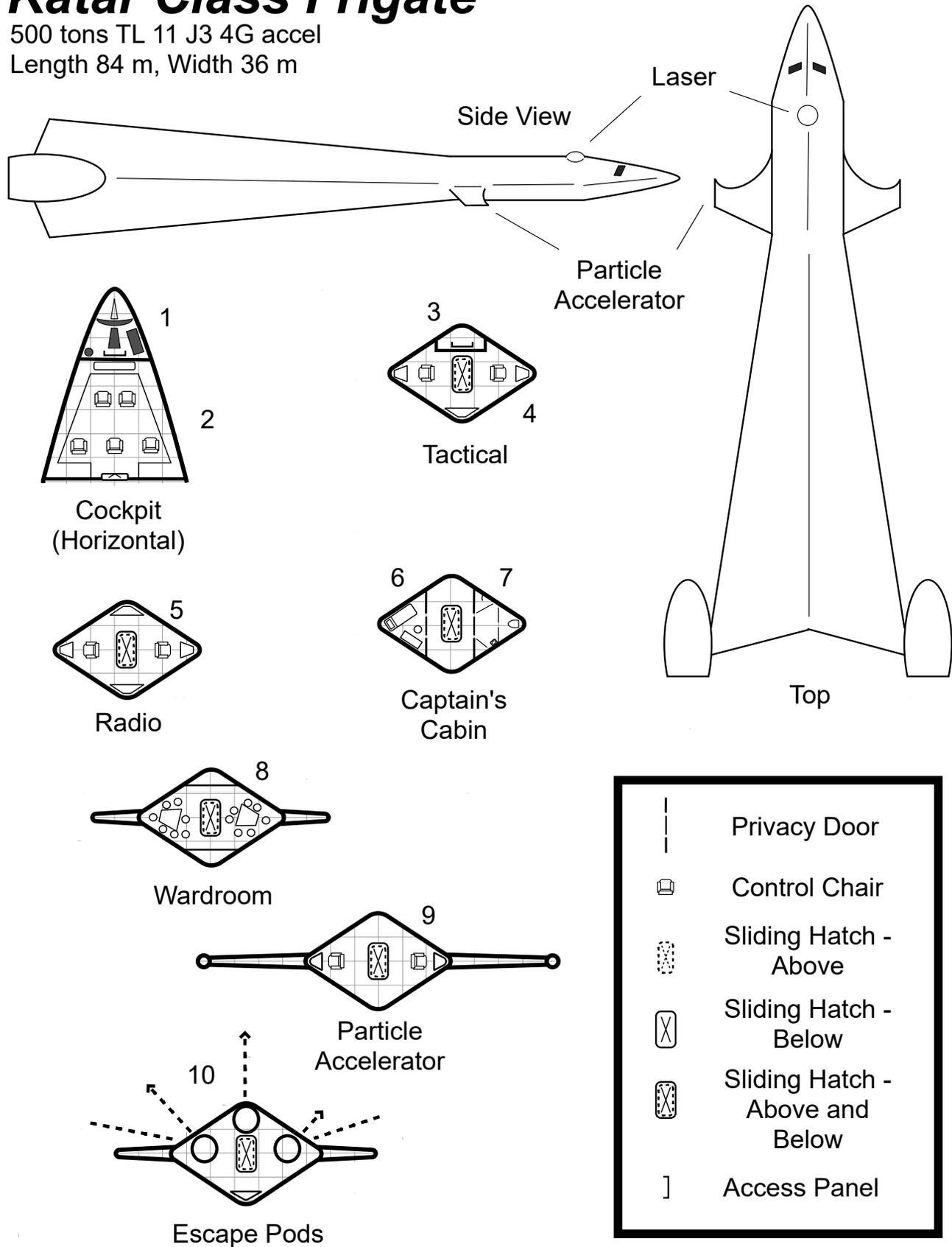
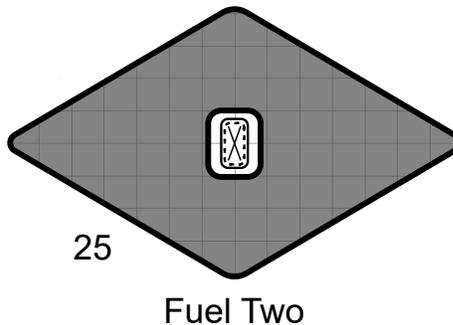
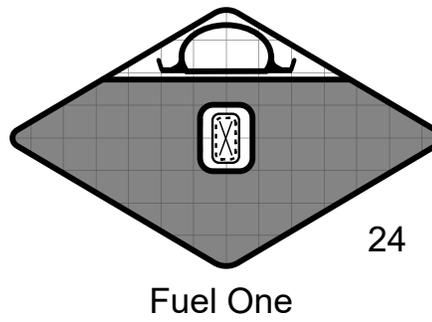
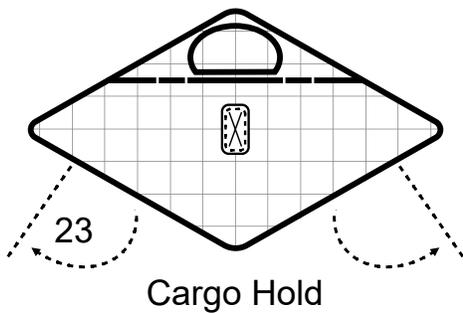
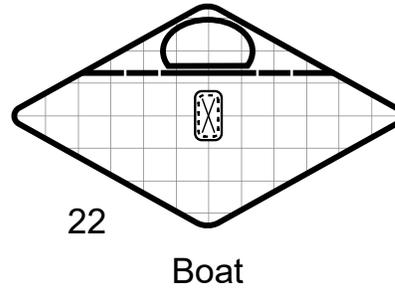
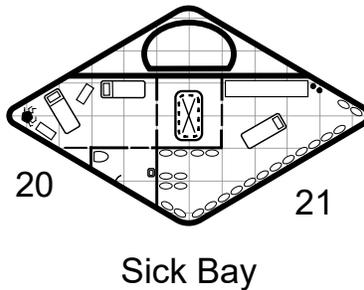
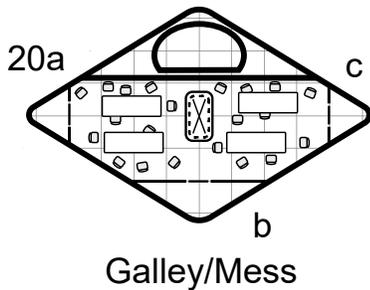
