Litos'kan Class

The Litos'kan is a class of destroyer interceptor intended to quickly seek out approaching enemies and harass them before the main force of a fleet arrives to assist. These destroyers were put into service in EE001-v(YE 35).

About the Litos'kan

Known for being fast, the Litos'kan is a type of ship designed to move in quickly on enemy vessels and harass them with broadside firepower. Although its broadside aren't strong enough to breach the shields of heavier vessels, the intent is actually to keep a vessel suppressed long enough for heavier ships to come in and deal the real damage.
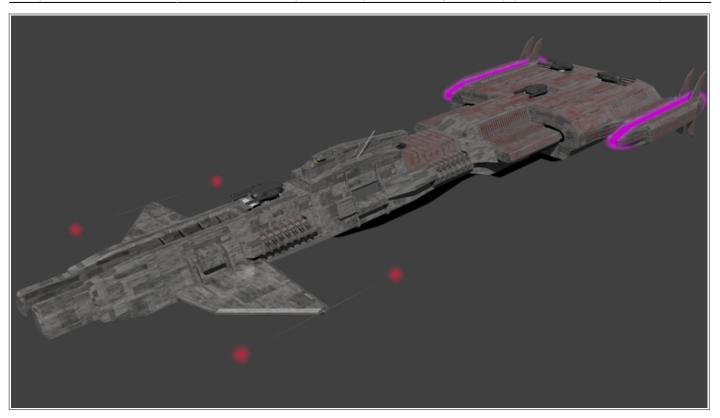
The Litos'kan, being a fast ship, doesn't have much for armor plating and its shield systems are also something that has to be taken into account; however, neither of which are its strong points. Its speed and capability of maneuvering through a fleet are what's important.

History

The Litos'kan saw its first appearance in a starship content that the military ran in early EE 000. The contest was intended to help give the military some support in determining the next type of vessel that the citizenry felt was needed, a destroyer interceptor was what most people came out with. The Litos'kan's basic appearance was first realized on a drawing board by renowned designer Yu'mine Kith, who turned a simple model cube into a large starship.

Originally slated to only have a single engine, the Litos'kan was instead designed to have two engines that could be overloaded freely to boost the ships speed, the added heat would be vented out into space by specially designed heat-sinks. Broadside turrets on both sides of the ship, along with torpedo launchers, helps ensure that it can whittle down lesser armored opponents.

Appearance

It has the appearance of a pentagon placed on its side and stretched outward. There are wings on the side to give it stability during flight, along with long sensor antenna's to boost its sensor range. There's also a starfighter hanger bay located just under what some might consider a bridge, but is in reality a decoy bridge.

The engines are located in the rear with winglets, there is also landing gear on the ships underside.

Features

- Torpedo launching capabilities.
- Linear-Launch Accelerators.
- Capable of going into a planet's atmosphere and landing
- Broadside firepower
- Fleet Anti-Starfighter support

Mission Directive

The Litos'kan is designed to help support fleet operations in terms of anti-starfighters, its broadside turrets, capable of actually moving up and down, means that the ship doesn't need to get into a firing position to be able to spray an area of space with energy fire. Its speed means that it is best used for intercepting enemy ships heading towards the fleet, or for chasing down wounded ships that are a priority target.

Statistical Data

General

Class: Litos'kan Nomenclature: Ne-D1-A1 Type: Destroyer Interceptor Designer: Yu'mine Kith Manufacturer: Shukara Armaments Fielded by: Kingdom of Neshaten Organizations using: Kingdom of Neshaten, Shukara Volunteer Navy Production: Depend on fleet

Crew and Accommodations

Crew: 62 Emergency Capacity: In an emergency situation the ship can carry in excess of 100 people although it would get very cramped and would stress the ships life support systems

Dimensions

Length: 220 meters (721 Feet) Width: 100 meters (328 feet) Height: 150 meters (492 feet) Decks: 6 (3 meters each)

Propulsion and Range

Speed

- Sublight Engines: Class 3 Luxiton Gravitic Engine
  - Atmospheric Engines: 587 km/h
  - Hyperspace Drive: Class 2 FTL Drive Core
- Note: Litos'kan 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: 20 Shields: 20 (Threshold 2)

Inside the Litos'kan

The internal structure of the Litos'kan is different every time the ship is constructed, similar to how the She'tan'ora has its internals randomized to make boarding difficult. Much of the ships internal compartments are protected by titanium bulkheads to help seal them off from hull breaches or fires.

Compartment Layout

Command Centers

- 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 Observation Lounge

Crew Areas

- Neshatan Enlisted Crew Cabins
- Neshaten Officer Cabins
- Neshaten Wash Facilities

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 Litos'kan has a small hanger bay intended for the launch and recovery of damaged fighters in combat, it is not intended to actually service fighters for combat, but merely recover them afterwords. There is enough room for only two squadrons of fighters.

Torpedo Bays

The ship is equipped with fourteen torpedo launch tubes on the left and right of the ship, for a total of twenty eight launch tubes. The tubes are designed for broadside action but can be modified to launch missiles.

Ship Systems

Armored Hull

The Litos'kan'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 Litos'kan utilizes a Ta'tagen Field Generator for its shield system.

Ships Reactor

The Litos'kan is powered by one Lunebaren Reactors, along with three backup fusion reactors that provide power to either jump-start, or for backup systems and emergency situations.

Life Support Systems

There are three different life support systems located on the ship, one is primary, two are secondary, and three are 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 two oversized Luxiton Gravitic Engine located in the rear. These engines are modified so that they can be overloaded safely for up to six minutes of increased speed, at the reduction of agility. This is what gives the ship its 'interception' capability. Utilizes a Class 2 FTL Drive Core for faster than light travel.

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 Litos'kan is a destroyer, thus its weapon systems are considered light with an emphasis on lighter weaponry over heavy.

- 4 Medium Turrets

  - 14 Medium Broadside Batteries
  - 10 Light Turrets
  - 12 Torpedo Tubes

Emergency Support Systems

The Litos'kan has a number of 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 twenty one escape pods scattered along on the port and starboard side of the ship, capable of carrying ten 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 Litos'kan has ten hexagonal shaped landing gear designed to hold the weight of the ship while its landed on a planets surface. The landing gear is dual designed so that the ship can land halfway on land and half out at sea.

I.D.T.

The ship utilizes the [Erme'negilde Holographic System](#) system, which is used throughout the ship.
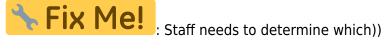
Tow System

The ship has eighteen [Retriever](#)'s on it. Four are located forward, eight are on the rear, and three each on the port and starboard side.

Weapon Compliment

The ship can be equipped with the following weapons.

Light Turret Mounts

- 14×1 - [Mark 1 'Rok'truvance' Anti-fighter Turrets](#) (DR Varies)
    - or
- 14×1 - [Mark 1 Rele'vance Missile Turret](#) (DR Varies based on missiles)
    - or
- 8×4 - [Streamer Laser Turrets](#) (Tier 7 or Tier 8, Light Anti-Mecha or Medium Anti-Mecha (🔧 Fix Me! : Staff needs to determine which))

Medium Battery Mounts

- 14×1 - [Broadside Laser Battery](#) (DR Varies)
- 5×1 - [Mark 2 Anti Starship Battery](#) (Tier 11, Medium Anti-Starship)

Torpedo Tubes

- 28x - [Neshaten Multipurpose Torpedo](#) (DDR Varies based on torpedoes)

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