

## Z Class Destroyer

Z Class Fast Destroyer (Hero of Legend Class, namesake Gilgamesh)

Hull 2,000 tons 200 MCr 32 Months Build Time

Volume 28,000 m<sup>3</sup> 4,000 1.5 m squares

Sphere radius 18.8374945 m diameter 37.675 m circumference 118.359 m

Streamlining 20 MCr

Jump Drive Z: 125 tons 240 MCr TL 15 J6

Maneuver Drive Z: 47 tons 96 MCr TL 15 M6

Power Plant Z: 73 tons 192 MCr TL 15 PP6

Subtotal: 245 tons 528 MCr

Power plant and maneuver fuel 60 tons

Jump Fuel 1,200 tons

Subtotal 1,260 tons

Bridge 40 tons 10 MCr

Computer Model 6 7 tons 55 MCr Capacity 15/35 TL 12

Subtotal 47 tons 65 MCr

Staterooms

9 Single for Heads of Departments 36 tons 4.5 MCr

23 Double 92 tons 11.5 MCr (+1 passenger stateroom)

Low Berths 10 Emergency 10 tons 1 MCr

Subtotal 32 Staterooms 10 E Low 138 tons 17 MCr

Hardpoints 20 2 MCr

Turrets 20 tons Fire Control

10 Triple Beam Laser 40 MCr

8 Triple Missile Rack 26 MCr

10 ton Magazine (200 Missiles)

2 Triple Sandcaster 3.5 MCr

2 ton Magazine (40 Canisters)

Subtotal 32 tons 71.5 MCr

#### Vehicles

2 Cutters 100 tons 56 MCr

2 Fuel and ATV Modules (60 tons 5.6 MCr)

2 Launches 40 tons 28 MCr

Subtotal: 200 tons 89.6 MCr

Cargo 78 tons w/o Magazines

Crew (20 minimum)

Captain, Executive Officer, 3 Administrative Personnel, 3 Pilots, 3 Navigators, 11 Engineers, 2 Stewards, 3 Medical Personnel, 20 Gunners, 8 Small Craft Pilots  
55 total

Subtotal 1,910 w/o cargo 991.1 MCr

Architect's Fees

1% x 901.5 MCr (w/o Small Craft) 9.015 MCr

Total 2,000 tons 1,000.115 MCr Standard Design 900.1035 MCr

Recurring Costs

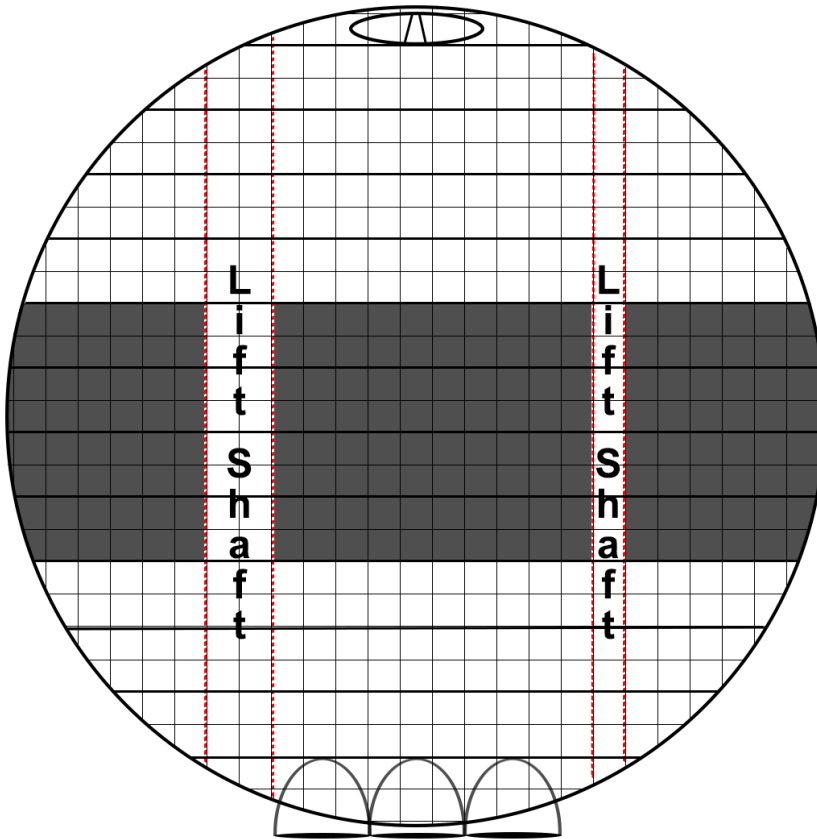
Fuel 0.126 MCr unrefined/0.63 MCr refined

Life Support 220,000 a month

Maintenance 0.9001035 MCr annually (Cr 900,103.5)

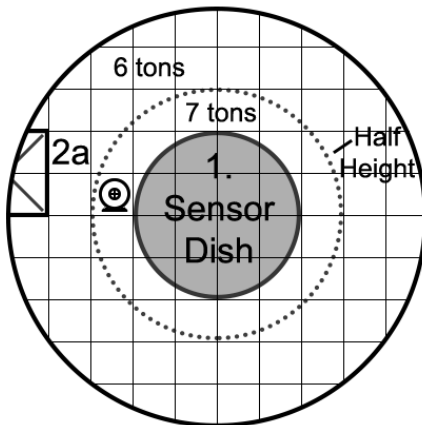
*Influence for the design is from venerable and much venerated Starfire III Empires cover graphic.*

# Z Class Fast Destroyer



1. Avionics
2. Bridge
3. Gunnery
4. Quarters
5. Boat Deck
6. Fuel 337 tons
7. Fuel 347 tons
8. Fuel 337 tons
9. Fuel 230 tons
10. Jump
11. Power Plant
12. Maneuver
13. Engineering Space

