

# Kestriri Diagram

This article is here to show the visual diagram of the [Neshaten kestrire\\_alis\\_reconnaissance\\_class](#) vessel.

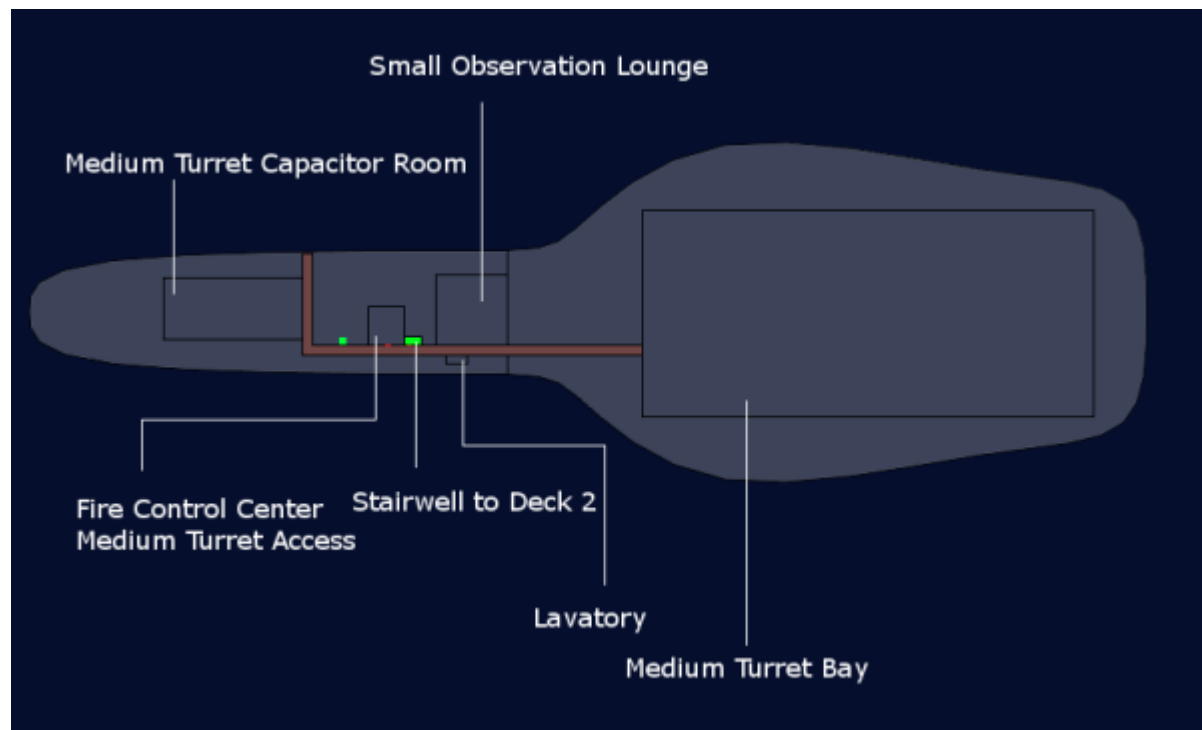
## Notes

Anything in green relates to transit, such as turbolifts, elevators, and stairwells. Anything in red relates to escapepods. Anything light-brown are corridors. Please not that small corridors are not included in the diagram (such as maintenance shafts, or small passageways) It should be assumed that if something isn't marked or named, then it is either part of the superstructure or armor plating.

