

Ge-D2-1A Type 30 Mass Production Escort

Designed and built by [Geshrinari Shipyards](#) in [YE 30](#), the Type 30 was an inexpensive, well-armed ship made for expendable use by the [Star Army of Yamatai](#). Note: All ships of this model were destroyed.



About the Type 30

The Type 30 features eight powerful, shield-piercing cannons as its main weapons, a combined field system, and a fast sublight engine array. It does not, however, incorporate most of the luxury and expensive materials and systems found in [Ketsurui Fleet Yards](#) ships. The Type 30 only needs one or two [Nekovalkyrja](#) as crew, too. This makes it easy to build and deploy large numbers of the Type 30 on short notice.

Mission Specialization

Type 30 escorts are designed for fire-support for scalable combat with other warships.

- Fire Support in starship battles
- Patrol Operations (space only)
- Escort duty for cargo ships

Appearance

The Type 30 has a long, tapered main body section flanked by two barrel-like turret bases on either side, and a X-shaped array of large engines connected to its rear. The rear section also supports typical CFS

pylons and shield projectors on each side, which rest forward and more outward of the sublight engines.

History

Designed within a single week, the Type 30 came to life in early [YE 30](#) in an era of increasing desperation and worry by the [Star Army of Yamatai](#). While [Ketsurui Fleet Yards](#) was well-reputed for its fast, high-quality ships, the [Sfrarabla Mishhuvurthyar Xhrafuklurp \(SMX\)](#) was closing in so fast that officials were worried that there would not be enough time and resources to build mighty new vessels. A new escort design was needed and Geshrinari's Type 30 escorts offered a cheap alternative.

By mid [YE 31](#) all ships of the class were destroyed by the [NMX](#).

Statistical Data



General

- Class: Ge-D2-1A
- Type: Nekovalkyrja Light Escort
- Designers: [Geshrinari Shipyards](#)
- Manufacturer: [Geshrinari Shipyards](#)
- Production: Mass Production
- Fielded by: [Star Army of Yamatai](#)

Crew and Accommodations

- Crew: Two operators are recommended, but only one is required.
- Maximum Capacity: There are accommodations for up to 4 people.

About 75 people can fit aboard in an emergency, but the ship would be extremely cramped.

Dimensions

- Length: 164 meters (538 feet)

- Width: 88 meters (288.7 feet)
- Height: 38.4 meters (126 feet)
- Decks: 6 (4 meters each; includes habitable areas only)

Propulsion and Range

- Sublight Engines: .425c (~127,411 kilometers per second) .425c (~79,169 miles per second) (+.05c STL Armor Bonus)
- Distortion Drive: 18,750c (~2.14 ly/h)
- Hyperspace Drive: 394,470c (0.75 ly/m)

The Type 30 is not designed for atmospheric usage or to land on a planet.

Damage Capacity

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

- Hull: 12
- Shields: 20 (Threshold 2)

Inside the Type 30 Escort

Deck Layout

Deck	Notable Compartments
1	Bridge
2	Crew Cabins, Galley
3	Forward Cargo Area, Engineering, Armory, Shuttle/Armor Bay (rear of main body)
4-5	Cargo Storage, Engine Access, Sensor Access, Turret Access
6	Subdeck Level. Water storage, power generators

Compartment Descriptions

The ship uses [Standard Star Army Zero-Gravity Passageways](#) and has a cargo lift from the shuttle bay to the cargo bay.

- Armory is a small room with a [Portable Repair Kit](#) and a few rifles and [AMES](#) suits
- Bridge is small and circular with panels around the outer wall. Has two rolling chairs.
- Crew Cabins: [Standard Star Army Crew Cabin \(Enlisted\)](#)
- The galley is very small and contains only the essentials.
- [Standard Star Army Maintenance Conduits](#) lead to the engines.
- [Standard Star Army Shuttle Bay](#) holds both shuttles and power armors.

Ship Systems

Armored Hull

The Type 30's hull is made of [Durandium Alloy](#) (DR 5).

Computers and Electronics

See: [Escort Integrated Electronics System \(EIES\)](#)

Emergency Systems

The Type 30 has firefighting stations and internal compartmentalization but, to save costs, lacks the other [Star Army Standard Starship Emergency Systems](#) (crew should escape via shuttle as no pods are available). The ship does, however, include the ability to jettison the sublight engine assembly and/or the main turret assemblies.

Life Support Systems

[Star Army Standard Life Support Systems](#) able to support up to seventy-five persons for up to six months.

Propulsion and Shielding

The escort uses standard Star Army propulsion systems, including a hyperspace fold drive, four aether-powered sublight engines, and a [Combined Field System](#) which also provides the ship's shielding (DR 5).

Weapons Systems

Subspace-Encased Positron Cannons (20)

The Type 30's barrel-like gun batteries feature 20 [Subspace-Encased Positron Tunneling Cannons](#), 2 per turret. The ship can hit a target with 8 cannons in most directions.

Point Defense Cannons (20)

Located on the ship's upper and lower “nose” and on the pylons, these cannons are designed to shoot down enemy power armors or missiles. Two per turret. Extremely effective, but not able to cover the

ship's "blind spot" back towards the engines.

- Type: Rapid Aether Pulse
- Damage: [DR 5](#) (Anti-Mecha)
- Range: 200,000 km
- Payload: Unlimited
- Rate of Fire: Twenty times per second. Alternating.

Vehicle Complement

- 1 Shuttle (Room for 2)
- 2 Power Armors

OOC Notes

- Authored and approved by [Wes](#) on October 28, 2007. ¹⁾
- Artwork by [Wes](#). ²⁾

Star Army Logistics	
Supply Classification	Class A - STARSHIPS
First Used	YE 30
Last Review	YE 30
Year Retired	YE 31

¹⁾

<https://stararmy.com/roleplay-forum/index.php?threads/type-30-mass-production-escort.515/>

²⁾

<https://stararmy.com/roleplay-forum/threads/nashoba-project-questions-megalist.71646/post-445409>

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Last update: **2024/02/25 10:14**

