Anri-Class Deep-Space Repair Vessel

1. About the Anri DSR

The Anri-class Deep-Space Repair vessel is the first of its kind to be produced for the Star Army of Yamatai, being the only ship capable of travelling out to a damaged starship, secure it inside a pressurized repair bay, and then either repair it at that location or transport it back to other facilities. The Anri-class's main repair bay is capable of holding most Type 29 Fleet ships, up to and including a single Ayame-class cruiser, or many smaller ships. The repair and fabrication facilities onboard are capable of repairing any system aboard Star Army ships, and if repair is not possible then they can fabricate a new one for replacement. While it is primarily geared for repairing damaged starships the DSR can also function in a rescue role, as its many graviton beam projectors and hundreds of skilled power armor pilots (piloting Search and Rescue converted Mindys and Kylies) along with state-of-the-art medical facilities are well suited to recovering and treating the injured.

2. History and Background

The development of the Anri-class DSR was not something that was ever planned to get to the stage of becoming an actual starship, rather it was the project-turned-mad of a Nekovalkyrja Starship Engineer-in-training. Hatsubutai Ayano, then only a trainee at the academy, created a scale model of her idea for a DSR, a ship she believed the Star Army could use, as part of her engineering subject. With her usual enthusiasm she created a near room-perfect scale example of a feasible DSR design, something that caught the eyes of the academy instructors who sent it on to Ketsurui Ship Yards' design department.

The practicality of the model's design was put through a testing stage, and after numerous non-major changes KFY was convinced that the ship was both useful and of value to produce, and so proceeded through the various design stages in order to bring the starship to realization. The first test vessel was released for space trials in the first month of YE 29, and barring any unforeseen circumstances will be the forerunner to a successful age of this new line of vessel.

In YE 37, the Star Army of Yamatai determined this ship was no longer worth updating and have begun to phase them out of service.

3. Statistics and Performance

- Organizations Using This Vessel:
  - Ketsurui Fleet Yards
  - Star Army of Yamatai (Yamatai no Hoshiguntai)
- Type: Deep-Space Repair vessel (DSR)
- Class: Ke-H2-1a *Anri*
- Designers: Hatsubutai Ayano and Ketsurui Fleet Yards

- Manufacturer: Ketsurui Star Fortress (NH-X1-01)
- Production: Currently only a limited number of experimental models while they undergo trials.
- Total Crew: 2571
    - Starship Command Crew (48): 1 Captain, 1 Executive Officer, 2 Intelligence Officers, 2 Starship Navigators, 4 Starship pilots, 8 Communications Officers, 4 Defensive Systems Officers, 6 Sensor Officers, 20 Operations Officers.
    - Mission Command Crew (38): 1 Commander, 1 Executive Officer, 10 Communication Officers, 6 Sensor Officers, 20 Operations Officers.
    - Sections Bridge Crew (70): 10 Section Liaisons Officers, 20 Communication Officers, 20 Sensor Officers, 20 Operations Officers.
    - DSR Engineering Crew: 25
    - Engineering Crew: 1400
    - Galley Crew: 50
    - Pilots: 400 Mindy M2 pilots, 400 Kylie M3 pilots, 40 Shuttle Pilots.
    - Science / Medical Crew: 100
- Maximum Capacity: There are accommodations for approximately 3000 crew. It is estimated that in an emergency upwards of 12,000 people can fit aboard.
- Appearance: Viewed from above, the Anri reaches its widest at the mid-point of the MRB and from there it narrows in a graceful curve towards the ships aft, while fore of this point it curves in only slightly before flattening completely just past the MRB's entrance. From the side it has the same flat-nosed, pointed tail look but it is both much slimmer (being roughly a third as high as it is wide) and of much flatter curves in order to maximize the length available on the upper- and lower-most decks. In addition to this basic hull shape are the wide bulges of the Combined Field System pods that emerge from the hull roughly two-third of the way down the ships length.

Dimensions

- Length: 761 meters
- Width: 432 meters
- Height: 264 meters
- Decks: 28 (4 meters each, 1 meter between decks)
- Mass: Roughly 19,528,000 tons (increases with recovered ships)

Performance

Cat	Starship Type	Sublight Engines	Distortion Field	Hyperspace Drive
5	Cargo and Service Ships	.25c (~74,948 kilometers per second)	12,500c (~1.43 ly/h)	394,470c (0.75 ly/m)

Planetary operations with the Anri DSR are not possible.

