

Lowenhertz IIB-class Destroyer

An upgraded version of the [Löwenhertz II-class Destroyer](#), the Model B is only considered a Test-Bed at this time.



About the Ship

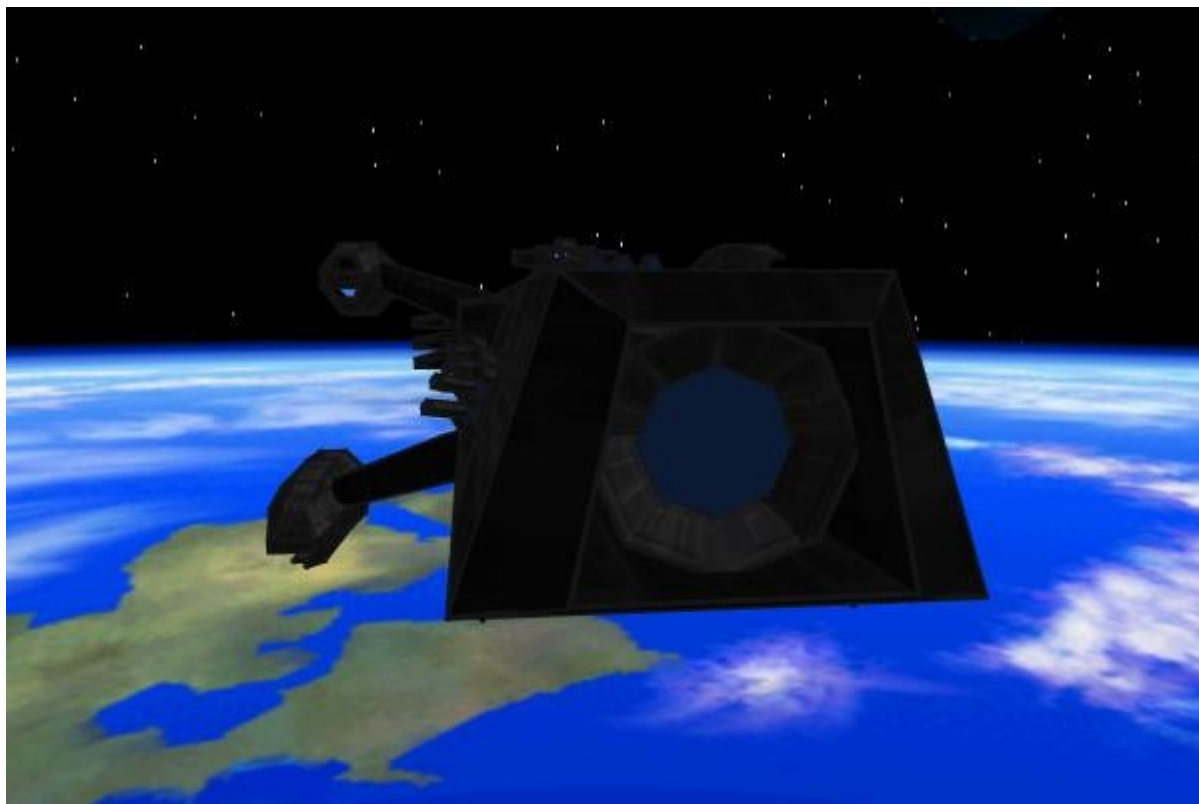
Key Features

- Lengthened Shuttle Bay
- A Drone Hive

Mission Specialization

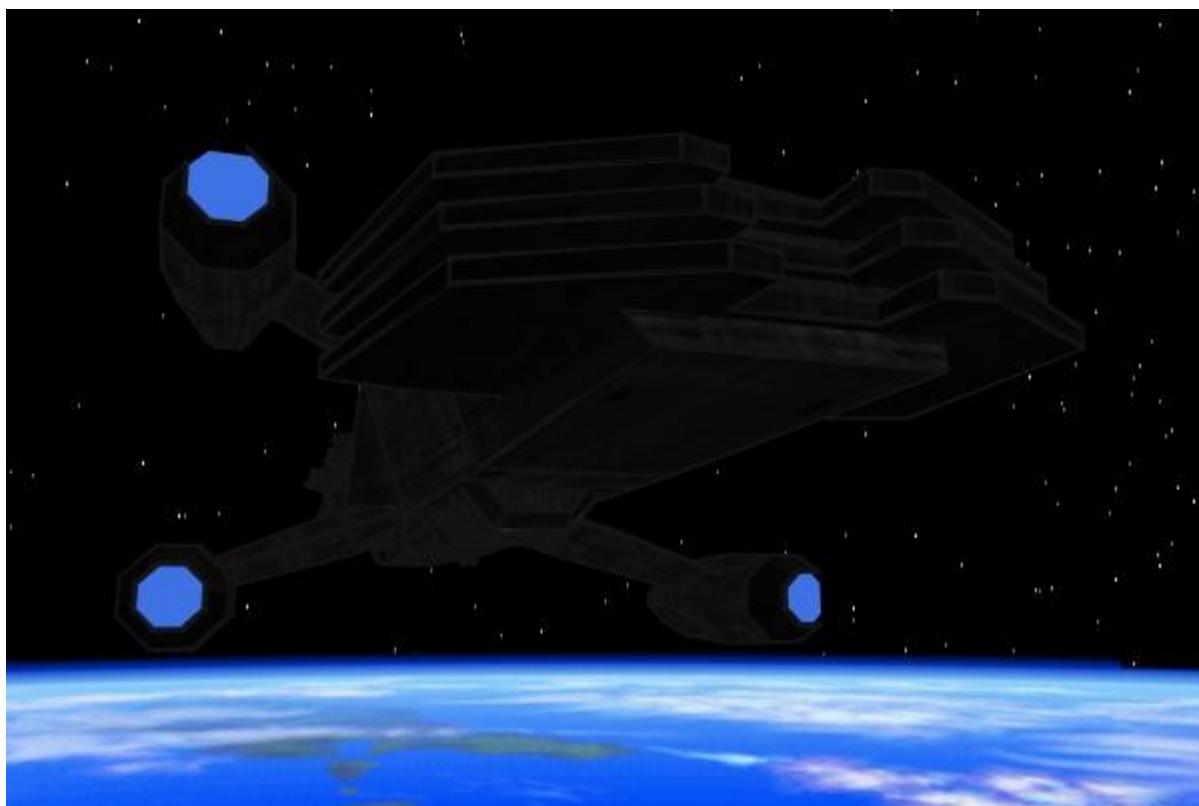
- Convoy Escort
- Fleet Escort
- Light Patrol
- Solo Anti-Pirate Operations