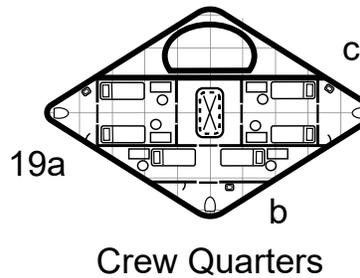
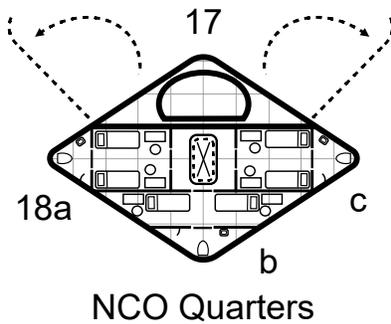
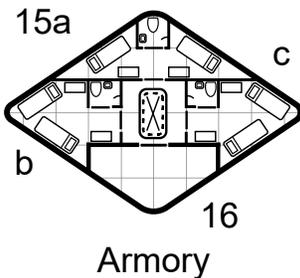
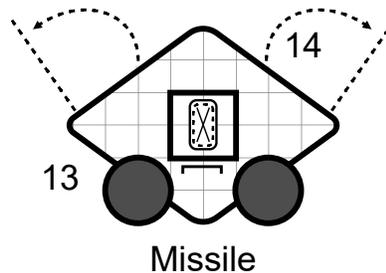
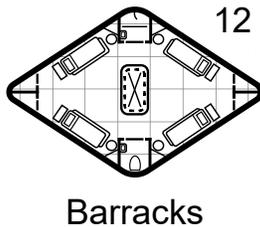
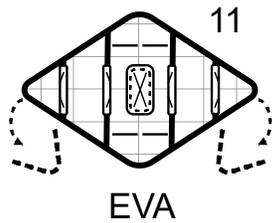


