

So-B1-1a Resheph-class Battleship

CURRENTLY NOT APPROVED

The So-B1-1a Resheph-class Battleship is a heavy assault ship designed by [Solan Starworks](#) for planetary besieging massive, hardened targets such as starbases and planetary fortresses.

About the Ship

The Resheph Battleship is at once a proud achievement in shipbuilding and terrible shame to the [Iromakuanhe](#), who had once hoped to remain above the worst excesses of warfare. It is primarily a support ship, meant to stay behind a dense screening element and destroy enemy capital ships from extreme range, while making ample use of the ECM and stealth technology omnipresent in [Solan](#) vessels.

Exemplifying the standard [Iromakuanhe](#) mindset to warfare, it carries a large complement of VANDR (about a fifth of the planned [Soma-class Heavy Carrier](#) but three times the complement carried by the [Vajra](#)).

A notable quirk of the design is its sideways 'sail' shape, which is meant to give the forward-firing batteries and missile launchers optimal firing arcs in face-to-face engagements. Launch bays on the thinner rear section of the ship allow deployed armor, VANDR and drones shield coverage from the ship to ensure assets are not destroyed before they enter the combat zone.

Key Features

- Massive number of forward-facing missile arrays.
- Substantial secondary anti-ship beam cannons.
- Excellent forward point-defense elements.
- Large VANDR capacity.

Mission Specialization

- Strategic firepower and bombardment.
- Fleet command.
- Fleet combat.

Appearance

History and Background

The concept of a 'battleship' is anathema to the [people](#), who have never endorsed the concept of total war in the entirety of their existence. Solan attempted to get the funding necessary to develop combat vessels that mounted the total armament of entire cruiser divisions for decades, but popular vote in the legislature has always stood to prevent the project from taking off. Perhaps a little tainted by their own cultural distaste for the concept themselves, Solan design teams even took to calling the project 'Resheph', after the name of an ancient deity the [Saal](#) considered to be cursed.

Due to a lack of government funds the design progressed slowly, as a pet project of a half-dozen engineers, architects and biological researchers. For several years, the magnificent warship existed only as scraps of data floating around in a few personal terminals and the minds of the team.

All this was changed in [AR 935](#) with the destruction of one of the cities on the [Maekardan](#) orbital elevator and an attempted launch of salted nuclear warheads against [Mazerin](#) later that year. Suddenly there was a need for vessels to deliver unprecedented amounts of firepower to the fore and destroy the heavily armored missile cruisers of the NVR before they were permitted to launch their payloads.

Statistics and Performance

General

- Class: So-B1-1a Resheph-class Battleship
- Type: Battleship
- Designers: [Solan Starworks](#)
- Manufacturer: [Solan Starworks](#)
- Production: Limited
- Fielded by: [Astral Vanguard](#)

Passengers

Total Crew: 3141

Command: 60 Starship Operations: 350 Transport Operations: 90

Medical: 100 Maintenance: 700 Support: 375 Civilians: 70

Security: 700 Frame Runners: 696

Maximum Capacity: An additional 891 passengers may be taken aboard, but life support systems will be strained and require additional resources.

Dimensions

Forward Section:

Length: 600m Width: 800m Height: 200m

Aft Section:

Length: 500m Width: 200m Height: 500m Inter-Connected Overlap: 150m ¹⁾

Propulsion and Range

[MASC Drive](#): 2,000c [FoMASC Drive](#): .05 ly/m (26,297.435c) [MASC Drive](#) (STL): .22c Range: Up to 10 months, without refueling or employing [BHS](#) to replenish resources

Lifespan: The [organoid](#) components of the ship can last up to a century. Refit Cycle: Twice a year.

