

NMX Model 32 Gigamishhu Carrier

The Model 32 Gigamishhu Carrier is a single massive NMX soldier built into an armored hull that contains massive storage areas and an entire NMX command facility.



About the Ship

Developed in [YE 32](#) by [MORGAN](#) primarily to support the development of [Higaflan](#) into a breeding ground for NMX soldiers, the Gigamishhu carrier combines massive storage space with support tentacles capable of building a wide variety of structures. Entire [logistics engines](#), Armies, or captive populations can be stored inside of the ship and onboard equipment allows for rapid construction, deployment, or processing of cargo through use of construction tentacles, drop pods, or an onboard prisoner processing facility.

Though lightly armed, the Gigamishhu is far from defenseless and is capable of deploying thousands of [gunboats](#), [bomber pods](#), and [battle pods](#). Backing this up is a FTL particle cannon array that uses intense particle beams transported by the FTL field generated by a [Model 32 Projectile Launcher](#) for transport. Defensively, the entire ship is capable of phasing allowing for stealthy entry and exit of a battlespace. The massive size allows for a level of protection against the radiation generated from phasing but the immense resource cost for building a ship of this scale using the relatively untested phasing technology ensures that only a few ships of this class can be produced.

Due to the nature of the ship, the Gigamishhu carrier can currently only be produced in the [Higaflan](#) system's shipyards one at a time using a re-purposed Shlarvasseroth-class construction facility.

Mission Specialization

- Logistics
- Planetary Subjugation
- Fleet Transport

Appearance

The gigamishhu is encased inside of a massive armored shell. Engines protrude from the shell in the rear and a hole for the cannon array is at the front. Along the underside numerous pieces of equipment stick out of the hull. At the front are two large blue 'eyes' which act as the main sensors. Pink docking hatches and dark brown and grey lift engines are right behind the eyes. Cylindrical pink drop pod bays are behind those. In the middle are three force field guarded launch and recovery bays for gunships, transports, and battle pods. Directly above these bays are the massive star ship manipulator tentacles, each of which is hundreds of meters long with numerous appendages that extend from the tips capable of performing a variety of tasks. Behind this, and in front of the engines, are the gigamishhu's birthing organs. Along the

top are the defensive blisters and a large retractable roof which covers the internal warehouse capable of storing thousands of cargo containers.

Prisoner processing is carried out towards the rear of the craft, starship maintenance and construction in the center, soldier's quarters in front of this, and command functions towards the front. The entire upper decks are cargo space.

(tentacles removed for ease of viewing)



(Water Landing, Cargo Bay Open)



Statistics and Performance

(Underside, Tentacles removed for ease of viewing ->)



General

Class: Model 32 Gigamishhu Carrier **Type:** Carrier

Designers: MORGAN

Manufacturer: Higaflan Shipyards

Production: 1 built (1 more in production)

Fielded by: MORGAN

Passengers

Crew: 123 operators are recommended, 1 is required.

Maximum Capacity: There are accommodations for 300 people. Up to 6000 soldiers and nearly 50,000 prisoners can be held aboard the ship.

Dimensions

(Without Tentacles)

Length: 1387.24 meters

Width: 324.48 meters

Height: 191 meters

Propulsion and Range

Continuum Distortion Drive: 9,375c

Hyperspace Fold Drive: 0.65 ly/m

Sublight Engines: 0.1c

Damage Capacity

See [damage_rating](#) for an explanation of the damage system.

- Hull: 50
- Shields: 30 (Threshold 3)

Inside the Ship

The Inside of the Gigamishhu ranges from slimey standard NMX Barraks and birthing organs, to pristine, clean, disinfected white warehouses and command facilities

- NMX Command Center
- NMX Processing Facility
- NMX Ground Division Barracks
- NMX Birthing Organs
- NMX War Factory
- NMX Warehouse
- NMX Industrial Digestion Organs
- NMX Drop Pod Bay

Ship Systems

Critical Equipment

Communications: [model_31_phased_communication_array](#)

Engines, STL: [Model 31 Aether Plasma Drive](#) x4

Engines, FTL: NMX Distortion Drive Generator

Power Generation: [Model 29 Aether Generator](#) x20, [model_29_fusion_reactor](#)x4

Sensors, exterior: [Model 31 Sensor Array](#)

Shields: [Model 30 Shield Suite](#)

Special Equipment

Battle pod Bay: [Model 32 Birthing Organ](#) x20

Digestion Organ: [Industrial Digestion Organ](#)x2

Interdiction: [Model 29 Interdiction Generator](#)

Phasing: [model_31_phase_generator](#) x300

Telepathy: NMX Model 32 Mass Telepathy Organ

Tentacle: Super Starship Manipulator Appendage x8

Weaponry

[Model 32 Projectile Launcher](#) x2

NMX Heavy Particle Cannon x4 SDR 5

[Model 32 Point Defense Blister](#) x10

Vehicle Complement

10,000 [bomber pods](#) or [battle pods](#) with all cargo space devoted to battlepods, 2,000 with birthing organs only.

97 [gunboats](#),

OOC

Stats 60:

5 STL

5 Weapons

4 CDD

10 point to point

6 Shields

30 Utility

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