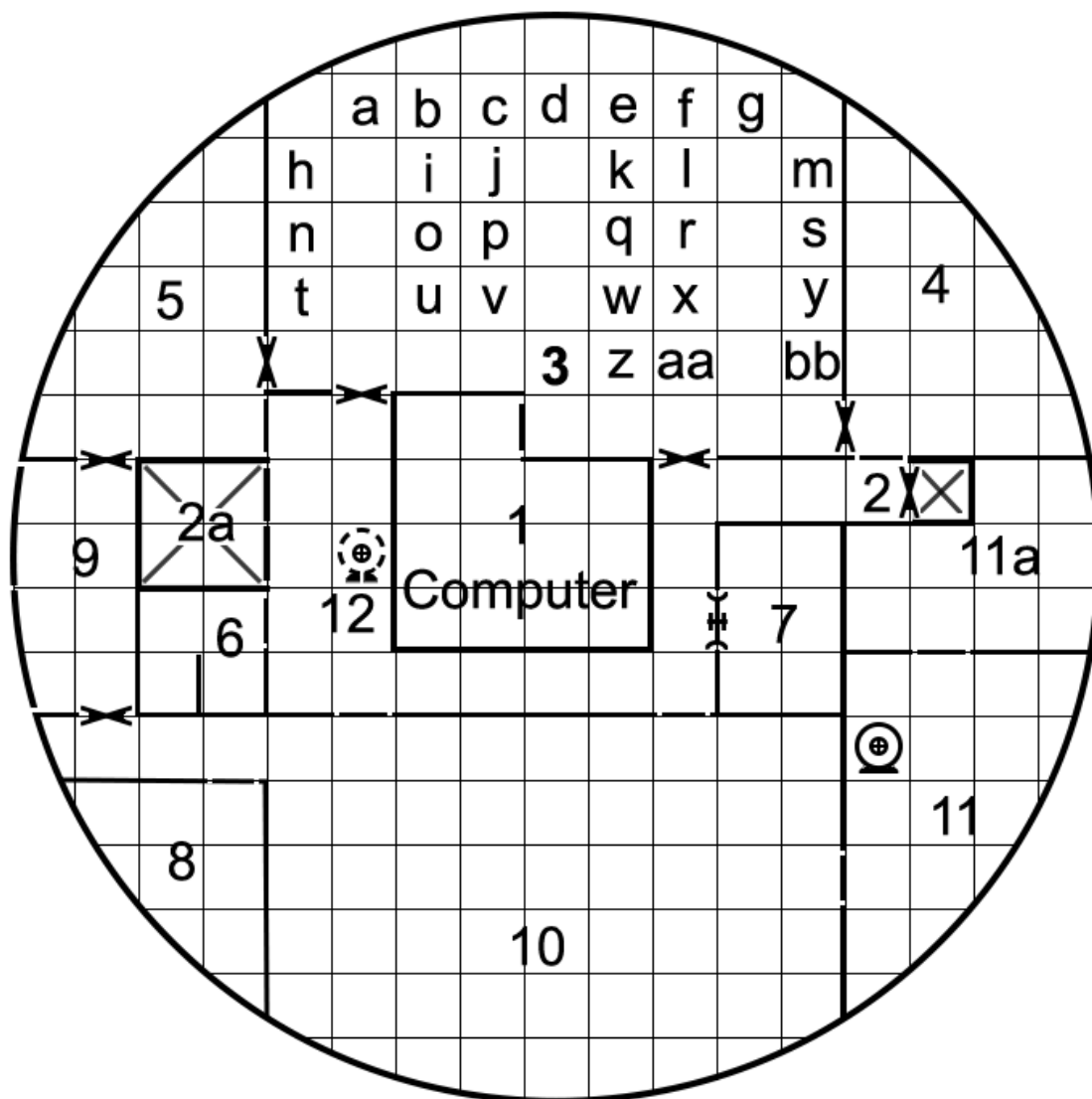
## Deck 1 Avionics



Avionics deck is half total head height, 1.5 meters, where most of the space is dominated by either the sensor dish or electronics.

