

Horizon-class Colony Ship

At the time, the Horizon-class Colony Ship was one of the largest ships [Ketsurui Fleet Yards](#) had built. Designed to meet the needs of both the [Star Army of Yamatai](#) and several other nations, the massive vessel can comfortably move up to twenty thousand people from one world to their new home. The first of the class was the [YSS Horizon](#).

Its main competitor was [NovaCorp's Destiny-class Colonization Ship](#).

In [YE 28](#) the *Katsuko Project* was initiated with the aim of replacing the aging Horizon-class and Destiny-class ships, which resulted in the design of the [Hummingbird-class Colony Ship](#).

Ships of Class

- YL-601 [YSS Horizon](#)
- YS-602
- YL-603
- YL-604
- YL-605
- YL-606
- YL-607
- YL-608 YSS Asari/YSS Nishtama (Was in [Galaxy Expeditionary Group](#), later became [Nishitama](#))
- YL-609 (given to Elysia)
- YL-610 (given to Elysia)
- YL-611 (given to Elysia)
- YL-612
- YL-613
- YL-614
- YL-615
- YL-616
- YL-617
- YL-618
- YL-619
- YL-620

At least one of the above ships were given to the [Occhestan Republic](#) in [YE 29](#) to help their people escape from Lor.

New Standard Speeds

Cat	Starship Type	Sublight Engines	Distortion Field	Hyperspace Drive
5	Cargo and Service Ships	.25c (~74,948 kilometers per second)	12,500c (~1.43 ly/h)	394,470c (0.75 ly/m)

Old Stats

Ketsurui Fleet Yards Ki-L2-1
Horizon-Class Colony Ship
(Prototype)

Background and History

The highly anticipated Horizon-Class is one of the largest ships Ketsurui Fleet Yards has built so far. Designed to meet the needs of both the Star Army of Yamatai and several other nations, the massive vessel can comfortably move up to twenty thousand people from one world to their new home.

Objectives of the Horizon:

1. To support 25,000 people.
2. To provide civilian-style living and commercial areas for 20,000.
3. To be capable of long-term independent operations (years).
4. To provide docking facilities for military escort ships.

Advantages of the Horizon: Capacity

Disadvantages: Not designed for military operations.

General Statistics

Government: Yamatai Star Empire and other nations

Ship Type: Logistics Craft

Ship Class: Ki-L2-1a Basic Colony Ship

Manufacturer: Ketsurui Fleet Yards' Luna Bianca Lunar Shipyards

Production Runs: None at this time

Recommended Crew: 249

012 Command Staff (Captain, First officer, etc.)

072 Command Support Staff (Includes bridge crew)

150 Technicians

015 Crew Support Staff (Medical)

Can support 20,000 colonists.

Length: 5000m

Width: 1500m

Height: 1500m

Weight: 84,370,000 tons

Decks: 500

Propulsion Systems

Main Power System: 7 KiP-sh2435zp Superheavy Zero-Point Generators

Aux Power System: 8 KiP-sh2436am Anti-Matter Reactors

Emergency Power System: Solar Panels
FTL Propulsion: KiE-sh2437cdd Continuum Distortion Drive
Sub-light Propulsion: 9 KiE-sh2438i/g Ion/Graviton Engines
Anti-Gravity System, Internal: 5 KiFRS-sh2439ag(i) Force Stabilizer
Cooling System: KiC-sh2440 Energy Displacement System

Speed (CDD): ~10,000c
Speed (Sublight): 0.25c
Speed (Atmospheric): N/A (Not designed to land or enter planetary atmosphere).

Weapon Systems

None installed at this time.

Shuttlebays

Ki-T1 Light Transport Shuttlecraft (10):

The Ki-T1 shuttle is the main method of transferring people from ship to ship. It can quickly be launched to get the mission done. The Ki-T1 does not have the ability to travel FTL, and is unarmed. It is capable of atmospheric landing, but is not designed for aerial maneuvering.

Primary Purpose: Ship-to-Ship Transport

Secondary Purpose: Escape Pod

Range: 2 days of travel

Speed: .10c (150mph in atmosphere)

Load Capacity: 4 personnel with gear or 1 person with cargo.

Weapons: None

Systems: Anti-Gravity, Communications, Shields (weak).

Ki-N1 Transport Ship (6): (See link)

Fighters: None assigned, but contains support facilities for up to 120 average-sized starfighters.

Interior Data

Inside the giant ship, there is a small city, with 200-story skyscrapers, malls, parks, and everything a regular civilian city should and would have. The lower 300 decks are primarily used for storage and systems, while much of the upper part of the ship is left open, with a built-in environmental system that simulates weather.

Systems of Note

Armor: The hull of the colony ship is armored with a fairly thick alloy plating. In addition, Horizons can spray a 50cm-thick coat of heavy armor over

the entire hull of the ship, including areas normally exposed such as the CDD, thrusters, and sensors. When the armor takes damage, it flakes away in a controlled manner (ablation), absorbing the destructive force.

Escape Pods: 4000 generic escape pods (made by Geshrin Shipyards), each able to hold up to five people, are located along the hull of the ship. They are capable of sustaining life for 72 hours. The pods also have a stasis function, and can support their occupants in stasis for roughly a year. Each pod contains an automatic homing device that activates when the pod is launched. The pods will automatically put themselves into a safe (but rough) descent if there is a planet nearby (rather than burning up in the atmosphere).

Graviton Beam Projectors (20): This device creates a stream of gravitons which can be used to tow other spacecraft. The projector is ineffective against ships using gravitonic shielding.

Lift System: The lift provides quick access to all over the ship. The lift can also be used to travel to other ships when vessels link together (most Star Army ships have standard gauges of lift systems, allowing lift cars to move from ship to ship). The lift system of the Horizon include the standard personnel-gauge lifts as well as several heavy lift shafts. The heavy elevators can lift up to 500 tons.

Shielding Systems: The Horizon defends itself against interstellar dust, meteorites, and to an extent, against attacks by hostile space forces by using an asymmetric peristaltic field. This field warps the space around the ship, forcing incoming energy or objects to 'move around' the Horizon, because they are actually passing through a spatial distortion.

Recycling Systems: The ship can recycle its air and water supplies for up to 10 years before needing replenishment. As far as food goes, once the supplies run out (the ship can carry a huge stockpile that will last up to two years), the only food will be a recycled nutrient goo that tastes like apricots. The goo (which KFY engineers nicknamed "ambrosia") is supposed to be edible for 3 years, and can be fried, dehydrated, and manipulated to simulate real foods (yeah, right). An agricultural ship might be a good idea for multi-year journeys.

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OOC Notes

Star Army Logistics	
Supply Classification	Class A - STARSHIPS
First Used	YE 24

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Last update: **2023/12/21 01:02**