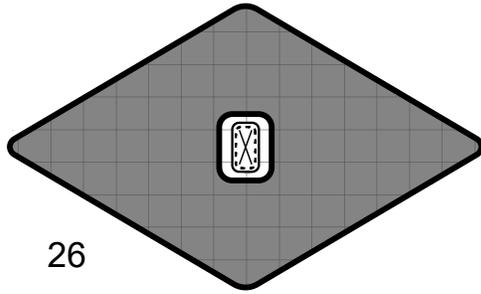
# Katar Class Frigate

500 tons TL 11 J3 4G accel  
 Length 84 m, Width 36 m



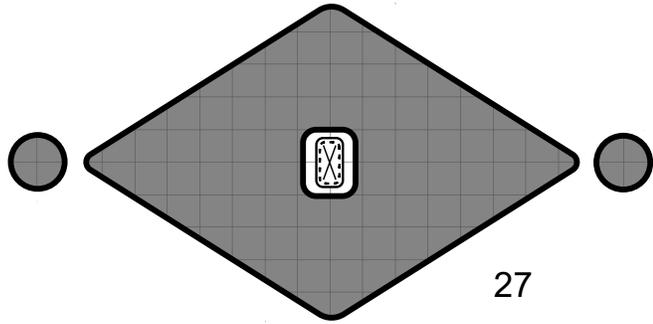
---	Privacy Door
☐	Control Chair
⋮	Sliding Hatch - Above
⊗	Sliding Hatch - Below
⊗	Sliding Hatch - Above and Below
]	Access Panel





