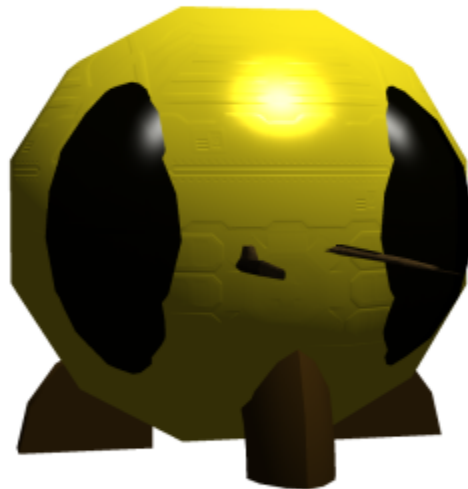


# Ee'ith Ambassador Sphere

The primary shuttle craft of the Ee'ith family, designed to transport their ambassadors across long distances to communicate with alien species. Additionally, it also serves as a general purpose shuttle craft for the Ee'ith family.



## About the Ship

The Ambassador Sphere is a simple, versatile ship designed for long range travel across space in order to make contact with alien species. It is designed with long distance trips in mind, while its small size and crew count is intended to facilitate wide-spread deployment.

## Key Features

As a space craft, the Sphere is not particularly special. It is not fast, nor nimble, nor well armoured. In keeping with its function it has no weapons. It's most defining features are its storage spaces for storing supplies for long journeys. In addition, while the ship is immensely small, its interior possesses a comfortable, luxurious quality that most small I'ee craft do not. The craft is capable of operating within atmosphere, but lacks effective shielding against re-entry.

## Mission Specialization

- Diplomacy
- Exploration
- First Contact
- General Transport

## Appearance

The Sphere is, as its name clearly states, primarily spherical in shape. Its hull is a lustrous gold in colour, smooth and almost featureless. Its engines, communications antennae and airlock hatch have a contrasting, dull brown colour. There are two black, polarised screens at the front of the craft flanking the antennae, through which the crew can see out into space.





## History and Background

COMINGSOON

## Statistics and Performance

### General

- Class: N/A
- Type: Civilian
- Designers: Ee'ith
- Manufacturer: Ith'ee
- Fielded by: Ee'ith

### Passengers

Crew: Two crew members required for operation; can hold four passengers.


### Dimensions

- Length: 15 meters, not including antennae & engine prongs (49.2 feet)
- Width: 15 meters (49.2 feet)
- Height: 15 meters (49.2 feet)

## Propulsion and Range

- Sublight Engines: 0.020c
- Range: 2 AU
- Lifespan: 5 Earth years
- Refit Cycle: 2 Earth months

## Damage Capacity

- Hull: Tier 5 or Tier 6, Medium Anti-Armor or Heavy Anti-Armor ( **Fix Me!** : Staff needs to determine which)0

## Inside the Ship

### Crew Compartment/Cockpit

The ship's interior is devoted primary to crew space, consisting of one room. The forward half of this space is the cockpit; between the two windows looking out into space is the main control console. At the aft area of the room, flanking the main airlock hatch, is a living space consisting of cushioned beds and blankets. Roughly where the 'dividing line' between the forward and back sections of the room is, on the port and starboard walls, are ladders that lead up to the ceiling. Here, a number of cargo cages hang from the ceiling, designed to carry supplies and materials. Above the aft airlock hatch is another ladder which leads to a smaller hatch near the ceiling. Behind this hatch is the ship's engines.

## Ship Systems

### Propulsion

- [I'ee Particle Drive](#)
- [Alcubierre Drive](#)

## OOO Notes

[Littlewasp](#) created this article on 2016/10/29 07:17.

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Last update: **2023/12/21 00:59**

