

# Magpie-class Industrial Cargo shuttle

The MG-ITS-1a is a Industrial Shuttle used by the [Mining Guild](#) beginning in [YE 41](#) Originally meant to transport ore to be refined later on to also transport water. This article can also be found on the [Mining Guild Equipment](#) page

## About the Ship

The Industrial purpose shuttle, they had chosen to nickname the Magpie, was created as a way for the [Mining Guild](#) to transport a huge amount of ore were just putting it all in the [Personnel transport](#) would not be efficient. Because of this, they had sent the [Engineers](#) their schematics for an Industrial shuttle that would be of greater help to them. The Industrial shuttle Magpie was built with enough room for the pilots and the crew to stretch their legs, with room for recreational activities, as well as room for a lot of ore.

In late [YE 41](#) with the [Department of Engineering](#) deciding to stick with Governmental and military projects, the Guild was able to acquire some assets which allowed them to change the Magpie into a more Modular Starship, which allowed them to not only be able to carry ore, but also water.

The ore section had multiple large containers in which the crew had diligently placed specific ores in so that when it is all transported to the [The Dragon](#) the ores won't get mixed by accident, which basically means that gold goes with gold, iron with iron and so on. Each container has antigrav devices that lift some of the added weight of the ore. water is contained in similar containers, but with extra technology there.

## Key Features

One of the main features of the starship was its capability to carry items that may if given the quantity to become very heavy, too heavy for most Organic beings and Synthetics to be able to lift let alone transport, this was because of the antigravity technology employed within the containment systems. which not only carries Ore but as of [YE 42](#) the Industrial shuttle now carries water.

## Mission Specialization

1. The Primary Mission of the Industrial Shuttle was to carry ore to the [Mobile Refinery](#), as well as sorting theme for ease.
2. The Secondary Mission was to carry water to another location to be sold for organic consumption.

## Appearance

Despite its type, the Magpie was a large starship, capable of dwarfing ships smaller than it, not at all like

typical shuttles. Its great length makes one believe it's a cruiser rather than an ordinary shuttle, because it had the shape of a cruiser, in terms of length. The cockpit was visible from the outside, at the top was an octagonal shape, while the bottom had a roundness to it, almost like a belly. The main thrusters were at the back, but there were additional thrusters below pointing down to allow some lift-off for the shuttle to begin its travel. There were wings at the back, by the thrusters and another pair at the front.

While landed it has visible landing gear, one at the very front, two behind the cockpit, and three in the middle following the front and behind the cockpit for the back of the shuttle.



## History and Background

The two technological thinkers [Aeta Kurosaki](#), and [Royal Representative Nyx Pine](#) had noted how difficult it seemed to be in transporting a cart full of ore to a ship that wasn't usually on the ground so they came

up with a Starship that would allow them to contain and carry ore. They came up with a design that would greatly help the [Mining Guild](#) in their endeavors and finally, after a round table of discussion and trial and errors they finally had an idea of how the ship should look like and thanks to the [Royal Representative](#)'s input, came the idea to separate the ore they were putting in the containers, thereby making the job easier for those working in the [Mobile refinery](#).

The materials to make the Industrial shuttle came from the Mining Guild itself rather than an outside source since it was cheaper at the time to use homemade materials rather than importing it. due to originally worrying about costs.

Later on, with the Guild gaining a great deal of money through selling Gems as well as certain metal to the NDC, and with the [Department of Engineering](#) deciding to move to projects dealing with the Military and the government, the Guild was able to acquire assets that allowed them to manufacture their own ships and requirements.

With the realization that they can easily remove the containers, they chose to turn their Industrial shuttle into a more Modular ship, and so they moved to include containing water and scrapped plans for a water tanker Starship.

## Statistics and Performance

Here are the additional information about this ship

### General

General information about the Starship

- Class: See: MG-ITS-1a
- Type: Industrial Shuttle
- Designers: [Mining Guild](#)
- Manufacturer: [Department Of Engineering](#)
- Fielded by: [Mining Guild](#)

### Passengers

Crew: 2 operators are recommended, 1 are required.

