

# Kaseron-class Heavy Lifter

A medium sized utility ship designed to carry things almost twice its weight and able to operate within an atmosphere or in space. It came into service in [YE 33](#).

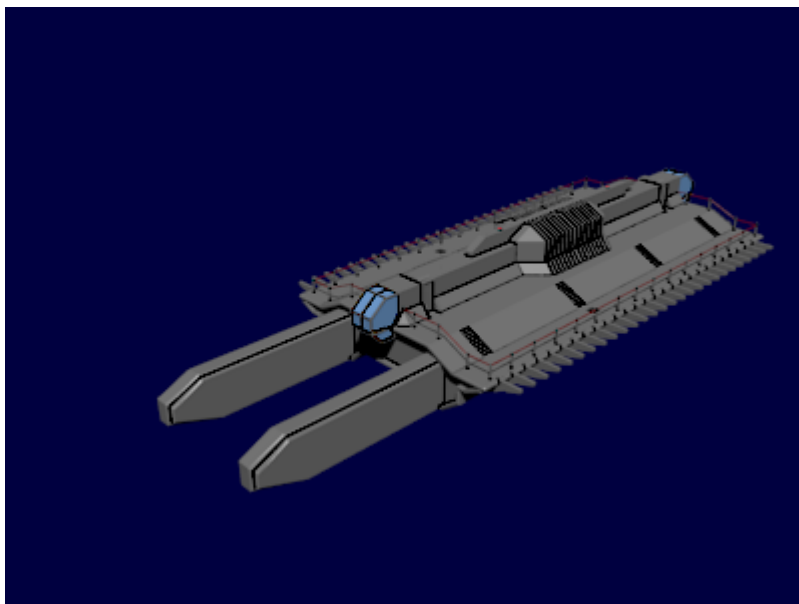
## About

The Kaseron was designed to help assist merchant ships and transports with ferrying large containers or even entire modules. Although there are ships designed for this use, such as tow ships, the Kaseron was more engineered for the heavy lifting bracket. Its engines are powerful enough to lift and move things twice its size and its anti-gravity generators likewise allow it to hover in mid air thus effectively giving it the ability to operate in an atmosphere whilst carrying something heavy.

Its clamps are strong enough to clamp onto the hull of a Plumeria and hold itself in place while its main engines fire. Theoretically, only one heavy lifter would be needed to move a damaged and battered Plumeria while in space. On the ground, at least two lifters would be needed to accomplish this task due to a planets gravity.

Their compact size does allow them to fit in cramped spaces, but mainly they will only be found on ships with a decent sized hanger bay or star stations, or even, warehouses.

## Appearance



The ship is elongated with two extension booms on either side, these booms actually contain some of the ships engineering and computer systems but also the main magnetic generators for the clamping system. The control booths are located on the top, protruding out from both ends with the main engines

located on the rear. Safety rails allow crews to easily walk along the deck while the ship is in motion.

Landing gear is located beneath the ship, and there are four hatches that allow the crew to board the ship from beneath.

## Statistical Data

### General

Class: Utility Ship Nomenclature: Ke-Y4-1a Type: Heavy Lifter Designers: Nayacesen Tekayu, Ketsurui Fleet Yards Manufacturer: Ketsurui Fleet Yards Fielded by: Yamatai, Ketsurui Fleet Yards Organizations using: [Star Army of Yamatai](#) Production: To be determined by fleets

### Crew and Accommodations

Crew: 4

- One Pilot
- One Co-pilot
- One Mechanical Operator
- One Safety Advisor

Passengers: 2

Maximum Capacity: 40

Emergency Capacity: Because its designed for heavy lifting, the lifter could be used for emergency purposes to evacuate people. Because of this, its external gangway is large enough to accommodate up to forty people.

### Dimensions

Length: 78 Meters <sup>1)</sup> Width: 33 meters <sup>2)</sup> Height: 20 meters Decks: 2 (4 meters each)

### Propulsion and Range

#### Speed

- Sublight Engines: .2c
- Atmospheric Engines: 100 km/s <sup>3)</sup>

## **Durability and Maintenance**

Service Lifespan: With constant refits and maintenance, it can't last nearly indefinitely

Refit Cycle: Once every eight years

## **Damage Capacity**

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

Hull: 6 SP

## **Ship Components**

### **Clamping System**

The onboard clamping system is split into two sub-systems, magnetic clamps, and traditional clamps.

