

SIENO Class Close Escort

MEGA TRAVELLER

Science -Fiction Adventure
in the Far Future
CG softs: Shade8.5, Poser6J & Vue9



Outline of SIENO Class Close Escort

SIENO Class close escort is a small fighting ship used for various multi-purpose missions. This class is among the smallest armed interstellar warships. The original model of this class is a 300dt class close escort with drop tanks.

300dt class close escort, represented by **GAZELLE class**, was used widely in the **Third Imperium**. The armor and structure of **L-Hyd droppable tanks** were too thin or weak respectively, however, often performing badly in combat. Consequently, the pressure to adopt a 400dt design for a close escort quickly mounted.

Removing the drop tanks from the design could shorten production time and simplify operations; the dual control system required by a changing hull displacement (including grav plates, maneuver drive, and jump drives) was relatively more complex than that of a single displacement ship.

The paramount factor, however, is the safety problems with drop tanks. The reliability of the drop tank system was also much debated. The **Imperial Navy** adopted regulations requiring replacement of drop tanks after 50 uses.



In the **FFW**, the close escort carried out courier, scout, patrol, escort convoy and sundry duties, suffering a great deal of damage. In the battlefield sectors a number of close escorts were destroyed or suffered shattered tanks, including ships from **system (colonial) navies**.

Since close escort is a key aspect of interstellar security, after the FFW redesign and rebuilding started immediately. SIENO class is one of these redesigns. **LSP**-affiliated **MASA LIC** has acknowledged it has accepted numerous orders from the Imperial, **sub-sector** and system Fleets. They have strongly supported the MASA's design of simplicity, reliability and balance of offensive and defensive systems.

The design concept of this ship is as follows.

1. Removal of L-Hyd droppable tanks
2. Level up of FCS computers
3. Armored hull

650 of this class are in commission throughout the **Spinward March Sector**.

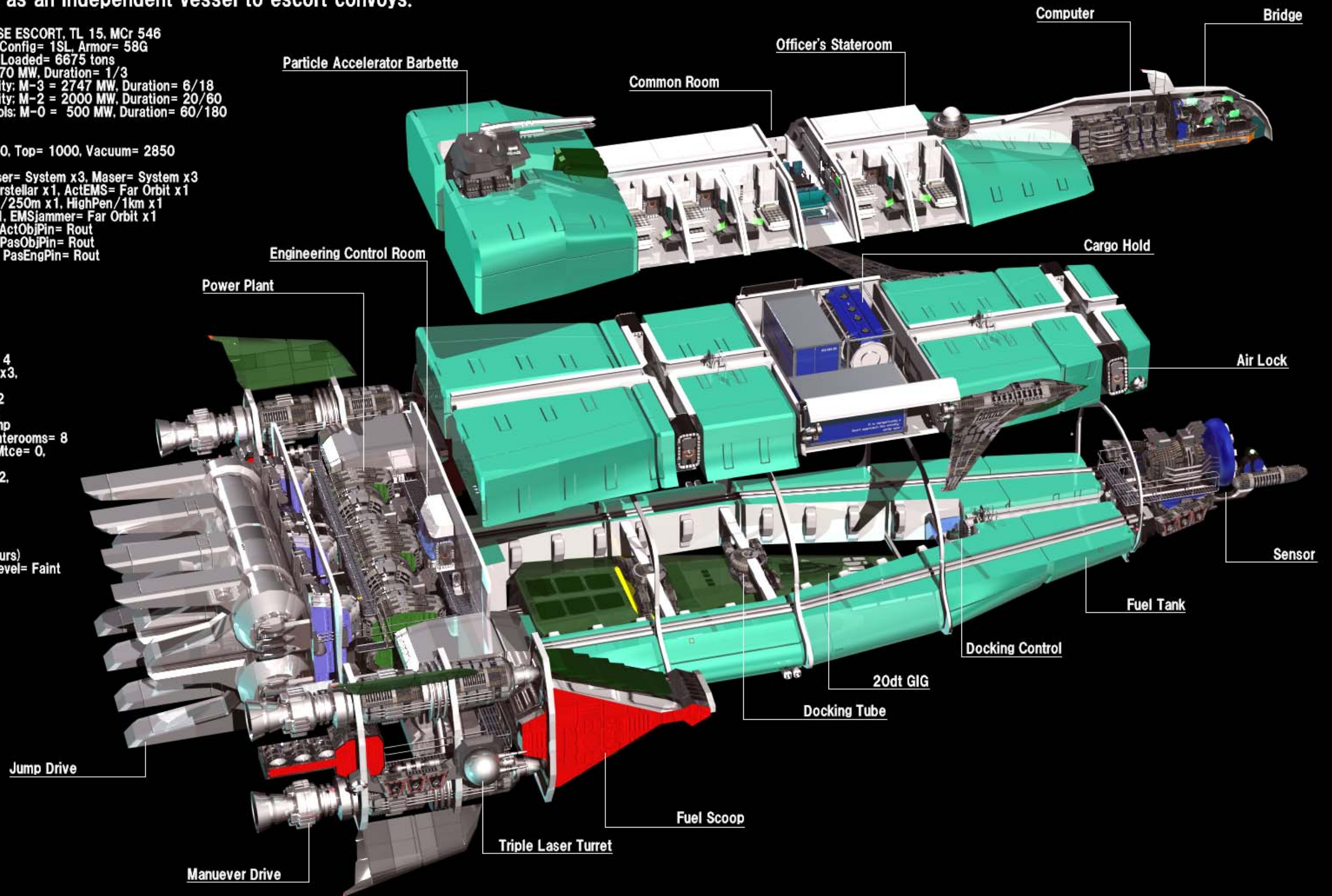


CLOSE ESCORT

IMPERIAL NAVY

The close escort is a heavily armed ship used as a fighter aboard a larger ship or used as an independent vessel to escort convoys.