Maximum Capacity: There are accommodations for 5 people. no more space to accommodate people.

### Dimensions

Here are the Dimensions of the Starship.

- Length: 300 meters
- Width: 100 meters
- Height: 50 meters
- Decks: 5 [4.1 meters each] technically 5, but seems more like 3

## Propulsion and Range

- [Falcon Tunnel Drive](#): 0.2ly/m with a jump range of 15ly max per jump.
- Sublight Engines: .30c
- Range: 1 month
- Lifespan: 20 years
- Refit Cycle: yearly.

## Damage Capacity

See [Damage Rating \(Version 3\)](#) for an explanation of the damage system.

- Tier: 11
- Shields: 11

## Inside the Ship

### Deck Layout

- Deck 0 is mainly the crew storage area,/armory
- Deck 1 Has the Bridge, primary airlock, and a hall for crew recreation.
- Deck 2 Engineering section for the ship
- Deck 3 engineering section, but specifically for the ore things like an alert system that tells when a container is full, and how much true weight there would be and whether the antigrav devices are working.
- Last deck 4 and 5 ore storage, Water and Gas storage included in later [YE 41](#)

## Compartment Layouts

### Armory

The Armory doubled as a crew storage area, on either side at the entrance to the deck were the lockers with the crew names on them there were two on both side and the 5th in the middle on serving as a pillar in the room. Behind this are rows of military-grade weapons, meant for defense if they are boarded considering what they were carrying.

## Bridge

The Cockpit was a medium-sized room, with seating for the helm and navigator at the forefront of the cockpit with their specific control alcoves there, including a Volumetric display which displayed their fuel readings the damage to the ship and their location. Behind them were three additional seating behind the two, two were on the left side while the last third was on the right. In front and beside the seats were false windshields, which is just a screen that relays the feed from the hulls embedded optical sensors in real-time to give the illusion of being a window. Under each arm of their left-hand side was a helmet of the Virtual Home sleep, to allow the crew to have their rest.

## Crew Recreation

The crew recreation area of the ship had the shape and appearance of a lounge. There were multiple tables, where the crew can go to play card games, as well as the video game variety. There was also a virtual reality suite for the crew's pleasure, to eliminate boredom. They could also simply watch movies or something here as well.

## Engineering

On the 2nd deck's engineering section, is a large room, ending in a balcony, which was direct across from the doors. To the left and the right were work stations with terminals that show things like life support systems and things of that nature, then after the catwalk, to the left and right side of the work stations, ended in the engines where there were more terminals, this time to gauge the power usage and so on. The catwalk prevented falls due to additional railing much like the balcony which due to the square, allowed those to look down where the second half of the engineering, which had a similar balcony that looked down to where the ore was stored. The only ore visible was the titanium, iron, and gold barrels.

After the guild had gained a huge amount of money from the gems that were sold, they had purchased a [Honeycomb Fabricator](#) for repairing needs.

Where the 2nd deck was for the ship proper, the 3rd deck dealt with the storage, which detailed whether something was full or not, or whether they were at capacity for ore.

## Passageways

See the Engineering section, and there were a few passageways to places like the cockpit, and so on.

## Storage configuration

The Storage section of the starship was Modular in design due to it being able to be configured into almost all manner of containment allowing the Starship to carry multiple different kinds of materials. Within the section were 500,000 gigantic extremely durable metallic barrels which rested on antigravity

plates that allow for ease of movement when taking the filled barrels to be used elsewhere. When using the ore configuration, each of these multiple containers was marked with words for specific ores that were separated and placed within. Iron was to the far left, while Gold was beside it, and Titanium and ores that could be made into Steel were beside that as well as for ore components that could be made into [Durandium Alloy](#). As well as other metal ores and the ores that contained gemstones had their own giant barrel.

