

# Kretor B-class Scout Vessel

The mass-production model of the Kretor Scout, the Kretor B has had many of its equipment minaturized to allow for a larger crew.



## 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

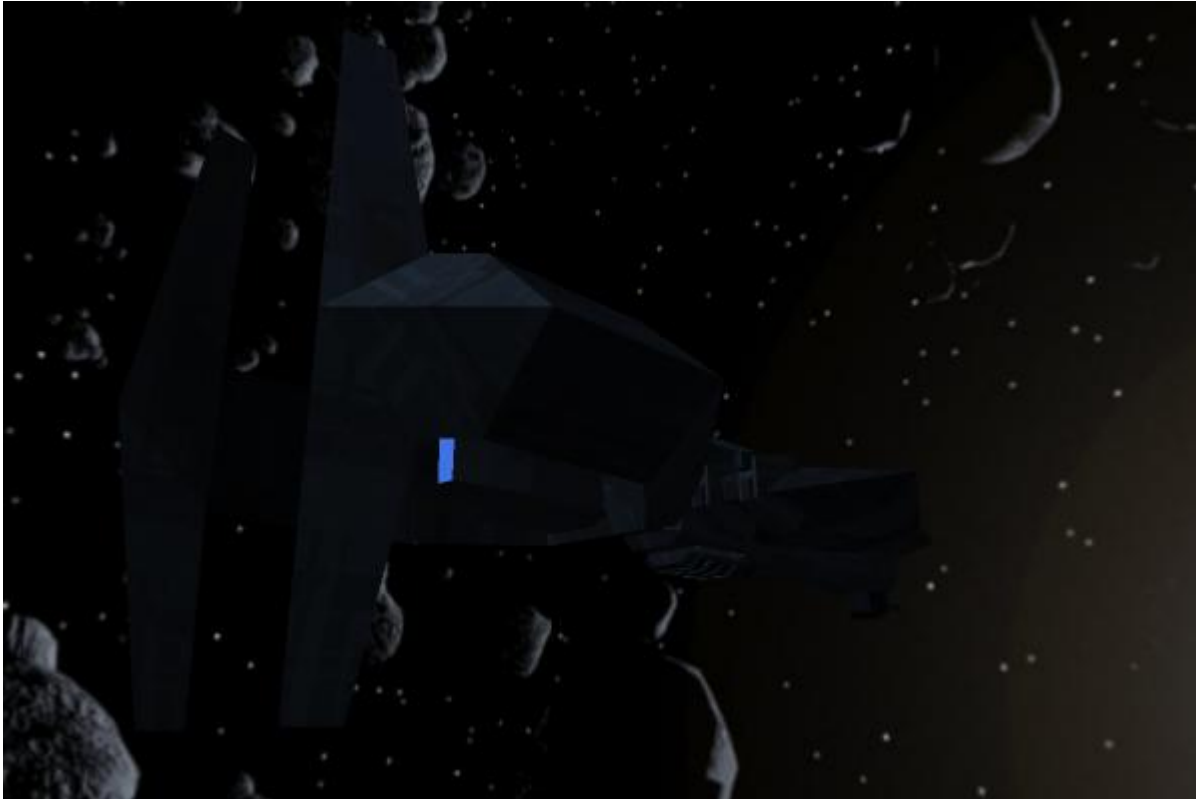
The Kretor B carries more crew and an added [80mm Laser Turret](#) as an Anti-Ship defensive weapon.

## Mission Specialization

The Kretor B Scout is used to explore unknown space and infiltrate enemy territory to recon.

## Appearance

The Kretor B has long rectangular main section with a U-shaped protrusion extending from the sides of the main section just before the Fusion Engine. The shuttle bay extends from the Port side while a starboard protrusion contains dedicated electronics equipment. A sloped bridge section is located on the top-aft of the main section and a 80mm turret on the bottom-fore of the main section.



## History and Background

The [Kretor-class Scout Vessel](#) 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.

*The Kretor B Scout was developed from the deployment of the four test-bed vessels in late AF 259. Using all the lessons learned during those vessels respective exploration missions, the Model B Scout had its*

*systems minaturized to allow for larger crew spaces and added an additional weapon system which had left the test bed completely vulnerable to ship attack. The Kretor B Scout is designated as the Mass Production version and all test-bed models are to be refitted to the B Model as soon as possible.*

## Statistics and Performance

### General

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

- [Weltraumflotte](#)

### Passengers

Crew: 86

- 1 Captain
- 1 Strategic Officer/Executive Officer
- 3 [Weltraumflotte Clerks](#)
- 18 Bridge Operators
  - 6 Astrogators
  - 6 Helmsman
  - 6 Communications
  - 6 Tactical
- 9 [CIC](#) Operators
  - 3 Intelligence Analysts
  - 6 Communications Operators
- 27 Engineering Personnel
  - 3 Engineer
  - 6 Armorers
  - 6 Machinists
  - 6 Mechanics
  - 6 Technicians
- 12 Medical/Science Personnel
  - 3 Doctors
  - 6 Medical Technicians
  - 3 Scientists
- 12 Support Personnel
  - 9 Caretakers
  - 3 Duty Quartermasters
- 3 Aerospace Corp Pilots

