

No-L3-1a - Destiny Colonization Starship



NovaCorp Shipyards

About the Destiny

The Destiny is the result of an ambitious joint project between NovaCorp and the YSE to create a ship with the capacity to travel to far of space, explore and to establish several planets. To this end the Destiny is a massive ship, 25 kilometers in length, and uses top of the range technology. Inside the ship, there is to all effects a city. The majority of the ship is laid out in decks like a conventional ship, with construction bays, engineering and all of the mechanical and technological parts of the ship underneath the “surface”. However the top part of the ship is created as a city, with houses, parks and everything that you could expect to find in a comfortable city. The residential area is split into two sections, with the colonists living in one section, and the core crew, consisting of the people that will not leave the ship to colonies planets live in the other. The ship also has a very strong defense, since it is unknown what threats could await it in the unexplored space it will be venturing into.

History and Background

The Yamatai Star Empire was interested in increasing the size of its borders and in exploring the unknown space outside the fringes of the empire. To this end, a ship suited both for exploration and for colonizing was needed; NovaCorp was given the task of designing and building the ship. The production and research teams in NovaCorp instantly got to work, although it is rumored that Kip, the Horizons AI, and Ephesus, the most brilliant of the scientists, did most of the designing work in one caffeine drenched, 76 hour straight period. The designs are finished, and the Hephaestus construction yards is already calculating the best way of constructing it and preparing the resources needed.

Dimensions and Crew Complement

Organizations Using This Vessel: [Yamatai Star Empire](#)

Type: Long-Range Colonization Ship

Class: Destiny

Designers: [NovaCorp](#) Research and Development Teams, [Ephesus](#), [Kip](#)

Manufacturer: NovaCorp, [Hephaestus Fleet Yard](#)

Production: One made

Crew: ?

Maximum Capacity: 75,000 Colonists, plus more in cyrostatics.

Appearance: ?

Length: 25km

Width: 15km

Height: 10km

Decks: ?

Performance Statistics

Speed (STL): The normal cruising speed is 0.3 c, the maximum safe speed is 0.5c, but the ship can go up to 0.7c, but not for long periods without risking the safety of the ship. It uses a gravitic drive which means it effectively falls through space, and takes a while to accelerate.

Speed (CDD): .20 to ~15,000c using combined distortion system.

Speed (Hyperspace Fold): 2 light years/per minute. Preferred not to be used, some risk of side effects in size.

Planetary: The Destiny can not enter a planet's atmosphere without risking great damage to the ship and the atmosphere. The gravity system can interact with that of the planets creating bizarre side effects and damaging terrain and habitation. The ship is also not designed to enter a liquid, and the results would be unpredictable. The drag force would be immense.

Range (Distance): The Destiny is designed so there is no limit to the distance it can reach. It is self-repairing, and completely self-sufficient.

Range (Support): The Destiny does not need to replenish food, water or air due to the immensely powerful recycling system. It tends to pick up hydrogen in space to use in the food synthesizers, even though the recycling system works with 99.999999% efficiency (or better).

Lifespan: The life span of this ship is supposedly indefinite, its self repairing systems and amazing recycling abilities, as well as several other systems, means that this ship is built to last for thousands of years if needed.

Refit Cycle: No upgrades are needed, although a significant part (20 people perhaps) of the NovaCorp research section is being relocated onto the ship, as well as the star scientist Ephesus. They will likely come up with new ideas to implement as the journey goes on.

