Type 32 Rail Train
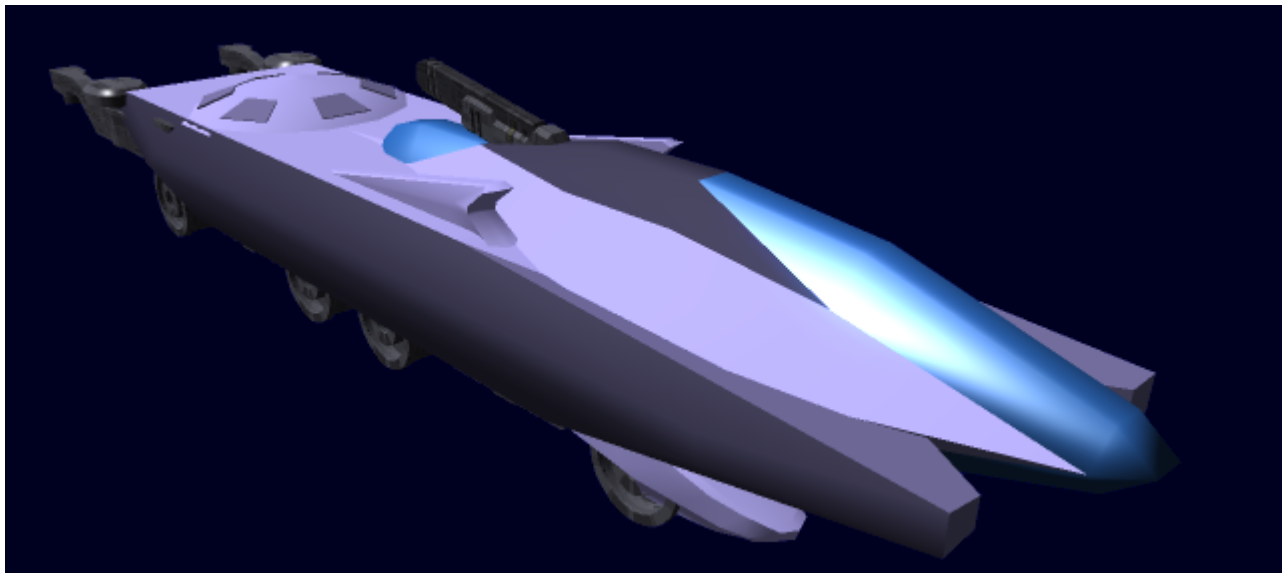
Ordered in YE 32 by the YSE from Origin the Type 32 Rail Train is a High-speed, light duty train.

Features

- Decent Speed
- Decent capacity
- Utilizes existing infrastructure

Appearance

Details

The Type 32 Rail Train was a train system ordered along with the much larger Grav Train to carry cargo and passengers around worlds used by the Yamatai Star Empire. Using standard tracks as a base so that the train could be used on existing infrastructure where it was, the Rail Train is a scaled down version of its floating cousin.

