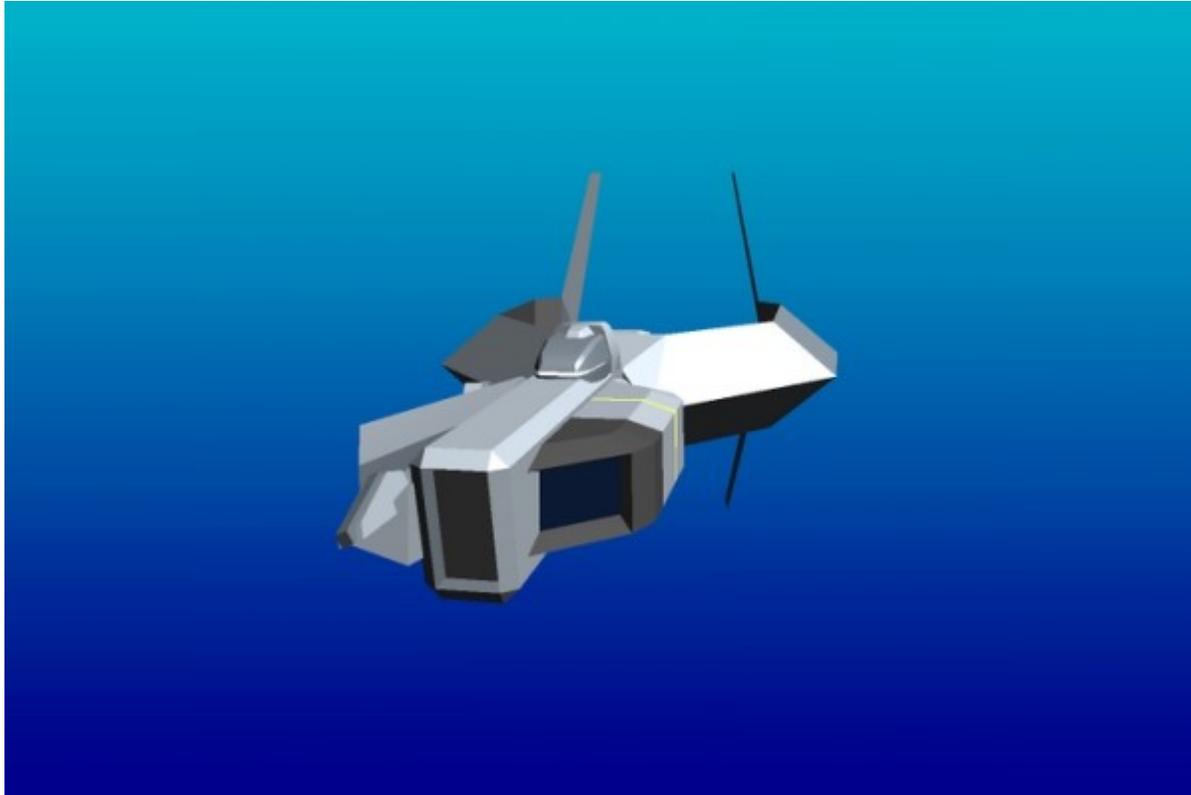


Kretor-class Scout Vessel

The first hyper-capable vessel created by [Abwehran Imperial Yards](#), the Kretor-class Scout Vessel is an experiment with new technologies and knowledge gained by [CSEIA](#)'s assistance and tutelage.



About the Ship

Named after a predator known for its keen eyesight both during the day and the night, the Kretor-class Scout Vessel was designed using a variety of technology developed with the help of [CSEIA](#).