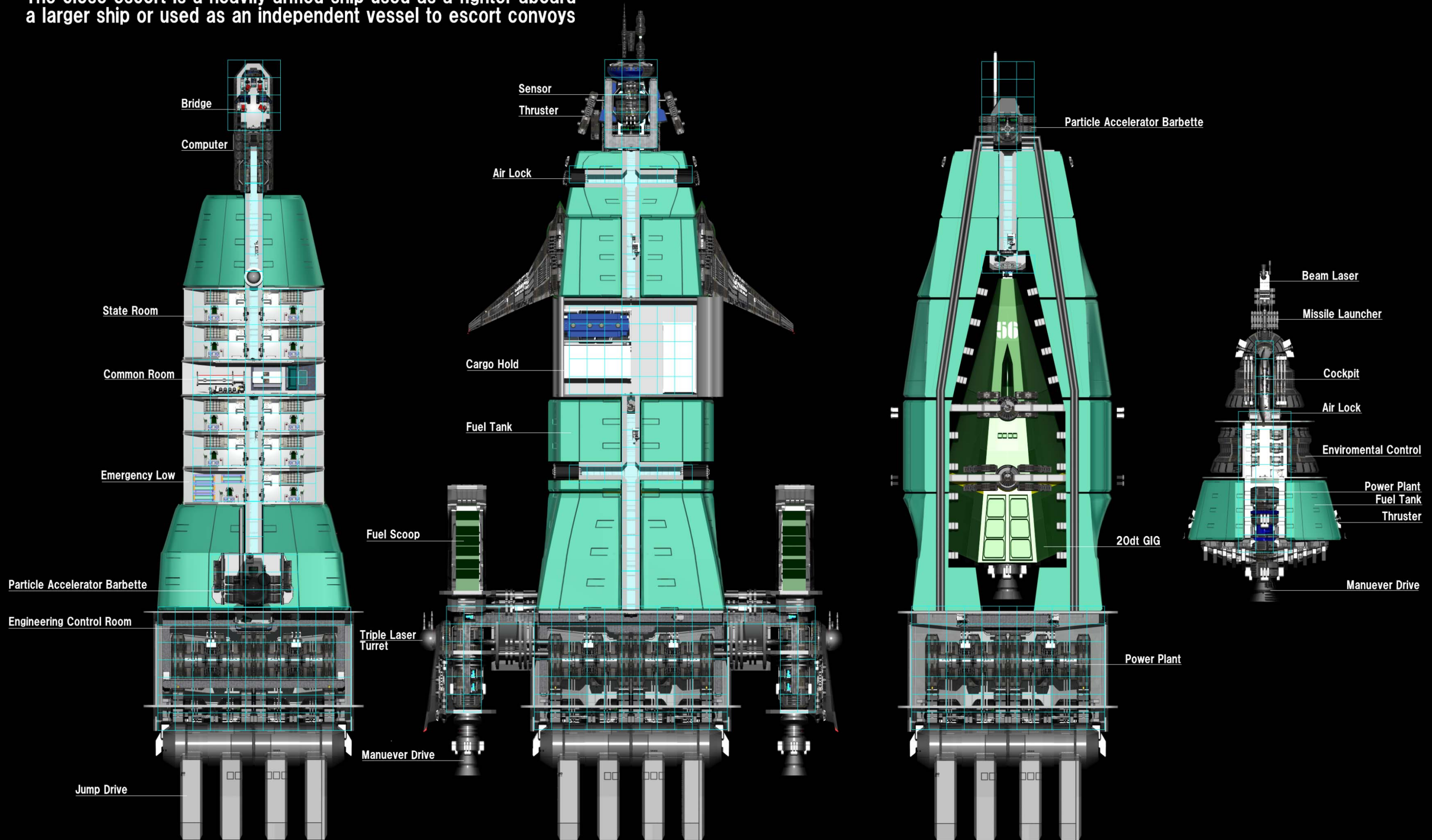
CraftID:CE-4020201, Type CLOSE ESCORT, TL 15, MCr 546
Hull: 360/900, Disp= 400, Config= 1SL, Armor= 58G
 Unloaded= 6282 tons, Loaded= 6675 tons
 Power: 57/113, Fusion= 10170 MW, Duration= 1/3
 No Wpns, Scrms, Agility: M-3 = 2747 MW, Duration= 6/18
 No Wpns, Scrms, Agility: M-2 = 2000 MW, Duration= 20/60
 LifeSupport & Controls: M-0 = 500 MW, Duration= 60/180
 Loco: 43/86, Maneuver= 3
 27/54, Jump= 4
 NOE= 190, Cruise= 750, Top= 1000, Vacuum= 2850
 Agility= 3
 Commo: Radio= System x3, Laser= System x3, Maser= System x3
 Sensors: EMMask, PasEMS= Interstellar x1, ActEMS= Far Orbit x1
 Densitometer= LowPen/250m x1, HighPen/1km x1
 Neutrino= min 10kw x1, EMSjammer= Far Orbit x1
 ActObjScan= Rout, ActObjPin= Rout
 PasObjScan= Rout, PasObjPin= Rout
 PasEngScan= Simp, PasEngPin= Rout
 Off: PartAcc= xx 2
 Batt 2
 Bear 2
 BLaser= xx4
 Batt 2
 Bear 2
 Def: DefDM= +13
 ArmorDM= -6, SizeCd= 4
 Control: Computer= Model/9fib x3,
 Panels= HoloLink x25
 Special: HUpHoloDisp x2
 BasEnv, Bas LS, Ext LS,
 Grav plates, Inertial comp
 Accom: Crew= 14 (1 x 14), Staterooms= 8
 Bridge= 2, Engrng= 1, Mtce= 0,
 Gunnery= 1, Flight= 3
 Troops= 5, Command= 2,
 EmerLow= 2
 SubCraft: Launch x1
 Other: Fuel= 2510 kiliters,
 Cargo= 217 kiliters
 Fuel scoops,
 PurificationPlant (48hours)
 ObjSize= Average, EMLlevel= Faint
 Design Notes
 MCr 437 in quantity



CLOSE ESCORT

IMPERIAL
NAVY

The close escort is a heavily armed ship used as a fighter aboard a larger ship or used as an independent vessel to escort convoys



MASA/MASA04's CE-400-class Mk-1120 from MASA.Ship's

CraftID: CE-4020201, Type CLOSE ESCORT, TL 15, MCr 546

Hull: 360/900, Disp= 400, Config= 1SL, Armor= 58G
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No Wpns, Scrns, Agility; M-3 = 2747 MW, Duration= 6/18
No Wpns, Scrns, Agility; M-2 = 2000 MW, Duration= 20/60
LifeSupport & Controls; M-0 = 500 MW, Duration= 60/180

Loco: 43/86, Maneuver= 3
27/54, Jump= 4
NOE= 190, Cruise= 750, Top= 1000, Vacuum= 2850
Agility= 3

