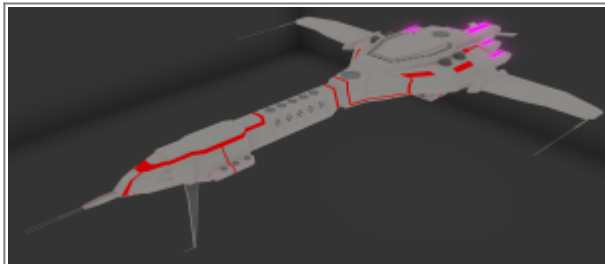


# Ki'stra Patrol Class

Designed in EE 001-v for the [Neshaten Shukara Navy](#), the Ki'stra Patrol Class is a purpose built classification of [medium warships](#) designed to patrol the borders of Neshaten space, providing both firepower and starfighter support along with the ability to recover and respond quickly to threats. It entered service in EE 002.



## General

Class:	Patrol
Nomenclature:	Ne-P1-A1
Type:	Border Patrol
Designer:	She'tanora Creno'lane
Manufacturer:	<a href="#">Shukara Armaments and Manufacturing</a>
Fielded by:	<a href="#">Kingdom of Neshaten</a>
Organizations using:	<a href="#">Kingdom of Neshaten</a> , <a href="#">Shukara Volunteer Navy</a>
Production:	Depend on fleet
Price:	458,000 Rn

## Crew

Crew:	21 officers, 371 Enlisted
Emergency Capacity:	991 Hundred People

## Dimensions

Length:	550 meters (1,804 Feet)
Width:	247 meters (810 feet)
Height:	104 meters (341 feet)
Decks:	8 (3 meters each)

## Propulsion and Range

Sublight Engines:	.200c-.225c
Atmospheric Engines:	587 km/h
Underwater Speed:	48 Knots.
<a href="#">Hyperspace Drive</a>	0.5 ly/m

*Note: The Ki'stra Class is capable of both atmospheric underwater flight.*

## Durability and Maintenance

Service Lifespan:	Intended to last ten years with extensive maintenance
Refit Cycle:	Once every two years

## Damage Capacity

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

Hull:	32
Shields:	32(Threshold 4)
<b>Internal Compartments</b>	
Command	<a href="#">Small Assault Bridge</a>
Damage Control	<a href="#">Damage Control Center</a>
Hallways/Conduits	<a href="#">Standard Hallways, Maintenance Conduit</a>
Crew Cafeteria	<a href="#">Prefab Cafeteria and Lounge</a>
Crew Lounge	<a href="#">Observation Lounge</a>
Living Area	<a href="#">Prefab Crew Deck, Q'abrenal Cabin</a>
Cargo Storage	<a href="#">Main Cargo Hold</a>
Food Storage	<a href="#">Food Storage</a>
Armory Storage	<a href="#">Armory</a>
Medical Bay	<a href="#">Large Medical Center</a>
Science Bay	<a href="#">Small Scientific Research Labs, Astrometrics Lab</a>
Computer Room	<a href="#">Large Computer Room</a>
Shield Room	<a href="#">Shield Control Room</a>
Engineering Bay	<a href="#">Large Engineering Bay</a>
<b>Systems Information</b>	
Superstructure	<a href="#">Dishe'trum</a>
Armor Plating	<a href="#">Cynestran, Crynatorium</a>
Reactor	<a href="#">1xLunabaren High-Energy Reactor, 2x Lunebaren Reactors</a> provide back up power.
Computer and Sensor Systems	<a href="#">Cordecon Quantum Computer, Neshaten Scanner Array Suite.</a>
Weapon Systems	<a href="#">Os'hane Combat Systems, Universal Turret Mounts</a>
Life Support Systems	<a href="#">Atmospheric Control Systems</a>
Emergency Support Systems	<a href="#">Emergency Support System, 10x K1-25 Escape Pod.</a>
Landing Gear	<a href="#">Landing Claw</a> for landing equipment.
Propulsion	<a href="#">Class 3 Luxiton Gravitic Engines</a>
Defense Systems	<a href="#">2xTa'tagen Field Generator</a>
FTL	<a href="#">Class 1 Kres'tronova Fold Drive</a>
<b>Weapon Type</b>	
<b>Light Turret Mounts</b>	
31x1 <a href="#">Mark 1 'Rok'truvance' Anti-fighter Turrets</a>	
31x1 <a href="#">Mark 1 Rele'vance Missile Turret</a>	
8x4 <a href="#">Streamer Laser Turrets</a>	
<b>Medium Battery Mounts</b>	
10x1 <a href="#">Broadside Laser Battery</a>	
10x1 <a href="#">Broadside Plasma Battery</a>	
<b>Beam Blister Mount</b>	
12x1 <a href="#">Neyo Shun</a>	
<b>Medium Turret Mounts</b>	
8x1 <a href="#">Mark 1 Piasuhaya'sokol Anti-starship Turret</a>	
<b>Heavy Turret Mounts</b>	