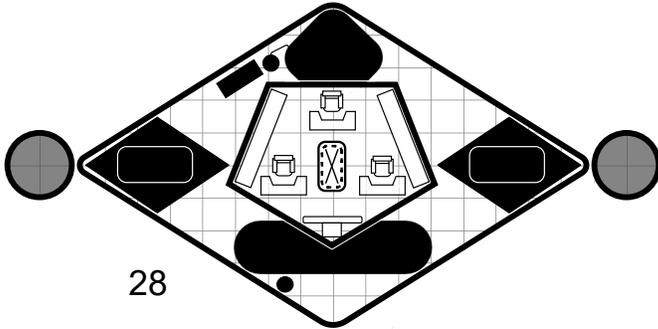
26

Fuel Three



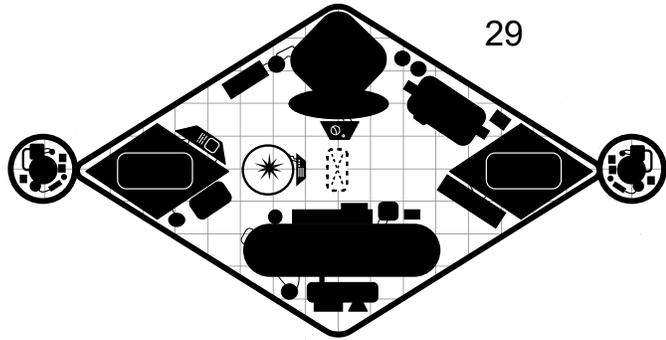
27

Fuel Four



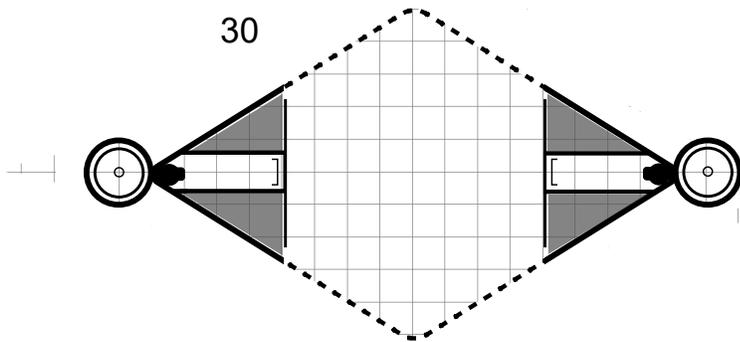
28

Upper Engineering



29

Lower Engineering



30

Maneuver Drive Access

## “Katar” Class Frigate 500 tons TL 11

Hull 500 tons 32 MCr 68 weeks build time

Configuration: Standard, flattened pyramid, or blade shaped

7,000 m<sup>3</sup>: Length 84 m, Fuselage Width 26 m (15 m per “side”)

Armor: Crystaliron, TL 10, AV 8, 50 tons, 12.8 MCr

Options: Self-sealing, Stealth (-4 DM); 55 MCr

Subtotal: 50 tons, 99.8 MCr

### Engineering

Jump Drive H: J3, 45 tons, 80 MCr

Maneuver Drive K: 4G acceleration, 19 tons, 40 MCr in nacelles (twin 12 meter height x 3 meter radius cylinders)

Power Plant K: 31 tons, 80 MCr

Fuel: 150 + 40 = 190 tons, one jump three, and four weeks operation

Subtotal: 285 tons, 200 MCr

### Main Compartment

Bridge: 20 tons, 2.5 MCr

Computer: Model 3/fib TL 11, Rating 15, 2 MCr

Evade: TL 11, -2 DM, Rating 15, 2 MCr

Jump Control: TL 11, Rating 15, 0.3 MCr

Electronics: Adv., TL 11, +1 DM; Radar, Lidar, Densitometer, Jammers, 3 tons, 2 MCr

Subtotal: 23 tons, 8.8 MCr

Crew twenty-four: one commanding officer, three pilots, navigator, sensors operator, three engineers, five gunners, security officer, medic, and eight troops

Staterooms: 10, 40 tons, 5 MCr

Low Berths: 6 Emergency for 24 occupants, 6 tons, 0.6 MCr

Barracks: 16 tons, 0.8 MCr

Subtotal: 62 tons, 6.4 MCr

### Additional Components

Armory: 2 tons, 0.5 MCr

Cargo: 15 tons

Fuel Processors: 10 tons, refines 200 tons per day, 0.5 MCr

Fuel Scoop: 1 MCr

Sick Bay (Lab): 4 tons, 1 MCr

Subtotal: 31 tons, 3 MCr

### Vehicles

Escape Pods: 6, 3 tons, 0.6 MCr

Launch: 26 tons, 5.2 MCr

Subtotal: 29 tons, 5.8 MCr

### Armament

Hardpoints 5, Fire Control 5 tons

Two Single Particle Accelerator Turrets: TL 8, 2 tons, 8.4 MCr

One Triple Laser Turret: TL 9, 1 ton, 4 MCr

Two Missile Turrets: TL 9, 2 tons, 6.5 MCr

Magazine: 10 tons, 120 smart missiles, 0.3 MCr

Subtotal: 20 tons, 19.2 MCr

#### Vehicles

Escape Pods: 6, 3 tons, 0.6 MCr

Launch: 26 tons, 5.2 MCr

Subtotal: 29 tons, 5.8 MCr

#### Armament

Hardpoints 5, Fire Control 5 tons

Two Single Particle Accelerator Turrets: TL 8, 2 tons, 8.4 MCr

One Triple Laser Turret: TL 9, 1 ton, 4 MCr

Two Missile Turrets: TL 9, 2 tons, 6.5 MCr

Magazine: 10 tons, 120 smart missiles, 0.3 MCr

Subtotal: 20 tons, 19.2 MCr

Total: 500 tons, 343/308.7 MCr with 10% discount; 0.343/0.3087 yearly maintenance, 28,600 Cr life support per month

Launch + 10 passengers and 0.4 tons cargo: 0.5 MCr extra; 5.297 MCr

The Katar Class Frigate, named after type of Indian punch dagger; it is an old design, and usually the smallest of vessels to stand in the line of battle. Squadrons or Divisions of Frigates are a common sight Navy patrol vessel, sometimes indicative of a fleet presence in system. The engine nacelles can rotate for extra maneuverability. Nacelles 339m<sup>3</sup>, engine 2x133m<sup>3</sup>, Fuel 2x206m<sup>3</sup> (or 14 tons ea.). The vessel lands vertically on its tail, and has extendable radiators for cooling in space.