1. Sensor Dish
- 2a. Cargo Lift

# Deck 2 Bridge



1. Computer (Model 6 7 tons 55 MCr  
Capacity 15/35 TL 12)

2. Lift

2a. Cargo Lift

3. Bridge

Stations a thru bb 28 consoles and  
acceleration couches

4. Captain's Office

5. Briefing Room

6. Public Fresher

7. Ship's Locker

8. EVA Gear

9. Airlock

10. Galley, Ready Area

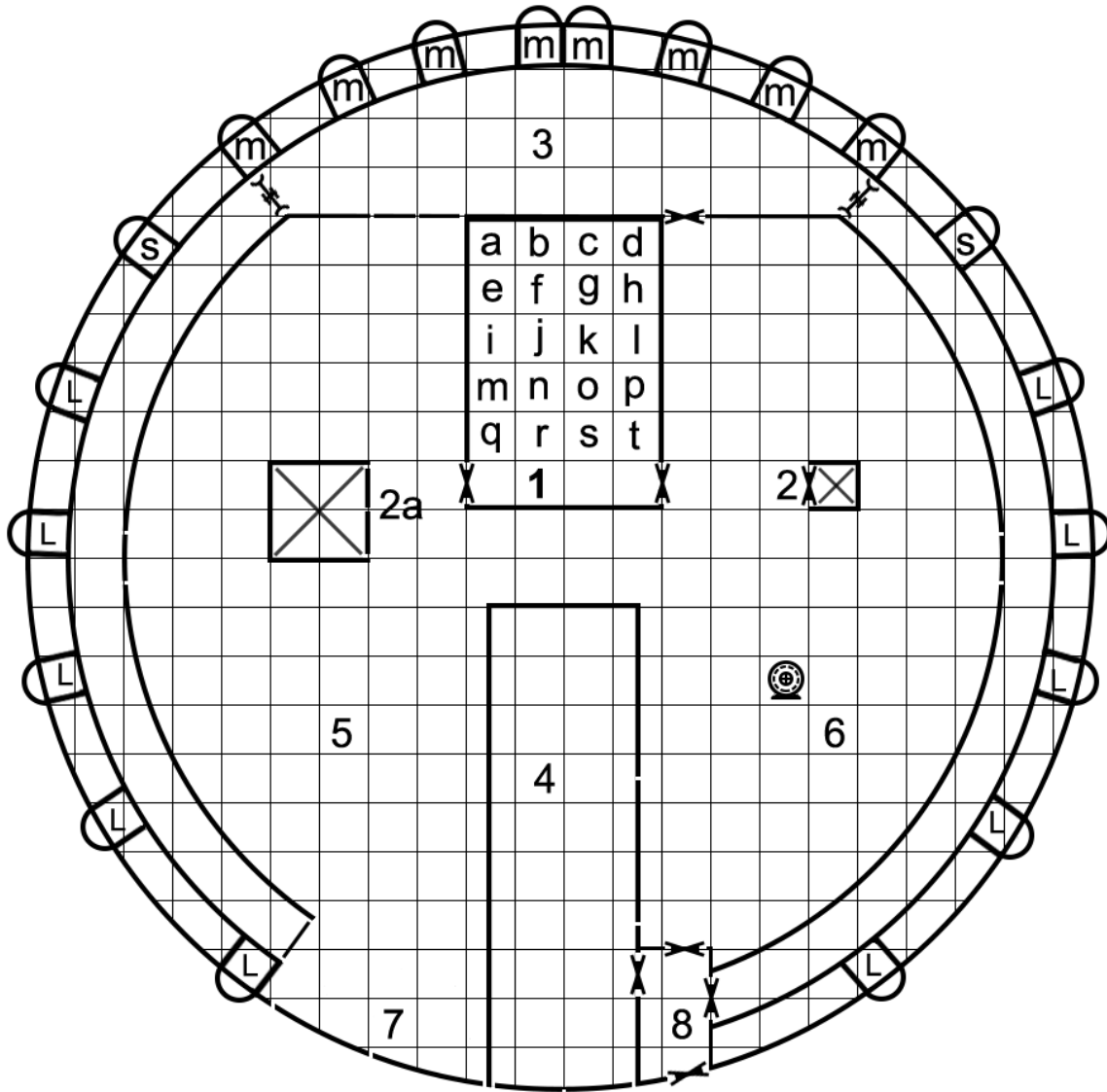
11. Kitchen and scullery

11a. Stores

## 12. Access Hatch to Avionics Deck

General Bridge Notes. The Bridge itself is armored to prevent the first crew critical

## Deck 3 Gunnery



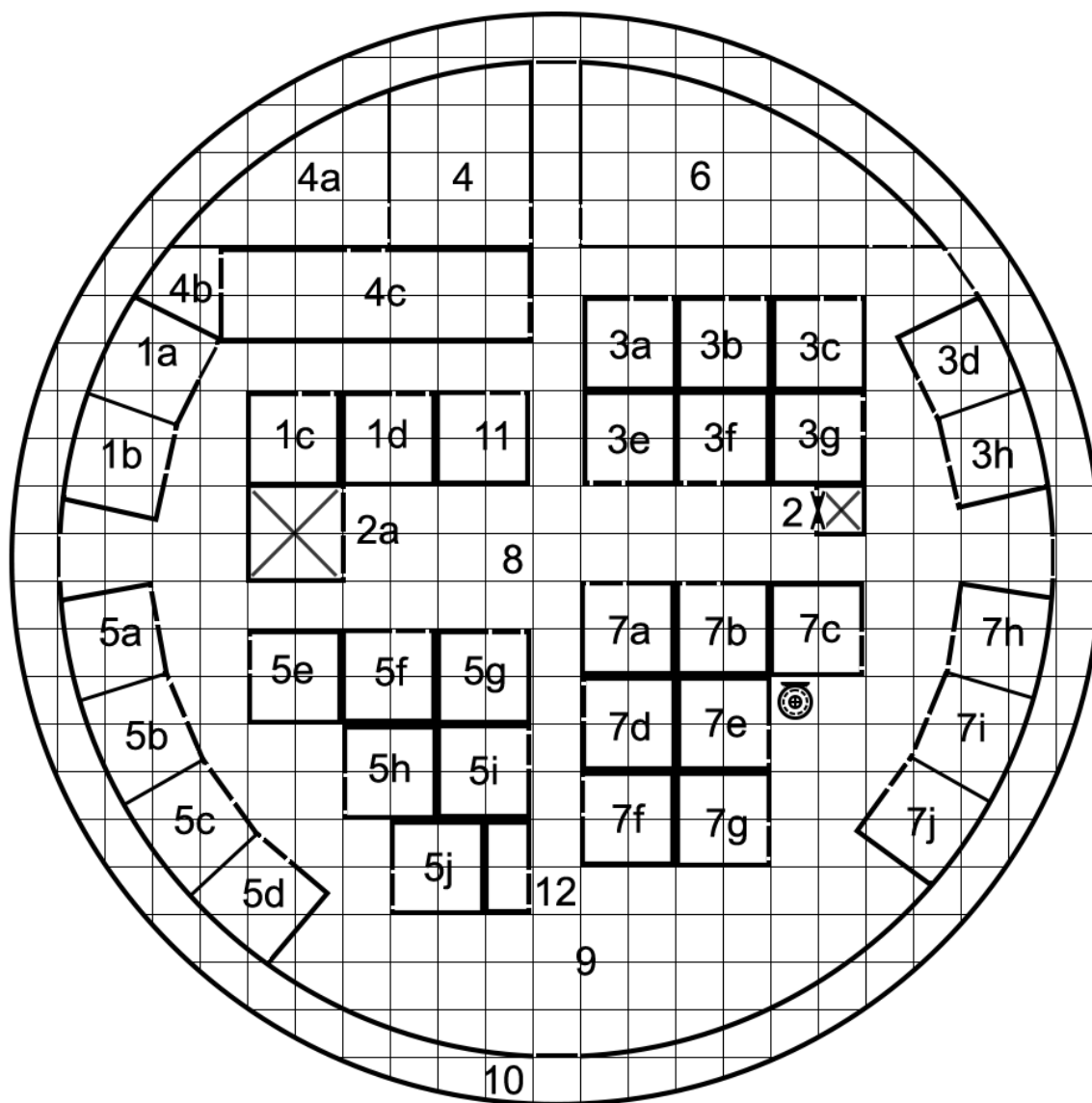
1. Tactical Control: Stations a thru t are 20 consoles and acceleration couches.
2. Lift
- 2a. Cargo Lift
3. Missile and Sandcaster magazine (200 Missiles and 40 Canisters)

4. Launch Bay 1
5. 39 tons cargo
6. 39 tons cargo
7. Cargo Hold Doors
8. Airlock

### General Notes for Gunnery Deck:

TacCon is armored similar to bridge, first crew critical is ignored. Launch serves as lifeboat for upper decks. Turret notation: m = missile, s = sandcaster, L = laser.