- Range: Limited only by the lifespan of the vessel. Life-support can support the crew indefinitely.
- Lifespan: The vessel is estimated to be able to operate indefinitely, so long as it has access to suitable raw materials for self-repairs.
- Refit Cycle: Frequent minor modifications while in service through the PANTHEON automatic

upgrade system.

4. Damage Capacity

See Damage Rating (Version 3) for an explanation of the damage system.

- Hull: 40
- Shields: 40 (Threshold 4)

5. Inside the Ship

Deck Layout

- Deck 28: Recreation deck.
- Deck 27: The bay from Deck 23.
- Deck 26: The bay from Deck 23.
- Deck 25: The 2 bays from Deck 24. The bay from Deck 23.
- Deck 24: 2 combined shuttle / power armor bays (2 decks). The bay from Deck 23.
- Deck 23: 1 fabrication bay (spanning 5 decks) that opens into the MRB. Main armory.
- Deck 22: Fabrication command deck. Main armory from Deck 23.
- Deck 21: The 4 bays from Deck 20.
- Deck 20: 4 fabrication bays (spanning 2 decks) that open into the MRB.
- Deck 19: Enlisted accommodations, mess, and other facilities.
- Deck 18: Warrant officer accommodations, mess, and other facilities.
- Deck 17: Lower officer accommodations, mess, and other facilities.
- Deck 16: Upper officer accommodation, mess, and other facilities. Briefing amphitheater from deck 14.
- Deck 15: Primary ship command deck. Bridge from deck 14. Briefing amphitheater from Deck 14. Captain and XO's offices.
- Deck 14: Secondary command deck. Bridge (2 decks). Main briefing amphitheater (3 decks).
- Deck 13: Administration deck.
- Deck 12: Medical deck.
- Deck 11: Training deck.
- Deck 10: The bay from Deck 06. Enlisted accommodations, mess, and other facilities.
- Deck 09: The 3 bays from Deck 06.
- Deck 08: The 3 Bays from Deck 06.
- Deck 07: The 3 bays from Deck 06.
- Deck 06: 2 repair bays (spanning 4 decks) and 1 repair bay (spanning 5 decks) that open into the MRB.
- Deck 05: Mixed rank accommodations, mess, and other facilities.
- Deck 04: Repair command deck.
- Deck 03: Storage and parts.
- Deck 02: The 4 bays from Deck 01.
- Deck 01: 4 repair bays (spanning 2 decks) that open into the MRB.

Compartment Layouts

Bridge

Overview

While the bridge does not take up a large portion of the decks it is spread across it is none the less an impressive and spacious area. The bridge is positioned fore of the main briefing amphitheater, which is accessible on the lower level via two short passageways that have their entrances located to either side of the repair control area, and on the upper level by a similar short passageway which connects to a semi-circular passageway that runs around behind the pilot's pit's recess and emerges on either side of said pit. The concave-curved front wall of the bridge is occupied by huge holographic displays which are usually set to show three dimensional representations of the ship(s) undergoing repair or recovery, tactical overviews of surrounding volumes of space, or anything else of current importance. If view from above, the shape of the bridge approximates that of a seashell, with the arc of the front wall and straight sides that narrow towards the short and flat aft wall.

Repair Control

The main level of the bridge is a sprawling area on Deck 14. At the aft of this level, just in front of the platform above, is the repair control area from where the DSR's engineering commander controls all repairs that are taking place. This area's layout is similar to that of the platform above in that it has three tiers, although the height difference between these is much shallower, being the height of only a single small step. On the aft, highest, tier is the commander's station. The second tier contains ten workstations for operations officers, five each to the side of a wide central walkway. The bottom tier has five stations to the left for communications officers, but only 3 to the right, these being for the sensor officers. On an arc forward of the repair control area are five separate clusters of seven workstations, one cluster for each of the five repair departments (Drives, Hull and Architecture, Weapons, Remote Sensing, and Environmental). These stations are manned by a section liaison officer, two communication officers, two sensor officers, and 2 operations officers, and are mainly used for the co-ordination and exchange of information with other departments, the repair commander, and their own command center (located on different decks).