Robert Brandt

7/8/2022

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## Legend

Deck 1, Cockpit: Horizontal orientation, other decks vertical.

1. Avionics

2. Control room with seating for five.

Deck 2, Tactical:

3. Triple Laser Beam Turret

4. Combat Information Center with seating for two.

Deck 3, Radio:

5. Communications equipment with seating for two.

Deck 4, Captain's Cabin:

6. Bunk area, Captain's personal effects.

7. Head w/shower, sink, and toilet.

Deck 5, Wardroom:

8. Sometimes called forward mess, also used as a ready room, and break area for bridge crew.

Deck 6, Particle Accelerator:

9. Particle Accelerator aiming equipment, more internals in canards, and seats for two.

Deck 7, Escape Pods:

10. Panels of the hull break away to allow the two person capsules to eject.

Deck 8, Extra-Vehicular Activity:

11. Part of the armored hull swings away, contains air bridge equipment. Four extra space suits, as well as emergency gear, rescue bubbles, and a med-kit.

Deck 9, Barracks:

12. Double bunks for eight, with lockers, closets, shower, and toilet; usually for ship's troops.

Deck 10, Missile:

13. Triple Missile Launcher Turrets

14. Missile magazine loaded through exterior hatches.

Deck 11, Armory:

15a. Officer's Country, three double occupancy staterooms.

b. Double Occupancy Stateroom.

c. Double Occupancy Stateroom.

16. Armory, various armor, weapons, and other equipment is stored here.

Deck 12, Non-Commissioned Officers Quarters:

17. Berth for the 20 ton Launch, clamshell doors in the hull open outwards.

18a. NCO quarters, with three double occupancy staterooms for the senior enlisted personnel.

b. Double Occupancy Stateroom.

c. Double occupancy stateroom.

Deck 13, Crew Quarters:

19a. Crew quarters, with three double occupancy stateroom for the enlisted personnel.

b. Double Occupancy Stateroom.

c. Double Occupancy Stateroom.

Deck 14, Galley/Mess:

20a. Crew mess for the enlisted personnel, a is the kitchen, or prep area, food often "3D printed" as is common on many spacecraft, stations, and far flung communities.

b. Freezer storage. Often other food is kept in a refrigerated container in the cargo hold.

c. Scullery, and general cleaning supplies.

Deck 15, Sick Bay:

20. Sick Bay, with two beds, and an autodoc.

21. Emergency Low Berths for twenty-four occupants.

Deck 16, Boat:

22. The boat deck provides access to the 20 ton Launch, ship's vehicle, and a large open area, for purposes of assembly and recreation.

Deck 17, Cargo Hold:

23. Cargo deck has large hatches that open to the outside, as well as to the Launch, so that cargo can be loaded, or unloaded from it.

Deck 18, Fuel One:

24. 150 tons jump drive fuel in the next three decks also. Approximately 37.5 tons per deck.

Deck 19, Fuel Two:

25. Fuel

Deck 20, Fuel Three:

26. Fuel

Deck 21, Fuel Four:

27. Fuel

Deck 22, Upper Engineering:

