


C5

The C5 is a relatively simple design for a [Gunship](#) type anti-starship drone.

About the Ship

The C5 is designed exclusively for use in space, and very much looks more like a technical than a purpose built military craft. Instead of smooth lines and wings, the ship has a compact hexagonal build with many parts simply bolted onto the main hull of the ship where appropriate.

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C5 'Beamer'	
Class Overview	
Class	C5-01a
Manufaturer	Mothership "White Lament"
Mission Specialization	Anti-Starship
General Characteristics	
Type	Gunship
Radius (W/ Antenna)	168 m
Radius (Body Only)	76m
Lifespan	15 Years
Power Source	Hyperspace Taps
Propulsion	
Hyperspace Fold	0.25ly/min
Sublight	0.25c
Defenses	
Hull Armor	SDR 20
Shield Capacity	SDR 20
Shield Threshold	2
Stealth	N/A
Detection	
Optical	Unlimited
Subspace	.5 LY
Thermal	Unlimited
Armaments	
Anti-Ship BEAM weapon	SDR 5 x 6

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In Combat

Unlike ships earlier in its design lineage the C5 is not designed to always survive combat. It does not contain highly advanced game changing technologies nor does it have the engine power to escape a fight at STL speeds. It is designed to 'trade favorably' with an opposing fleet, taking down one or two ships before it is destroyed by enemy fire. The ideal use case involving one well equipped, survivable, manned craft providing high level support to a group of C5 drones while remaining out of harms way.

Though drone is slower than many high-end starships, but the positioning and raw power of the engines allow it to quickly orient or move itself in any direction. The slow speed is also not considered a major draw back since the drone is intended for basic defend or attack operations where the enemy will be forced to engage the drone one way or another.

The drones are capable of carrying out whatever strategy is programmed in, but the amount of Autonomy given to them is up to their controller. They can be set to operate under preset guidelines to minimize their OODA loop, be flown remotely, or some combination of the two.

In Logistics

While the ship is only intended to be good in combat, it is designed to be exceptional in logistics. Many of the important components simply bolt onto the main superstructure. Many of these components are also made out of huge size [Standard Starship Cargo Containers](#) making spare parts easy to transport. The ship also has numerous redundant groups of parts. It is expected that over the lifetime of the ship parts will eventually fail, but even with many of its computer clusters, engines, and weapons non-functional the ship can still be close to fully capable. Maintenance crews can swap out components with fresh ones in minutes to minimize the ship's downtime.

Appearance

The C5 has a hexagonal ring as a main body with a large antenna array extending out and behind it from each corner. The sides of the hexagon have thrusters stored in huge size standard star ship cargo containers that are bolted to the hull. Jet Black FTL field generation panels are attached to the exterior of these containers. Inside of the Hexagon are stacks of cargo containers with forward facing 1 meter diameter laser lenses built into the front. In the center of the ship is a hexagonal fuel tank. The front of this fuel tank has several golden hexagonal reflectors that make up the ship's electro-optical telescope. This fuel tank also has 12 huge cargo containers connected to it which house the ship's electronics and some additional power generators. Looking from the rear of the ship, the red warm coolant tube, blue cold coolant tube, and yellow power transmission tube are visible. The couplings that run from ship's structure to the rear connection ports on the laser weapons can also be seen from the rear. Sometimes these are well cable managed by crews, sometimes they are not. Six long antenna extend back and out from the ship at the corners.



History and Background

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While the design was finalized in [ye_38](#), bits and pieces of the design had been in progress for nearly a decade before hand.

Impetus

The [c3](#) was [Wazu's](#) primary ship design for [Nepleslia](#) following the establishment of [Democratic Imperium of Nepleslia](#) and shortly after the first C3s were being produced [Wazu](#) was looking at ways to improve upon the design. The next cruiser design needed to be faster, have longer range weapons, and increasingly complex technologies to keep the crew safe while destroying targets at exceptional range. The next design also needed to be more expendable, easier to use, easier to produce, and far less complex. Many of these design elements would conflict with each other, and the solution was to design a larger fleet group rather than just a single ship. The result was development of a manned, fast, and sophisticated Cruiser 4 design along side the slower, robust, and expendable Cruiser 5 design.