Ship Command

The upper level of the bridge, this is where operations relating to the ship, rather than any repairs, takes place. It takes the shape of a semi-circular, three tiered platform that seems to float above the deck below, and is surrounded on its lowest level by low railing which allows for an uninterrupted view of the floor below. The focus of this level's layout is the Captain's chair that resides on the highest of the three tiers, with each lower tier containing a semi-ring of workstations. The Captain's chair is covered in luxurious white suede and has all the functions that s/he could need, including SLICS, SPINE and tactile

interfaces. Located behind the Captain's chair in a large recess in the rear wall is the pilot's pit, which caters for two Nekovalkryja side-by-side with links through either SLICS or SPINE. On the tier down from the Captain's chair are two groups of four side by side workstations separated by a single centrally located station with a sizeable gap to each side. From the left, the workstations are for the officers controlling communications (four), sensors (one, centrally located), intelligence (one), navigation (one), and defence (two). The lowest tier is similar to the middle one, except the workstations are in a 5-2-5 formation instead of 4-1-4. Operations officers take up the outer ten stations with the central two being for sensor officers. Four sets of low- height stairs connect the three tiers; two are located just beyond the outermost stations with another two between the outer and central groups.

Captain's Suite

The Captain's suite is a dual-level combined living quarters and office that is located on Decks 15 and 16. The lower level is given over to the Captain's office and is only a short walk down the level's central passageway to either the ship command bridge or the main briefing amphitheater, along with the XO's office. Entering from the passageway is a comfortable receiving area that directly adjoins the main office. Off to one side of the main office is a vertical zero-gravity passage that leads up to an open living area which in turn connects to a bedroom and from there a bathroom. From the upper level it is only a short walk to the captain's wardroom. The decoration of these rooms is completely customizable depending on the Captain's tastes, with the standard being thick, soft, dark blue carpeting, dark wood-paneled walls and soft lighting.

Fabrication Bays

Just as important to a repair ship as repair bays, the Anri-class DSR is fitted with five fabrication bays of varying size. The four located on Deck 20 are the same size as the Deck 01 repair bays (see 'Repair Bays' below), the largest bay that starts on Deck 23 is also the counterpart of the central repair bay on Deck 06. Fabrication bays are tasked with creating new parts from raw materials for use in repairing starships which have taken enough damage to elements that requires them to be replaced rather than repaired. They share the same internal appearance and mission-dependent layout with the repair bays below them (see 'Repair Bays' below).

Main Armory

Located on Deck 23, the ship's central armory contains most of the weapons for the ship's crew and power armors. While not stocked with such wide varieties of weapons as the armories of earlier ships (due to the slow closure of WickedArms Industries, which made most of the Star Army's weapons), it includes enough weapons to arm the crew more than four times over, in case the ship has to arm rescued soldiers or resupply repair vessels. As the DSR salvages or repairs ships the exact number and types of items available will vary, making it near impossible to predict what weaponry will be available as missions progress. The armory is in a Zesuaium-armored, cooled, static-free vault that takes up a significant percentage of the 2 decks it spans. Personnel weapons are kept on deck 23 while power armor weapons and ammunition are kept below on deck 22. There are twelve elevators throughout the armory,

six to a side with four of those serving the launch bay above and the other two connecting to various levels of the Main Repair Bay.

Main Briefing Amphitheater

Located a short distance aft of the bridge, the main briefing theater is a cavernous room that crosses three decks and can seat a significant portion of the crew. At the fore of the room is a huge flat wall overlooking a large stage, flat holographic images can be projected in front of the wall while three-dimensional holograms can float above the stage. Tiered seating spreads out in a semi-circle from the stage, with the large, comfortable seats in the front row for the highest ranking officers and the smaller, less comfortable (but still far from uncomfortable) seating at the back for the lowest ranking enlisted.

Main Repair Bay

The Main Repair Bay is a cavernous open area at the front of the DSR. It measures 284m wide, 142m tall and 314m deep, and is able to accommodate starships up to and including Ketsurui Fleet Yards' Ayame-class Cruiser. The MRB's floor and ceiling are a glossy, polished black and the walls are made of the typical grey paneling found in most Star Army ships. The floor and ceiling are also covered in markings denoting landing strut placement and support points for various starship classes, HSCS access ports, clearways, etc. Nested along the walls are numerous booms and fold-out walkways to aid access and repair to ships in the bay, the exact nature of the booms being easily changed via the ship's nodal systems. Gravity within the MRB is controllable via the ship's MEGAMI depending on what is inside the bay; usual settings being either gravity towards the floor, zero gravity, or gravity in the lower half towards the floor and the upper half towards the ceiling. The fore of the MRB opens directly to space and is protected by a powerful force field similar to those used in power armor bays. The rear wall of the bay is covered with openings into the forming and repair workshops located aft of the MRB, although these can all be closed by heavy blast doors. The walls, floor and ceiling of the MRB are made of the same armor plating as is the hull (minus stealth coatings) to protect the ship from accidental collisions with ship(s) inside or any explosions / other mishaps that may occur during repairs.