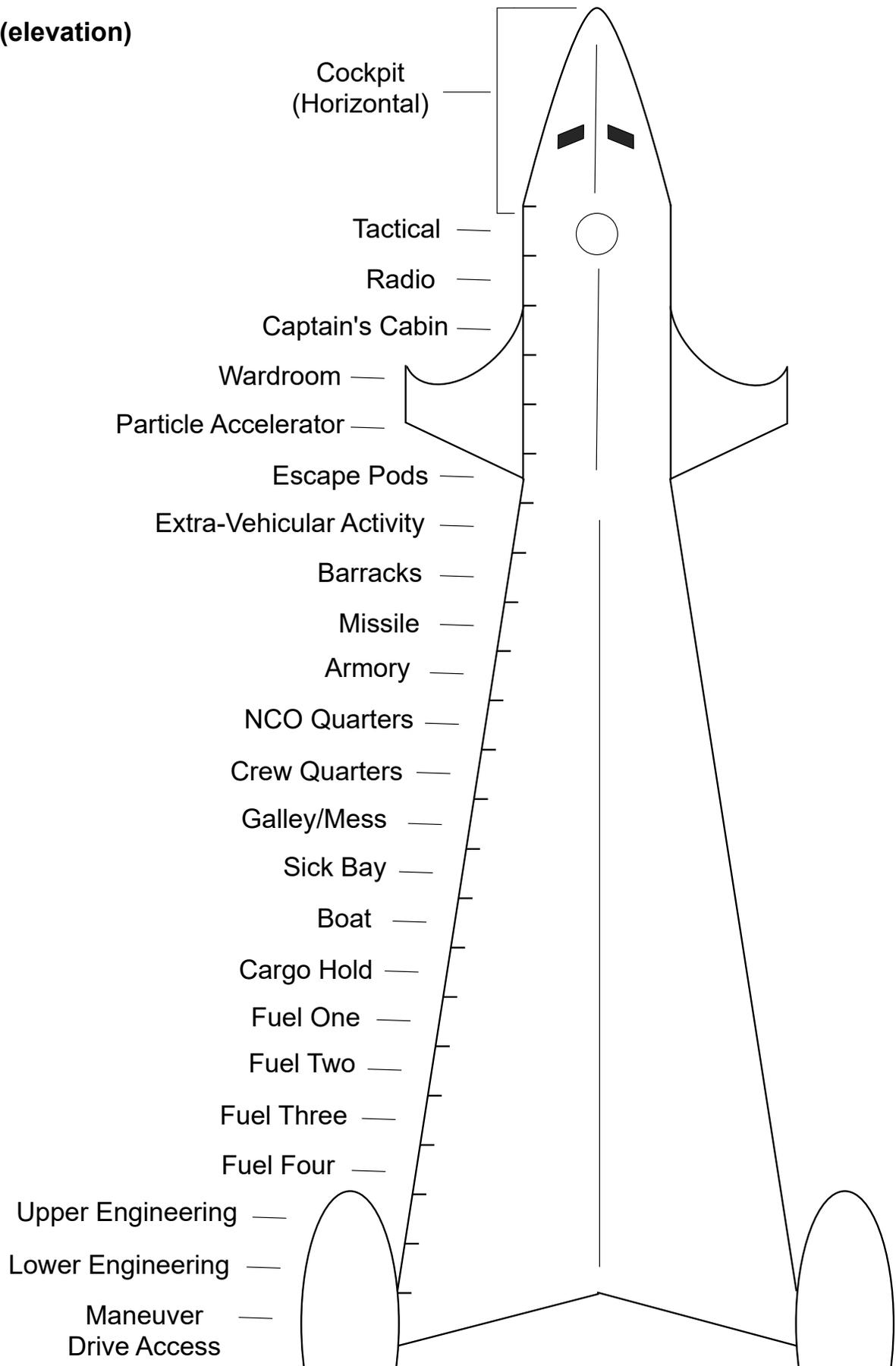
28. Inner Control room for three engineers, as well as jump drive and power plant equipment extending up from below, as the area is open between upper and lower engineering outside the control room.

