

Osiris Armed Transport

GM Space Fleet Construction Yard Osiris-class Armed Transport CCS-2258mk.I The prototype model and flagship of the new Osiris-class medium armed transport, it is built by [Gillian Manufacturing](#) for the purpose of protecting sensitive cargo and passengers while maintaining a low profile, something which is difficult with a large escort of armed vessels.

Though at first glance it seems like a modified mining frigate, it is actually a fast and well-armed ship which puts it on par with larger ships. Although capable of holding its own against coordinated fighter attacks and engagements against gunships the primary purpose is not to get into a slugging match with an enemy but rather to discourage them from pursuing as it makes an escape.

History of the Osiris

Following a string of inexplicable attacks against merchant vessels and resource transports, an anonymous party contacted GM on behalf of several planetary governments with the aim of providing a better means of protecting assets without spreading existing forces too thin. Under direction of the Abydos Prototype Team, a group of forty engineers presented the final blueprint for the Osiris in a short six months. While concern existed about cutting corners for the sake of presenting a usable design, once the first of the new class was built it was shown to be a viable product and has recently entered an extended manufacturing run, anticipating a steady demand.

Dimensions and Crew Complement

- Organizations Using This Vessel: Khorsoi Homeworld Security Force
- Type: Blockade Runner/Transport Hybrid
- Class: Osiris, GM-CCS-2258mk.I
- Designer: GM Abydos Laboratory, Team C
- Manufacturer: Cairo shipyard
- Production: 30
- Crew: 13 (12 biologicals, 1 AI)
- Passenger Capacity: 40

Appearance

Designed as a quad winged aircraft the Osiris has a wide central body and a long spine connected to it via a somewhat boxy assemblage; the spine is somewhat narrow in comparison to the rest of the ship but is sturdy and is more spacious on the inside than an exterior view would suggest.

The bridge is situated at the fore of the spine in a panoramic bubble canopy made of several transparent alloys. At the rear of the somewhat diamond-shaped main body is the gravity projection array, built as

three pairs of twin arms set so that each pair forms the point of an equilateral triangle; the arms are supported by sloped housings that keep them clear of the drive exhaust and which also contain the majority of the equipment necessary for the operation of the gravity drive.

Bilateral symmetry keeps the ship looking nice and pretty while concealing a deadlier nature. Two sets of exterior container clamps are situated between the extra wing space and the central spine, while the wing surface acts as extra armor for the main guns, protecting them from dorsal or ventral assault.

The ship's three smaller cannons are arranged top and bottom, one forward of the upper cargo doors, and two on either side of the exterior cargo alcove on the underside of the spine; additionally, a portion of the ship is set at an angle to provide extra space for objects and containers too large to fit into the main or secondary hold.

- Length: 146.3 meters
- Width: 97.53m (excluding wingspan)
- Height: 39.6m
- Decks: 4 plus two cargo bays
- Mass: 42,490 tons, 22,000 ton cargo capacity

Performance Statistics

- Speed (Sublight): **.1c (traditional thrust), .225c (gravity drive).** * **Speed (FTL):** approximately 4,300c
- Speed (Aerial): **Mach 1.8** * **Speed (Water):** The Osiris-class was not tested for movement in or underwater, therefore no speed data is available.
- Range (Distance): **Effectively unlimited given regular resupply.** * **Range (Support):** 3 months of food and water; advanced air recyclers allow for twice the length between exchanges.
- Lifespan: 22 years
- Refit Cycle: once every two years is the suggested cycle; actual refit and repair depends on usage.

Inside the Osiris

Bridge: An unusual layout is presented to the crews when they first view the bridge; instead of being flat like people expect the various stations are laid out on progressively lower platforms, with handholds across the walls to reach them as the bridge is kept in low gravity. Front to back are the navigation and pilot consoles; the sensor and comms stations; weapons control and engineering interface; and the captain's chair between and behind them. Above the captain's chair is the door leading to the auxiliary tactical stations. Under normal operations only the pilot, navigation, and comm stations are manned; at full combat readiness all eight stations are manned, with two crewmembers in engineering and a dedicated medical drone in the infirmary to handle injuries.

Crew and Passenger Areas: The bottom deck of the ship, situated above the main cargo hold, is reserved for the crew: it consists of the captain's cabin and the crew bunks, plus a small recreation area

with exercise equipment and computer stations. There are also facilities for general upkeep such as cleanliness and laundry.

Deck two contains the passenger areas and the mess hall; it also houses the central computer, escape pods and, should the pods be unusable, emergency life support capsules.

Deck three houses the infirmary and environmental systems as well as food storage; the kitchen can be accessed by a small lift that moves between the locker and the prep area. Though somewhat cramped the infirmary boasts some of the latest upgrades available in the medical machine category.

Deck four is the last area of the ship: here is where the engineering bay and machine shop are kept, although the engines themselves drop down into the spaces behind the living areas they are serviced through the accessways in the engine room. Lastly, the secondary cargo hold is above the fourth deck; it is commonly used to store a small aircraft when it is not dedicated to other purposes. (The machine shop exists primarily to fabricate parts and repair damaged equipment; while it could be modified to produce anything the crew needs so far it has stuck to its original role.)

Ship Systems

Hull: The Osiris is protected by a carbon-composite alloy metal utilizing nanotube construction, with titanium ribbing reinforcing weak points in the superstructure. It also encompasses the shield projection arrays, which are installed throughout the hull plating rather than in clusters.