Commo: Radio= System x3, Laser= System x3, Maser= System x3

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Densitometer= LowPen/250m x1, HighPen/1km x1
Neutrino= min 10kw x1, EMSjammer= Far Orbit x1
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Def: DefDM= +13
ArmorDM= -6, SizeCd= 4

Control: Computer= Model/9fib x3, Panels= HoloLink x25
Special: HUpHoloDisp x2
BasEnv, Bas LS, Ext LS, Grav plates, Inertial comp

Accom: Crew= 14 (1 x 14), Staterooms= 8
Bridge= 2, Engrng= 1, Mtce= 0, Gunnery= 1, Flight= 3
Troops= 5, Command= 2, Stewards= 0, Frozen= 0, Medical= 0
HiPass= 0, MidPass= 0, LowPass= 0, LowBerth= 0, EmerLow= 2

SubCraft:20dt Gig x1

Other: Fuel= 2510 kliters, Cargo= 217 kliters
Fuel scoops, PurificationPlant (48hours)
ObjSize= Average, EMLevel= Faint

Design Notes

McCr 437 in quantit

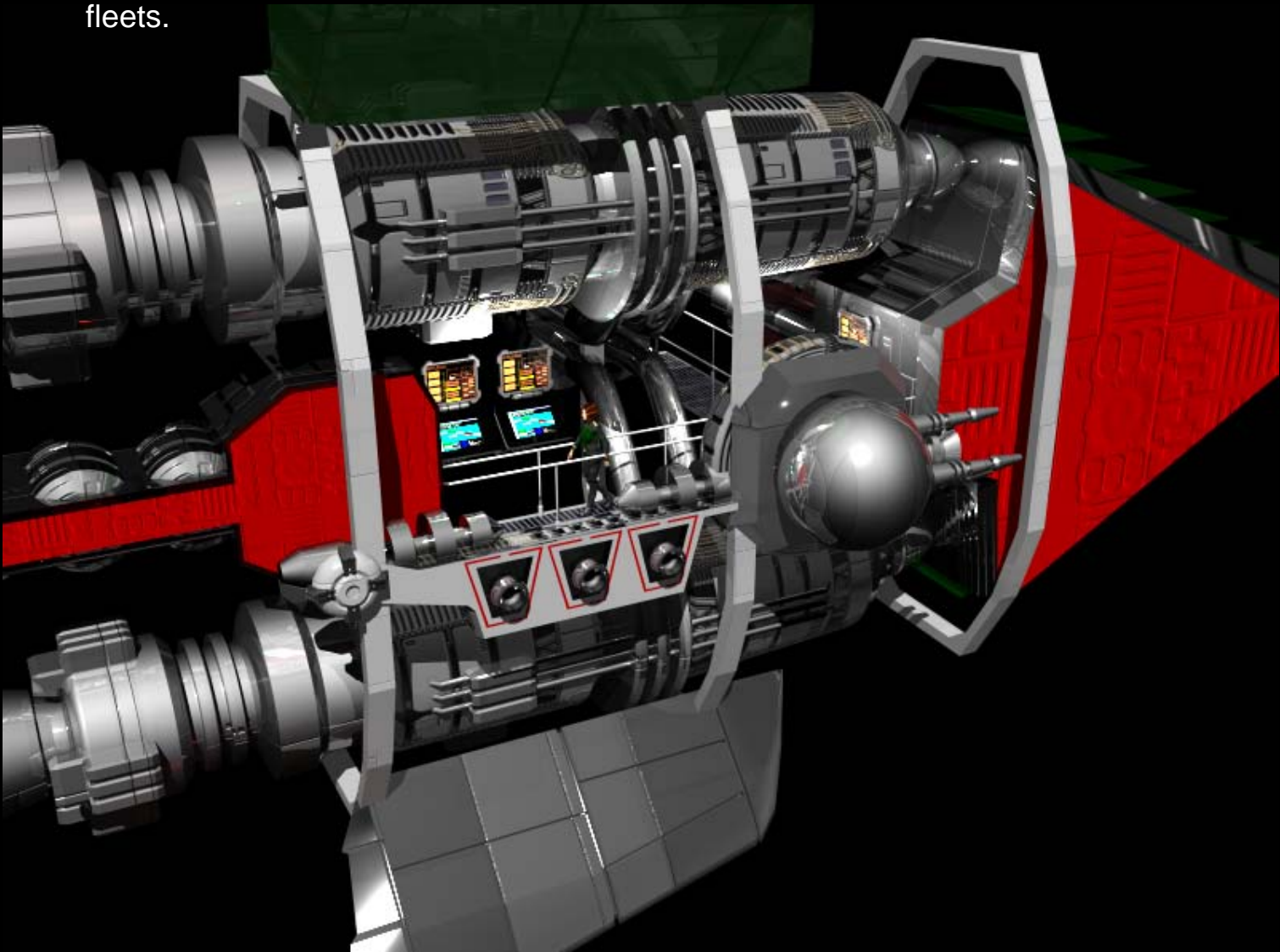
Detail of SIENO Class Close Escort

Hull

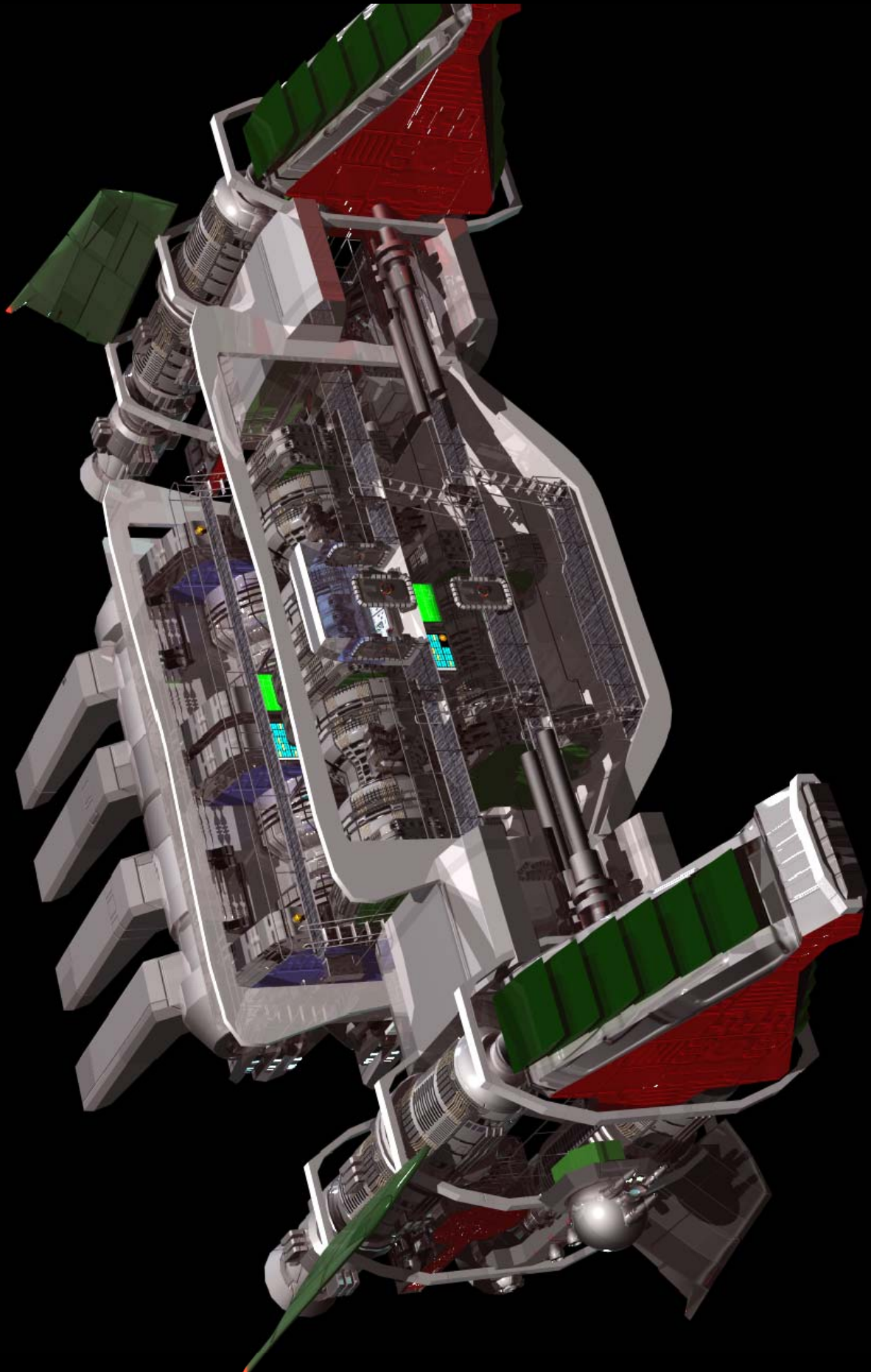
The hull shape and structure has not changed except for the combining the internal fuel tanks with that tankage previously in the drop tanks. The hull is a streamlined **needle/wedge** configuration with 2 maneuver drive pods. Hull armor has been strengthened greatly, in light of the lessons of FFW combat. If navies commit this ship into large scale fleet actions, it is able to play a role in the fleet fighter squadrons. The **streamlined configuration** allows refueling by skimming gas giants.

Power& Locomotion

This ship uses 4 2,400Mw and 1 570Mw **fusion power plants**; 4 Mk-100 **double impulse maneuver drives**, and 4 Mk-200 **jump drives**, generally. Individual yards may substitute equivalent models of the equipment, however, depending on contract specifications; models headed to sub-sector or system navies may use converted commercial base drives, while Imperial Navy ships will tend to use the exact type of drives based on more stringent contracting standards. Acceleration 3G and **FTL** jump 4 is sufficient for the missions of this ship, making it possible to operate with all of the main Imperial numbered fleets.



This ship does not have sufficient fuel for longer tanks, so is not ideal for long-term interstellar missions without refueling. This is a common issue of small escorts, however, and is not really seen as a problem. This ship is able to jettison either port or starboard drive pods in an emergency.