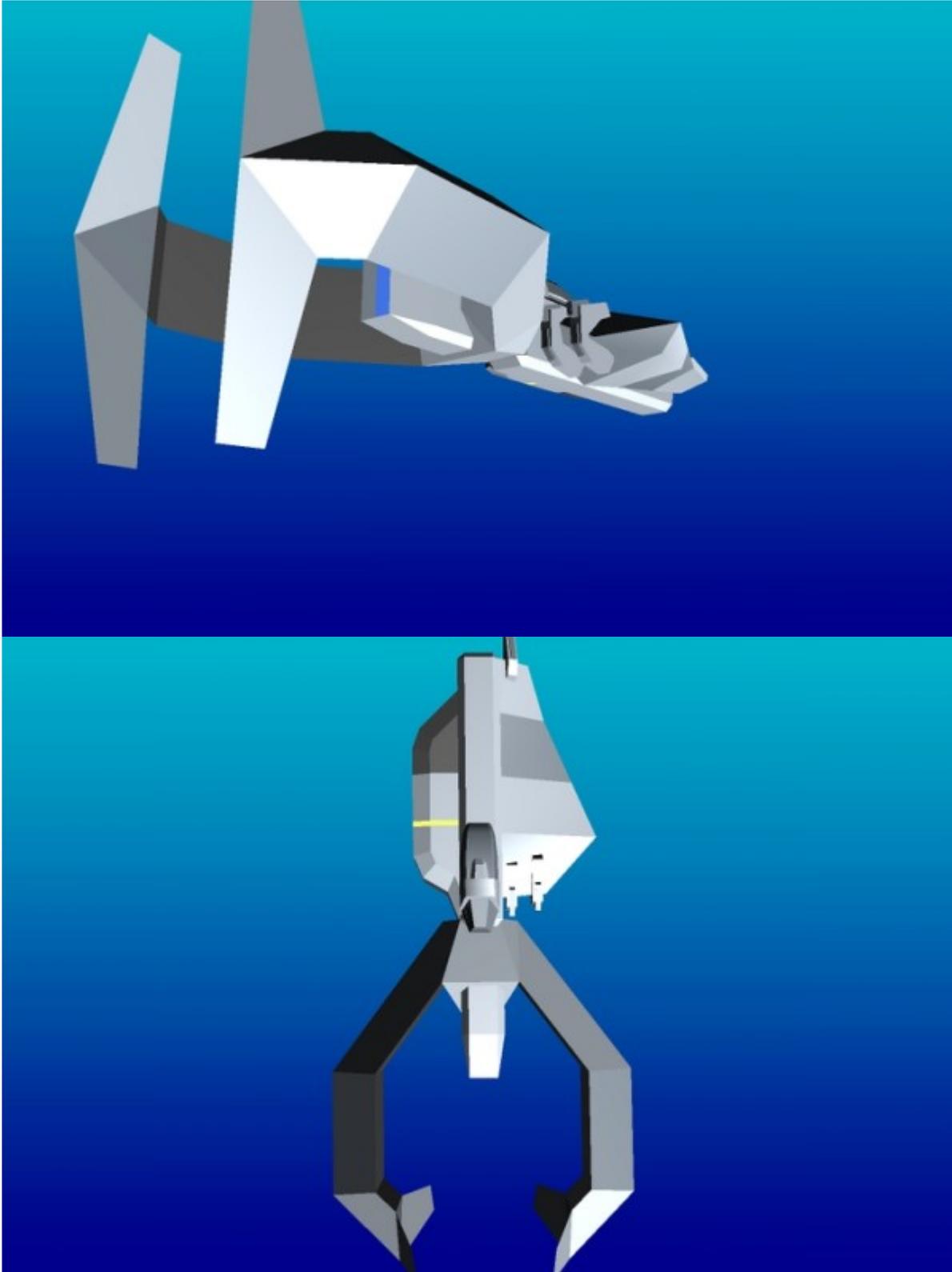
Key Features

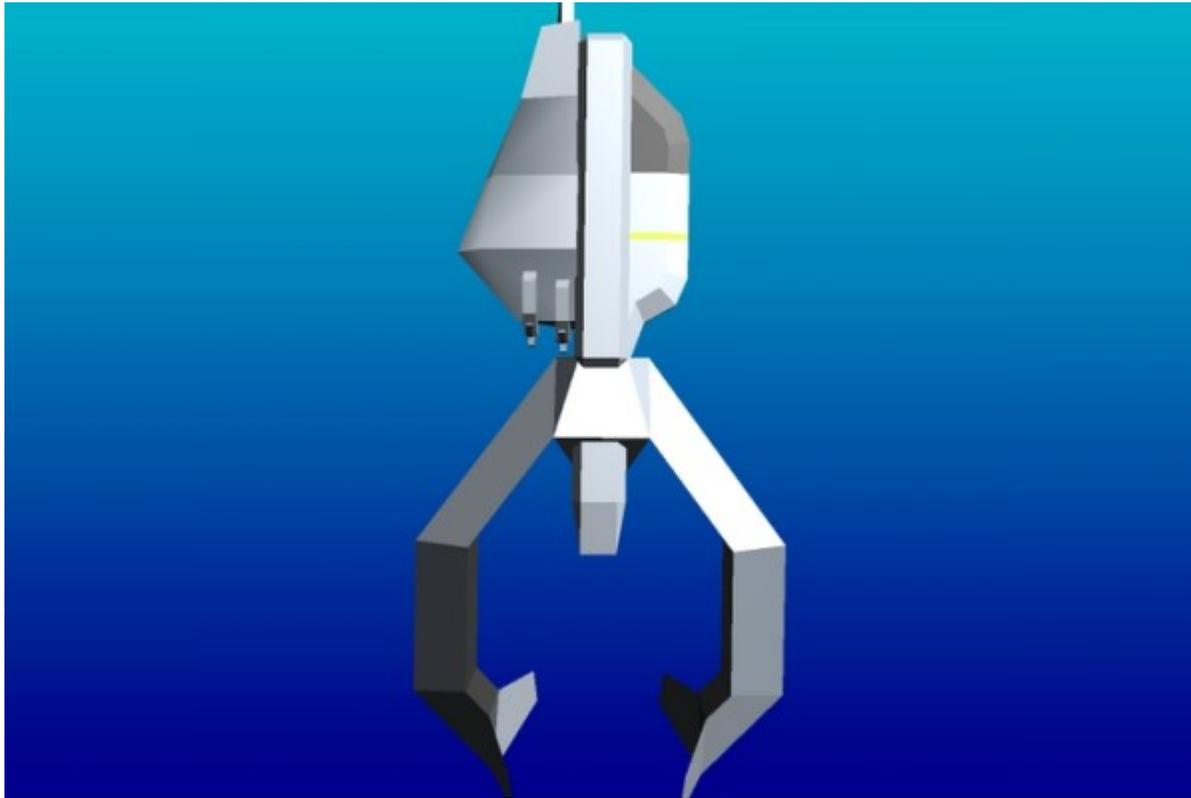
The Kretor Scout features sensor suites and computer systems far more advanced than anything the Abwehrans have had before.

Mission Specialization

The Kretor's specialization revolves around scouting out unknown sectors of space for star systems and warships. Then to report back to its superiors as quickly as possible.

Appearance





History and Background

The Kretor-class Scout was designed by Kaiserlich F&E's design team involved with Project First Step. With the need for a hyper capable design, many of the projects team leaders actually had trouble with deciding which type of vessel to build at first. Many felt the need for a cruiser-sized vessel was more important than anything, but with so many new technologies coming in from CSEIA, the brightest members convinced the others that a small, frigate-sized vessel was a better start.

The Kretor Scout was more an experiment in these new technologies than anything. With new structural design style, new sensor suite, the first Quantum Computer in Abwehran history, and the infamous hyperspace fold system, the Kretor is the state-of-the-art Scout of the Abwehran Star Empire. But, with little time to test the design, the Kretor has construction plans for four units and only a few months to train enough people to crew them.

Statistics and Performance

General

Class: Ay-S2-1a Type: Scout Designers: [Kaiserlich F&E](#) Manufacturer: [Abwehran Imperial Yards](#)
Production: Four Planned Fielded by:

- [Weltraumflotte](#)

Passengers

Crew: Three Bridge operators and two engineers are required, while four Bridge operators and four engineers are recommended. Marines: Able to carry twelve Marines maximum. Maximum Capacity: There are accommodations for 25 people. About 100 people can fit aboard in an emergency, but the ship would be extremely cramped.

Dimensions

Length: 117 meters (383 feet) Width: 50 meters (164 feet) Height: 16.7 meters (54.7 feet) Decks: 4 (4 meters each)

Propulsion and Range

Hyperspace Fold Drive: 0.6 ly/min Sublight Engines:

- Cruise: 0.27 c with a 200G acceleration
- Flank: 0.72 c with a 600G acceleration

Range: Six Months and 30 light years in a single hyperspace fold operation Lifespan: 20 years Refit Cycle: Every five years

Damage Capacity

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

- Hull: 8 Ship SP
- Shields: 6 (Threshold 3)

Inside the Ship

Deck Layout

Deck One

- Bridge
- Captain's Quarters

Deck Two

- Officer's Barracks
- Galley
 - Kitchen
 - Officer's Mess
- Crew Rec Rooms
 - Lounge
 - Gym
- Computer Core
- Shuttle Bay
- Engineering

Deck Three

- Marine/Enlisted Barracks
- Galley
 - Marine/Enlisted Mess
- Armory
- Crew Rec Rooms
 - Gym
- Medical Bay
- Shuttle Bay
- Engineering

Deck Four

- Cargo Bay
- Engineering

Compartment Layouts

Armory

Located on Deck Three between the Marine/Enlisted Mess and the first floor of the gym, the Kretor's Armor contains enough weapons for both crew and marines. Due to the space constraints, there are only two [Dämon Infantry Power Armors](#) for use as squad support.