Shielding: A test concept used in the flagship but not in other ships of the Osiris class is a reactive shield network, employing differentiation and sensor coordination to determine which part of the ship gets protected when and with how much power. It works to a degree, but it can be overridden to provide the vessel with full protection when the demand calls for it.

Airlock System: Four airlocks adorn the Osiris: one that connects through the ventral cargo alcove; two on either side of the main stairwell between the deck three landing and the spine corridor (these serve as the primary egress/ingress hatches); one integrated into the upper cargo bay.

Escape Pods: Pods on the Osiris seat five, with enough food, water and air for three days; each is also equipped with an atmosphere scanner and a long-range beacon that broadcasts in the five most common languages.

Trans-flux Barrier System: An auxiliary network to the existing shield system, the TBS monitors the ship for anomalous activity in the local space time and employs a particle curtain to try and minimize the effects on hull and passengers. Further testing is necessary to determine its effectiveness against weapons of total disruption. It operates by generating a screen of particles around the ship. This cloud serves to interfere with the operation of effect-specific weaponry, such as positron beams, and preserve the ship longer than ordinary shields and armor would. The system is of course not perfect; repeated assault will open holes in the barrier and projectile attacks ignore the screen entirely. In addition the screen is fueled by the reactor, and collecting enough energized particles to replenish it takes time. To try and mitigate that the screen projectors are constantly storing the necessary vapor, keeping it in cells lining the long axis.

Gravity Capture Beam: The gravity drive's secondary function provides a limited range beam to assist in the transfer of materials between the Osiris and other ships, without requiring a large and cumbersome collar to slave two cargo bay doors together. Additionally, because the upper cargo bay is often repurposed to serve as a shuttlebay of sorts, the gravity beam is used to aid the launch and recovery of small craft and power armor (though the Osiris does not carry any by default).

Environmental Systems: As one would expect, they include water reclamation and air replenishment equipment, as well as fire suppression and integrity preservation. As follows systems of note include:

RA-5 Air Recycling System: Unusually heavy-duty for a glorified hauler. They can filter out, with the aid of the onboard AI, practically every known pathogen and chemical agent. The main computer constantly monitors the air composition in every compartment and endeavors to keep them as clean as possible.

ISIS-3 integrity preservation system: An interstitial self-regulating incident separator; the primary purpose of this system is to prevent fires and hull breaches from spreading to vital areas and as such it is tied into the fire suppression and atmospheric retention regulators, determining what is the more serious threat and handling it while maintaining cabin pressure in all occupied areas.

The ISIS-3 is not intended to replace compartmentalization of starships but rather to minimize the number of events which require pressure doors to be sealed. It is being tested on the Osiris to determine whether it meets safety regulations and if it will be a viable aftermarket addition to other ships already in existence.

Sensor and Computer Systems

ANUBIS: Adaptive Non-Uniform Bio-Intelligence System: the main computer on board the Osiris. It contains an integrated AI to interface with passengers and crew; he is designated as sentient and provides for the needs of the people aboard his 'body' (as he likes to call it). ANUBIS is capable of generating drones to perform tasks, though normally only the Doctor drone remains active while servant drones are reclaimed into the network. The computer is so named because the construction mimics an organic brain as closely as possible.

Amon-Ra sensor suite: Just your regular high-end equipment with a fancy name; there's really nothing that special about it. The suite includes a deep-space array and a very powerful antenna that can beam messages to the most far-flung reaches of the galaxy.

Weapons

"Annihilator" Dual-array Battery (2): This is a twin-barreled main battery; it uses radial particle extraction to generate beams of deadly energy, drawing on the reactor's expendable energy supply but not to the point where it would interfere with critical operations.

- **Primary Purpose:** Ship to ship defensive network disruption. It also does a good job making holes

appear in armor.

- **Secondary Purpose:** Precision Bombardment (ship to surface): Use of AAA is highly discouraged and will be met with appropriate retaliation.
- **Damage:** Full armor penetration.
- Range: Fires narrow-focus beams to a range of 8,500km.
- Rate of Fire: Each cannon can fire once every thirty seconds.
- Payload 500 shots between recharge cycles.

Rapid-attack interdiction cannon (3): The three smaller cannons mentioned earlier; modified anti-air weapons that while they can be operated from the auxiliary tactical consoles are normally computer-controlled.

- **Primary Purpose:** Point defense and interception, though they can be used to augment the main guns.
- **Secondary Purpose:** missile interception and destruction.
- **Damage:** Lethal against fighters, moderate damage against larger ships.
- Range: 3200km
- Rate of Fire: Extremely high (approximately 1,500 rpm).
- Payload Effectively unlimited so long as the power relays remain intact.

Gravity Compression Bomb: The literal last function of the gravity drive. Usage of this feature is discouraged unless all personnel have been evacuated from the blast radius. All crew and passengers are advised to expedite their escape from the effect range.

- **Purpose:** The gravity compression bomb is intended to completely destroy every object within its effect range.
- **Damage:** Lethal
- Range: 160km, completely invisible to the naked eye, for all intents and purposes a temporary black hole.
- **Duration of Effect:** One to three days.
- Payload One usage.

Products & Items Database	
Product Categories	starships
Product Name	Osiris Armed Transport
Nomenclature	CCS-2258
Manufacturer	Gillian Manufacturing
Year Released	YE 29

From:

<https://wiki.stararmy.com/> - **STAR ARMY**

Permanent link:

https://wiki.stararmy.com/doku.php?id=corp:gillian_manufacturing:osiris_armed_transport

Last update: **2023/12/21 00:57**