Appearance



Co-axial

Weapon Uncovered.





History and Background

A major refit of the original design, conception of the Lowenhertz Mark II began in early 256 AF when faults in the [Löwenhertz-class Zerstören](#)'s design had first started being revealed. The Mark II's design

had been slowly developed over the years and has just recently been changed slightly. With the addition of several new technologies, the Lowenhertz Mark II is to be considered Abwehr's most advanced escort vessel as of late 259 AF. Refits of the first squadron of [Löwenhertz-class Zerstörens](#) is to begin as soon as colonization efforts have begun.



New Content



With piracy on the rise on the vital Two-Jaspis Spaceway, a life line to the fragile colonies of the Northern Sector, it was decided that a refit was necessary for the Lowenhertz Mark II. Lengthening the Shuttle Bay to hold more shuttles and adding more rooms for Marines was the first idea to be accepted for the new refit. But once the the [Mark II Combat Drone](#) was created, it was decided that the addition of a Drone Hive was necessary as well. A Test Model, the [HMS Remscheid](#), would be built in First Quarter of 260 AF ([YE 31](#)) to test the tactical value behind the new refit.

Statistics and Performance

Statistical Data

General

Class: Ay-D1-2b Type: Fleet/Convoy Escort Designers: [Kaiserlich F&E](#) Manufacturer: [Abwehran Imperial Yards](#) Production: 1

- [HMS Remscheid](#) - Test Bed

Fielded by:

- [Weltraumflotte](#)

Passengers

Crew: 152 ¹⁾

- 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
- 30 Engineering Personnel
 - 3 Engineer
 - 6 Armorers
 - 6 Machinists
 - 6 Mechanics
 - 9 Technicians
- 12 Medical/Science Personnel
 - 3 Doctors
 - 6 Medical Technicians
 - 3 Scientists
- 12 Support Personnel
 - 9 Caretakers
 - 3 Duty Quartermasters
- 9 Aerospace Corp Pilots

Marines: One Rifle Platoon (44) and One Heavy Weapons Squad (13) for 57 Marines Maximum. Maximum Capacity: There are accommodations for 170 people. About 480 people can fit aboard in an emergency, but the ship would be extremely cramped.

Dimensions

Length: 215 meters (705 feet) Width: 64.5 meters (211 feet) Height: 43 meters (141 feet) Decks: 10 (4 meters each) Mass: 55,000 metric tons

Propulsion and Range

Hyperspace Fold Drive: 1 ly/min Sublight Engines: 0.27 c with a 2293G acceleration Range: 6 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: 16 Ship SP (20 Ship SP with [Ablative Armor Plating](#))
- Shields: 12 (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](#)
- [Marines Barracks One](#)

Deck Two

- [4x Gatling Laser Cannon Access](#)
- [2x Anti-missile Laser Emitter Access](#)
- [Officers Barracks One](#)
- [Enlisted Barracks One](#)
- [Marines Barracks Two](#)
- [Triple-Barreled 160mm Laser Turret Access](#)
- [Enlisted Barracks Two](#)
- [Large Armory](#)
- [Marines Barracks Three](#)
- [Enlisted Barracks Three](#)

Deck Three

- [Marines Barracks Four](#)
- [Enlisted Barracks Four](#)
- [Abwehran Standard Kitchen](#)
- [Standard Officer Mess Hall](#)
- [Abwehran Standard Lounge](#)
- [Standard Small Warship Gym](#)
- [Enlisted Barracks Five](#)
- [Enlisted Barracks Six](#)

