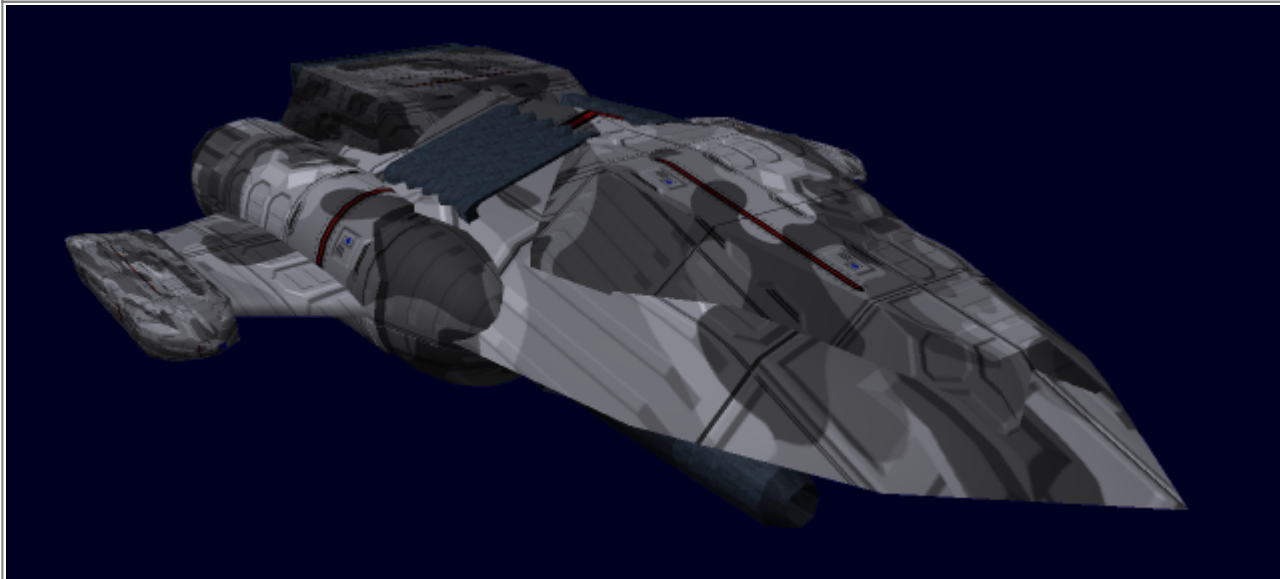


OIF Halberdine

The OIF Halberdine was a Kouken-Class Escort. Its primary duties were Ship escort and the Ferrying of OriSec officers to missions and jobs.

OIF Halberdine



«Ship's Motto»

GM: Kai Origin Security Corporation <http://starmy.com/roleplay/viewforum.php?f=122>

Current Crew

Rank	Name	Occupation	Player
Captain	Robert Toyomo	Ship's Captain	NPC(Kai)

History

The OIF Halberdine was a [Kouken-Class Escort](#) that had recently been assigned to OriSec's Independent division.

Available Positions

The Halberdine is seeking the following:

- 12 OriSec Security officers.

Crew Quarters Assignments

Captain's Suite

- Robert Toyomo

Cabins

A total of 22 crew cabins and 7 Officer cabins are available.

