

She'tanora Class Hybrid Exploration Vessel



This article is undergoing updates, some information is not current.

The She'tanora is the latest design in the [Shukara Volunteer Navy](#) for combat explorers. Although originally intended as a full-on warship, it was actually designed to help serve the role of recon, it can also serve as a front line vessel or as a defensive unit. The ship's armaments and defenses are light, but it makes for this with its speed and maneuverability.

It entered service in the second season of EE 000([YE 33](#)).

About the She'tanora

Designed in ER 770 and put into service in [YE 33](#), the She'tanora is designed to serve a dual role as a quick response assault ship to invading or aggressive forces but is also capable of serving a recon role thanks to a rack of scout-attachment points to piggybacking scout craft. In essence, it's an exploration craft but with fighting capability.

History

The She'tanora was created by a young aspiring officer who felt that the defense forces needed a quick, lightly armed, response to any aggression to the kingdom. The She'tanora went through multiple revisions before it was ok'd by the military and the council for going into production in late ER 770, but the actual first prototype of the vessel didn't actually enter service until ER 776 due to several incidents.

In early ER 773, the first batch of She'tanora's were rolled off the assembly line but suffered critical system failures in their initial test runs, including a start up reactor failure that lead to the deaths of several people including the designer behind the She'tanora.

Forced back to the drawing board, the design team, with the loss of the chief designer, had to redesign several elements of the ship including the ships main reactor to help account for several instability issues that were discovered in the initial test flights that had been successful. It suffered a serious setback, however, in ER 774 when the military made a change to the original purpose of the craft, altering it from a pure military based craft to also handling exploratory missions. This resulted in the craft being made 'bigger' and 'wider', to accommodate for more space for sensors and exploration equipment.

In ER 776, after three years of simulations and additional testing of the ships components in labs, the next patch of She'tanora prototypes were released for testing.

However, despite the slight change of the craft into something of a hybrid, it still didn't fully fit the bill that the military had desired. With indecisiveness, the craft was classified as a 'Deep Space Exploration and Recon Assault Vessel', despite not having the armaments or armor plating that a typical assault ship

should have.

Because of this, the craft itself is lightly armed and armored, its mobility is impacted by having a large central body. While this body does give it the added ability to carry more stuff, with its larger cargo-holds, this doesn't make up for its lack of more proper weaponry that it was originally intended to have.



Upgrade, the following addition has not been approved

In EE 002, the She'tan'ora underwent a major refit to bring it up to technological levels. Parts of the ship were reinforced with better armor plating, turrets, and improved systems. Along with this came the addition of larger shuttle bay to increase the number of shuttles that the ship can carry, at the same time, an internal scout bay was added by converting a portion of the ships main cargohold.

This meant that the ship had a reduced cargo capacity, but this was deemed acceptable since the ship had been designed with a cargohold that was much bigger than it needed. Because there was available, unused space in the ships right section, a marine drop bay was added. In the left section of the ship, space was made available for a dedicated science lab.

In addition, new engine were added to replace the old ones.

Appearance



The She'tanora appears to be an elongated craft with a fattened forward and rear section and narrowed

center with expanded 'wings' on the side giving it the ability to about in an atmosphere. The ships drive core is located toward the rear while the ships two wings can be manipulated to house additional systems at the behest of the ship's captain or the squadron commander.

Located at the rear is the shuttle bay, while on the wings are two ports for friendly scouts to latch onto for recon missions.

Features

The She'ta'nora is considered a hybrid between an attack ship and an exploration vessel, what's makes it such is that it has a larger cargo hold than what is typically found on an attack ship but is found on an exploration ship. It's also got a more advanced sensor suite, one intended for deep scanning of planets while also possessing a science lab on board for analyzing soil and mineral samples. It doesn't have heavy armor, and while it does have some of the weaponry of an attack ship, it lacks the harder hitting weapons - such as medium or heavy turrets.

Statistical Data

General

Class: Hybrid Exploration Vessel Nomenclature: Ne-D1-A1 Type: Deep Space Exploration and Recon Assault Vessel Designer: She'tanora Creno'lane Manufacturer: [Shukara Armaments and Manufacturing](#) Fielded by: [Kingdom of Neshaten](#) Organizations using: [Kingdom of Neshaten](#), [Shukara Volunteer Navy](#) Production: Depend on fleet

Crew and Accommodations

Crew: 16 Emergency Capacity: In the event of an emergency, the ship can carry almost one hundred people on board, but doing so would stress the ships life-support systems and this would 'not' be recommended. This would also require it to empty its entire cargo hold, and set up cargo-nets and dividers.