Statistics

Class: OI-L6-1a Type: Light Rail train Designers: Ray Gladstone Manufacturer: Origin Industries, Sunrise Station Production: Mass Production Fielded by: Yamatai Star Empire, Origin Industries, Independent
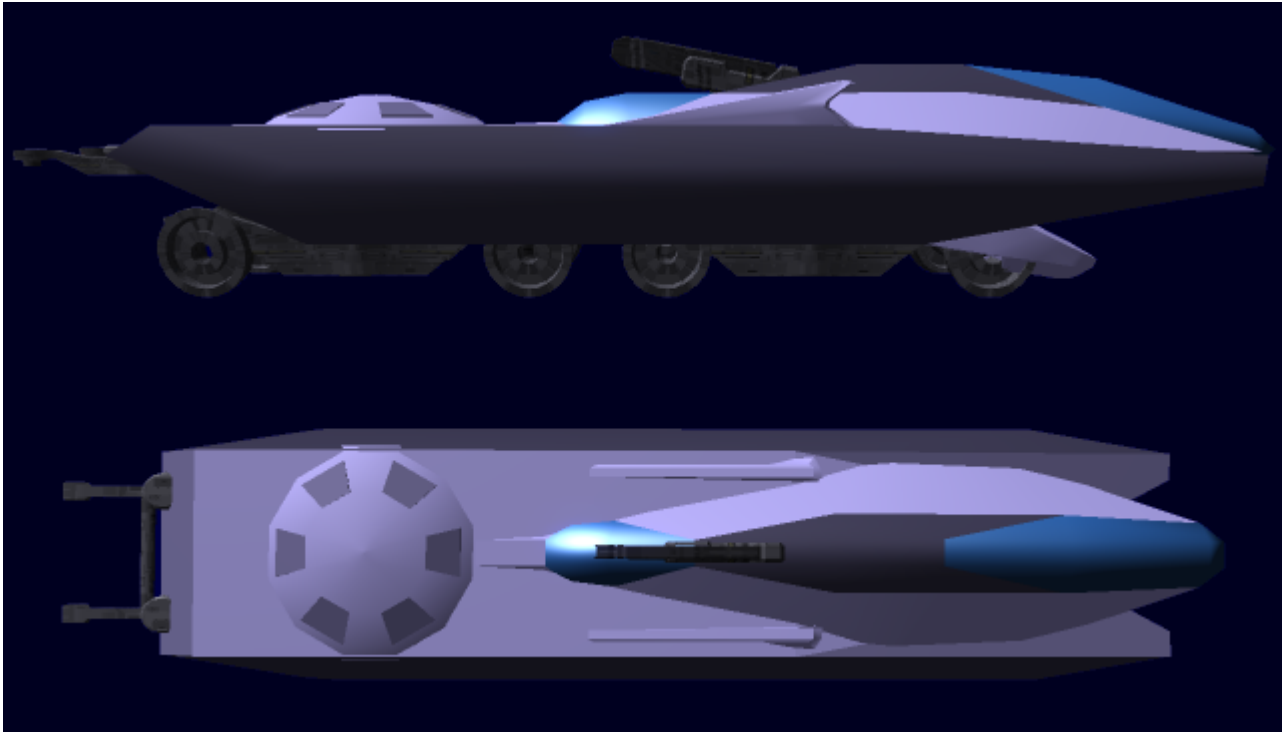**Price:**

- 10,000 KS (Engine)
- 5,000 KS (Car)

Top speed: 250 km/h Range: wherever the tracks go. Crew: 2 engineers **climb/descent:** 25% grade

Dimensions (Engine)

Length: 15 meters Width: 4 meters Height: 4 meters **ADR:** 8

Systems

Power

The Rail Train is powered by a pair of Aether generators, which power the train's electric motors, sensors, computers, lights, and auxiliary functions. A single train engine can pull up to 30 cars; another engine must be added for every 30 cars. If a car is detached it contains enough residual power to stop itself safely.

Propulsion

The Rail Train is propelled by wheels which are turned by electric motors. These motors are powered by Aether generators, and have a large amount of Torque, to help pull heavy loads.

Computers and Electronics

The Type 32 Rail Train uses a specialized version of the Destiny AI 'Knight' suite, with shortened sensor ranges. The maximum sensor range of the Type 32 is 10 Kilometers. The maximum communications range is 200 Kilometers.

Defense

The Type 32 Rail Train 'engine' has six Point Defense Phased Array Laser arrays placed on a small dome near the rear of the unit.

Attachment points

Cars are attached to each other via a linkage on their back end, which locks into slots on the front. These slots allow for movement during turns. The front of an 'engine' car has these slots as well, but they are normally hidden by doors to help keep the front end aerodynamic. The Linkages have a small platform in their middles which can be used as a stepping point when traveling between cars.