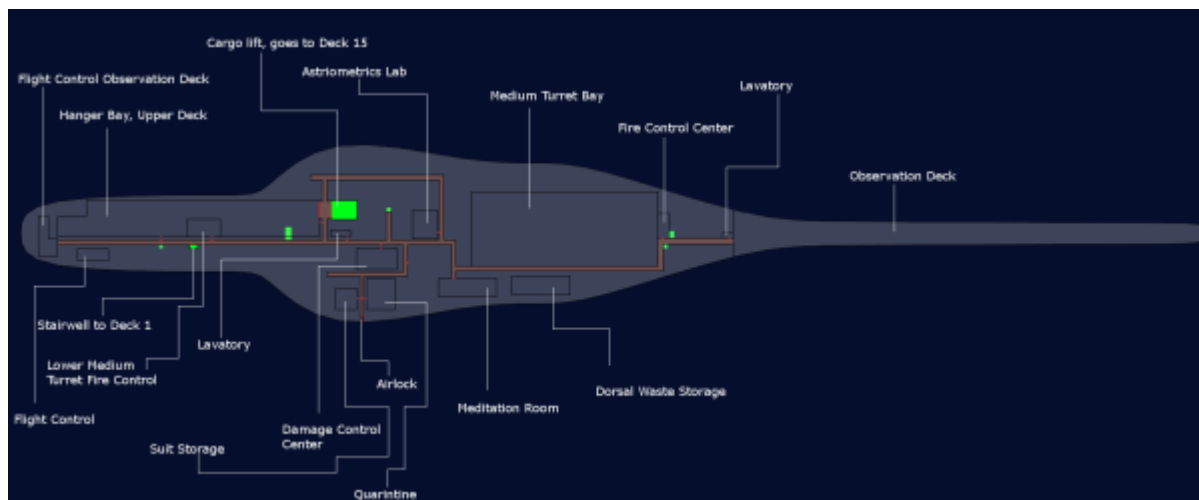
## Diagram

This lists the diagram of the ship, from descending order. Images will be added overtime.

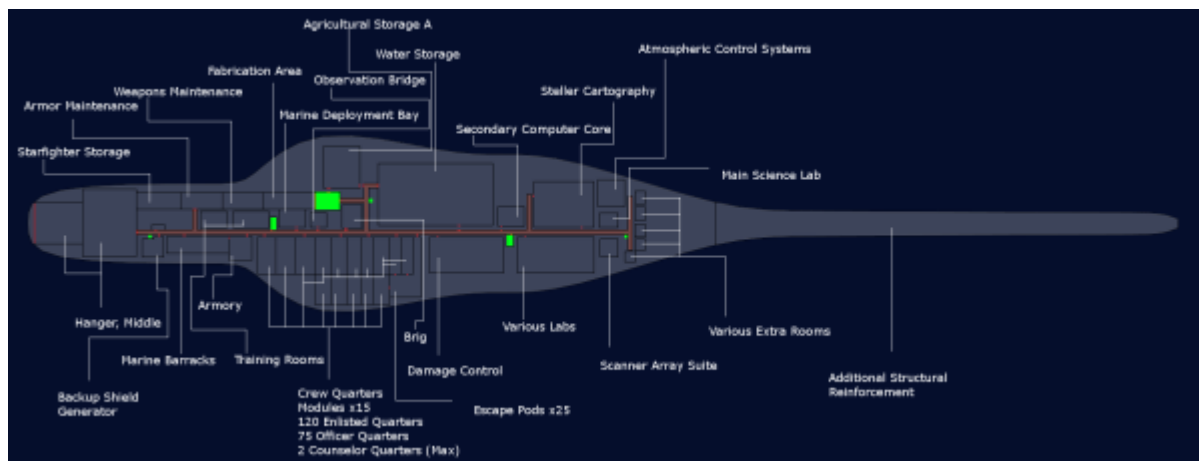
### Deck 1



### Deck 2



## Deck 3



## Deck 4

Deck 4 contains most of the ships crew compartments, along with access to the hanger bay and specialized storage, etc.

### Hanger Bay Lower

The lower part of the ship three deck hanger bay, capable of housing a decent number of starfighters, shuttles, and dropships. The lower part of the bay is where dropships and shuttles are typically found, so that marines and ship personnel can more easily board them.

## **Vehicle/Star Fighter Storage**

Despite it's name, this particular storage area stores all of the parts needed by the ships starcraft and vehicles, repair parts, modification kits, extra seat covers, AC units, etc.

## **Recreational**

The ships main recreational lounge is located on this deck, this room is rather large but provides enough space for one hundred and fifty personnel. The recreational hall contains a myraid of games, from arcade games to table top tennis, poker, pole, and even bowling lanes.

## **Captain's, Officers, and VIP Quarters**

These particular quarters are clustered together into a self contained unit, this means that it has its own private life support system and power generator in the event of an emergency, this section can be used in an emergency to provide life support for up to 100 of the ships personnel.

Outside of this, the captain's quarters are the largest of the three, officers are second largest, and the VIP quarters are the smallest. All three require specialized personal codes to access, with the exception of the ships chief of security, Shipmistress, and Lexicon, who can override the door codes. These quarters are located forward of the ship.

## **Officers Mess**

The officers mess is located right down the hall from the cluster quarters for the ships officer's. The mess hall is small than the enlisted mess hall, due to the smaller number of officers, but none the less is more luxurious.

## **Medical Center**

The ships primary medical bay, it is located near the lower hanger bay.

## **Medical Officers Quarters/Officer**

The medical officers quarters and their office are located directly off the medical center, this gives the medical officer direct access to the center for emergencies.

## **Main Science Lab**

Isolated from the rest of the ship with two meters of armor plating, along with its own life support system, the main science lab is larger than any of the other labs on the ship and is actually used both for research and for coordinating all of the other labs. The science lab is located in the 'center' of the deck.