Type	Number	Occupant 1	Occupant 2
OC	1		N/A
OC	2		N/A
OC	3	Varon Dostoyevski (First officer)	N/A
OC	4	Kuroshi Yamato (Operator 1)	N/A
OC	5	Jane Ventur (Operator 2)	N/A
OC	6		N/A
OC	7	<OCCUPANT>	N/A
CC	1	Suzan Davies (Sec)	<OCCUPANT>
CC	2		<OCCUPANT>
CC	3		<OCCUPANT>
CC	4		<OCCUPANT>
CC	5		<OCCUPANT>
CC	6		<OCCUPANT>
CC	7	Ko'nal Nueva (Sec)	<OCCUPANT>
CC	8	Emily Handa (Sec)	<OCCUPANT>
CC	9	John Nestel (Sec)	<OCCUPANT>
CC	10	Faust Appanda (Sec)	<OCCUPANT>
CC	11	Daniel Yarano (Com 1)	<OCCUPANT>
CC	12	Trina Krichevski (Com 2)	<OCCUPANT>
CC	13	Gaplant Philopopos (Cook)	<OCCUPANT>
CC	14	Vince Conyers (Engineer)	<OCCUPANT>
CC	15	<OCCUPANT>	<OCCUPANT>
CC	16	<OCCUPANT>	<OCCUPANT>
CC	17	<OCCUPANT>	<OCCUPANT>
CC	18	<OCCUPANT>	<OCCUPANT>
CC	19	<OCCUPANT>	<OCCUPANT>
CC	20	<OCCUPANT>	<OCCUPANT>
CC	21	<OCCUPANT>	<OCCUPANT>
CC	22	<OCCUPANT>	<OCCUPANT>

Ship Inventory

The Halberdine carried the following supplies:

Armory (If Applicable)

On top of each Security officer's own weapons, the Halberdine's armory is stocked with:

- [Origin-type Armory](#)
 - 20x [Standard Energy Pistol](#)
 - 5x [SmAR/Fatboy](#)
 - 10x [Standard General Assault Rifle](#)
 - 2x Standard Infantry Sniper Rifle
 - 100x [Interchangeable High-Volume Capacitor](#)
 - 20x [ODM 10mm Pistol](#) (four magazines per gun)
 - 8x [Handheld Gauss Rifle](#) (4 box magazines per rifle)
- Weapons Locker (each)
 - 10x [Standard Energy Pistol](#)
 - 20x [Interchangeable High-Volume Capacitor](#)
 - 10x [ODM 10mm Pistol](#) (four magazines per gun)

Cargo Bay

Spread around in several cargo bays are the following supplies:

- 2000 lb Beef (assorted cuts)
- 2000 lb Chicken (whole)
- 2000 lb Pork/ham (assorted cuts)
- 2000 lb Fish (assorted types)
- 3 tons breads (assorted types)
- 5000 gallons of water
- 2000 gallons of milk
- 2000 gallons of Soda-water
 - 150 jugs of soda-syrup (assorted)
- 3 tons green vegetables
- 800 lbs [Coffee](#) beans
- 4 tons Miscellaneous cooking ingredients

Ground Vehicles

Contained in the hangar. Limited to hovering vehicles.

- 3x [Ocelot Hover car](#)
- 5x [Type 32 Airbike](#)

Lounge

Medical Center

- Niskord
- Panick
- Hilarity
- Dr.Fixit
- [Numb](#)
- Bandages
- Splints
- Supplies to make casts
- Various generic medicines

Power Armor Bay (Airlock room)

Assigned Power Armors

- *None Yet*

Additional Power Armors

- 8x [Impulse Powered Armor](#)

Accessories Available

Anything from the Armory.

Ship Weapons

- 2x [Medium Positron Cannons](#) Tier 12, Heavy Anti-Starship
- 100x [Heavy Laser Turrets](#) Tier 11, Medium Anti-Starship Max 30 at a time. 15 Maximum without having to reroute power. More than 30 at a time will cause the ship to go into 'safe mode' and shut down to prevent the Aether Generators from overloading.
- 20x [Point Defense Phased Array Laser](#) Banks
- 2000x Munitions for [OI-Z3C Space Missiles](#)

Shuttle Bay

The Vehicle hangar on the upper back of the Halberdine can hold several types of craft. It is a large, open room with a hangar door on one side, and a smaller interior door on the other. The walls are lined with equipment storage and workstations.

- 2x [Onset Shuttle](#)
- 4x [Scimitar Starfighter](#)

OOC	
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