Damage Capacity

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

- Hull: 42
- Shields: 50 (Threshold 5)

Inside the Ship

Compartment Layouts

Armory

- (1) [Capital-type Armory](#)

Bridge

- (1) [Capital-type Bridge](#)

CIC

- (1) [Standard CIC Room](#)

Captain's Suite

- (1) [Standard Officer Quarters](#)

Cargo Storage Areas

- (2) [Capital-type Storage Bay](#)

Officer Quarters

- (68) [Standard Officer Quarters](#)

Crew Cabins

- (693) [Astral Vanguard Standard Enlisted Quarters](#)

Crew Recreation

- (2) [Standard Recreation Room](#)

Simulation Bay

- (2) [Standard Simulation Bay](#)

Engineering

- (1) [Iromakaunhe Standard Engineering Bay](#)

Medical Center

- (2) [Capital-type Medical Bay](#)

Passageways

- [Standard Movement Assist Hallways](#)

VANDR Bays

- (4) [Capital-type VANDR Bay](#)

Shuttle Bays

Wardroom

- (1) [Standard Astral Vanguard Wardroom](#)

Crew Mess Hall

- (2) [Standard Mess Hall](#)

Crew Shrine

- (1) [Large Shrine](#)
- (16) [Smaller Shrine](#) ²⁾

Ship Systems

Armored Hull and Hull Integrated Systems

Hull and Chassis

[Aerudirn Armor Colonies](#)

[Organoid-type Substructure](#)

Life Support Systems

The Resheph's life support functions are tied in directly with the [Organoid](#)'s natural bioelectrics and life functions, meaning that should power failure occur, these systems will continue to function until the components expire.

[So-B1-V0722 Organoid Internal Life Support](#) Life support systems are enabled via a combination of potent thermo/photosynthetic reprocessing of air, allowing the organoid to feed itself while producing breathable gasses for the crew. This is done by drawing light from the nearest star, or absorbing heat and radiation from the various compartments of the ship, including the reactor and inhabited regions of

the ship. It may also deploy small antibody-like drones to neutralize vermin and naturally search out and sequester harmful substances and antigens inside of the ship's environment.

So-B1-V1722 Gravitic Boundary System

So-B1-R0815 KORD System The KORD (Kinetic Force Diffuser) is an essential system that protects the frame runner from the tremendous G-Forces and shocks the Erla VANDR experiences during both before and after FTL travel and during highly perilous combat maneuvers. It also protects from weapons that kill through kinetic force, in a manner similar to maces against armored troops in ancient times.

Computers and Electronics

Starship Control ANIOS

Starship Control ANIOS are advanced assist NI that are designed to interact with the operator of their respective starship, greatly improving the general effectiveness of maneuvers and allowing them to be aware and compensate for effects an unassisted **people** would be unable to. As starships have astronomical numbers of subsystems and operating system subroutines, the construct is essential in the effective operation of most **Astral Vanguard** vessels without the implementation of larger numbers of crewmen.

Standard Capabilities

- Deciphering and ordering gathered and received data.
- Voice interface with selectable persona.
- Maneuvering assistance and coordination.
- Weapons system assistance and coordination.
- Semi-automated subsystem management.

Limitations

- Requires connection to pilot for all non-essential functions.
- Subservient to OMNI systems.
- Sub-sapient intelligence.
- Cannot automate all functions.

Fleet Intelligence OMNI Dock

The Resheph is meant to be a command vessel in light and medium battlegroups composed of frigates and cruiser-class vessels. Because of this, it features a dock that allows it to house an OMNI-type intelligence in addition to its SCANIOS.

Sensors

[So-B1-E0936 Battleship Sensors Package](#)

Includes:

- [Vector Wave Sensors](#)
- [Subspace Mass Sensors](#)
- [LADAR](#)
- [RADAR](#)
- [MASC Particle Scanner](#)
- [Thermal Sensors](#)

Communications

[So-B1-E1936 Battleship Communications Package](#)

Includes:

- [Laser](#)
- [Radio](#)
- [Microwave](#)
- [MASC-Assisted Laser](#)
- [MASC-Assisted Radio](#)

Internal:

- [Fiber Optic](#)

Electronic Warfare and Stealth

[So-B1-E2936 Combined Deception System](#) The Combined Deception System, or CDS, is a combined anti-electronic warfare/observation system that creates multiple false positives in data and can interlace transmitted data with malware types that might be dangerous to a conventional computer. It does not have a specific range, and is instead limited by the range it can transmit, and be intercepted by unfriendly sources.