### **Computer Core Room**

The CCR is located near the main science lab, it has only a single access corridor that requires a code.

### **Shield Control Room**

The control room for the ships primary shield generator, it is located directly above the main shield room.

### **Backup Storage**

Used for the storing of items that won't fit into their more specialized storage areas. Because anything could be stored here, it is guarded around the clock.

## **Deck 5**

Deck 5 Houses's most of the ships enlisted and warrent officer quarters, along with quest quarters.

### **Guest Quarters**

Located internal to the deck, these quarters have enough space to house two individuals.

### **Civilian Quarters**

Although the ship is a military vessel, there is always that chance that civilian's may be brought aboard. Civilian quarters are clustered together with the Guest Quarters. They are less luxurious than Guest Quarters, but better than the brig.

### **Warrent Officer Mess**

The place where the ships warrent officers eat, but also, where the ships VIP's can also eat.

**Crew Quarters**

Located both inside of the deck, and along the outer hull are crew quarters.

**Escape Pod Access**

Escape Pod Access for the deck and ships crew. Located on the outer hull.

**Environmental Control Room Backup**

Found toward the rear of the deck, the ECRB is a room that contains backup environmental controls in case the primary controls are destroyed or other made inoperable.

**Deck 6**

Deck 6 contains more crew quarters, along with the main bridge, ready room, conference room, etc. Because of it's vital importance to the ship, it is a secured deck and requires authorization to enter.

**Crew Quarters**

Despite being a secured deck, there are crew quarters for those who work on the decks light turret and lab. Located along the outer hull.

**Lab**

One of the many labs found on the ship, it is located along the outer hull.

**Main Bridge**

Found in the center of the deck is the ships bridge, it has two primary access points, one secondary, and a maintenance hatch. The secondary access leads off into the conference room.

**Conference Room**

The conference room, found directly off the maim bridge, is where the ships officers convene for daily briefings. It has a primary access of the ships corridor.

## **Ready Room**

Found to the 'left' of the bridge is the ready room, also can be referred to as the ships 'mission control' due to the size of the room and the over abundance of holographic technology found within. This room is typically used by the ships marines for mission briefings.

## **Marine Barracks**

The primary barracks for the ships marines, it is the largest. It is located opposite of the main bridge.

## **Light Turret Access**

Due to the number of light turrets, these rooms are scattered about the deck, each one has a primary access and a maintenance access.

## **Deck 7**

This is the isolated area of the ship, it contains almost three feet of armor plating, separating the top from the bottom of the ship. The only item of note that goes through deck 7 is the cargolift and passenger elevators along with stairwells.

## **Deck 8**

This is the engineering deck, along with crew quarters.

## **Engineering**

The main ships engineering bay, located more toward the rear of the ship. It has three access doors that branch off the main corridor. Engineering has direct access to the ships FTL drive core. Engineering is very important and is guarded by a squad of marines around the clock.

## **Main Shield Generator**

This room houses the main shield generator and is located down the hall in the center of the deck. It has one main access, and two emergency access doors.

## **Docking Ports**

Located on the ships port, starboard, and fore are the docking ports that are used to moor the ship in place while docked at a station. These ports also provide emergency escape access in the event of a crash landing on a planets surface.

## **Crew Quarters**

Spread out through the deck are crew quarters, designed for enlisted crewman. All of them have branching access off the main corridor.

## **Munitions Storage**

This room houses the ammo used by the ships kinetic, ballistic, and missiles turrets. Auto-loading elevators and tubes branch out from the storage bay and cross throughout the ship, internal sensors scan constantly for biological material.

## **FTL Drive Core Access**

Located right off of engineering is the ships main drive core, housing both steller and interstellar propulsion systems. This room is highly restricted and only crewmen of certain tanks and privileges are allowed inside.

## **Reserve FTL Drive Core**

Located on the starboard side of the ship, this particular reserve drive core is used in the event of an emergency, such as the need to quickly flee a system. It has a number of capacitor banks that allow it to be used instantly without needing to charge, but after it is used, it must be charged again. Unlike the main core, however, the reserve core takes twice as long to recharge due to being highly modified. This modified drive core has been stripped of a lot of most of its safety features.

## **Deck 9**

Deck 9 contains several important items needed for the ship.

## **Maintenance Deck**

Deck 9 is considered the ships primary maintenance deck, where anything that is broken that are not vehicles are brought to be repaired or where technicians can go to get the items needed to maintain the

ship. It's considerable size means that it is broken up into several smaller sections, each of which are designed to handle a specific repair task.

### **Marine Barracks**

One of two marine barracks on the ship, this one being the largest of the two and houses the bulk of the ships marine complement. The barracks are split into several sections each one designed to a platoon.