## Deck 4 Quarters

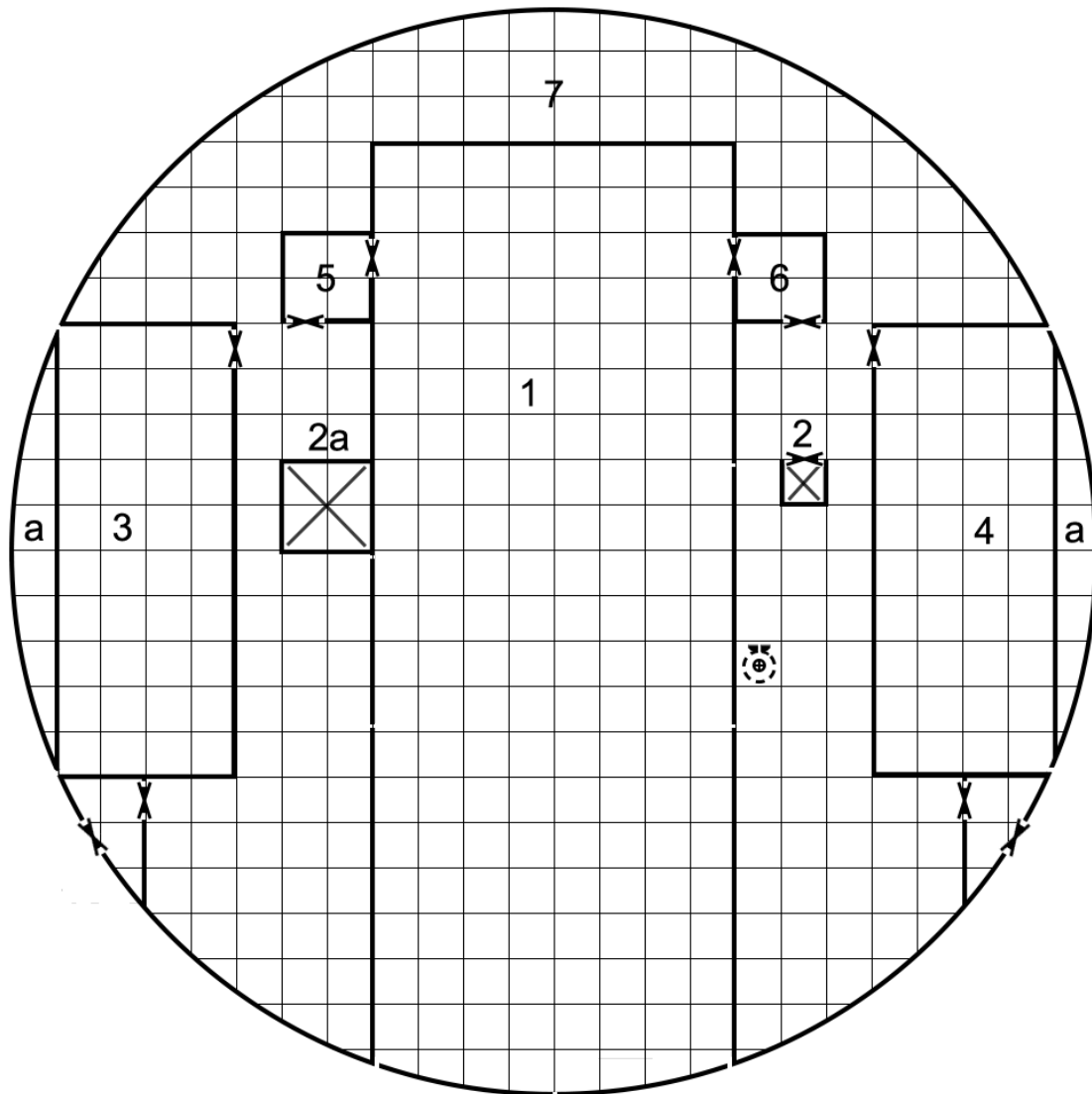


- 1. Staterooms a thru d
- 2. Lift
- 2a. Cargo Lift
- 3. Staterooms a thru h
- 4. Infirmary
- 4a. Operating Theater
- 4b. Medical Storage
- 4c. Ward/ICU

- 5. Staterooms a thru j
- 6. Emergency Low Berths
- 7. Staterooms a thru j
- 8. Central Lounge
- 9. Hydroponics, lounge, and exercise area
- 10. Running track, promenade
- 11. Passenger Stateroom
- 12. Public Fresher



## Deck 5 Boat Deck



1. Cutter Bay. Room for two 50 ton Cutters side by side.

2. Lift

3. Spare Cutter Module Bay

a. Module gantry handling equipment.

4. Spare Cutter Module Bay

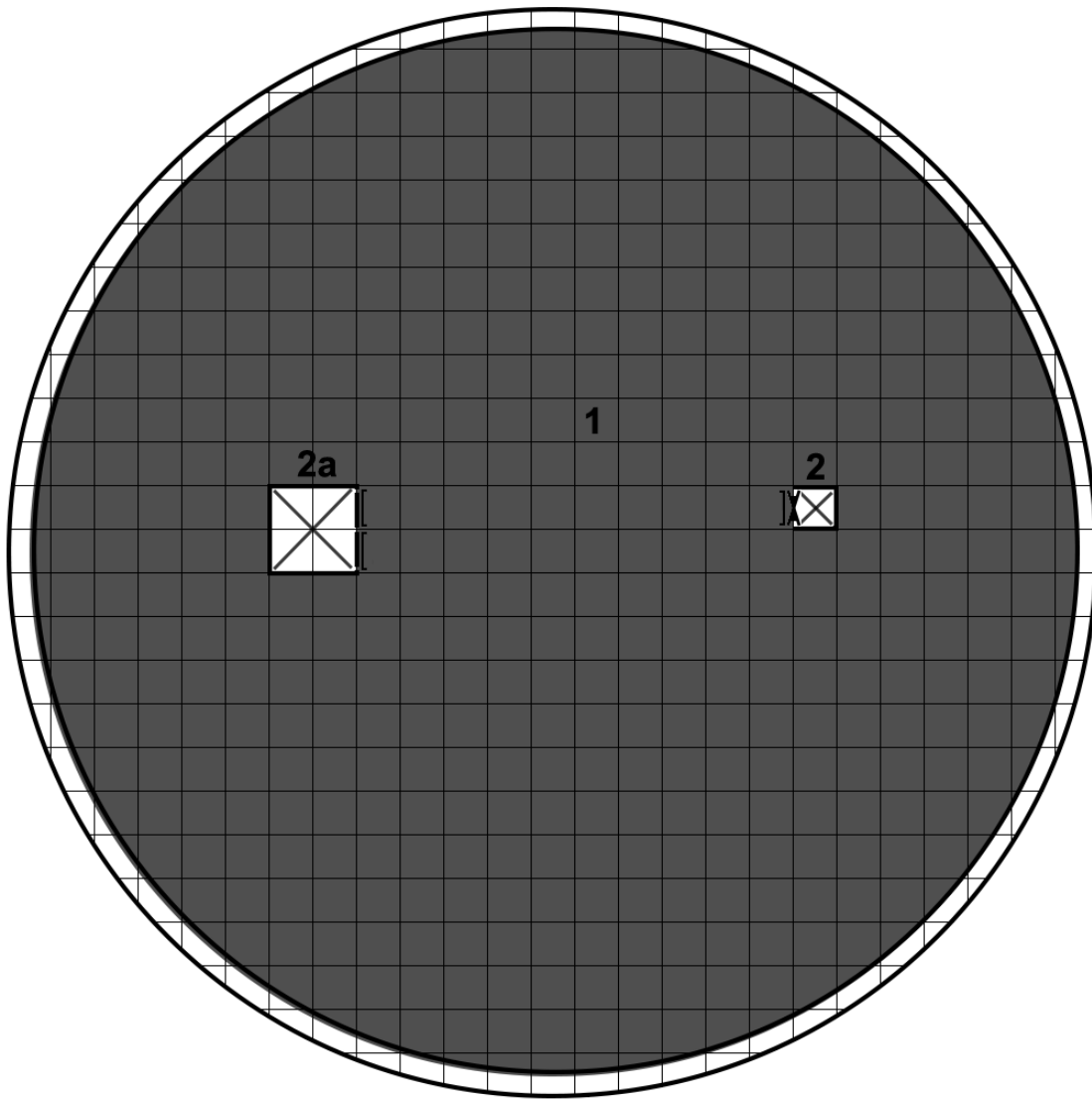
a. Module gantry handling equipment.

