

# La'zerus Class Carrier

The La'zerus Class Carrier is the latest design in [Neshaten](#) strike carriers and was created to help ferry strike craft to a battlefield, and infantry and their ground vehicles to planets. The La'zerus was designed in ER 765 and made available in EE 001 ([YE 34](#))

## About the La'zerus

Designed in ER 765, but put into service in EE<sup>1)</sup> 001. The La'zerus was created to help serve as a launching platform for Neshaten scouts, fighters, and bombers. It's also got room for infantry companies and their equipment, including drop ships, tanks, and APC's.

Being a strike carrier, it's got a decent amount of weaponry and armor but lacks the speed that a typical dedicated carrier would have.

## History

The La'zerus is the brainchild of Jui'kane Laze'rus, a hot-shot fighter pilot who was stationed on Netoshen. In the year of ER 754, he came up with the idea of reviving the old carrier projects that his ancestors had. With their recent jump back into space, he knew that they'd need something that could ferry fighters into combat and also take a pounding.

The concept behind the La'zerus was a ship that could stand and fight and survive in a tough combat situation while still being able to deal out damage to enemy ships, Jui'kane felt that the ship should carry a decent amount of strike craft to accomplish this task but knew no way to get around one it's bigger flaws. Jui'kane didn't want the La'zerus to have turrets, relying entirely on its strike craft to protect it from fighters, instead he came up with the idea - and the invention - of the anti-starship torpedo's that could be fired from broadside or from the front. Turning the carrier into a proverbial 'torpedo boat'

In the year of ER 761, the concept was approved by the volunteer military and then in ER 765 the first of its class was rolled out of the dockyards. Trial showed the carrier to be effective in its job of dropping strike fighters and then lasting for a good deal of time against other ships but also for being able to damage others.

One of the drawbacks tests showed thought was that the carrier's torpedo broadsides were more effective the closer it got an enemy ship.

## Appearance



The La'zerus has an odd-like appearance, where most of the ship is shaped differently from the rest. looking out from the front, it's hanger bays are located on the ships right side, toward the rear and near the rear gravity engine. It has a large recovery bay in the center of the ship that is protected by two large blast doors. The three gravity engines are located on the rear.

Located underneath are four dropship L.L.A.'s<sup>2)</sup>, along with an observation lounge that is on the top and bottom left of the ship.

The ship has twelve rear 'fins' that are used purely to stabilize the ship during atmospheric flight.

## Features

- Torpedo launching capabilities.
- Linear-Launch Accelerators.
- Capable of going into a planet's atmosphere.
- Serves as command and control in fleets when no dedicated C&C ship is present.
- Infantry Carrier, ferrying battalions of infantry and their equipment.

## Statistical Data

## General

- Class: Carrier
- Nomenclature: Ne-C1-A1
- Type: Strike Carrier
- Designer: Jui'kane Laze'rus
- Manufacturer: Shukara Armaments
- Fielded by: [Kingdom of Neshaten](#)
- Organizations using: [Kingdom of Neshaten](#), [Shukara Volunteer Navy](#)
- Production: Depends on fleet

## Crew and Accommodations

- Crew: 928
  - Pilots: 60 plus 60 additional for backup
  - Emergency Capacity: In an emergency situation the carrier can carry up to 3,500 people

## Dimensions

- Length: 1,100 meters (3,608 Feet)
- Width: 540 meters (1771 feet)
- Height: 180 meters (590 feet)
- Decks: 20 (3 meters each)

## Propulsion and Range

### Speed

- Sublight Engines: .15c (~44,968 kilometers per second)
  - Atmospheric Engines: 387 km/h
  - [Hyperspace Drive](#): 324,182c
- *Note: La'zerus is intended for atmospheric flight.*

## Durability and Maintenance

Service Lifespan: Intended to last six 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: 18 (Threshold 3)

## Inside the La'zerus

The La'zerus contains twenty decks; this is actually less than a typical carrier of its size due to the Neshaten's heavy emphasis on defense. In the fact, the excess unused space is designed in such a way to allow fleet commanders to use that space for extra stuff, including additional storage areas, flight decks, repair decks, or anything that a commander or fleet commander can think of.