### **Capacitor Banks**

These banks are actually spread throughout Deck 9, their purpose is to provide additional, emergency power to the ship in the event that is needed. Weapons have their own capacitors and do not draw from these one's, but can if needed. Each bank is encapsulated in armor, providing protection to the rest of the deck in the event of an overload.

### **Emergency Life Support**

This room houses the ships emergency life support systems, in the event that the primary system goes offline. It is located furthest from any external part of the hull and surrounded by half an inch of armor plating.

## **Deck 10**

Deck 10 contains the MAC systems needed to fire the main forward weapon, it also contains a few other items of use.

### **MAC Munition Storage**

Located on the starboard side of the ship and directly above the arming and loading bay is the munitions storage, this munitions is heavily reinforced and each MAC round is stored in its own hold. There is enough room for fifteen shots.

### **Escape Pod Access**

Located up and down the port and starboard sides of deck 10.



## **Waste Storage**

All ships have this, the waste storage stores all of the ships waste that can't be broken down by the ships environmental and recycling systems.

## **MAC Fire Control Center**

The MACFCC is the main control center for operating the ships forward cannon, the crew here monitor the weapon, ensure that it is operating at above standard levels and also makes sure that the weapon is ready to fire at a moments notice. Unlike other weapons on the ship, the fire control center can't fire the weapon unless fire control is actually passed to it from the bridge.

## **Labs**

Located throughout deck 10 are a number of low-level labs designed to research and analyze non-volatile items. Each lab has an isolation room that separates it from the main corridor, just in case something happens.

## **Environmental Control Room**

Located on the portside of the ship is the main environmental control room, it is a large room with several air, water and waste recycling systems. It is arguably the loudest area of the ship, even more so than engineering.

## **Deck 11**

Deck 11 is the upper carghold, most of it is open space providing an excellent viewing platform of the area beneath, there are some exceptions however.

## **Spinal Mount Middle/Access**

Attached to the lower spinal mount is the middle portion of the structure, this portion - like the lower - splits the bay in half but also provides access to the spinal tube for maintenance. There are a number of small access hatches located up and down the spinal structure to provide access from one part of the bay to another.

## **Escape Pod Access**

Provides access to some of the ships escape pods, these pods are located on the port and starboard side.

## **Upper Vehicle Bay**

The upper portion of the vehicle bay, this taller section provides room for larger vehicles. There are gantry cranes, overhead walkways, and maintenance ladders. Presently, the upper vehicle bay serves as additional storage for more vehicles (effectively giving the ship twice the storage space for vehicles) however modular construction allows for the upper portion to be modified so that larger, taller, vehicles can be stored.

## **Marine Drop Pod Bay Upper**

The upper portion of the drop pod bay, like the lower, this area provides no access to the tubes. Like the lower, it is composed of the tubes and structure reinforcements.

## **Spiral Mount Loading Area and Arming**

Located on the starboard side of the mounts the loading area and arming bay, this bay has all of the equipment needed to load the weapons ammunition. It is quite large, having enough space for a crew of fifty workers, there are multiple access doors to the area but all of which require a keycode.

## **Deck 12**

Deck 12 contains the ship's vehicle bay, boarding ramp, marine drop pod bay and the lower spiral mount. Deck 12 is considered to be the ship's primary cargo hold.

## **Vehicle Bay**

The Vehicle takes up the lower half of Deck 12 and upper half of Deck 11. It is a very large, capable of housing a large number of vehicles ranging from civilian to military. It's located right next to the primary cargo lift that is used to ferry supplies through the ship from top to bottom.

## **Boarding Ramp**

There are actually four separate boarding ramps that allow easy and unobstructed access to the cargo hold. There is one located toward the front, another on the rear, and one on the port and starboard sides. The loading ramp on the rear is the 'widest' of the four ramps, allowing for vehicles of varying sizes to be easily driven into the hold. The ramp on the front is smaller, allowing for only small vehicles and survive trucks. On the other hand, the port and starboard ramps are the smallest and only wide enough for personnel.

## Marine Drop Pod Bay

The marine drop pod bay is located more toward the rear of the hold, it houses the drop pods used by the ships marine complement. There is no access to the bay from this deck, and instead, the deck houses the bays launch tubes and structural reinforcements.

## Lower Spinal Mount

Used by the ships main forward firing weapon, the lower spinal mount is basically the lower spine of the mounted weapon itself, providing it additional support during firing. This support structure is located in the 'center' of the bay and extends toward the rear and comes to a stop just two hundred feet from the rear boarding ramp. This structure serve to split the cargo hold in half, but because of it, also reinforces the hold from damage.

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