5. Airlock

6. Airlock

7. Boat Deck control room

## Deck 6 Fuel



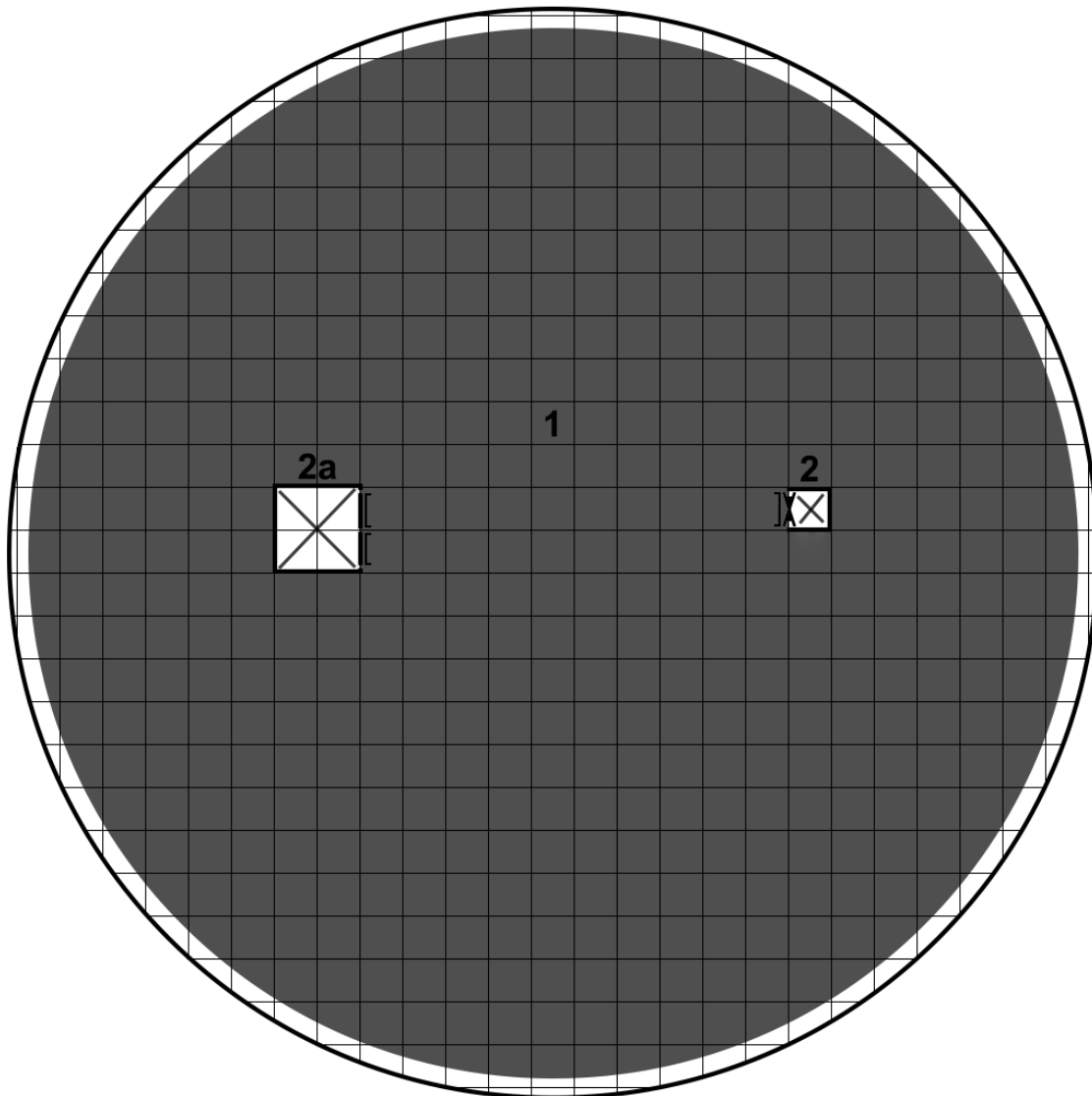
1. Fuel: 337 tons

2. Lift

2a. Cargo Lift

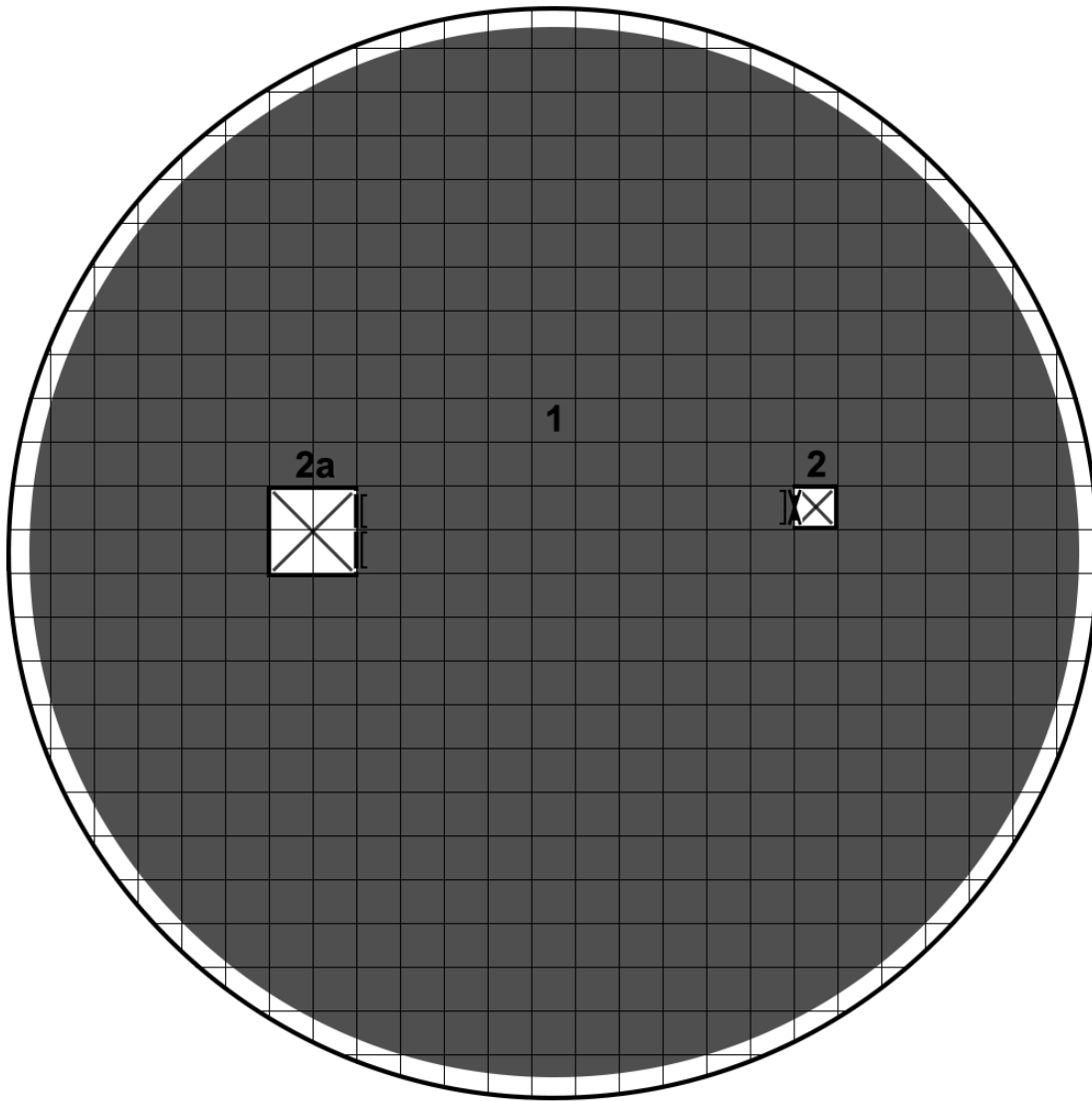