Inside the Destiny

Bridge: The Bridge is in the direct center of the craft, and is the nerve center of operations for crisis. The bridge is actually never used in normal situations, the Captain usually making decisions through the AI's control of the ship. However in an emergency the crew takes its positions in this Bridge. The Bridge is wide and spacious, with consoles around the walls, each with manual and holographic interfaces, as well as bio-neural interface ports of both the invasive and non-invasive kind. Each console has a chair, which is fitted with a needle that can, with the press of a button inject an instant stimulant to the seated, so to ward off the sloppiness that goes with tiredness. In the center of the bridge there is the Captains chair, which is surrounded on all sides by manual and holo-graphic interfaces. The chair can swivel around 360 degrees and the consoles allow any of the functions done in any of the consoles to be done by the Captain without leaving his chair. It also has a bio-neural interface of both the invasive and non-invasive kind. However as an additional, and necessary feature because the consoles in the seat can override all of the systems on the ship unless the AI steps in, only the Captain or someone allowed by the captain in a verbal command may sit in the seat or it either injects them with a lethal dose of stimulants (if there sitting), electrocutes them (if they're trying to use the consoles), or explodes. The AI can override these procedures. At the dead front and center of the bridge there is the pilots seat, which reclined, and surrounded by a complex maze of wires and systems. To pilot the system correctly the pilot needs to use a bio-neural interface, and to do it at its full efficiency an invasive bio-neural interface is needed. There is a head set that lowers down over the head, the pilot grasps the armrests that tap into his nerves through a non-invasive process, and if the correct invasive access port is in place, an extendable cord enters it. The front wall, above the pilots head, is a massive viewscreen which can be used to show any scene from the Destinies video banks, the outside of the ship etc., or display information. The Bridge is lighted by a high powered central light, and there is a [Coffee](#) machine in the corner because Ephesus thought there should be one.

City: The city is a massive collection of buildings, created in a mixture of grid patterns and winding roads (depending on which neighbor hood you live). The houses are comfortable, if not luxurious. A bedroom, kitchen, bathroom, lounge. If there are families or couples different accommodations can be located or constructed. The furniture is comfortable, and the overall look is that of a warm and hospitable place, although the occupants can redesign it to their own tastes, within reason. The houses are either in detached, semi-detached rows, or in sky scrapers, depending on a persons usefulness to the ship or a future colony. In the city there are also everything you would expect to find in a normal land bound city. There are shopping centers, recreational grounds, restaurants, bars, clubs, even brothels and strip clubs (although the standards are enforced very strictly) in the neighborhoods for people that have displayed an interest in such activities. There are several large parks, with carefully cultivated plants, lakes, and even birds that are restricted from leaving the parks. The core crew lives in a separate community to that of the colonists.

Construction Centre: This is where everything that is made in the Destiny is constructed. From shuttles and fighters, to lamp posts, they are all made here. The work is largely automated through the use of complex machinery, construction drones and nano-bots, but there are still quite a few people who take care of the machines and make sure everything is running smoothly. The construction centre takes the appearance of a huge cavern in the ship, underneath the surface, with machines working, extendable arms, the buzzing of arc-welders, and the silent drifting construction drones.

Ship Systems

Hull: The hull of the ship is formed of a mix between perfect diamond and carbon-ring plating, over a perfect-diamond interior hull of 10m of perfect diamond. There is also an inner hull past this one, of a thickness of 5m, so even if the outer hull is breached, there is a secondary barrier. The main body is formed of a perfect diamond and carbon-ring, creating an extremely tough ship.

Docking System: This is a system that allows the docking of vessels too large to fit within the Destiny. A long and flexible tube of carbon-nanotubes is extended to lock onto the airlock of the vessel, and then the crew of either vessel can travel along the tube into each others ship. For emergency access the end of the tube has a form of cutting drill effect if needed, cutting a hole in the softer parts of the hull if the airlocks are not functioning and evacuation is needed. The tubes are also connected to an atmospheric control module that compensates for environments in the ship so that the tube contains breathable air etc. The area around each of tubes can also send out restraining ropes made of carbon-nanotubing but with an electric contraction center, which allows it to anchor ships to it if needed. Ephesus also added enough force to them to create some serious damage with a whipping motion, but was restrained from putting in retractable spikes. There are also tubes that can carry power and oxygen which are used to take care of the ship once it is docked. There are an as yet to be decided number of docking stations on the Destiny.

Escape Pods: There are escape pods on the Destiny, but it was realized at an early stage that the area of the ship, verses surface area of hull and need for a strong hull, would mean there would not be enough for everyone. To this end the escape pods are their to make people feel at ease, under the misguided hope that they would be able to get there before anyone else. The Escape pods are behind very thick blast doors in the hull, and each one can contain twenty people without risking lives. It contains a stasis system that can put all the occupants in a form of biological freeze frame. There are 3,000 escape pods on the Destiny. They are hoped to be never used, the thick hull and shields should mean they are not needed. Hopefully.

Total Internal Compartmentalization: In the sections of the Destiny that are not the city, the ship is sectioned off so that ruptures and fires in one section will not affect other sections. Airtight internal doors and emergency blast shutters further enable the ship to maintain air pressure in the event of small through large-scale decompression. These systems also make excellent anti-boarding defenses.