### Compartment Layout

#### Command Centers

- [Neshaten Fleet Bridge](#)
- [Neshaten Flight Control Center](#)
- [Neshaten Small Assault Bridge](#)
- [Neshaten Damage Control Center](#)

#### Hallways and Conduits

- [Neshaten Standard Hallways](#)
- [Neshaten Standard Maintenance Conduits](#)

#### Living, Dining, and Recreational Areas

- [Neshaten Recreational Room](#)
- [Neshaten Medium Ship Cafeteria](#)
- [Neshaten Q'Abrenal Quarters](#)
- [Neshaten Gladiatorial Arena](#)
- [Neshaten Observation Lounge](#)

#### Crew Areas

- [Neshatan Enlisted Crew Cabins](#)
- [Neshaten Officer Cabins](#)
- [Neshaten Wash Facilities](#)
- [Neshaten Guard Station](#)

## Storage

- [Neshaten Main Cargohold](#)
- [Neshaten Food Storage Bay](#)
- [Neshaten Weapons Armory](#)

## Science or Medical Areas

- [Neshaten Large Medical Center](#)
- [Neshaten Scientific Research Labs](#)

## Ship Systems Areas

- [Neshaten Large Computer Room](#)
- [Neshaten Shield Room](#)
- [Neshaten Medium Sized Engineering Bay](#)

# Special Components

## Strike fighter Hanger Bays

The La'zerus has three hanger bays designed for star fighters, the bay have a launch and recovery system, the launch system is a magnetic system known as a *Linear Launch Accelerator*, which propels a small craft at maximum velocity of the ship and into space.

Each bay is one hundred and fifty meters wide and ten meters high. There are areas sectioned off for maintenance work.

Each hanger bay has enough room to berth nine five man [squadrons](#). If both bays are full, then they'll be holding a grand total of sixty fighters and their support equipment. Each bay alone can hold twenty squads.

The bays are located on the ships rear right side, and are protected by blast doors. Each bay has four launch accelerators.

## Torpedo Bays

The ship is equipped with two torpedo launch tubes located on the ships forward section, which allows for frontal assaults on enemy vessels. When not in use, the tubes are covered with armored sleeves with no torpedo's loaded.

## Recovery Bay

Although the main hanger bays also act as recovery bays, the ship has a dedicated recovery bay located in the center which runs from the top to the bottom and is protected by two massive blastdoors. The bay is typically closed during combat, but open during normal flight and when not in Fold-Space. The bay is large enough for fighters to easily fly into it without needing to wait for their turn.

In an emergency, the bay can be used as a launching platform for fighters, but it can also serve as a temporary birth for fighters, as it is almost two hundred meters in diameter. The recovery bay has a dedicated elevator that can take fighters and dropships back to their assigned hangers.

## Drop ship Launch Bays

Located along the ships underside are the drop ship launch bays, long corridor with linear launch accelerators; similar to those used to launch fighters, are used to propel infantry drops ships out into space, the launch tubes are pointed vertically 'down'

Only two drop ship bays exist on the La'zerus, and those bays are only one hundred meters wide and ten meters high. Elevators provide the drop ships with direct access to the strike fighter and recovery bays.

## Modular Gravitic Network

The ship comes with the [Modular Gravitic Network](#), a series of gravitic railways located along the ship's hull to make the changing out of turrets, and the repairing of a ship's hull or friendly ships, easier.

## Ship Systems

### Armored Hull

The La'zerus's main superstructure is designed out of reinforced titanium, while the hull and armor plating is [Cynestran](#), which gives the hull its mirror-like effect.

### Shield Systems

The La'zerus utilizes a standard shield system for protection from energy weapons.

## **Ships Reactor**

The La'zerus is powered by two [Lunebaren Reactors](#)'s, along with eight backup fusion reactors that provide power to either jumpstart, or for backup systems and emergency situations.

## **Life Support Systems**

There are three different life support systems located on the ship, one primary, one secondary, and one tertiary. The primary is used to provide a breathable atmosphere to all critical areas of the ship, including the crew cabins, bridge, engineering, armory, infirmary, hanger, and corridors. The secondary system is used to provide air to areas of the ship not deemed as important, such as the cargo hold and shuttle bay. The third system is designed as a backup, and services all areas of the ship.

Air and water recycling systems allow the ship to continually use the same water for up to ten years, while the air filtration system gives the ship the ability to support its natural crew for up to fifteen years.