General Notes: Fuel Decks are baffled to prevent shifting of the L-Hyd, and leakage when punctured.

## Deck 7 Central (Fuel)



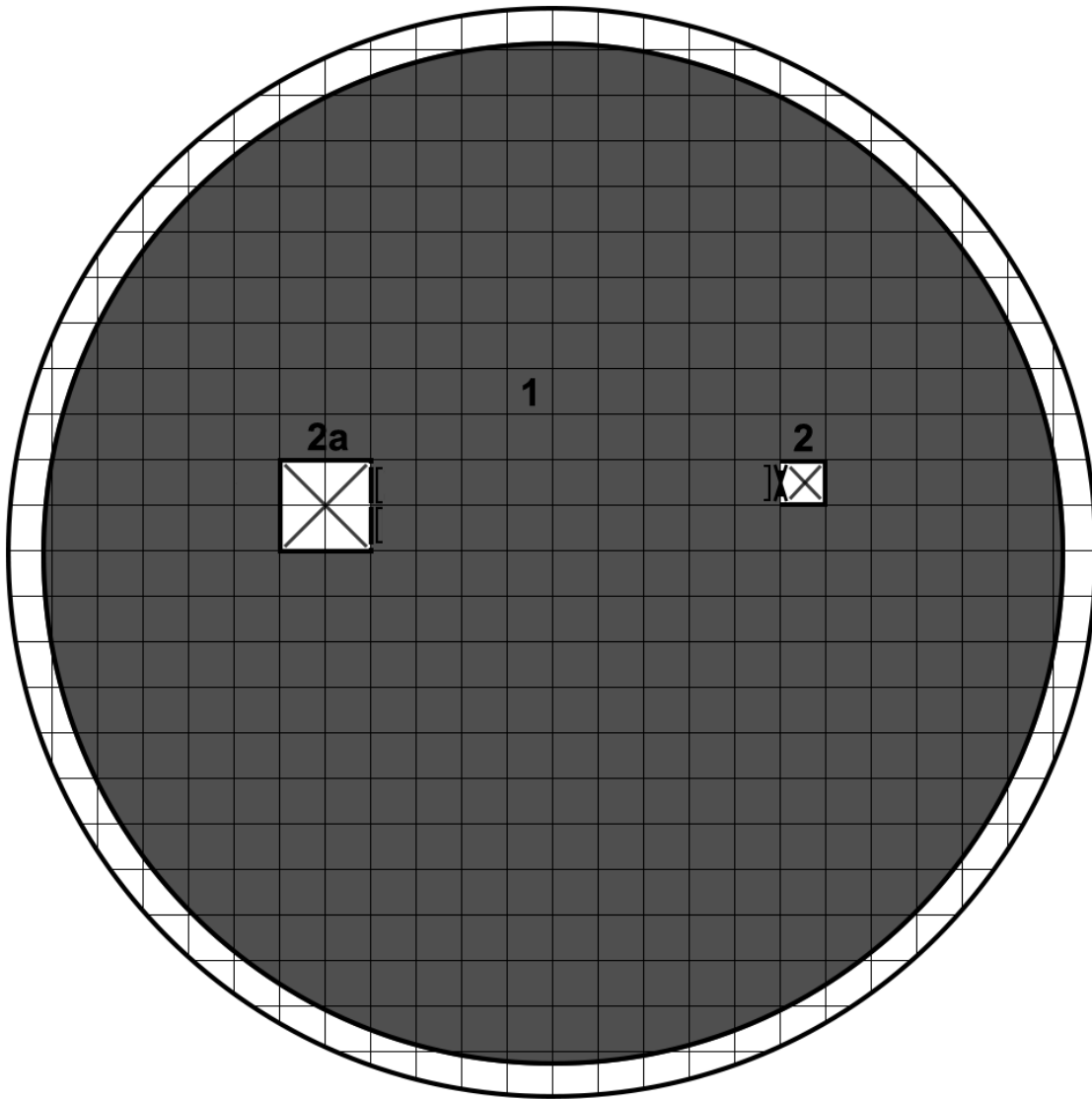
- 1. Fuel: 347 tons
- 2. Lift
- 2a. Cargo Lift