#### **Magnetic clamps**

Used mainly for moving decent sized containers or for the recovery of starships, the Magnetic Clamps accomplish this task by allowing the utility ship to magnetically attach itself to a container or a ship. This kind of clamping allows the ship to use its full thrust capability without the risk of a container slipping. Magnetic Clamps are the only ones that can be used for moving starships around.

#### **Mooring Clamps**

Typically found aboard stations or other small utility ships, the mooring clamps are used mainly for medium and to small containers, never on starships though. The clamps lock in place and move a container up to its size with ease. Anything bigger would require the usage of the magnetic clamps.

## **Pilot Houses**

There are two pilot houses, one fore, and one aft. The pilot controls the fore house while the co-pilot is in the rear. These two houses allow the pilots to gauge their location in relation to the object that they are trying to latch onto. Each house is equipped has a SPINE interface, so a Nekoalyria is required to main these ships due to how precise they must be operated.

The pilot house is almost entirely surrounded in glass, allowing the pilot the ability to see right through to the objects she is working on, even though there is a Spine interface.

## Fusion Engines

Located on the rear are three fusion engines, deriving their power from the ships general atheric generator. They are powerful, and provide the thrust needed to move large objects such as starships or oversized containers. While in an atmosphere, the fusion engines would typically allow this ship to obtain speeds that would rip itself to pieces, despite its reinforced hull, so the ship's engines are restricted to a set speed limit in atmospheric flight. Though this limit 'can' be overridden, doing so is NOT RECOMMENDED..

## Computer Systems

The Utility ship uses the Pantheon system, more specifically a [Escort Integrated Electronics System \(EIES\)](#).

The system is located in the center of the ship, in an area that is more reinforced and shielded than the rest of the ship itself.

## Superstructure

### Hull

The Kaseron's hull is made up of reinforced [Durandium Alloy](#). There is a cross-lattice framework located throughout the ships internal structure, giving it the strength it needs in order to do its job. Though some areas of the ship

## Inside

### Crew Room

Located within the ship, and accessed by a hatch near the pilot house, is a small crew-area with four beds. This area is used by the ships crew to get some sleep when the ship is not either not docked or when it is hard at work and unable to get access to a base. The crew room has a small bathroom and a refrigerator.

### Maintenance Corridor

The corridor that runs through the ship gives the crew access to the ships various systems, including the magnetic generator. This corridor is rather cramped and thus a person has to crawl their way through. The corridor also serves as a secondary escape point in the event the Kaseron crashes.

## Reactor Room

Located toward the rear of the ship, the reactor room house's the ships main aetheric reactor. There is very little room, and thus the terminal that is used to monitor the reactor is located topside. The reactor room can be accessed either by the maintenance corridors or by a hatch located near the rear pilot house, this hatch is to remain locked at all times as is the hatch located in the maintenance corridor.

## Computer Room

Isolated in the center of the ship, behind several armored panels and walls, is the ships main computer room that houses the Pantheon system. There are monitors and displays on the walls to help the crews monitor the status of the computer but to also work more closely with it. There is also a tank near the center for the systems avatar.

## OOC Notes

Written by [Kyle](#). Approved August 16, 2011<sup>4)</sup>.

Star Army Logistics	
Supply Classification	Class A - STARSHIPS
First Used	<a href="#">YE 33</a>
Last Review	<a href="#">YE 33</a>
Products & Items Database	
Product Categories	starships
Product Name	Kaseron-class Heavy Lifter
Nomenclature	Ke-Y4-1a
Manufacturer	<a href="#">Ketsurui Fleet Yards</a>

<sup>1)</sup>

including extension boom underneath

<sup>2)</sup>

Including walkways

<sup>3)</sup>

the ship can actually go much faster than this, but restrictions placed on the fusion engine prevent this. These restrictions can be removed, thus allowing the engines to reach nearly 400 km/s, this should ONLY BE DONE in the event of an emergency and should not be done during normal operational flight

<sup>4)</sup>

<https://stararmy.com/roleplay-forum/index.php?threads/kfy-yamashuto-class-colony-ship.6921/>

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Last update: **2023/12/21 01:02**