Artificial Gravity exists only in certain areas of the ship, such as the crew cabins, crew lounge, and gladiatorial arena and the infirmary along with the cafeteria. Other areas, such as the main corridors, engineering, and the bridge do not have gravity.

## **Engines**

The ship is equipped with three large [Crena Energy Engine](#) located in the rear.

## **Anti-Gravity System**

In order to facilitate take offs and landings on planets, the ship is equipped with an anti-gravity system similar to that which is used on their vehicles but one that is designed for their ships. The system is configured universally, located around the ship itself in key areas.

## **Computer and Sensor Systems**

The ship is equipped with a quantum based computer system that is housed in the ships computer room. Alongside is an ECM and ECCM jamming system. The system also has passive and active sensors, spatial, gravimetric, and scientific sensor systems.

- [Neshaten Scanner Array Suite](#)

## **Weapons Systems**

The La'zerus is the first ship of its kind to be equipped with the [Universal Turret Mounts](#), which allows the

ship to easily change out turrets to facilitate mission specific equipment. The ship is equipped with fourteen light turret mounts and ten light battery mounts. All of these turrets can be controlled by the ships IDT System. All turrets are capable of being recessed into the ship's hull.

The mounts are split between the upper and lower sections of the ship as followed:

- Top
  - Seven Light turret mounts
  - Five light battery mounts
- Bottom
  - Seven Light turret mounts
  - Five light battery mounts

## Emergency Support Systems

The La'zerus has several different emergency support systems for use in an emergency, including fire suppressant systems and backup life support systems, but it also has the following systems as well:

### Escape Pods

There are eight escape pods scattered along on the port and starboard side of the ship, capable of carrying four people each, more than the ship is capable of carrying but enough in case the ship has passengers. The escape pods have enough oxygen to last eight hours, but are also designed to seek out nearby planets and set a course, but also have emergency locator beacons.

### Containment Fields

All of the ships hallway intersections have containment field emitters that work to protect those areas of the ship in the event of an emergency. The fields keep atmosphere inside, while keeping whatever caused the field to deploy out.

The fields can be overridden by the ships chief engineer and officers.

### Blast Shutters

Blast shutters are an additional safety measure that can be deployed to help protect areas of a ship either from a breach or from invading forces. They can only be opened with an officer's authorization.



## Backup Life-support

In the event the ships main life support systems fail, a backup system will come online to feed air to vital areas of the ship, including the bridge and engineering and crew areas.

## Landing Gear

The La'zerus has six hexagonal shaped landing gear, designed to help absorb the weight of the ship as it lands on planets. Two of these gears are located toward the front of the ship, while another set is located toward the rear. The final set takes up the middle.

## I.D.T.

The ship utilizes the [Interactive Display Terminals](#) system, which is used for practically everything on the ship, although it does posses traditional consoles in the event the system was to fail.

## Weapon Compliment

The ship can be equipped with the following weapons.

### Light Turret Mounts

- 14×1 - [Mark 1 'Rok'truvance' Anti-fighter Turrets](#)
  - or
- 14×1 - [Mark 1 Rele'vance Missile Turret](#)

### Light Battery Mounts

- 10×4 - [Streamer Laser Turrets](#)

### Torpedo Tubes

- 2x - [Neshaten Multipurpose Torpedo](#)