## Deck 8 Fuel



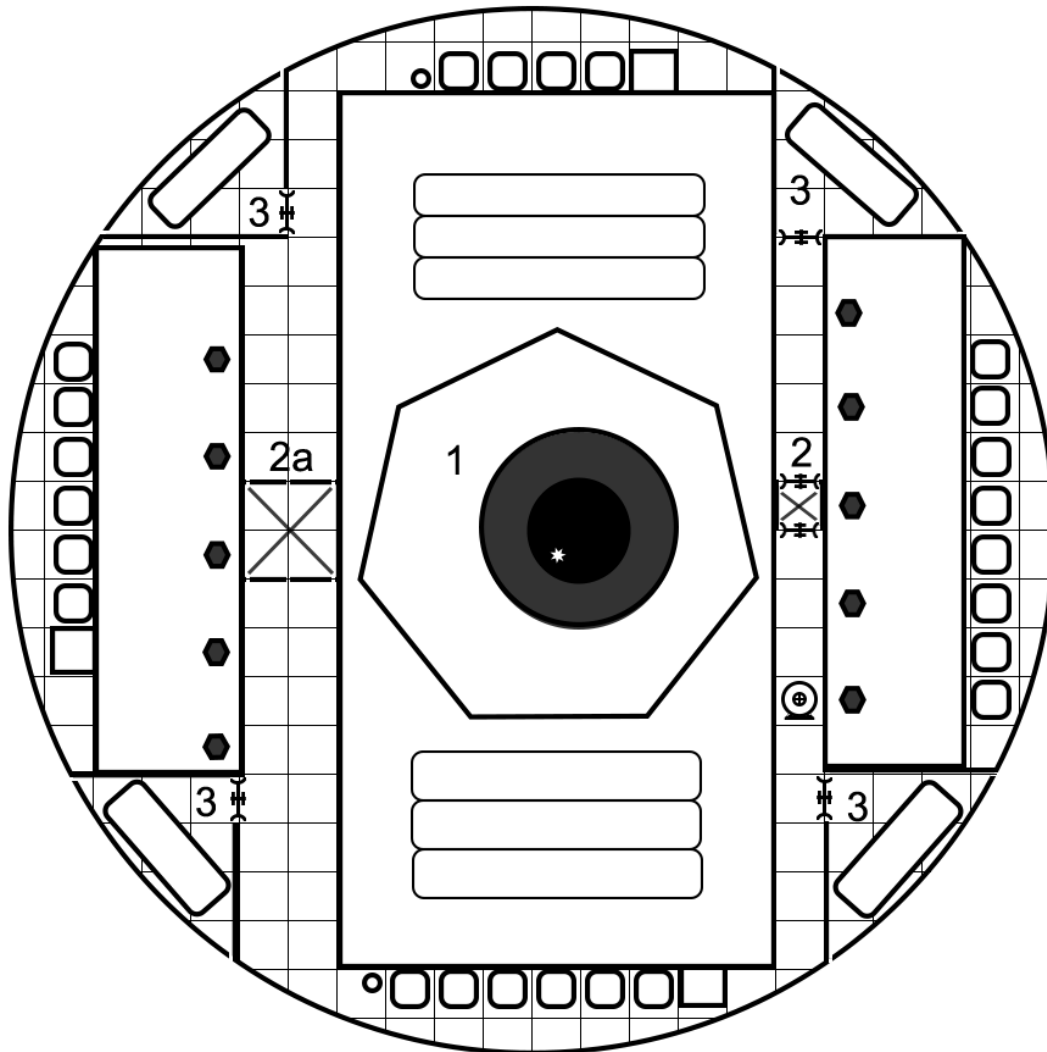
- 1. Fuel: 337 tons
- 2. Lift
- 2a. Cargo Lift

## Deck 9 Fuel



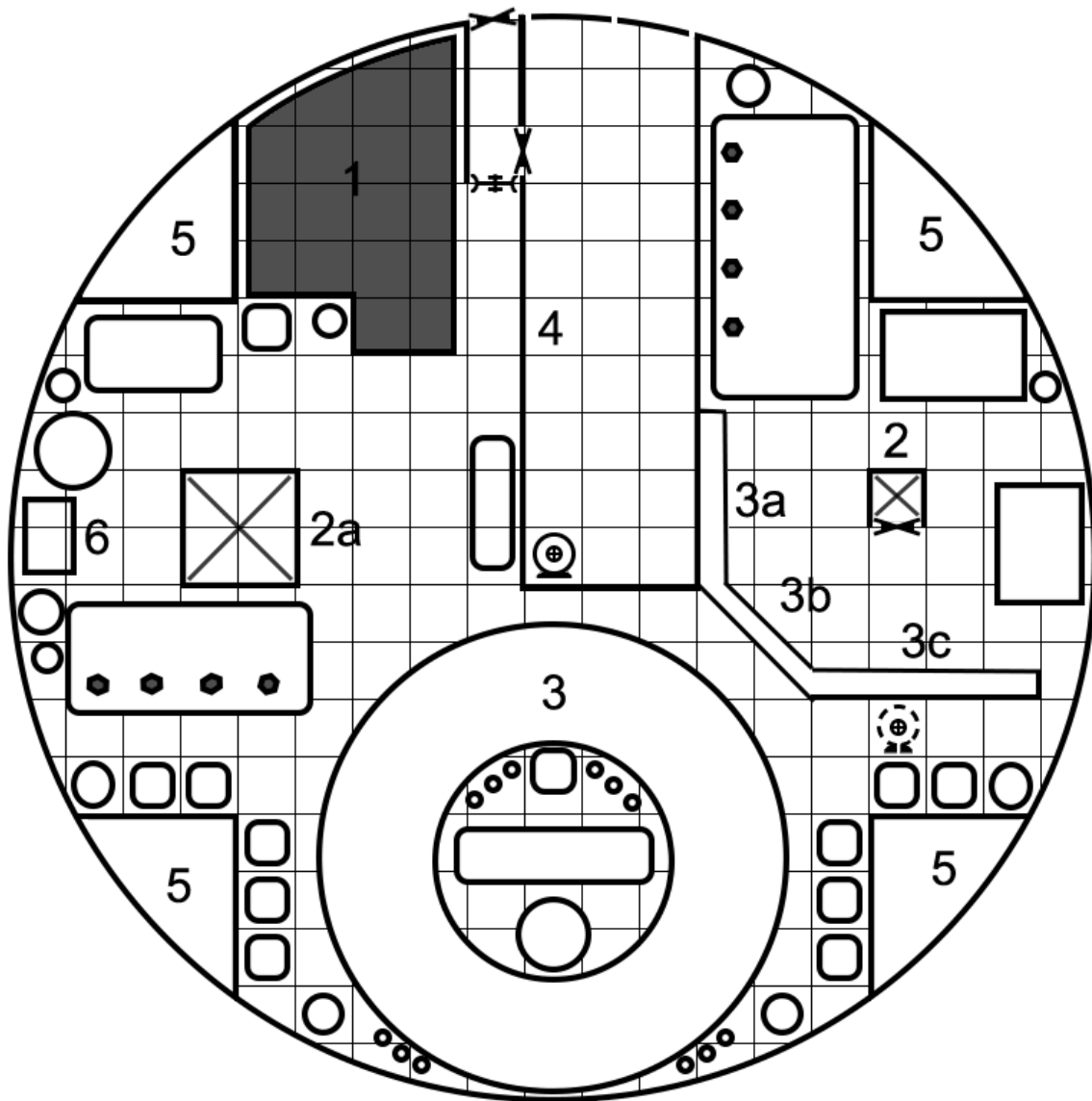
- 1. Fuel: 230 tons
- 2. Lift
- 2a. Cargo Lift