Car types

Each car type contains two wheel assemblies, which keep the train on its rails. A Car's ride depends on the cargo weight and type. Passenger cars generally have the smoothest ride. Passenger and Box cars also have small doors on the front and back which allows passage from car to car.

Passenger Car

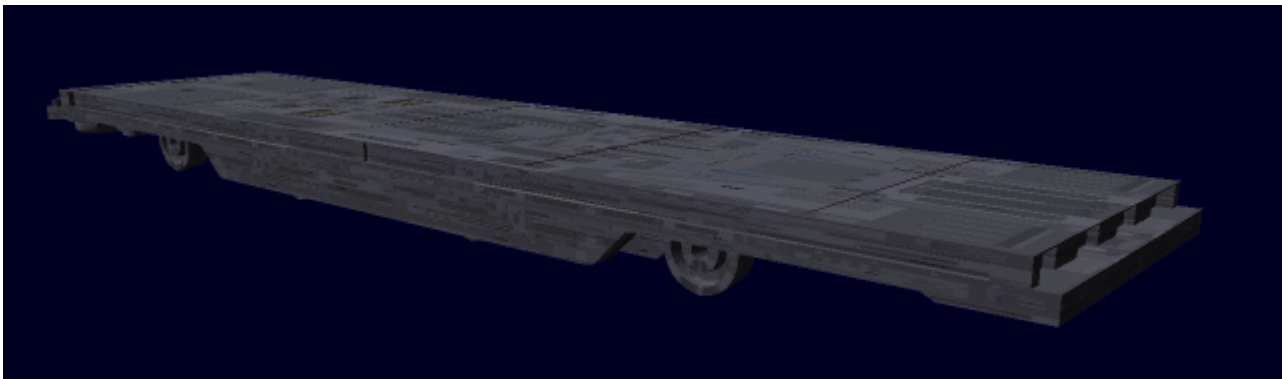Length: 15 meters Width: 4 meters Height: 4 meters **ADR:** 8

Passenger cars have seats and tables for up to 100 passengers. They are double-decked, and contain small restrooms, as well as a food prep area for attendants to make snacks and meals for the passengers. The Rail Train's cars are slightly more cramped than the Grav trains'

Flatbed Car

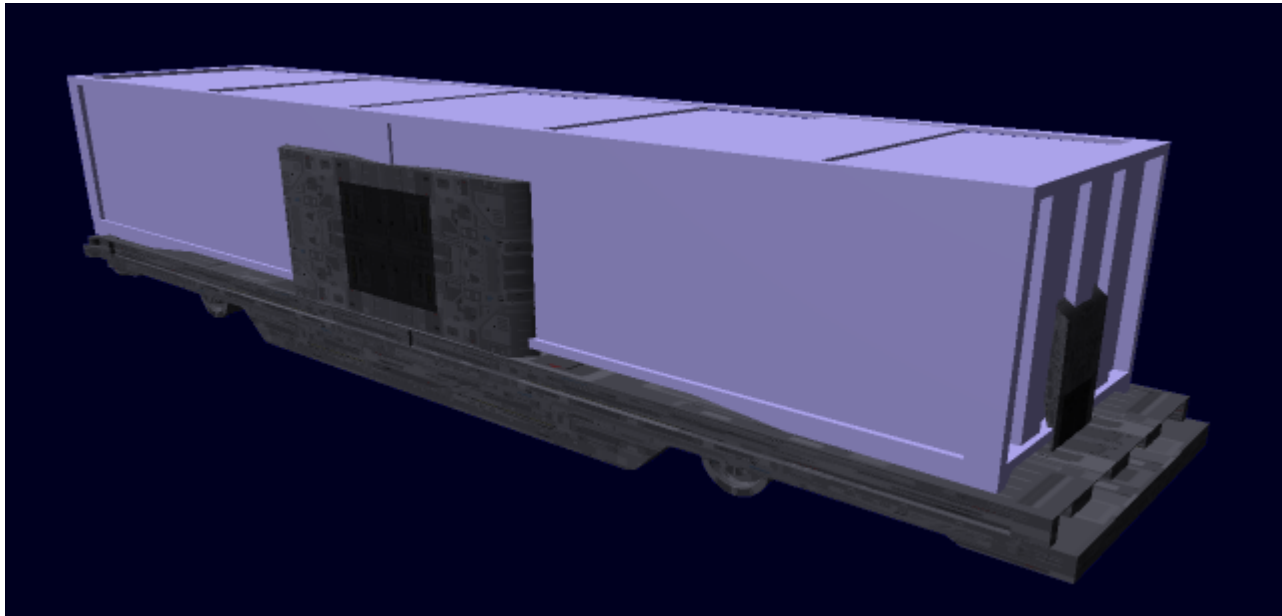Length: 15 meters Width: 4 meters Height: 1.5 meters **ADR:** 4