[So-B1-E3936 Listening Device](#) The Listening Device is a system employed to passively intercept and sample data being transmitted through unsecured methods. It is also a critical component in many important electronic warfare devices, and allows Astral Vanguard starships and vehicles to track the communications of hostile forces. As the unit approaches the source of the transmissions, it becomes increasingly easier to track, until a positive match can be made at a certain threshold.

Can Intercept:

- [Radio](#)

- Microwave
- Subspace (requires [Vector Wave Sensors](#))

[So-B1-E3815 Muted Resonance Shroud](#) The Muted Resonance Shroud, or MRS, is a squad-assist stealth system that uses a combination of Vector Shroud-type space compression and exotic charged particles to create sections of space that appear very dim to sensors systems. These areas do not stick out as emptier than vacuum as with some related systems, but creates a signature similar to that of the space a significant distance from a star. The results in high difficulty in achieving targeting locks on and determining the nature of objects inside the field. Unfortunately, this has similar effects on the units deploying the field, forcing the starship to rely on FTL sensors such as MASC Particle, which may reveal its presence, though not necessarily its position.

Field Size can be lowered or raised, though it is suggested to limit the area of the field to the approximate area of the starship employing it, as to hide effectively, but not arouse suspicion by creating overly large zones that the enemy cannot scan properly.

Detection Range: 1 KM Max Field Size: 500 KM

So-M1-E0815 Battleship-type Immersion Control Pod

Due to their natural interface abilities, designing a responsive and intuitive control system for an [people](#) was relatively easy. This system, known as the Immersion Control Pod, allows easy and natural control of most vehicles, including large units such as powered frames and starships. The Control Pod is the seat component of the cockpit, and consists of a rounded chair in which the pilot is most comfortable in a reclining position, and multiple [entry port](#) plugs. The chair itself is lined in a soft, organic material lined in a highly flexible rubbery skin that is smooth to the touch and has a light golden reflective sheen, surrounded with an open egg-like enclosure on all sides to prevent harm. The chair will naturally conform to the user's body, and can even form cushioned indentations for the tips of horns. In normal conditions, the system feeds the pilot a small amount of Prajna through the entry port ducts to keep them in working condition for long shifts. In case of emergency, the enclosures can be closed and filled with [Prajna](#) to keep the pilot alive for an extended amount of time.

Use

To connect with the machine, one must connect the plugs to their [entry ports](#), which can be done manually, or automatically by the organoid. Unlike the use of a VANDR-which suspends and supplant's the user's senses, it instead places them inside of a dynamic virtual data processing room that spans the entire, network to the extent their ship allows. it is usually customized in some degree by the commanding officer of the vessel, reflecting his or her personal tastes, but tends to have a very abstract and minimalist feel. This type of networking allows all connected crewmen to communicate and coordinate at all times

Note

Transfer of pain cannot occur because [organoids](#) lack developed tactile senses in most cases, however, there have been uncomfortable sensations reported by pilots when their units lost limbs or took heavy damage, similar to a sort of strong pressure. On very rare occasions, the sensory redirection effect caused by the control module lasts after disconnection from the craft, which will require immediate medical attention.

Emergency Systems

- [Solan Emergency Systems](#)

Propulsion

- [Major Artificial Space Compression \(MASC\) Drive](#)
- [FoMASC Drive](#)

Shield Systems

[So-B1-S0815 Battleship Vector Field Suite](#) The Vector Field System is a combined package shield array that relies on a combination of various advanced space compression technologies for multi-purpose defenses idea for the modern battlefield. They can be deployed as a conformal shell, known as the vector Shroud or heavy shields known as Vector Barriers. Vector Shrouds are sophisticated vector field systems that envelop the craft in a conformal shell of compressed space, allowing one to become relatively invisible to electromagnetic and particle based sensors, and shrinking the ship's profile to other systems. As a shield, it is reliable and particularly effective versus energy weapons.