PSC Device: The PSC (Psionic Signal Controller) is a form of psionic and telepathic protection, capable of nullifying all such activity. The device can selectively allow channels to permit secure telepathic operation and to maintain communication even under psionic attack. The PSC devices also negate 'magical' attacks and effects. This PSC is safe enough to remain active at all times, unlike older "ADN" devices.

Field Systems

Gravitic shield: Using the massively powerful gravitic drive, a repulsion gravitic field is created, which prevents any ship from getting close, deflects missiles and projectiles and distorts energy weapons.

Energy shield: The Destiny's massive shield is no covered by a single shield generator but by several

spaced around the ship. The shields can take

Interdiction Field: The ship is capable of projecting a powerful artificial gravitic field that disrupts the operations of FTL drives of all types in a specific area of effect (minimal effective AOE is a 1,000 meter cubic area; maximum AOE is 1 AU cubic area). This is useful in preventing enemy vessels from escaping from battle. The interdiction field also has a secondary mode that can defeat the interdiction efforts of enemy forces in a localized area roughly half the size of its normal operation.

Scalar Electrogravitic: The “Lightning Shield” is a powerful ionized energy field that is useful against any penetrating target. The intense plasma heating will fuse and even vaporize metallic bodies. In addition, any missile encountering the shell is subjected to an extremely intense EMP arising everywhere inside its circuitry. EM shielding is of no use against the creation of energy throughout the space time of the circuits; such shielding only helps against energy flow through space in the conventional sense. Thus, the electronics of any mecha or missile encountering the shield are instantly duded, whether or not they are shielded against ordinary electromagnetic interference (EMI). Furthermore, explosive materials are exploded when such interference is encountered, and combustible materials are fiercely consumed or set afire. Ablative shielding suffers an interesting catastrophe: since energy does not try to flow into the shielding, but instead arises everywhere in it simultaneously, 'ablation' occurs everywhere throughout the ablative material, simply exploding it instantly. The first layer of defense can be relied upon to take out nearly 100% of all enemy missiles that have not been modified in some way to 'penetrate the envelope' (energy sheathing, phase-shifting methods seem to be most effective).

Environmental Systems: The Destiny has extremely efficient environmental systems, that are set, at least in the city, to a pseudo-random weather chart, allowing for a degree of world likeness. However the system is advanced enough that different types of weather can be enforced in a single neighborhood, or even a single house (although there would have to be a very good reason). A storm could be raging in one neighborhood, while a warm breeze could be in the next.

Air Recycling System: The Air recycling systems on the Destiny are second to none, and requires no additional taking in of air from an outside source. The air is taken in, split apart, and re-combined to the perfect combination, as dictated by the AI and the mayor/captain. There is a slight loss in oxygen, which is inevitable as no system is 100% efficient, but this is so slow to make very little difference, and can be more than made up with by a small amount of hydrogen collected from space by the ship. A glass of hydrogen every six months would suffice.

Terraforming Goo: A new innovation from the warped mind of Ephesus, the terraforming goo is a horde of self replicating nano-bots that can change geography, stir up the right environment and minerals in the soil, and even alter the atmosphere. They have the capacity too even make temporary buildings out of themselves. They are based on a weapon designed by Ephesus to destroy all life on a planet, which was stopped by NovaCorp for being “Unethical”. The good is launched through a landing pod, and is programmed before into what changes it should make to the planet (or in the short term an area).

Sensor and Computer Systems: The Destiny uses an advanced computer, capable of computing every single calculation needed in the enormous ship, taking care of everyone, plotting the complex navigational points, and filing away and recording every bit of sensor information it receives. To this end the AI involved is one of the most intelligent in StarArmy, with vast computational ability.

Omnidirectional sensors of the Destiny include variable wide-band imaging clusters, long-range gravimetric and magnetic resonance, distortion, and interferometry sensors and spectrometers,

electromagnetic trans-space flux sensors and imaging scanners, quark and gluon density scanners, spin polarimeters, aetheric field/differential/particle/wave sensors, scalar field sensors, subspace mass sensors, and unified field mass/energy sensors, neutrino/tachyon sensors. These sensors have a range of 25 light-years.