Star Army Ships Capable of Using the MRB

- Yui 5 Scout
- Nozomi (Yui 6) Scout
- Ketsueki Escort
- Arashi Escort
- Sakura Gunship
- Ayame Cruiser

Capable of Partial MRB Insertion

- Irim Gunship
- Yuumi Battleship

Medical Deck

The Anri-class DSR boasts advanced medical facilities the likes of which are not to be found on other Star Army ships of its size. Spread over the majority of Deck 12, it contains many state-of-the-art operating theaters, laboratories, containment rooms, ST-backup machines, and anything else to aid in the recovery of injured persons. All forms of medical procedures, experimentation, memory backups, body synthesis, and if necessary, torture of prisoners can be performed here. All rooms on the Medical Deck can clean themselves and sterilize their equipment automatically using a combination of mechanical and nodal processes.

Repair Bays

Opening directly into the Main Repair Bay are seven bays of different sizes that are used to repair anything that can fit through their doors. The smallest of these bays are the four that span Decks 01 and 02, although small is a relative term; the openings to these bays are roughly 60 meters wide and 9 meters tall. The next size bigger bays are the two that start on Deck 06 and span four decks, with the single bay located between these being the largest on the ship (with the exception of the MRB) and spans a massive five decks with an opening 120 meters wide and 24 meters high. A set of large grooves set in the ceiling and roof of the largest bay allow it to take in an entire Sakura-class gunship if needed, and are covered with large removable plates when not in use. The layout inside these repair bays is highly modifiable to allow for work on whatever system or ship part the DSR's engineers may come across, irrespective of their size or shape; the floors are a light grey while the walls and ceiling are matt white to allow for bright working conditions without glare.

Shuttle / Power Armour Bays (2)

Located on either side of decks 24 and 25. Like the MRB, the floor of these large, open areas is a glossy, polished black and the walls are made of the typical grey paneling found in most Star Army ships. The fore and aft walls are covered with four levels of specially designed racks and masses of red straps and black buckles where power armour are stored, accessible via walkways that span these walls; the central area towards the DSR's center line is arrayed with neat lines of shuttles. From the main door one can look out directly into space through the force field in the rectangular openings directly ahead of them. Gravity in this area is 1 G. There are emergency elevators in the fore and aft walls that lead directly to the medical deck, which is 12 levels below; this provides quick and easy access for medical personnel to travel to the launch bay and to transfer the injured to medical facilities. These emergency elevators are inertia-damped, allowing for very quick travel without exposing the patient to any adverse G forces. The ship has netting that can be attached to rings that line the interior about a foot inside from the force field; these nets prevent people and objects from accidentally being pushed, thrown, or stumbling into the vacuum in the case it is used for recreation. Changing, toilet, and decontamination rooms with showers are accessible via doors on the inboard wall of these bays.

Quick Descriptions

Command Decks

From here the details of repairs are decided on and put into practice. Contains all the department commanders' and other senior officers' offices, command centers, briefing rooms and other such facilities.

Training Deck

Used for on-site training of engineers as well as for providing training in the field for personnel going through the academy.

Recreation Deck

This deck contains all forms of facilities to aid in the recreation of personnel aboard the DSR. Gyms, swimming pools, libraries and music rooms are just some examples of what is located here. Also contains the ship's gardens, a sprawling area with all forms of plant life.

6. Ship Systems

Armored Hull

The key substance that makes up the meter-thick hull of the ship is Yamataium. The frame of the ship is Zesuaium, while armor plates are made of Zesuaium and Yamataium. Please note that the Anri H2 has no windows.

Combined Field System

See: Combined Field System

Computers and Electronics

The Anri uses the Warship Integrated Electronics System (WIES) package.