3x1 <a href="#">Yaga'moshe Plasma Battery</a>
3x2 <a href="#">Mark 1 Piasuhaya'sokol Anti-starship Turret</a>

## About the Ki'stra

The Ki'stra is a large patrol vessel designed by the Navy to help the Neshaten patrol within their territorial borders, because of this, the ship wasn't designed for long term deployment but rather to operate in clusters of twelve ships with supply ship support nearby. The ships five fast engines and armor plating make it equally at home in interception or stand off fights, its broadside cannons can make short work of most vessels smaller than itself.

It has a large number of light turret mounts that allows the ship to take on multiple different uses including altering its mission profile to serve more as a repair vessel, refit, supply, or even to mount systems that improve upon its sensor capabilities. It was also designed to carry at least four squads of fighters in its open-air hanger bay located under along the ships undercarriage, this bay is open on both the front and back and allow starfighters and bombers to easily enter and exist the bay, although this opens up the bay to external attack.

Its two 'wings' are capable of folding up or down, allowing it to change its flight profile during flight. It has two sensor domes and two large shield projectors.

## Mission Specialization

The Ki'stra is a vessel that specializes in the patrolling and enforcing of Neshaten territorial borders. The ships fast engines means it can easily intercept most civilian ships and even some military ships, and its faster than light drives also means it can respond quickly to emergencies.

Perhaps what makes the Ki'stra unique in this role isn't so much its engines or response time, but rather that the ships defenses permit it to last for a good deal of time while waiting for reinforcements.

Because of its purpose, the ship doesn't travel alone but rather as part of a squadron of ten ships, with one ship serving as the command vessel and another serving as a recon vessel. When an emergency presents itself, or when the ships pick up on an unknown sensor contact, the assigned recon ship is sent ahead of the squadron. The rest of the squadron will wait anywhere from thirty seconds to two minutes before initiating a jump to their companion vessel. This is done for several reasons, the first is to ascertain whether or not they are responding to an actual emergency or threat but also to give off a false sense of weakness.

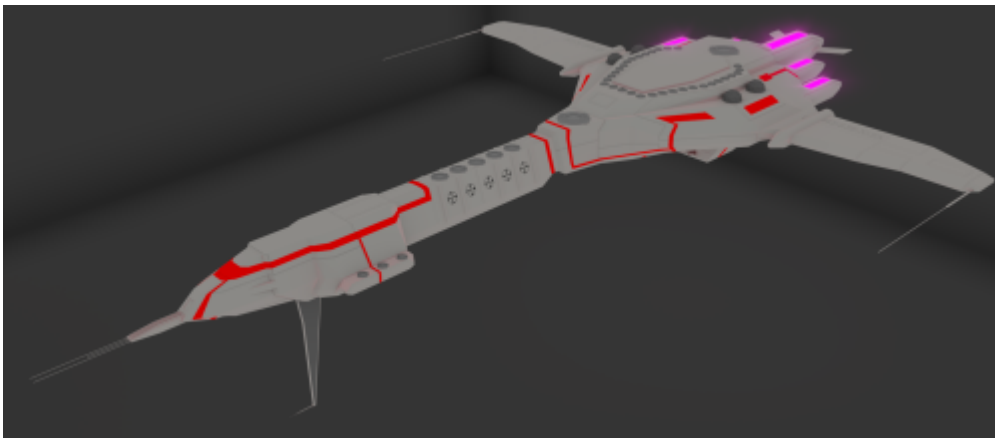
Upon arrival, Ki'stra Class ships launch their fighters to form a defensive perimeter around their mothership.