Marines: 27 (2 Rifle Squads and one [Leutnant](#)) Maximum Capacity: There are accommodations for 120

people. About 240 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: 0.325 c (2335G) 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

- [Standard Small Warship Bridge](#)
- [Starship Laser Communication](#) Access
- 2x [Imaging Scanner Package](#) Access
- [Standard Abwehran Captain's Suite](#)

#### Deck Two

- [Anti-missile Laser Emitter](#) Access
- [Officer's Barracks](#)
- [Abwehran Standard Kitchen](#)
- [Central Information Center](#)
- [Radio](#) Access
- [Standard Officer Mess Hall](#)
- 4x [Gatling Laser Cannon](#) Access

- [Abwehran Standard Lounge](#)
- [Standard Small Warship Gym](#)
- [Standard Computer Center](#)
- [Abwehran Standard Shuttle Bay](#)
- [Standard Airlock](#)
- [Standard Small Warship Engineering](#)

## Deck Three

- [2x Starship Subspace Mass Access](#)
- [Starship Gravatronic Radar Access](#)
- [Marine Barracks](#)
- [Abwehran Standard Laundry Room](#)
- [Enlisted Barracks 1](#)
- [Enlisted Barracks 2](#)
- [Standard Auxiliary Bridge](#)
- [4x Infrared Spectrometer Access](#)
- [Standard Enlisted Mess Hall](#)
- [Enlisted Barracks 3](#)
- [2x Gatling Laser Cannon Access](#)
- [Small Armory](#)
- [Standard Small Warship Gym](#)
- [Abwehran Standard Medical Bay](#)
- [Abwehran Standard Shuttle Bay](#)
- [Standard Airlock](#)
- [Standard Small Warship Engineering](#)

## Deck Four

- [80mm Laser Turret Access](#)
- [Escort Subspace Access](#)
- [3x Standard Airlock](#)
- [Standard Abwehran Cargo Hold](#)
- [Anti-missile Laser Emitter Access](#)
- [Abwehran Standard Fabrication Room](#)
- [Drone Hive](#)
- [Standard Small Warship Engineering](#)

## Compartment Layouts

### Airlock

See: [Standard Airlock](#)

## **Armory**

See: [Small Armory](#)

## **Auxiliary Bridge**

See: [Standard Auxiliary Bridge](#)

## **Bridge**

See: [Standard Small Warship Bridge](#)

## **Captain's Quarters**

See: [Standard Abwehran Captain's Suite](#)

## **Cargo Bay**

See: [Standard Abwehran Cargo Hold](#)

## **Central Information Center**

See: [Central Information Center](#)

## **Computer Core**

See: [Standard Computer Center](#)

## **Crew Quarters**

## **Officer's Barracks**

See: [Abwehran Standard Barrack-style Quarters](#)

## Enlisted Barracks

See: [Abwehran Standard Barrack-style Quarters](#)

## Marine Barracks

See: [Abwehran Standard Barrack-style Quarters](#)

## Crew Rec Rooms

### Lounge

See: [Abwehran Standard Lounge](#)

### Gym

See: [Standard Small Warship Gym](#)

## Drone Hive

A small addition under the Fourth Deck, the Drone hive is a facility of crisscrossing catwalks used to launch and maintain Drones.

## Engineering

See: [Standard Small Warship Engineering](#)

## 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

## **Fabrication Room**

See: [Abwehran Standard Fabrication Room](#)

## **Laundry Room**

See: [Abwehran Standard Laundry Room](#)

## **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**

See: [Abwehran Standard Medical Bay](#)

## **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**

See: [Abwehran Standard Kitchen](#)



### Officer's Mess

See: [Standard Officer Mess Hall](#)

### Enlisted Mess

See: [Standard Enlisted Mess Hall](#)

## 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.

### Communications

- [Radio](#)
- [Laser](#)
- [Sound-powered Telephone](#)
- [Escort Subspace](#)

### Detection

- [Starship Gravatronic Radar](#)
- [Infrared Spectrometer](#)
- [Imaging Scanners](#)
- [Starship Subspace Mass](#)

### 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

- [80mm Laser Turret](#), 1, 2 SDR
- [Gatling Laser Cannon](#), 6, 3 ADR
- [Anti-missile Laser Emitter](#), 2, 1 ADR

# 7. Vehicle Complement

## Drones

- 3 [Mark I Construction Drones](#)

- 3 [Mark II Combat Drones](#)

## Strike Craft

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

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