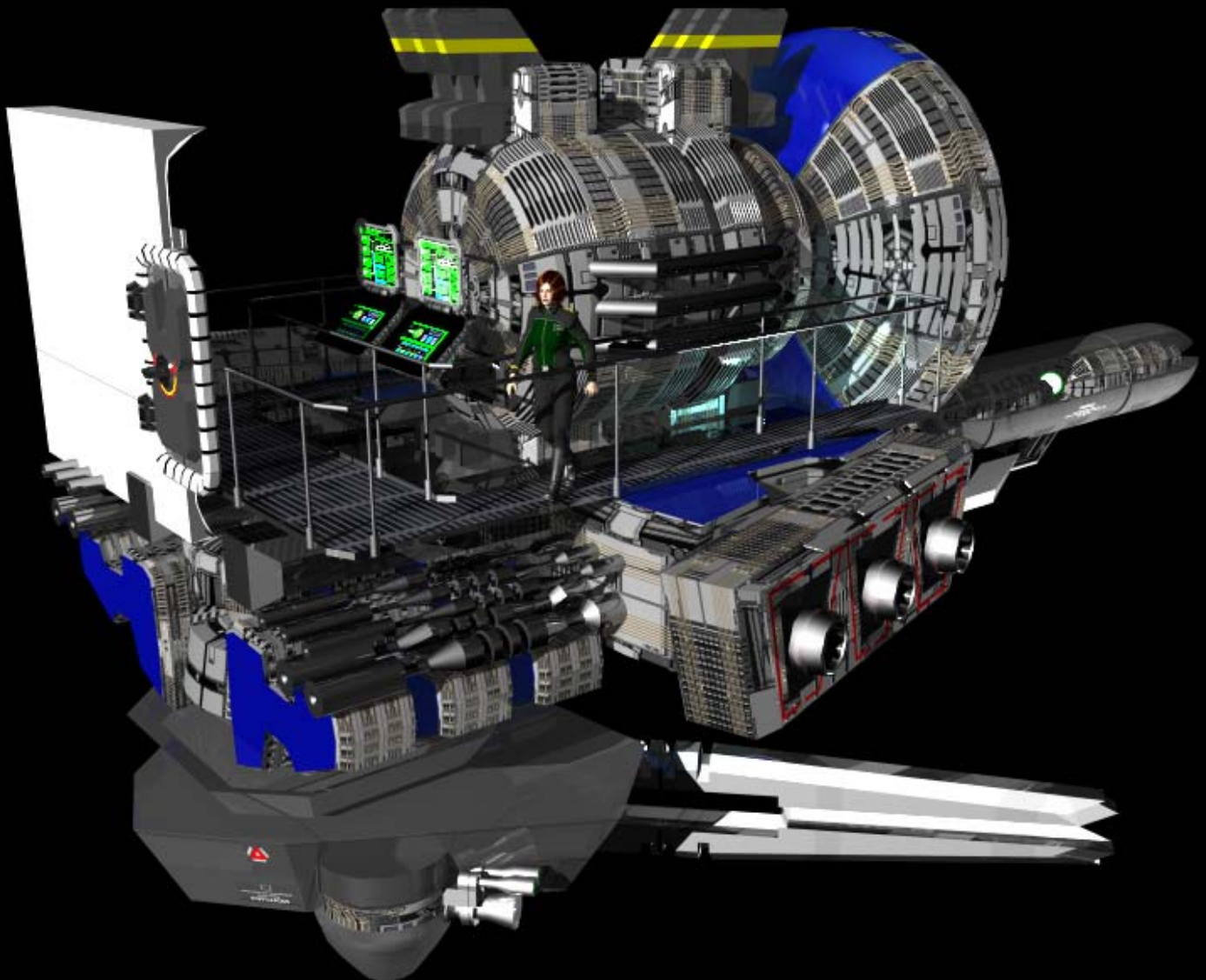


Communication

This ship is equipped with 3 RS-15A **radio** communication systems, 3 LS-15A **laser** communication systems, and 3 MRS-15A **maser** communication systems; it is therefore able to manage communications and information under diverse tactical conditions.

Sensor

This ship mounts **EMMask**, a PEMSF-IS/8 **passive EMS** (Interstellar), an AEMSF-FO/7 **active EMS** (Far Orbit), a DSF-Lw25 **densitometer** (250m), a DSF-Hi1000 **densitometer** (1000m), an NSF-10 **neutronmeter** (10km), and an EMSJF-FO/4 **EMS jammer** (far orbit). These systems are the newest and most capable models manufactured by of the LSP-affiliated **ANSON**, which are also capable of operating under the I/O code **F6980** of Imperial Navy tactical data link system. Many military ships have already been equipped with these communication systems.



Weapon

This ship equips 2 of **particle accelerator barbettes** and 2 **high power triple laser turrets** on 4 weapon hard points. However, there is a variant model of replacing particle accelerator barbettes with triple missile turrets. These weapons are overkill against common enforcement threats, such as traders, smugglers and corsair ships.

Particle accelerator barbettes also prove problematic in gunnery exercises. Particle accelerator barbettes are mounted ventrally forward and dorsally a bit farther aft, while the triple laser turrets are mounted on port and starboard drive pods.

These weapons are operated from the bridge and oriented to concentrate firepower forward arc. Since a small gunboat like this ship has no capacity to power defensive screens such as **nuclear dampers**, it is particularly vulnerable against nuclear weapons.



Control

The control functions for the whole ship are concentrated in the bridge, which has 4 seats for a pilot on left front row, a gunner on right front row, a skipper on left back row, and an engineer on right back row. In addition there are 2 reserve seats on the bridge. This ship uses 3 **Model 9/fib** computers with 25 **HoloLink** and 2 **HUpHoloDisp** also installed the newest **FCS**. These systems are the newest and capable models of LSP-affiliated ANSON, and mounted on all of imperial fleet these days, but some "monkey models" sold to provincials only mount a Model 6/fib.

A life support throughout the ship is provided by a **basic environment** system (heat, lights), a **basic life-support** (sealed environment, atmos, water), a **extended life support** (food, waste recycle), an artificial **grav Plates** and **inertial compensators**.



Accommodation

The officers use **individual staterooms** and enlisted use **dual occupancy staterooms**. Each stateroom has bed, fresher, storage and multi mode monitor.

The bed is the standard size bunk, which folds into the cabin wall. Grav plates can be adjusted to provide a range from 0.0 to 1.5 G for personal comfort.

The fresher includes a multi-function shower, toilet and sink. All components fold unobtrusively out of the way when not in use.

Multi mode monitor relieves the boredom of the long patrol operations by providing entertainment, research facilities, and computer access. The wide range of entertainment activities includes holographic theatrical productions, video shows, interactive drama, and audio programming.



The computer terminal also allows access (on a restricted basis) to the main computer for data processing.

This ship has 2 **emergency low berths**, each can hold up to 4 persons, all of whom share the revival roll. An emergency low berth can hold one conscious person for several hours at a time.