## Deck 10 Jump



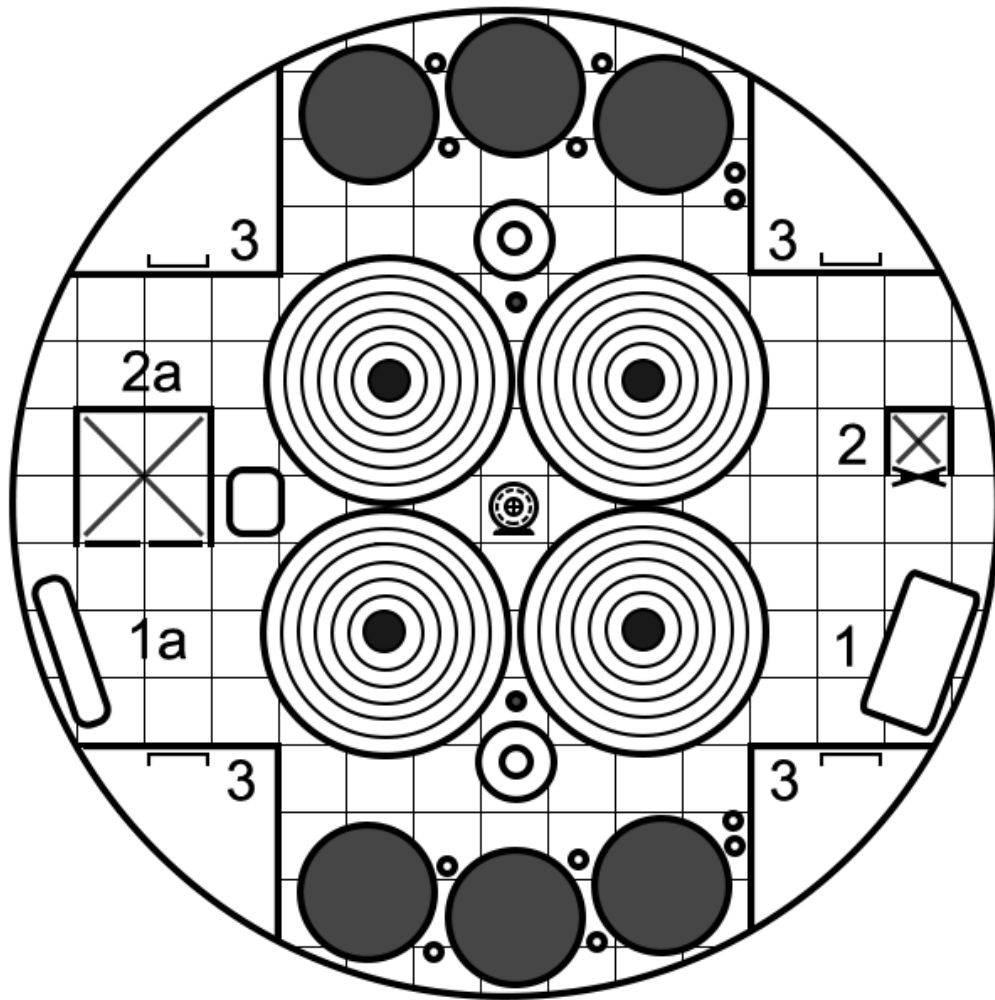
- 1. Jump Drive 125 tons
- 2. Lift
- 2a. Cargo Lift
- 3. Landing feet

# Deck 11 Power Plant



- 1. Fuel 9 tons
- 2. Lift
- 2a. Cargo Lift
- 3. Power Plant
- a - c. Engineering control consoles
- 4. Launch bay 2
- 5. Landing feet struts and equipment
- 6. Engineering Tools

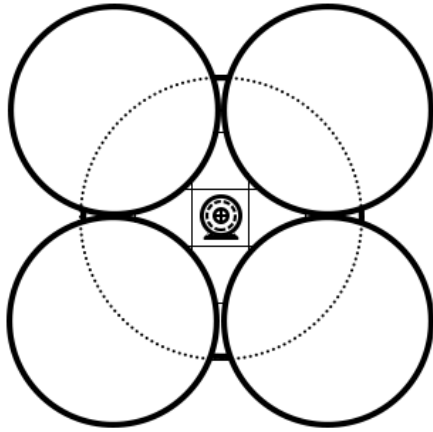
# Deck 12 Maneuver



- 1. Maneuver Drive 47 tons
- 2. Lift
- 2a. Cargo Lift
- 3. Landing gear equipment



# Deck 13 Engineering Space



General Notes:

Dotted line is hull floor area. Hatch opens to outside ship.