

Thunderbolt Fast Attack Frigate

Elysia Novus Shipyards FS-2B

"Thunderbolt" Fast Attack Frigate

History and Description

The FS-2 was designed to be a staple ship of the Elysian Celestial Navy. Due to a series of defeats at the hands of the [Star Army of Yamatai](#), the [Elysians](#) turned to guerrilla-style warfare, stressing speed, stealth, and heavy offense. The FS-2 personifies this way of fighting, and is thus the ship most often seen by outsiders. The ship's basic shape is a circular main body with a long triangular nose and two small curved wing-like side sections which house cargo and the main beam cannons. The engines of the ship are located in the center of the ship's rear. From a long way off, it could almost pass for a [Yui](#).

Onboard, accommodations are comfortable, even for the prisoners the ship might be carrying in its four small brigs. The halls are white-paneled and brightly lit, and the ship presents a very clean, if cramped, appearance. Taisho Ketsurui Chiharu and Taii Hisô Iseki were once captured by the Elysian Captain Jehenniel aboard a ship of this class. PNUgen CSR Ingrid Mjollnersdottir was also held aboard a ship of this type.

Statistical Data

Government: Elysian Empire Ship Type: Mid-Range Stealth Attack Frigate Class:

- FS-2b Fast Attack Frigate (Elysia Novus Shipyards)
- Ve-F1 Fast Attack Frigate (Veritas Orbital Shipyards)

Designer: Elysian Celestial Weapons Manufacturers:

- Elysia Novus Shipyards
- Veritas Orbital Shipyards

Crew: 30 (Life support can support up to 45)

- 5 Patricians
- 15 Plebeian Angels
- 10 Battle Seraphs

Length: 230 feet Width: 120 feet Height: 30 feet Mass: 340 tons

Propulsion and Power System Data

Speed (Max): 13,500c Speed (Sublight): 0.325c Planet-Bound: Can land in water or on land. Maximum Range: Unknown Lifespan: Estimated 100 years Refit Cycle: Unknown (if any)

Weapons Data

Forward Main Beam Cannons (2):

Two high-powered transphased plasmatic pulse cannons serve as the main weapons of the attack frigate. The cannons can only fire straight forward or up to a 45 degree angle from forward (albeit the angled shots do less damage than the direct ones), but the agility of the ship makes acquiring targets a fairly easy process for skilled pilots.

Primary Purpose: Anti-starship Secondary Purpose: Assault Damage: Tier 12, Heavy Anti-Starship Range: 1 million mile effective range. Rate of Fire: Once every second. Payload Effectively unlimited, so long as the ship provides power.

Nose Beam (1):

Built into the nose of the ship is a beam projector as powerful as the main guns, but able to hit any target in its line of sight.

Primary Purpose: Anti-starship Secondary Purpose: Anti-Fighter, Anti-Mecha Damage: Tier 12, Heavy Anti-Starship Range: 500,000 miles Rate of Fire: Twice a second Payload Effectively Unlimited.

Beam "Eyes" (14):

The beam cannon eyes are the equivalent of weapons turrets.

Primary Purpose: Anti-starship Secondary Purpose: Anti-mecha/Anti-fighter Damage: Tier 10, Light Anti-Starship Range: 2,000,000 miles Rate of Fire: 3 times a second Payload Effectively unlimited, so long as the ship provides power.

Systems Data

Boarding Chute: Extends from the bottom of the ship to attach onto a hatch of a target ship, and forms an airtight seal, allowing ship-to-ship transport.

Organic Computer Suite: The basic DNA-based computer controls automated functions of the ship and provides a translation system from the ship's systems to the crew and back, breaking down the complex data into easy-to-understand steel-blue charts on the white control panels of the ship. The FS-2's computer system is not sentient, but is adaptive and intuitive.

Organic Regeneration System: White goo pumps throughout the ship's "veins," patching and healing the hull, sealing breaches, and fixing key systems as they are damaged.

Sensors: The sensors of the ship are fairly limited. They include subspace mass sensors, basic microwave radar, various optics, and a crude scalar radar. Sensors and communications are integrated. The sensor palettes also include standard and subspace radios.

Hull: The Thunderbolt has a hull.

- Armor Type: Medium
- Structural Points: 24

Shield Systems: The ship has a decent shielding system, which provides good protection against standard starship weapons, both mass and energy based.

- Shield Points: 24 (Stopping power 2)

Stealth Systems: The ship uses a sophisticated active camouflage system, and a gravity displacement system that spreads out its gravity and aetheric "footprint" over a very wide area, keeping it from standing out on mass detector systems.

Telepathic Activity Scanner: This sensor, connected to the OCS, constantly checks the area in a one-light-year radius for brainwaves. Since ships tend to have persons aboard, it can usually pinpoint said ships by their crews. Because it is a passive sensor, it doesn't trigger the GSA's ADN devices (which would render the sensor useless).

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