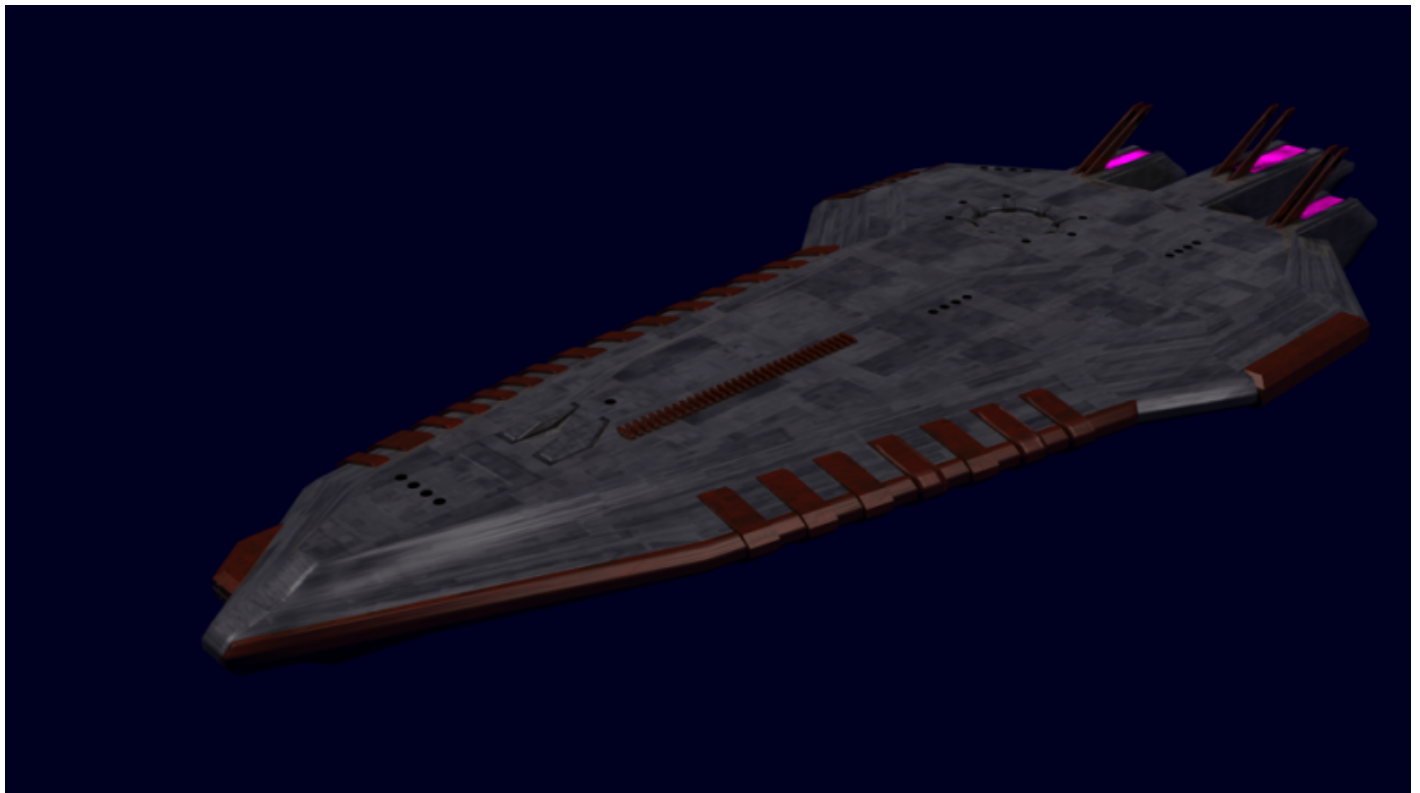
## Vehicle Compliment

- Infantry Units:
  - 22x - [A1-35 Creniya Light Tank](#)

- 10x - Z3-92 Chrono IFV
- 10x - LK-10 Grav Bikes
- Striker Fighter Bays, in total, the bays can hold eighteen [squadrons](#).
  - [Sho'run starfighter](#)
  - Mel'oris bomber
  - [Ga'la'rious Long Range Scout](#)
- Other vehicles:
  - 6x [Ti'saren Shuttle](#)
  - 8x [CC-32 Orso'dian Dropship](#)
  - 10x [Discovery FTL Probe](#)

## OOC Notes

Original artwork for this ship done by me, artwork above was done by Adam Kopela on Deviant Art.

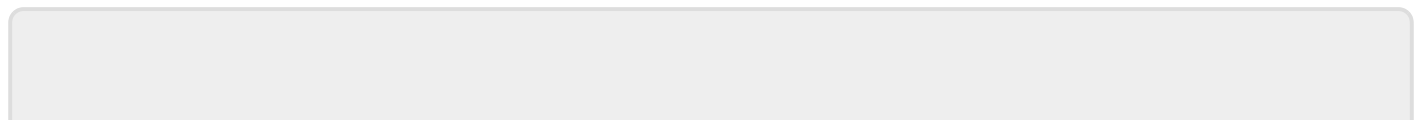


1)

Era of Exploration

2)

Linear Launch Accelerators



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