Time-Modulated Ultra-Wide Band Radar: Signals transmitted by UWB radars are pulses generated pseudo-randomly in time. They are only .1 nanoseconds in duration. The energy content in any conventional frequency band is below the noise, making TM-UWB transmission highly covert unless ones knows the specific pseudo-random sequence. TM-UWB has no carrier frequency, no conversion either up or down, and because of the low frequency content of TM-UWB signals, they are capable of seeing through foliage and nonmetallic objects better than regular radar can. Ideal for atmospheric operations and nebulae.

Communications

The Destiny is equipped with a multi-channel wide-band array that gives a great deal of both security and versatility. Among the types of communication supported are radio, laser, subspace, and transuniversal quantum relay. Communications can be secured using Quantum Encryption technology, which (due to the Heisenberg Uncertainty Principle) allows the system to detect any monitoring attempts and counter them.

Radio: Full spectrum, Dual-Modulation, range theoretically unlimited except by interference. Practical range is short, since the waves only travel at light-speed. Iori can also jam the spectrum with white noise and intelligent false radio traffic (such as fake missile guidance orders and IFF traffic).

Laser: For close-range transmissions, it is more difficult for the enemy to intercept, because they have to be in the area of the beam. Also limited to light-speed.

Subspace/Hyperspace: Allows faster-than-light transmission. A standard means of communication. The Destiny's system is especially adept at detecting and decrypting messages sent with this means. The Destiny can also thoroughly jam FTL communications within twenty light-years of its position.

Transuniversal Quantum Relay: Delivers a message anywhere, instantly, but precise coordinates of the receiver must be available. Mainly used by PANTHEON and relayed through starships. Shields may interfere with TQR transmissions.

Weapons

Gravitic Weapon System: This system uses the Destiny's massive gravitic drive as an offensive weapon. It can create extraordinarily powerful gravity fields, that can crush a ship, or simply crush all the crew. It can create gravity spikes, and simply knock ships away from it. It can vary the amount of damage it does between light and heavy.

Location: The Gravitic Weapon system runs off the gravitic drive, located deep in the ship **Primary Purpose:** Anti-star ship **Secondary Purpose:** Anti-star fighter **Damage:** From light to extreme. Can crush most ships **Range:** Can effect ship within 1 AU **Rate of Fire:** The Gravitic Weapon System can effect

hundreds of vessels at the same time, or half a dozen with great power Payload Unlimited as long as the gravitic drive is functioning

Ketsurui Fleet Yards/Phoenix Corporation Type 20 Energy Wave Projection Cannons (2000):

The Energy Wave Projection Cannon is the premier anti-warship weapon of the Nerimian Defense Initiative and Hushain Empires. Based loosely off hyperspace tap technology, the weapon is capable of generating incredible amounts of destructive energy and releasing it as a destructive blast that has been known to completely vaporize enemy vessels. The low-end of the weapon's power is measured in the mid-gigaton ranges (50-75 gigatons of destructive power) and its high-end output generates in excess of 525 gigatons at peak levels.

Location: Turrets spaced evenly over the surface of the ship **Primary Purpose:** Anti-Warship

Secondary Purpose: Orbital Bombardment **Damage:** Serious damage potential against all varieties of warships. Damage can be reduced due to shielding technologies. Range: 1 AU+ Rate of Fire: One shot every five seconds. Payload Infinite as long as the power source is functioning.

WickedArms Corporation WA-06 Missile Launchers (4000): Located all over the Destiny's hull. When not in use, the missiles are protected by launcher covers.

Warhead: Subspace Detonator Missiles (SDM) **Purpose:** Creates holes in shield systems, disables FTL flight, collapses wormholes. **Damage:** No direct damage. Range: 500,000 miles Rate of Fire: Individually, or in volleys of 1, 2, 3, 4, 5, or 10 from each pod. Payload 200 Missiles each.

Warhead: Multi-purpose Shield and Armor Piercing (MSAP). **Purpose:** The MSAP Missile is designed to take out small hard and soft targets at middle range. **Damage:** Heavy Range: 500,000 miles Rate of Fire: Volleys of 5, 10, 25, or 50 each. Volleys can be combined. Payload 800 missiles each.

Vehicle Complement

- Shuttles (?)
- Power Armor (?)

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