Emergency Systems

The Anri contains all Star Army Standard Starship Emergency Systems.

Escape Pods (lots)

See: Star Army Escape Pod, Type 29

Soul Savior Pods (2)

See: Soul Savior Pod

Hull Integrated Systems

Graviton Beam Projector (29)

This device creates a stream of gravitons which can be used to tow other spacecraft or shuttles. The entrance to the MRB is ringed with 12 of these projectors, with an additional 12 located being located inside the bay, these being used to give strong and extremely fine control over the entrance of ships into the MRB for repair. The projector is ineffective against ships using gravitic shielding.

Mounting Ports (36)

Located at various points along the DSR's hull, these attachment systems include full umbilical and airlock systems. Mission-variable weapons or sensor systems (or shuttles) can be attached to the mounting ports, or the ports can be used for docking with any starship with a Type 24, Type 26, or Type 28 lift shaft airlock. The sealing systems are self-adjustable so that the Anri DSR can interface with nearly any type of circular airlock hatch under a certain size.

Rapid Launch Bays (2)

The ship's exterior is equipped with two large rapid-launch bays, which are forcefield-contained openings in the hull. The bays make it possible for power armors to leap out into space and into combat at their convenience. The ship contains standby units and extensive facilities for repair, maintenance, and construction of the power armor.

Life Support Systems

The ship has a very thorough recycling system, tied into a Hemosynthetic Conduit System, which breaks down anything classified into “waste” into its atomic components. The air recycling system (which is segmented and highly monitored for security reasons) can support up to 50,000 Yamataian or Nekovalkyrja personnel for up to twenty years. Water can be recycled for twenty years as well.

Extended Hemosynthetic System (ExHS)

Located throughout various parts of the ship are large reservoirs of HSCS-1 and 3 for the purposes of use in either the repair of damaged starships or the fabrication of new components. ExHS (pronounced 'excess') extends the capabilities of a normal HSCS to allow for large- scale repairs and / or fabrication without placing any strain on the system or drain on the ability of the ship to conduct such actions. These reservoirs can be replenished through several methods, the most common being the normal deconstruction of damaged components during repairs, although direct replenishment via ports in the outer hull is available, and in situations where resupply is not possible any materials with suitable elements can be deconstructed. Reservoirs are generally located close to the hull along the sides and top / bottom of the ship and are transported through a network of tubes much larger than for a normal HSCS (mainly in the space between decks).

Psionic Signal Controller

See: Psionic Signal Controller

Matter Collection System

The MCS allows the ship to collect hydrogen molecules as it travels through space, which can be used to provide fuel or converted into higher elements for use in the HSCS. The MCS units can be shielded in combat with cover plates.

Nodal System

Trillions of tiny femtomachines are distributed in the air aboard the ship, allowing anywhere to become a control panel with a simple swirl of a person's finger. The ship can use the system to sense what is happening throughout the interior, thus giving it more information to use for environmental control, security, and communication. Using the nodal system, the ship's computer may manifest herself anywhere on the ship in physical or holographic form. This system is also used to decorate the interior of some Anri-type ships.

Weapons Systems

Main Weapons

Projected Energy Beams

Not an attempt at arming the Anri-class DSR, the availability of Projected Energy Beams is more of a side effect of the CFS as far as this ship is concerned. See: projected_energy_beams

Point Defense Weapons

Ke-S3-W2802 Variable Weapons Pods (18)

See: Star Army Weapons Pods

7. Vehicle Complement

Power Armor

- Mindy M2-1E Power Armor outfitted with Ke-M91 SAR Mindy Conversion (200 per launch bay, 400 total)
- Kylie M3-1C Power Armor outfitted with Ke-M91 SAR Kylie Conversion (200 per launch bay, 400 total)

Shuttles

- Ke-T4 "Fox" Combat Aeroshuttle (20 per launch bay, 40 total)

OOC Notes

This article was created by DocTomoe. It was approved by Wes on October 13, 2017:Approval Thread

Star Army Logistics	
Supply Classification	Class A - STARSHIPS
First Used	YE 29
Last Review	YE 37
Year Retired	YE 37

Products & Items Database	
Product Categories	starships
Product Name	Anri-Class Deep-Space Repair Vessel

Products & Items Database	
Nomenclature	Ke-H2-1a
Manufacturer	Ketsurui Fleet Yards
Year Released	YE 29

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