

Krait Class – Naval Reconnaissance and Courier Ship TL15

The very best of old Imperial Technology, the Krait Class Naval Reconnaissance ship is small, sleek, fast and mostly fuel. Built upon a snub nosed, streamlined wedge hull form, this high tech thoroughbred (designed by Lucan's faction) is capable of 6G Acceleration and Jump 4, squashing in the very best of Last Imperium tech. Surviving members of this class that are still capable of their design performance are quickly appropriated by whatever wilds governments that have survived to the New Era as important military assets, (whether their owners like it or not). Hence most owners keep their ship's performance details a closely guarded secret.

The electronics suite whilst not the best available in its day was well suited to the ship's design criteria, of secretly visiting enemy systems, conducting reconnaissance operations and jumping away to their parent fleet, hence the inclusion of an EMMasking suite. The vessel's enormous fuel bladders enable a single Jump 4 plus 26 G-Hours of thrust, using the jump discharge mass to supplement this raises the vessel's endurance to 54 G-Hours. Allowing it to zip across even the largest system in short periods of time (although there comes a point that microjumps are preferable). Whilst the vessel can also serve in a courier capacity this is not its primary design characteristic, hence the small hold of 32 m³ this space tends to be filled with additional life support supplies and EVA equipment.

Unlike comparable craft, this class has no room aboard for subcrafts such as boats or air/rafts as this would detract from it's primary mission criteria, however its streamlining and contragrav lifters allow it to easily and effortlessly enter and leave atmospheres and gravity wells, whilst the high tech grav plates and g-compensators make for a comfortable ride.

Staterooms are small and cramped but built on the premise of 1 crew member per cabin, as other spaces aboard ship are also cramped meaning that the crew of 4 to 7 work in close confinement, thus for psychological reasons it was deemed necessary by the designers to ensure that each crewmember had their own private space. The additional cabin was provided to allow high speed VIP transport duties or military observers/tacticians and other mission critical personnel to be carried.

Like all 100 ton ships, it can be controlled by a single though appropriately skilled individual, though normal working practice sees 4 crewmembers being more than sufficient for normal operations (2 Engineering with 1 Pilot and an astrogator), this rises to 7 when adding a single gunner (workstation within the turret) a mission commander and a dedicated electronics operator to manage the copious sensor data and the electronic countermeasures.

General Data

Displacement: 100 Tons Hull Armour: 60
 Length: 35 Meters Volume: 1400 m3
 Price: 93.915 Target Size: S
 Configuration: Wedge/SL Tech Level: 15
 Mass Loaded/Empty (/779.163)

Engineering Data

Power Plant: MW 342 Fusion – 1 Year Duration
 Jump Performance: 1 x Jump 4
 G-Rating: 6 (50 MW/G) , Contragrav Lifters
 G-Hours: 26 – Increases to 54 with jump Fuel
 Maintenance: 83

Electronics

Computer: 3 x TL15 Model St
 Commo: 30,000 Km Radio, 1,000 AU Maser
 Avionics: TL8+
 Sensors: Pass EMS 150,000 Km, ACT EMS 300,000 Km
 Controls: Holodynamic Linked, Workstations x 6

Armament:

1 Turret Hardpoint Socket with 150Mj laser turret.
 MW4.0 3Ton 10:1/10-30 20:1/10-30 40:1/10-30 80:1/10-30

Accommodations:

Life Support: Extended, Artificial Grav & Inertial Compensation 6G
 Crew: 4-7: Maneuver 2, Electronics 1, Engineering 2, Commander 1, Gunner 1 – routine operations allow electronics and command positions to be combined.
 Crew Accommodations: 7 x Small Staterooms
 Passenger Accommodations: 1 x Small Staterooms
 Cargo: 32.873 m3, 1 x large cargo hatch
 Small Craft and Launch Facilities: None

Notes: Fuel Scoops and Fuel Refinery (709.2 m3 of fuel refined in 106.38 hours)

Damage Tables:

	Surface Hits	Internal Explosion		
1	Ant	Elec		
2-5	1-10: Ant	1-5: Elec,	11-20: Hold	
6-9	1-4: Ant	1-17: Hold	18-20: AL	
10	1: LT	1-10: TS,	11-15: QTRS	16-20: Hold
11	1-2: Launch Port	Hold		
12-17		1-10: Engineering	11-15: QTRS	16-20: Hold
18-20		1-15: Eng	16-17: AL	

Hits: JD-2H PP-2H AEMS-1h PEMS-1h PEMS-Ant-1h Maser-1h Radio-1h Densitometer-1h Neutrino-2h CG-4h ssr-1h AL-1h Md-1H LT-1H EMM-3h FPP-1H AG-1H

Component	Pwr	Vol	Mass	Mcr	SA	Notes
Hull 100 A-60		19.26	288.90	0.53928	(900)	Wedge
ISV		1.285	19.280	0.03598		6G
Jump=4	----	70.0	140.0	21.0		
Jump Fuel	----	350.0	----	----		
Holographic Ctr	0.100	1.4	1.4	0.200		
Computer std-15	1.65	18.0	4.2	18.0		mult0.2
TL8+Avionics	0.1	0.001	0.001	0.200		
NOE-Avionics	0.02	0.05	0.02	0.017		190kph
Radio = 30 K	1.0	0.001	0.002	0.030	10.0	
Maser = 1000 AU	0.6	0.030	0.060	0.180	1.0	
A=EMS 300K	15.0	3.0	6.0	6.0	6.0	
P=EMS 150K	0.15	1.5	3.0	3.0	12.0	
P-Ant	----	1.2	1.2	1.2		
Densitometer	0.4	7.0	1.5	1.5	40.0	
Nueutrino	0.01	14.0	14.0	5.0		
EMMask	1.4	28.0	14.0	7.0	14.0	
socket		42.0		0.005		
150Mj Laser Turret	4.2		57.0	0.860	10.0	Loc:10
Fuel Scoops	----	----	----	0.105	45.0	
Refiner	0.000025	40.0	8.0	0.006		40kl
Large Cargo Hatch	----	----	----	0.012	12.0	
Workstations x 6		42.0	1.2			
Power	(+342)	57.0	114.0	11.4		
Reactor Fuel	----	34.2				L-hyd
CG Lifters	10.0	30.0	20.0	3.0		
Heplar	300.0	30.0	30.0	0.3	30.0	
Fuel G-Hours	----	325.0	----	----		12.5/hr
Small SR x 8	0.004	224.0	16.0	0.32		
AG/IC	7.0	14.0	28.0	7.0		
Ext. LS	0.28	11.2	11.2	7.0		
Airlock	0.001	3.0	0.200	0.005	2.0	
Cargo		32.873				
Totals	341.915	1400	779.163	93.915	181.0	

Crew Detail:7

Maintenance: 83

Engineering = 2
x-pwr 7.516

Electronics=1

M-Drive = 2

Command =1

Gunnery =1