Dimensions

Length: 235 meters (770 Feet) Width: 167 meters (547 feet) Height: 30 meters (98 feet) Decks: 4 (3 meters each)

Propulsion and Range

Speed

- Sublight Engines: .150c
 - Atmospheric Engines: 587 km/h
 - [Hyperspace Drive](#): 324,182c
- *Note: The She'tanora is intended for atmospheric 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: 25 Shields: 15(Threshold 2)

Inside the She'tanora

The She'tanora is comprised of only four decks, each deck is designed in such a way to make access to the various compartments is. Maintenance conduits spider web their way throughout the ship, carrying power to vital systems, but also providing access to the majority of the ships major systems and sub-systems.

However, while it may not appear this way, the reason why the ship has only four decks, yet appears big enough to house more, is because the ship was designed for combat and thus each deck has layers of armor plating and reinforcements between each one to give the ship good survival ability.

Deck Layout:

Deck	Layout
1	Deck One houses the ships access to its rear top turret, along with an crew lounge, armory, and airlock. It also has maintenance access to the shuttle bay.
2	Deck Two houses the ships port and starboard top turret rooms, it also has the armory, bridge, secondary cargo bay, the top of the engineering bay, and shuttle bay main access. Also has access to maintenance conduits. Deck two is also part of the twin deck layout for the ships gravity engines. However, it also has access hatches for any docked scouts, located on the port and starboard 'wings'

Deck Layout	
3	Deck Three is the living area and engineering deck of the ship, it has the crew deck, captains quarters, cafeteria, infirmary, engineering bay and access to the ships forward and rear sensor arrays. Deck Three also grants access to the ships two anti-starship cannons, but also, houses the ships main gravity engines, which takes up decks three and two. Standard ship design as the entire rear section of the ship encased in crossbracing and maintenance conduits
4	Deck Four is where the ships main cargo hold is located, it also has the crew lounge along with access rooms for the forward port and starboard lower turrets. The main cargo hold takes up most of the lower section, with a ramp located in the rear for loading and unloading. Deck Four also has the ships main crew lounge which is located forward of the cargo hold.

Compartment Layout

Bridge

The Sha'tanora use's the [Neshaten Small Assault Bridge](#) as it's command center, accessible only by authorized personnel.

Armory

Located both toward the rear, nearest the engineering section, and forward, nearest the bridge. The Armory houses weapons used to either fend off boarding actions, or used for ground based operations. The armory is only a single story.

The armory is considered the strongest area of the ship, lined up with reinforced cross-bracing. There is a small passage way that leads directly from the forward armory to the ships bridge, accessible only by hidden panels on the bridge and in the armory.

Crew Cabins

Lining the inside of the ships inner most area is the ship's [Neshatan Enlisted Crew Cabins](#), eight cabins line this area in a oval like pattern. None of the rooms have doors on them, which makes it easy for crewmen to easily get up and run to their stations in the event of an emergency, however, each bunk does have a sliding back cover to give some privacy.

Captains Quarters

Located on the same deck as the crew cabins, located nearest the access point leading to the bridge. It's the largest cabin on the ship, it has a bathroom, a luxurious bed, a desk for the captain to use to monitor ship systems or to communicate via encrypted methods but also a small kitchen for the occasional private dining.

Crew Lounge

Located toward the lower area of the ship, just below the crew deck, is the ship's crew lounge. The Lounge has an open glass floor that allows for easy viewing of what is below the ship, or in the case of the ship orbiting a planet, the planet itself. The glass is triple panned, and sheets of armor slide over the glass when there is combat.

The lounge is where soldiers can relax after a hard-day's work; there are tables that crewmen can use to play games on along with computers that can also be used to play any games they feel. There is a stairway along either side of the lounge the leads directly up to the ships cafeteria.

There is a secondary lounge that serves as the ships briefing room on the top deck, but this one lacks a glass floor and instead only has windows on either side.

Cafeteria

Located directly in the center of the crew cabins, accessible by two hallways, is the ships Cafeteria. The Cafeteria is segregated into two sections, the kitchen, and eating area. There is also a replicator located near the dining area, where soldiers who are either in a hurry, or just don't want home cooking, can quickly grab a meal from a selection of items.

The dining area has a large oval table with twelve chairs around it, including a chair that is slightly bigger for the ship's captain along with another chair beside it for the XO.

Mainframe

The ships mainframe, or the location of the ships AI and central processing unit, is located just a deck below the bridge. The mainframe is accessible only to the ships officers and engineering crew, and can be reached via a maintenance shaft from the bridge or from a narrow passageway.

External Scout Bay

Not located inside the ship, but rather on the exterior hull, the scout bay is essentially an area of the external hull where up to three scout crafts can be clamped onto the ship to serve as additional scouts for the ships recon roll, hatches located beneath each of the clamping areas gives pilots easy access to their scouts.