Location: Internal Shield Structural Points: SP 50 Threshold 5

[So-B1-S2815 Battleship Repulsor Burst Array](#) Repulsor systems work by creating a temporary vector field, which at regular intervals can be overcharged and super-expanded, which generates an omni-directional concussive blast that is fully capable of causing tractor beams be dispersed and unwanted hangers to disengage, allowing one to temporarily shrug off the effects of such devices. It is commonly used to force boarding craft away from hulls, knock away incoming projectiles and can potentially kill or disable poorly protected infantry with pure kinetic force.

Purpose: Defensive Countermeasure Secondary: Deterrent Damage: MDR 2, Kills through Kinetic Force
Range: 20m radius Rate of Fire: One pulse every 6 seconds

Weapons Systems

(62) [So-B1-W1936 "Star Wyrn PWAC-A Missile Batteries](#)

[PWAC-A](#)

Location: Starship Forward Weapon Array Purpose: Anti-Starship Secondary: Anti-Shield Salvo Size: 1
Damage: Tiers 13 through 15, Light Anti-Capital Ship through Heavy Anti-Capital Ship (



: Staff needs to determine which), Electrical Damage

Range: 10.5 Light-Seconds Rate of Fire: 1 salvo every 10 Seconds Area of Effect: 15 Meters Muzzle Velocity: 4c, decreasing by half every second to .25c Ammunition 48 Missiles Ammo Replenish: Can refill capacity in hospitable conditions in about 2 hours outside of combat. Any further attempts to refill will require an external source of biomass.

(12) So-B1-W1815 "Shockblast" HCPA Cannons

[HCPA \(Heavy Charged Particle Accelerator\) Cannon](#)

Location: 5 Dorsal Blister, 3 Ventral Blister and 2 on port and starboard blisters. Purpose: Anti-Armor, Anti-Vehicle Secondary: Anti-Shield Damage: Tier 12, Heavy Anti-Starship, Electrical Damage

Range: 15 000 KM in Space Rate of Fire: One burst every 5 seconds of charging Area of Effect: 40 Meters Muzzle Velocity: .25c Ammunition Effectively Unlimited

(42) So-B1-W1815 "Searing Wave" Array

[CEHB \(Compression-Enhanced Heavy Beam\) Laser](#)

Location: Blisters of 3, 21 along each elevated side of aft section. Purpose: Anti-Vehicle/Anti-Starship Secondary: Navigational Protection Damage: Tier 11, Medium Anti-Starship

Range: 20 KM in Atmosphere, 600 000 KM in Space Rate of Fire: Beam can be maintained for up to 2 minutes. Cooldown is 1/8 of projection time. Muzzle Velocity: 1c

Vehicle Complement

Shuttles

- (20): [So-T1-1a Waka class Shuttle](#)

Mecha and Powered Armor

VANDR

656 of the following, plus a 10-20 in storage. Typical loadout of the Resheph are entirely Raevr-type VANDR. However any of the other VANDR type may be loaded aboard in place.

Standard Loadout

- [So-M2-1A Raevr VANDR](#)

Other Possible Additions

- [Erla Vandr 2](#)
- [So-M3-1A Haidan VANDR](#)
- [So-M1-1A Erla VANDR](#)

VAHIN

- (469): [So-KM1-1A Graiv VAHIN](#)

Drones

- (180): [So-O1 Series MACD \(Mobile Arsenal Canister Drone\)](#)
- (240): [So-O2-1A Haidan VAADW](#)

¹⁾

Connected to the forward section.

²⁾

Sixteen Smaller Shrines surround the larger.

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