Inventory

- 2 [Dämon Infantry Power Armors](#)
- 58 [Brefreier Basic Service Pistols](#) w/ 580 magazines

- 12 MDR-5-01R [Beschützer Series Mass-Driver Rifles](#) w/ 60 magazines
- 2 MDR-5-01S [Beschützer Series Mass-Driver Rifles](#) w/ 10 magazines
- 25 MDR-5-01B [Beschützer Series Mass-Driver Rifles](#) w/ 125 magazines
- 1 [Drachenhauch Gauss Gatling Cannon](#) w/ 2 barrel drum magazines
- 1 [Backenbrecher Infantry Laser Cannon](#) w/ 4 Fuel Cell Batteries
- 1 [Unwetter Infantry Missile Launcher](#) w/ 4 magazines
- Various Explosives (Grenades, Micro-missiles, charges, etc.)

Bridge

Though more spacious than previous Frigate designs, the bridge of a Kretor Scout is still quite small. With seating for four operators and the Captain, the bridge is the brain of the vessel...though more exposed compared to previous designs where the bridge was built deep in the armored hull of the vessel.

Captain's Quarters

The only quarters on the Kretor for just a single person, the Captain's Quarters are located right across a passageway from the Bridge. Separated into three sections, the Captain's Quarters contains an office, or day cabin, in front and the bedroom behind that with a bathroom connecting the two.

Cargo Bay

Taking up the majority of the Fourth Deck, the Cargo Bay contains storage space for all water and miscellaneous items.

Computer Core

A small room located on the Second Deck between the Gym and Engineering, this is where the CU-24's central core is located.

Crew Quarters

Officer's Barracks

A small barracks with space for two-three officers, the Officer's Barracks uses a shelf-like bunk system with lockers located near the latrine provided.

Marine/Enlisted Barracks

A larger version of the Officer's Barracks, the Marine/Enlisted Barracks contains enough space for every single marine and enlisted man on board the Kretor. This also has locker space located beside three latrines.

Crew Rec Rooms

Lounge

A tavern-like set up, the Lounge is a place where crew members can sit back and relax. Alcohol is regulated via drinking tickets so no crew member can drink more than they can withstand. A variety of games are located here as well with room for two arcade games of the Captain's choice and a table for card games.

Gym

A large two-story Gym with in the ship is provide so all crew members can stay in shape. The top floor of the gym provides a track for jogging while the bottom floor contains weights for lifting, a sparring match, and other exercise equipment. Each floor contains a communal shower which are used by everyone on board the vessel.

Engineering

Spanning from Second Deck to Fourth Deck and taking up the majority of the right section of the ship, Engineering contains all the critical components a starship needs to survive.

Components

- 1 [Heavy Water Fusion-Fission Reactor](#)
- 2 Standard Fusion Reactors
- 4 Solar Batteries
- [Artificial Photosynthetic Life Support System](#)
- [Hazard Shield](#) generator
- [Hard Bubble Shield](#) generator
- Fusion reactor connected to the [Escort Fusion Engine](#)
- Hyperspace Fold Generator: Charge time is 30 minutes per jump

Maintenance Conduits

Small passageways that technicians have to crawl through, they are large enough for an adult Abwehran male to crawl on his hands and knees.

Medical Bay

Located on the third deck next to the shuttle bay and in between the Gym and Engineering, the Medical Bay is the most advanced medical facility ever placed onto a ship the Kretor's size. Divided into three sections, the Medical Bay contains a Surgery area, a research lab, and a main treatment area with office space. It is also placed in the most critical location so it can receive medical supplies from the Cargo Bay and wounded from the Shuttle Bay, Engineering, and Gym.

Passageways

Though a more modern vessel by Abwehran standards, the Kretor Scout still uses spartan, utilitarian passageways.