Deck 23, Lower Engineering:

29. This area is crowded with jump drive and power plant equipment.

Deck 24, Maneuver Drive Access:

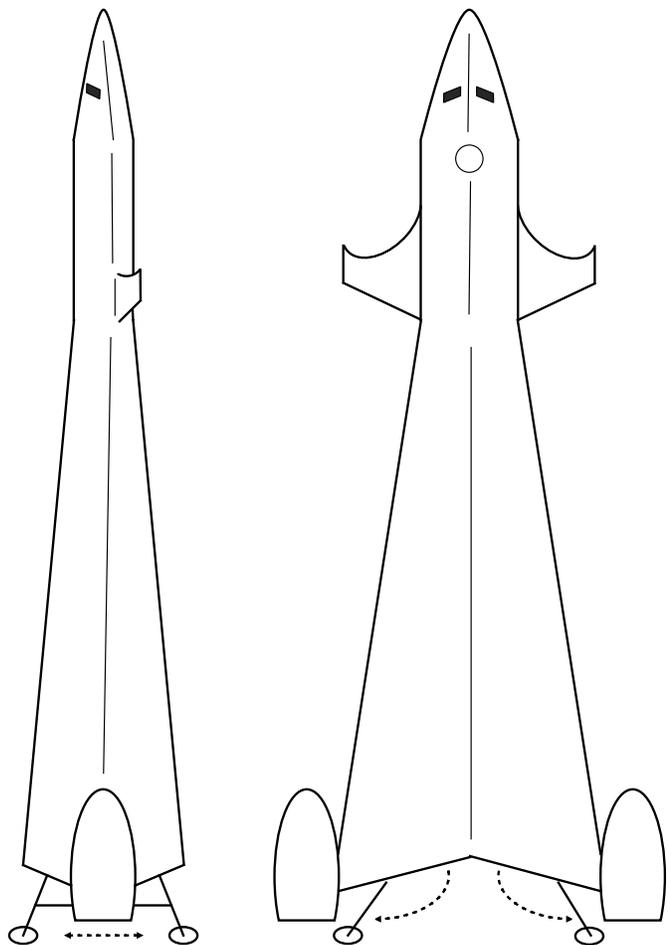
30. Panel access to maneuver engines, extra fuel, and also contains landing gear, folded up under hatches.

**Decks (elevation)**

# Detail Page

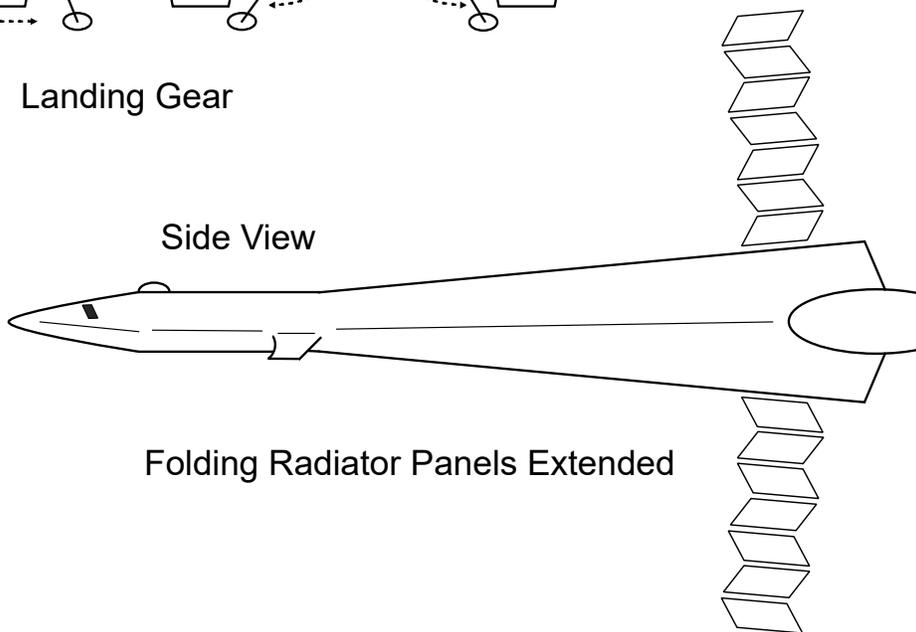
Side View

Top



Landing Gear

Side View



Folding Radiator Panels Extended