When using the water configuration, and since most of the water comes from ice, that gets transported to the barrels via a vacuum suction type of contraption that forces the ice chunks up a chute into the ice containment area, where heat will melt the ice, and the filtration system begins filtering the water, right down to the molecular level so that only the purest of water will pass into the barrels themselves. During transport, these are kept at a warm temperature so that its kept from its solid ice form.

The Storage area was a huge area, of the ship, that took up an entire deck, just to make sure that the transport had enough things to carry. The walkways in this deck were actually catwalks, with the railings that snaked around multiple gallon-sized barrels. Multiple barrels for a single gallon amount of Water which could be transported.

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## Ship Systems

The Starship has multiple Systems within its Computer and electronic systems that allow for ease in which the workers do their work, These are listed below.

### Armored Hull and Hull Integrated Systems

A tier 8 Ships hull structure is composed of a combination [Durandium](#) and [ADNR \(Aggregated Diamond Nanorods\)](#). It also has a layer of a gel that is resistant to heat, energy, and kinetic-based damage. This gel is flexible, and because of that and its state of matter, it can also fill in space between the layers of graphene sandwiched [Osmanium](#) spread throughout. the gel is also very resistant to kinetic forces -as the force of an impact is simply absorbed and spread outward by the jiggly substance. The gel is resistant to excess energy exposure (including magnetic) due to being composed of silicon-based materials and traces of rubber-like matter; it is not, however, immune to electromagnetic pulse weapons - it's simply more resistant than usual. Lastly, the gel is highly absorbent to heat - and will radiate it off over time - due to the properties of its state of matter and composition. This is within a shell of [Aegium](#), which also makes up the support structure deeper within.

### Computers and Electronics

The Magpie's computer system is installed with a [Knight type AI](#) which was a part of the Destiny AI list. This was so that a system, that was meant to be linked to the one on their Space Station, could be so without concerns of problems. They were concerned that if they had installed [Eve](#) they might run into

problems as Eve tries connecting to the Station. The Sensors that came up with this was [Knight type Sensors](#)

communications: [Knight Type communication system](#)

## Emergency Systems

A bank of 40 [BW-PC-1B "PowerPak"](#), acts as the emergency power source in the event that the main drive's power cores die. This will ensure that comms, [Life Support](#), and sensors continue to receive power for three weeks. Alternatively, power can be routed to the engines for one week to all systems for at a maximum of up to one week.

## Life Support Systems

On all [Mining Guild](#) ships and the Space Station have [External Respiration Kit](#) which provided some air, as well as cleaning and also which aids in cleaning the air that the organics breath out as well as the water needs of Organics. due to the lack of beds, there were [Virtual Home Sleep](#) for long term flights

## Propulsion

[Helix Plasma Engines](#) of large sizes arranged at the back of of the craft, as well as the thrusters. The drive system for these were powered by 8 [BW-PC-1A Plasma Core](#), providing them 1 month of power, and therefore 1 month of flight time.

## Shield Systems

The Industrial shuttle is shielded by the [New Dusk Conclave's Paladin Barrier System](#) in hopes that during travel, it could keep the precious materials inside safe as they traveled to the [Mobile Refinery](#).

## Weapons Systems

In order to make sure that [Pirates](#) would have problems attacking, the Magpie was armed with [Rotary Chain Gun](#) numbering at 4, with two at the middle, and additional two at the back, each with the damage rating of 3. In addition, there are 3 [Origin Point Defense Weapons](#) with the damage rating of 9 in order to handle missiles and things like that.

## OOO Notes

[Charaa](#) created this article on 2019/09/05 22:55.

- [Approval.](#)

Products & Items Database	
Product Categories	starships
Product Name	Magpie
Nomenclature	MG-ITS-1A
Manufacturer	<a href="#">engineering_corps</a>
Year Released	<a href="#">YE 41</a>
Price (KS)	10 ,000.00 KS
DR v3 max	Tier 11

<sup>1)</sup>  
The containers are 8.2 meters tall, 250 long, and 90 wide

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