Shuttle Bay

The entire Starboard section of the Kretor is a dedicated Shuttle bay. Here, there are entry ways from the Armory, Cargo Bay, and a variety of other sections of the ship. Though there is room for two [Schiffchens](#), the Kretor only carries one in order to utilize the rest of the space for emergency situations.

Galley

Kitchen

A relatively small portion of the Galley section is dedicated to cooking and preparing food. It has all the equipment and utensils necessary to prepare and cook meals and even has a small elevator that leads to the Cargo Bay so cooks can gather ingredients.

Officer's Mess

The smallest mess of the two, the officer's mess is where the Captain and his officer's gather for meals.

Marine/Enlisted Mess

A cafeteria style mess hall, the Marine/Enlisted Mess is the larger of the two mess halls.

6. Ship Systems

Armored Hull and Hull Integrated Systems

The armor of the Kretor consists of the newly developed an [Improved Tri-Layer Armor](#) with standard [hull](#) and [framework](#).

Computers and Electronics

With the new knowledge of CSEIA being brought into current research programs, Kaiserlich F&E has finally been able to transform a prototype quantum computer into a fully functional model known as the CU-24 Quantum Computing System. Though no AI has been programmed into computer as of yet, the quantum computer allows for many systems that required men to perform to be done via automation.

Communications

- [Radio](#)
- [Laser](#)
- [Sound-powered Telephone](#)
- Subspace - A faster-than-light communication system that involves tunneling through subspace in order for real-time communication within a ten light-year radius of the vessel/facility equipped with it.

Detection

- [Starship Gravatronic Radar](#)
- [Infrared Spectrometer](#)
- [Imaging Scanners](#)
- Subspace Mass Sensors - Subspace mass sensors instantly detect mass readings and movement of objects up to 1 AU (93 million miles) distant from the ship. The readings are used both for early warning and navigation when traveling at sublight speeds. The readings are not very detailed and cannot detect objects of less than 60,000 kg.

Emergency Systems

The Kretor Scout contains a variety of emergency systems ranging from compartmentalized construction with solid bulkheads to provide protection against breaches to about eight escape pods that can hold five people each. There are two escape pods located on each deck with all of them being located mid-ship and occupying both port and starboard positions (one on each side). Each escape pod has enough necessities to last three weeks and has a fusion engine that can attain a speed of 0.2 c.

Life Support Systems

The Kretor Scout includes the newly developed [Artificial Photosynthetic Life Support System](#) created by Kaiserlich F&E along with using the standard [Unidirectional Gravity Plating](#) used by Abwehran Ships for nearly two centuries.

Propulsion

The Kretor Scout is the first Abwehran ship to ever equip a Hyperspace Fold Drive to allow them to finally travel outside the Jaspis System. The Scout Ship is also equipped with a single [Escort Fusion Engine](#) due to the boards decision of favoring acceleration over anything else.

Shield Systems

With the knowledge of CSEIA at their disposal, Kaiserlich F&E could find information of various forms of protection systems available in the known universe. But since time was of the essence, it was decided to work on a system based upon the [Hazard Shield](#). Modifying the design and boosting the power, the research team created an energy shield system capable of stopping low-powered starship energy weapons and proximity explosions. This new system dubbed the [Hard Bubble Shield](#) provided the Kretor with greater protection than any previous ship created by the Abwehrans. As with their Armor style, the Abwehrans have chosen to layer their shields so that the [Hard Bubble Shield](#) is layered over the [Hazard Shield](#).

Weapons Systems

Gatling Laser Cannons

Since the Kretor was designed as a scout rather than a combat craft, Kaiserlich F&E decided to only equip it with defensive energy weapons. There are six Gatling Laser Cannons equipped to the Kretor, with three dorsal and two ventral to provide as much coverage as possible.

- Primary Role: Anti-Fighter Battery
- Secondary Role: Secondary Anti-Missile Battery
- Damage Rating Value: 3 ADR
- Range: 180,000,000 Kilometers
- Rate of Fire: 64 pulses per second
- Payload Unlimited

Anti-Missile Laser Emitters

There are two emitters equipped to the Kretor with one attached dorsally and one ventrally.

- Primary Role: Anti-Missile Battery
- Secondary Role: Pin-point Cutting
- Damage Rating Value: 1 ADR
- Range: 4,000,000 Kilometers
- Rate of Fire: One five-minute beam per minute
- Payload Unlimited

7. Vehicle Complement

- One [Schiffchen](#) but it can about hold two in cramped conditions.

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