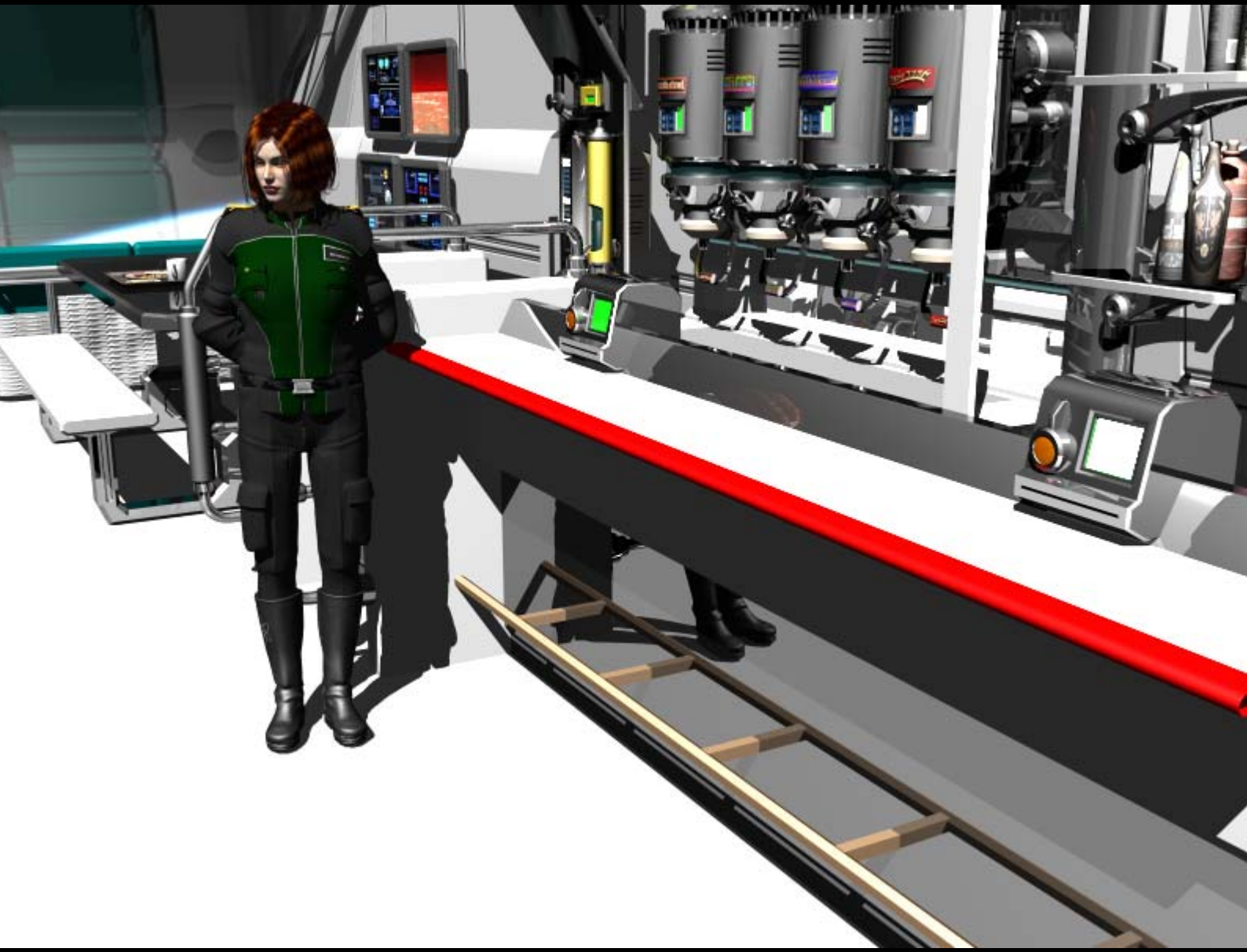
The common area is able to be variously outfitted for dining, conferences, training, and entertainment. Large 3D monitors are installed on walls and ceiling of the room, which give crews a choice of landscape views. The common area also has a small galley for preparing crew meals, with automated pantry storage in the overhead.

The crew of this ship consists of **2 command personnel, 2 bridge staff, 1 engineer, 1 gunner, 3 gig crew, and 5 troops** (in most cases). However most navies do not normally want to dedicate 3 crewmembers to the gig crew, and the ship is often operated by as few as 6 crews, with a lieutenant or a sub-lieutenant as a skipper.



For example, **CE-0403 Edomount** has a lieutenant skipper, an ensign pilot (doubling as the gig pilot), a petty officer first class engineer, a petty officer third class gunner and 2 spacehand apprentices.

Watch crews are therefore not sufficient for round-the-clock coverage, so ship's troops help with the ship operation normally, with crews really only able to get sufficient rest in the **jump space**. The junior skipper of this small warship bears heavy work load, but also has great latitude to make discretionary decisions. These small naval crews work and exist in very close quarters through stressful times, often becoming almost like family.



Sub Craft:

This ship carries a **20dt gig**, used for light courier, transport and patrol missions. It is capable of 6G acceleration, and is armed with a single laser and 2 missile racks in battery. The gig carries 1 emergency low berth, (with a total capacity for 4) which allows the gig to be used as a **lifeboat** when necessary. There is docking equipment mounted ventrally.

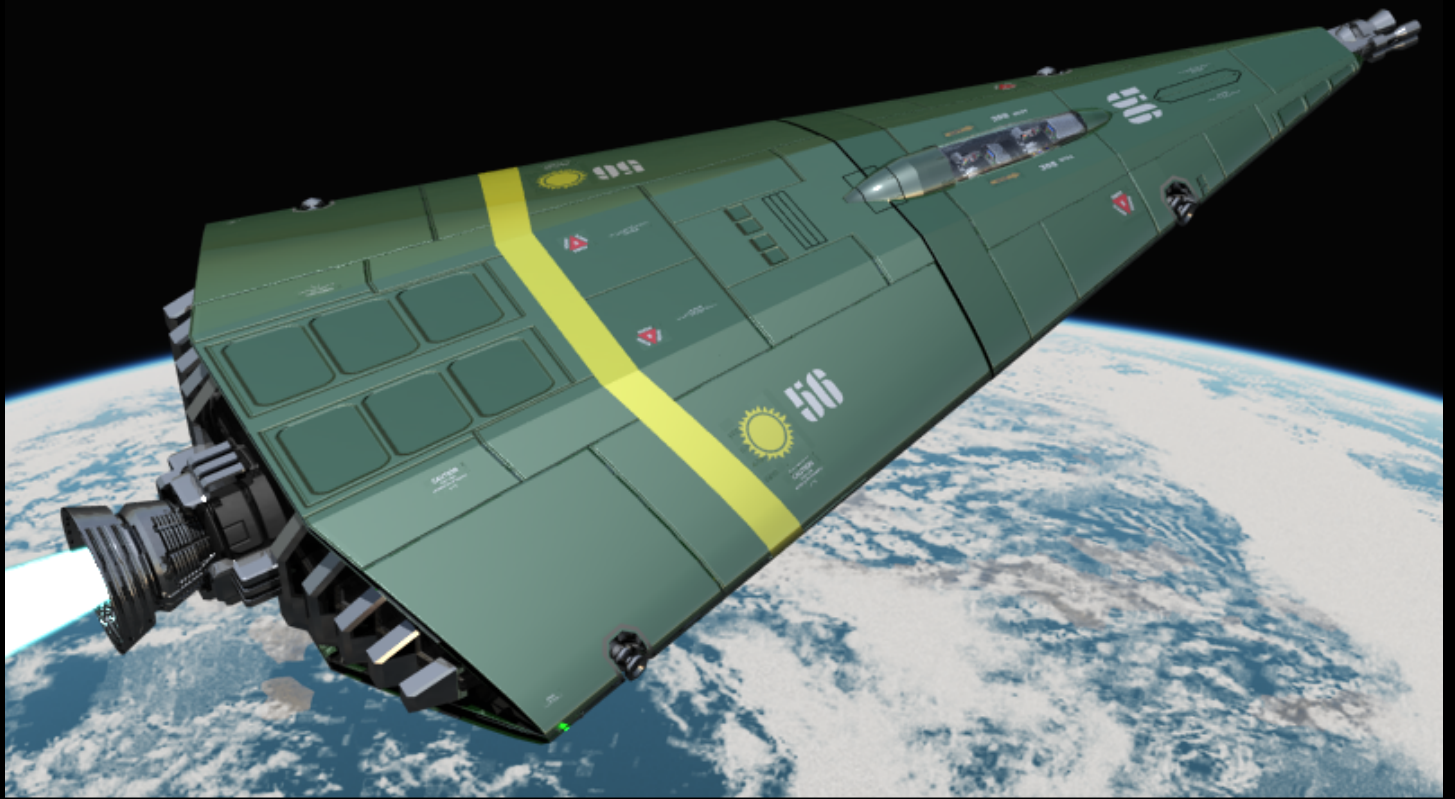
Others:

In mind of fuel supply situation during an operation on the frontier, this ship also has fuel scoops and a purification plant. This ship has 16dt of **cargo hold**.



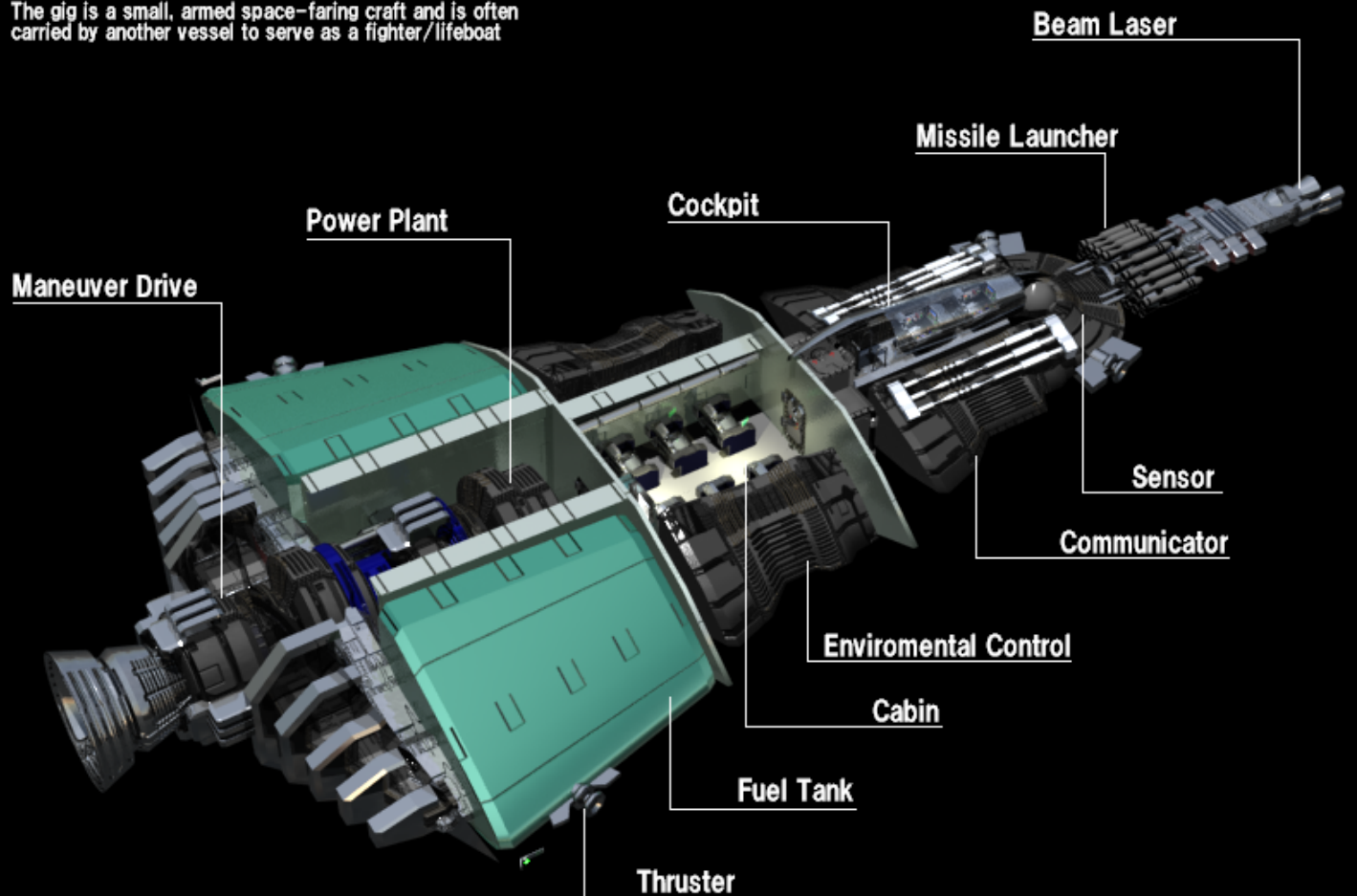
20dt GIG IMPERIAL NAVY

The gig is a small, armed space-faring craft and is often carried by another vessel to serve as a fighter/lifeboat



20dt GIG IMPERIAL NAVY

The gig is a small, armed space-faring craft and is often carried by another vessel to serve as a fighter/lifeboat



MASA/MASA04's GF-class GIG from MASA.Ship's

CraftID: G50, Type GF, TL 15, MCr 30
Hull: 18/45, Disp= 20, Config= 1SL, Armor= 40G
Unloaded= 296 tons, Loaded= 309 tons
Power: 3/6, Fusion= 846 MW, Duration= 4/12
Loco: 3/6, Maneuver= 6
0/0, Jump= 0
NOE= 190, Cruise= 750, Top= 1000, Vacuum= 4200
Agility= 6
Commo: Radio= System x1, Laser= System x1, Maser= System x1
Sensors: PasEMS= Interstellar x1, ActEMS= FarOrbit x1
EMSjammer= FarOrbit x1
ActObjScan= Rout, ActObjPin= Rout
PasEngScan= Rout
Off: Missiles= xx 2
Batt 2
Bear 2
BLaser= xx2
Batt 1
Bear 1
Def: DefDM= +11
ArmorDM= 0, SizeCd= 0
Control: Computer= Model/3 x3, Panels= HoloLink x2
Special: HeadsUpDisplay x2
BasEnv, Bas LS, Ext LS, Grav plates, Inertial comp
Accom: Crew= 0 (1 x 0), Seats=Roomy 8
Bridge= 1, Engrng= 0, Mtce= 0, Gunnery= 1, Flight= 0
Troops= 0, Command= 0, Stewards= 0, Frozen= 0, Medical= 0
HiPass= 0, MidPass= 0, LowPass= 0, LowBerth= 0, EmerLow= 2
SubCraft:
Other: Fuel= 41 kliters, Cargo= 10 kliters
ObjSize= Average, EMLevel= Faint
Design Notes
Mcr 24 in quantity

Variants:

Imperial Navy

Fleet Courier Model: In order to cover the shortage of fleet courier, at least 24 close escort are remodeled and assigned to the courier mission. This model replaces particle accelerator barbets with triple missile turrets. This model has a smaller power plant, fuel tank and 60 cargo hold.