Development

The development of the ship was troubled at best. With [Wazu](#) leaving [DION](#) the need for the design evaporated, leaving little reason to work on it besides curiosity.

The first drafts of the design were for a battleship scale weapon platform built into an asteroid. These designs were later scrapped, and the program started from scratch. A large drone was developed with large sensor arrays, powerful lasers, and a vast supply of frozen water to act as a heat sink. The result was a large, ugly, ship with a lot of complex components. This design would also be scrapped.

Other ideas and weapon combinations were then explored resulting in a string of preliminary designs for both crewed and uncrewed ships that used a similar but simplified C3 design. These too were scrapped for a variety of reasons.

Luckily, despite having no workable design for nearly a decade, there was really no need to cancel the project. While various design elements were changed, one that stayed with the project was using an array of lasers to increase hit probability against a target. Rather than designing the ship and then making accommodation for weapons, the weapon array was designed first. The result was that grouped, smaller, weapons could be used to great effect and at a greatly reduced overall size. This caused the design to moved from a battleship sized ship to a gunship sized ship. The idea was hit upon to just mount the smaller weapons inside of cargo containers with their own internal heat sinks and power. After that

the logical leap was made to just start placing everything in cargo containers. This turned out to be more difficult than expected, and the ship would end up with a custom built weapon platform to house the optics and attached containers to hold power generation, electronics, and engines.

Deployment

The C5 designs ended up being traded to [uso](#) for concessions regarding the defense of the [I'ee](#) and shortly after were made open source on the [Polysentience](#). The initial production of the C5 was carried out by the [Mothership "White Lament"](#) around [188604](#).

Ship Systems

- [Electronics Container](#) x12
- [Engine Containers](#) x36

Armor

The C5 is built with fairly simple yet sturdy composite materials throughout, with a focus on failing gracefully through well protected and redundant systems. For [DR rating](#) purposes it is considered in the 'heavy' armor class.

BEAM weapons



Each BEAM weapon package on the C5 is made from a cluster of 6 1m in diameter laser apertures. These lenses each project a laser beam that converges on the target to heat, melt, and eventually destroy the target. As far as star-ship grade weapons go they are fairly weak for their size but they can be left on for a considerable amount of time and don't easily wear out. The lenses also double as optical and thermal sensors, able to handle their own target tracking and can aim themselves up to 10 degrees off the center line.

Weaponry

- Bright Electrical Attack, Massed: X6, SDR 5.

Breadboard

The **Breadboard** makes up the main superstructure of the craft. The six pannels here contain both power and coolant distribution systems, allowing engineers to punch holes in the external shell to bolt in components to a shared network of power and coolant lines. The volume of this system stores more than enough coolant for the entire ship, which also doubles as reaction mass for the engines.

FTL System

Attached to the exterior of the ship are the jet-black panels that enable the ship to make an FTL jump. These are fairly primitive FTL systems, and are really only able to be used for FTL travel. The only feature that elevates them above base line is the ability to lose up to two panels entirely before the FTL system becomes inoperable.

Optical/Thermal Sensor



Mounted on the front of the ship is a highly accurate telescope designed to see the upper ends of the visible spectrum and do thermal imaging. The sensor's range is really only limited by the speed of light, and the sensor can only really look directly in front of the ship. It is intended mainly for fine corrections for targeting.

Shields



The C5 has six fairly basic shield generators located around the front of the hexagonal main structure. These generators can project the standard anti-gravity distortion shield for protecting the ship against scalar attacks as well as the more conventional electrostatic barrier that can absorb projectile and energy attacks.

Subspace Sensor



Extending from the corners of the main body of the ship are the subspace antennas. These sensors can track small subspace disruptions around the ship, and are perfect for detecting advanced technology such as gravitational shields, engines, Aether and Hyperspace tap reactors, FTL drives, and general space-warping super tech. The sensor is effective out to half a light year, is omni-directional, and can works with enough accuracy to hand over targeting to the ships' other sensor system.

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