A Flatbed car is just a flat car with a wheel assembly on the underside. It is designed to carry one SSCC XL, it can also use varying mixtures of other sizes of SSCC. Another common usage of the flatbed car is the carrying of oddly-shaped objects.

Box Car

Length: 15 meters Width: 4 meters Height: 4.5 meters **ADR:** 4
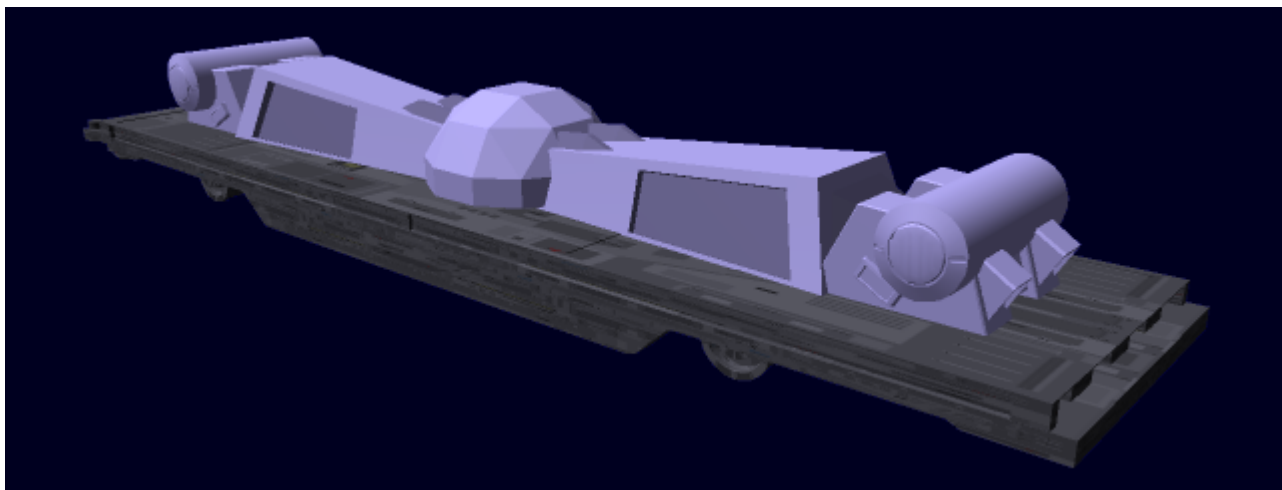
The Box Car is, essentially, a flatbed car with a wider SSCC XL welded to it, with large sliding doors in the middle. It is used to carry normal freight, such as boxes, bags, and even produce.

Defense Car

Length: 15 meters Width: 4 meters Height: 4 meters **ADR:** 10 **Shield DR:** 5 (threshold 1)

For worlds with a higher chance of attack, there are Defensive cars. Once again built on the standard Flatbed frame, these cars contain light shielding for up to three cars (including themselves), and can provide defensive fire in the form of dome containing ten Point Defense Phased Array Laser arrays. Rail Train defense cars are powered by their own set of Aether generators.