## History

The Ki'stra was perceived by the Navy a short while after Levia was struck by an asteroid in EE 001, due to the calls by the citizenry to increase the amount of ships patrolling their borders and their space. However, current ship designs at the time weren't actually designed to serve that function, so the navy choose to design a new a class entirely for that purpose - one that could be made utilizing a number of prefabricated components to help ease the time it takes to build; because of this consideration, what would usually take two season to build ended up only taking one or even less depending on the number of workers deployed to build the vessel, this resulted in the birth of the Ki'stra.

Designers made certain that the Ki'stra was both well armored and fast, although its armor rating was sacrificed only a little bit so as to give it a fighting chance against potential hostiles. The ship became the first warship within the Navy to use actual directed energy weapon systems.

## Appearance



The Ki'stra looks like a rather long sword with two wings out the left and right, another wing sticking out the forward undercarriage and five spikes in the rear. It has three large turret mounts, eight medium turret mounts, thirty one light turret mounts, and twelve streamer or directed energy mounts.

## Features

As the Ki'stra is equipped for combat and interception duties, its feature set deals with weapons and engines, along with defenses. It has thirty one light turret mounts that are designed to equip either combat or non-combat oriented turrets, all located on the top of the ship. It has twelve [blister](#) mounts that are designed to house directed energy based weaponry, these are located on the front of the ship and on the sides. It also has three large and eight medium turrets, it also has ten broadside mounts, five on the port and five on the starboard side of the ships; these particular mounts can either use the laser broadside or plasma broadside cannons.

It also has a forward sensor array that is used to interact and connect with nearby border patrol outposts so that its sensor range is increased to include the range that is around said outposts or even other ships of its class, although this comes at the cost of reduced fidelity. Along with its offensive capability, it has five engines, four small and one large, that help make it a very fast ship and also quite maneuverable.

## Deck Layout

In keeping with tradition, all ships have a different deck layout when they are built, only certain areas are static.

Compartment Name	Deck
Shield Control	Deck 2
Assault Bridge	Varies
Damage Control Center	Varies
Living and Dining Areas	Varies
Crew Areas	Varies
Storage Areas	Varies
Science Lab	Varies
Medical Center	Deck 7
Engineering	Deck 7
Hanger Bay	Deck 8

## Vehicle Complement

The ship is designed to carry a full compliment of six [squadrons](#) of starfighters and the required equipment to service them. Depending on its mission profile though, it might carry other vehicles. The list below is how much the ship can carry in total.

Number	Type
Space Vehicles	
20x	<a href="#">Sho'run starfighter</a>
30x	<a href="#">Ga'la'rious Long Range Scout</a>
15x	Mel'oris bomber
5x	Masha'cron Gunship
8x	<a href="#">Ti'saren Shuttle</a>
4x	<a href="#">CC-32 Orso'dian Dropship</a>
Ground Vehicles	
This ship is not equipped to carry ground vehicles!	

## Civilian Version

The version of this ship that can be bought by civilians differs only slightly in that its coloration represents that of the trade family that have bought the ship. Other differences include the removal of its two of its heavy turret slots and four of its DEW slots.

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