Deck Four

- [Standard Enlisted Mess Hall](#)
- [Abwehran Standard Laundry Room](#)
- [Standard Small Warship Gym](#)
- [Abwehran Standard Medical Bay](#)
- [Standard Computer Center](#)

Deck Five

- [Ion Cannon Access](#)
- 4 [Gatling Laser Cannon Access](#)
- 6x Double-Barreled [80mm Laser Turret Access](#)
- 4x [Infrared Spectrometer Access](#)
- [Radio Access](#)

Deck Six

- [Ion Cannon Access](#)
- [Standard Auxiliary Bridge](#)
- 4x [Starship Subspace Mass Access](#)
- [Standard Airlock](#)
- [Standard Small Warship Engineering](#)

Deck Seven

- [Ion Cannon Access](#)
- 4x [Imaging Scanner Package Access](#)
- [Starship Gravatronic Radar Access](#)
- [Abwehrran Standard Fabrication Room](#)
- [Standard Airlock](#)
- [Standard Small Warship Engineering](#)




Deck Eight

- [Escort Subspace Access](#)
- [Central Information Center](#)
- [Abwehrran Standard Fabrication Room](#)
- [Standard Airlock](#)
- [Standard Small Warship Engineering](#)

Deck Nine

- 4x [Gatling Laser Cannon Access](#)
- 3x Double-Barreled [80mm Laser Turret Access](#)
- [Standard Abwehrran Cargo Hold](#)
- [Standard Airlock](#)
- [Standard Small Warship Engineering](#)
- [Anti-missile Laser Emitter Access](#)

Deck Ten

- 2x [Standard Airlock](#)
- [Abwehran Standard Shuttle Bay](#)
- [Pilot Bunks](#)  *New Addition* 
- [Marine Quarters Five \(Power Armor Squad\)](#)  *New Addition* 
- [Power Armor Squad Armory](#)  *New Addition* 
- [Drone Hive](#)  *New Addition* 

Compartment Layouts

Airlock

See: [Standard Airlock](#)

Armory

The Lowenhertz IIB carries two Armories, one for her Rifle Platoon and the other for her Heavy Weapons Squad.

See: [Large Armory](#)

Auxiliary Bridge

See: [Standard Auxiliary Bridge](#)

Bridge

See: [Standard Small Warship Bridge](#)

Captain's Quarters

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

Central Information Center

See: [Central Information Center](#)

Cargo Bay

See: [Standard Abwehran Cargo Hold](#)

Computer Center

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



New Content



A Combination of Launch Bay and Maintenance Bay for Drone Craft, the Drone Hive is a large facility with catwalks crisscrossing the area and dividing the facility into squares. Each square contains a single drone as well as maintenance tools for each. The number of squares and drones varies due to ship size and the Löwenhertz IIB has enough space to hold six. While drones are a new concept, it was decided that it would be standard to mix Construction Drones for EVA support and Combat Drones for Recon, Combat Aerospace Patrol, and Ground Support for Marines deployed Planet side.

Engineering

See: [Standard Small Warship Engineering](#)

Components

- 1 [Heavy Water Fusion-Fission Reactor](#)
- 2 Fusion Reactors
- 4 [Solar-charged Batteries](#)
- [Artificial Photosynthetic Life Support System](#)
- [Hazard Shield](#) generator
- [Hard Bubble Shield](#) generator
- 4 Fusion reactors connected to the [Escort Fusion Engines](#)
- 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 Lowenhertz Mark II still uses spartan, utilitarian passageways. Transportation of Personnel from Deck to Deck is done via Stairways and Ladders.

Shuttle Bay

See: [Abwehran Standard Shuttle Bay](#)

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

See: [CU-24](#)

Communications

- [Radio](#)
- [Starship Laser Communication](#)
- [Sound-Powered Telephones](#)
- [Escort Subspace](#)

Detection

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

Emergency Systems

The Lowenhertz II contains a variety of emergency systems ranging from compartmentalized construction with solid bulkheads to provide protection against breaches to about 32 Escape Pods. There are 4 escape pods located on each deck (2-9) with all of them being located both fore and aft sections and occupying both port and starboard positions (2 on each side).

Life Support Systems

The Lowenhertz II 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 Lowenhertz II is the second Abwehran ship to ever equip a Hyperspace Fold Drive to allow them to finally travel outside the Jaspis System. The Destroyer is also equipped with 4 [Escort Fusion Engines](#).

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 Lowenhertz II 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

- 1x [Ion Cannon](#), 4 SDR
- 1x Triple-Barreled [160mm Laser Turret](#), 3 SDR
- 9x Double-Barreled [80mm Laser Turrets](#), 2 SDR
- 12x [Gatling Laser Cannons](#), 3 ADR
- 3x [Anti-missile Laser Emitters](#), 1 ADR

7. Vehicle Complement



New Content



Shuttle Bay

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

Drone Hive

- 3x [Mark I Construction Drones](#)
- 3x [Mark II Combat Drones](#)

1)

3 Shifts

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