

ISS Brimstone

The ISS-Brimstone is a one of a kind freighter with a spacious cargo bay. It also fits a decent sized crew comfortably and has been equipped with stealth technology.



About the Ship

The Brimstone was designed and built as a custom freighter to the specifications of [Kessler Ryzka](#) by [Section 6](#) for his role as an underground operative.

Key Features

- Spacious cargo bay.
- is equipped with [ECS](#).
- comfortable crew arrangements.

Mission Specialization

- Carry large amounts of cargo even given the ship's size.
- Provide a well protected means of transporting said cargo.

Appearance

The Brimstone is blocky and compact in design. The main twin plasma engines sit to either side which

are slightly curved. A radiator plate is on the outside of either engine which are rectangular with rounded edges and a slightly bent curvature. The main body is an upside down trapezoid shape. The top has a dual fin tail. On the aft end are two outwardly curving thrusters, and the exhaust for the Brimstone's ion engine. On the front of the ship is a three sided angled prow with the dome like reinforced canopy of the bridge. On the underside of the prow is a three toed landing leg with two more, one on the underside of each main engine towards the rear. The underside of the ship, is lined with ramps for the cargo bay, with the main ramp on the end.

History and Background

In late YE39, Director [Jack Pine](#) of [Section 6](#) decided to hire a man named [Kessler Ryzka](#) as an operative to gather data and contacts from the various underground elements of the [Kikyo Sector](#).

At some point [Abdullah bin "Ben" Al-hussein](#) joined the crew.

Statistics and Performance

General

- Class: See: SS-S2-1A
- Type: medium freighter
- Designers: S6-FDD (Section 6 - Fleet Development Department)
- Manufacturer: FSC Howard Station
- Fielded by: Independent([Kessler Ryzka](#))

Passengers

Crew: 13 operators are recommended, 1 are required.

Maximum Capacity: There are accommodations for 13 people. About 200 people can fit aboard in an emergency if the cargo bay is empty, but the ship would be extremely cramped.

Dimensions

- Length: 900 feet
- Width: 550 feet
- Height: 80 feet
- Decks: 5 (1-2: 10 feet each. 3-5: 20 feet each)

Propulsion and Range

- **Hyperspace Fold Drive:** 0.75ly/m
- **Sublight Engines:** .4c
- Range: 2 months
- Lifespan: without maintenance 10 years, but with maintenance 25 years.
- Refit Cycle: 6 years

Damage Capacity

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

- Tier: 11

Inside the Ship

Deck Layout

| | |
|---------------|---|
| Deck | compartments |
| Deck 1 | Bridge, rec room, captain's cabin, and engineering. |
| Deck 2 | crew bunks and engineering. |
| Deck 3 | cargo bay and engineering. |
| Deck 4 | cargo bay |
| Deck 5 | cargo bay and engineering station. |

- [Brimstone Stock](#)

Compartment Layouts

Bridge

The bridge is compact and in a horse shoe shape, with two pilot seats side beside with a center console for the pilot and co-pilot. Back left is the sensor station, and back right is the weapons station. At the back of the bridge is a engineering station where the ship status and read outs are monitored and adjusted. This means the bridge can seat five, but has standing room for an additional three.

Captain's Suite

The captain's quarters is located aft of the rec room, at about midship with a short corridor connecting the two. To the right in this hall is a lift and to the left is the door leading into the captain's quarters. It is a medium room with a queen size bed, a wardrobe station, a side table, and a display case for photos

and trophies in the rear half of the room. The front half has a small living area in the corner with a round booth style couch, table, and glass pane vid screen. The other corner has a person shower and toilet compartment. In the center front is a personal desk with built in terminal.

Cargo Storage Areas

The cargo hold is three decks high with it being two thirds the length of the ship and two thirds the width. It is normally filled with Kessler's stock and loot. It is spacious enough that, space is not usually a concern. The bay is never filled to full capacity, unless Kessler has received an exceptionally larger haul than usual.

Crew Cabins

This is located on deck two both fore and midship and can bed 12 comfortably. One side of the room is lined with bunk stacks with decent head space. The other side is crew personal storage for personal effects and gear, and has a spot to the side where a couple desks with built in terminals are setup. The showers and toiletries are located in a room just behind the crew cabins.

Crew Recreation

This consist of a medium room just behind the bridge with small dinning area of a round booth style couch piece, a round table, a kitchenette, synch terminal and chair, some glass pane vid screens, a food dispensaries machine, a pinball machine and pool table.

This is also where the primary medical station is located, which only consists of a well stocked medical station with basic surgical, medications, and first aid supplies.

Engineering

Located aft on decks one, two, and a work station in the cargo bay. These areas include the main drive system maintenance controls, access to the engines, the drive system, and main electrical.

This is also where a second medical station is, which only consists of a well stocked medical station with basic surgical, medications, and first aid supplies

Maintenance Conduits and Passageways

Cramped ducts only 1 1/2ft high by 1 1/2ft wide throughout the ship, allowing access to ship board utilities, computer system, emergency systems, and electrical lines and transfer tubes.

Corridors are cramped and only 2ft wide by 7ft high in a tall rectangular shape with curves where the

walls meet the deck and ceiling.

Ship Systems

Armored Hull and Hull Integrated Systems

The hull is a fully duradium construction with a hex cell patterned under structure for integrity and support. DRv3 tier 11.

Computers and Electronics

The Brimstone features a standard run of the mill computer system. Civilian market purchasable processors, circuits, and central computer core. All located near the bridge one deck below, at the fore of the ship.

Emergency and Life Support Systems

Standard water sprinklers and fire suppression foam sprayers located spread through out each deck.

Civilian grade oxygen recyclers, utilities filters, and temperature control systems which includes 2 week life back up generator.

Propulsion

The brimstone uses plasma based thrusters in addition to a central ion thruster. In addition, the Brimstone comes with standard RTS thrusters for position correction, and course heading alterations.

Is also equipped with a [geshrinari shipyards HFD](#).

Shield Systems

The Brimstone uses a conformal shield system. Emitted to form a protective energy field around the hull, the field has a 5 inch clearance and is DRv3 tier 9.

Vehicle Complement

Whatever can be fit into the cargo bay if space is available. Around 12 [U-1](#) sized craft can fit in the bay if put close together, and a few suspended in the upper levels of the cargo bay.

OOC

I plan to hopefully start a plot around this ship and her captain in the future. Also I am hoping to have him appear in other plots and threads to interact with other characters, to lend his crew and ship as tools for the GM. He also provides a IC source of new equipment purchasing, and as a method of item delivery.

[Jack Pine](#) created this article on 2018/01/25 15:49; [Arbitrated](#) approved it on 2018/02/08 11:21.

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Last update: **2023/12/20 18:22**