Internal Scout Bay



Upgrade, not approved yet

In EE 002, the She'tan'ora was upgraded to include an internal scout bay, as opposed to the external one which could only mount three scouts. The internal bay extends the number of small support craft, this internal bay also includes the relevant equipment to maintain starfighters, allowing the She'tan'ora to serve as a long-range light fighter carrier.

Marine Drop Bay



Upgrade, not approved yet

Nestled on the ships right 'wing', is a large drop bay equipped with ten drop pods. The bay is designed to give marine forces onboard the ship the ability to easily deploy into a planets atmosphere by boarding one of ten pods.

Shuttle bay

The shuttle bay is located toward the rear of the ship and below, it's large enough to house only a single shuttle with a mere two feet of clearance on all sides. The forward part of the shuttle is always facing 'toward' the bay doors.

Engineering Bay

The engineering room is located toward the absolute rear of the ship, and houses the ships [Lunebaren Reactors](#), along with the FTL and backup reactors. The room is two stories tall, with the second story being ringed by catwalks accessible by a ladder located directly to the left once a person enters the bay. The bay is actually quite large, and has lots of unused room, which allows for a ship's captain or even crew to perform modifications or installation of new hardware or components. There are maintenance access points both on the first and second floor of the bay, accessible via secured hatches.

Located in the center is the ships reactor, which takes up the two decks part, there is a thin layer of glass that separate the reactor from the bay.

This room provides access to all of the ships main systems, including life support, weapon systems, and the ships FTL drive core, which is located toward the absolute rear of the engineering bay. This room has artificial gravity disengaged, meaning its one of only a few rooms on the ship that doesn't have gravity, this is due to the ships reactor.

Maintenance Conduits

Spiderwebbing their way through the ship are maintenance conduits used to access the ships various systems, including primary, secondary, and tertiary. The conduits are small tunnels that a person must crawl through in order to move.

The conduits also provide access to the ships turrets, allowing a crewman to perform repairs.

Shield Room

Located directly in the center of the ship is the ships shield room, which houses the shield generator that is needed to protect the ship. The shield room takes up one deck, but the massive shield generator itself actually takes up two decks, with the lower half being accessible only by maintenance conduits or by a ladder.

Infirmary

A small infirmary that is located near the ship's crew deck, the infirmary is rather small, with only enough room for five people including the ships chief medical officer and one nurse along with three beds for three patients.

Cargohold

Taking up the entire lower decks of the ship, is the cargo hold. The cargo hold is vast, capable of carrying equipment intended for deep space exploration and recon. However, the hold is also large enough to carry a number of vehicles, from remote-surveyors, to combat vehicles if the mission requires it.

Ship Systems

Weapons Systems

Unlike most ships in the Neshaten's current navy, the Shetanora lacks the universal turrets mounts and instead goes with the typical, regular turrets. The system, however, is designed to one day be able to use universal mounts. The ships weapon system is directly connected into the ships [Interactive Display Terminals](#) system.

Emergency Support Systems

The She'tanora 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.

Backup Lifesupport

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

Located beneath the ship, toward the forward section and two on the rear section, are skids that serve as the ships landing gear. The skids are used for landing on planets or on stations that have a hanger deck large enough for the ship.

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](#)

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 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 the infirmary along with the cafeteria. Other areas, such as the main corridors, engineering, and the bridge do not have gravity.

Reactor System

The ship gets the majority of its power from a [Lunebaren Reactors](#), there's also a backup fusion reactor to assist in providing emergency power in the event the main reactor goes offline - but is also used to jump-start the main reactor during the initial startup sequences.

Propulsion

The Sha'tan'ora has only two forms of propulsion, one being the ships [Crena Energy Engine](#)'s, and the other beings its Faster Than Light drives. There are eight smaller auxiliary engines, four each located around the port and starboard engines.

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.

Armored Hull

Because of it's hybrid design, its hull is designed out of a material called [Crynatorium](#), which gives the hull its mirror-like effect. Titanium cross-bracing located in-between each deck of the ship improves upon the ships ability to survive.

Weapon Compliment

- 2x [Mark 2 Anti Starship Battery](#)
- 5x [Mark 1 'Rok'truvance' Anti-fighter Turrets](#) or [Streamer Laser Turrets](#)

Customization

Although the ship was designed for war, its weapon's turrets can be replaced with non-weapon turrets,

such as additional sensor arrays, jamming pods, science domes and even targeting sensor turrets.

Vehicle Compliment

As the ship is an exploration craft, it is designed to ferry vehicles ranging from combat to civilian usage. These vehicles are stored in the ships large cargo hold.

- 4x [A1-35 Creniya Light Tank](#)
- 2x [X'netre Exploration Vehicle](#)
- 2x Recon Vehicles
- 1x Command Vehicle

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