Mine-laying Model: Space mine is a type of missile with simplified guidance that waits passively until a target approaches, used to destroy trade and logistics traffic in a system. Mine-laying model can hold and dispense 3000 mines; it mounts missile turrets instead of laser turrets, and the cargo has been refitted as a missile magazine. This model can likewise be used for a missile artillery platform.

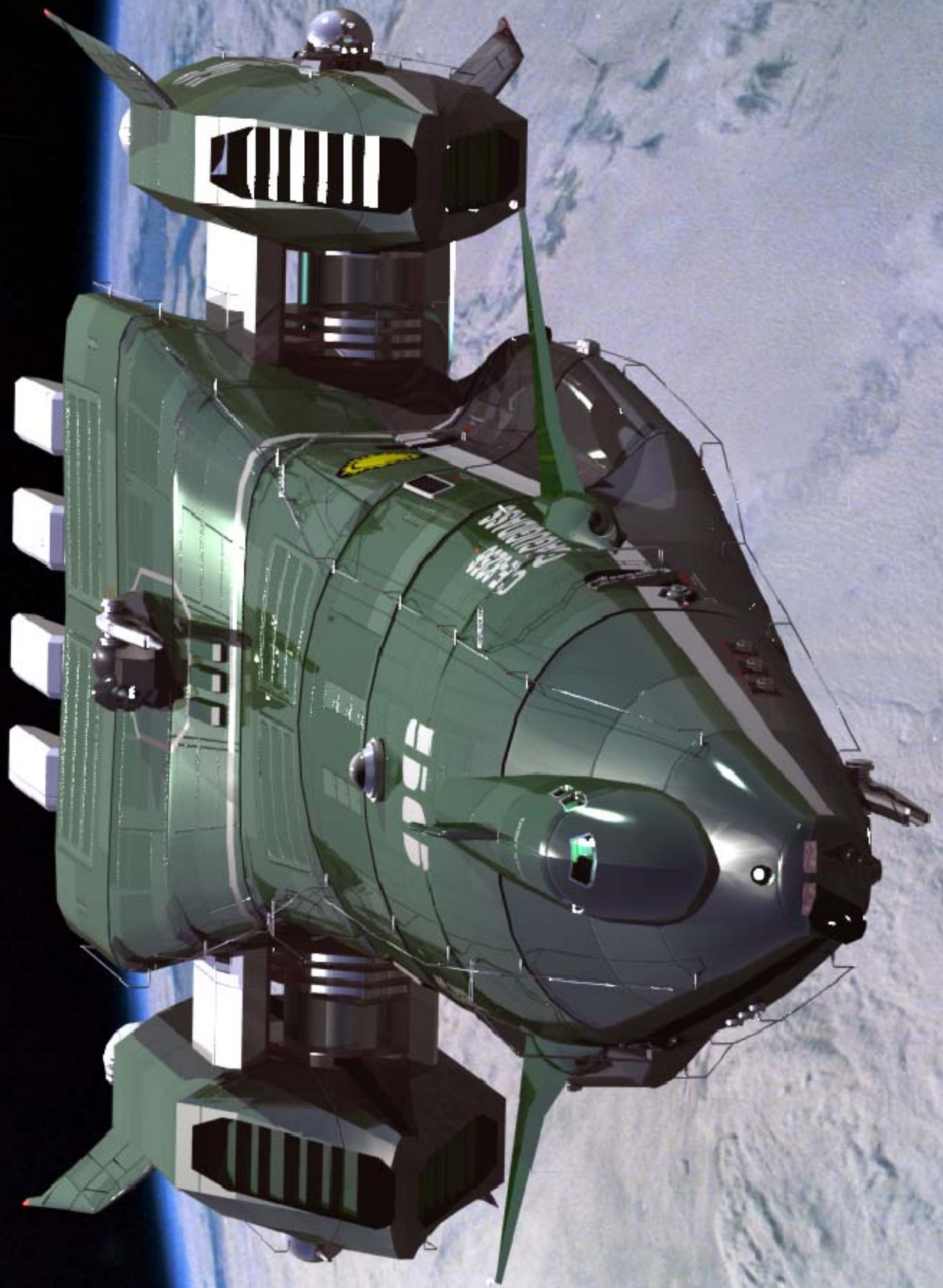
Special Force Model: Imperial marine reconnaissance units use this model. It can transport 2 squads with their full equipment, and can control the mission using dedicated communication systems. The 20dt gig is also remodeled for this mission, removing the emergency low berths. Laser turrets be replaced with missile turrets based on mission requirements, to allow the use of specialized munitions.

Imperial interstellar Scout Service

Scout: Since IISS has original systematic classification of ships, few naval type ships are in commission as IISS ships. In the background, there are the traditional inter-service rivalries between the Imperial Navy and IISS. However, the Imperial Navy has relegated 17 close escorts to IISS for the scout loss replacement requisitioned by imperial navy during FFW. IISS uses this model for heavy scout in frontier sub-sectors. Plans have been made to replace weaponry will missiles and sand casters, and downgrade the power plants to allow longer endurance for some ships.

System Navy Model

Patrol: This model uses as a patrol ship. This model replaces particle accelerator barbets with triple missile turrets, and other equipment is also downgraded; it has FTL jump 3 drive, 0 agility and Model 3/fib computers. On the other hand, boarding bridge and high penetration sensors are added to aid in customs inspections.



Credits

Staff

Ship Design: MAG

CG Models: MAG

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Ships: Shade 8.5

Figures: Poser6J

Rendering: Shade 8.5, Vue9