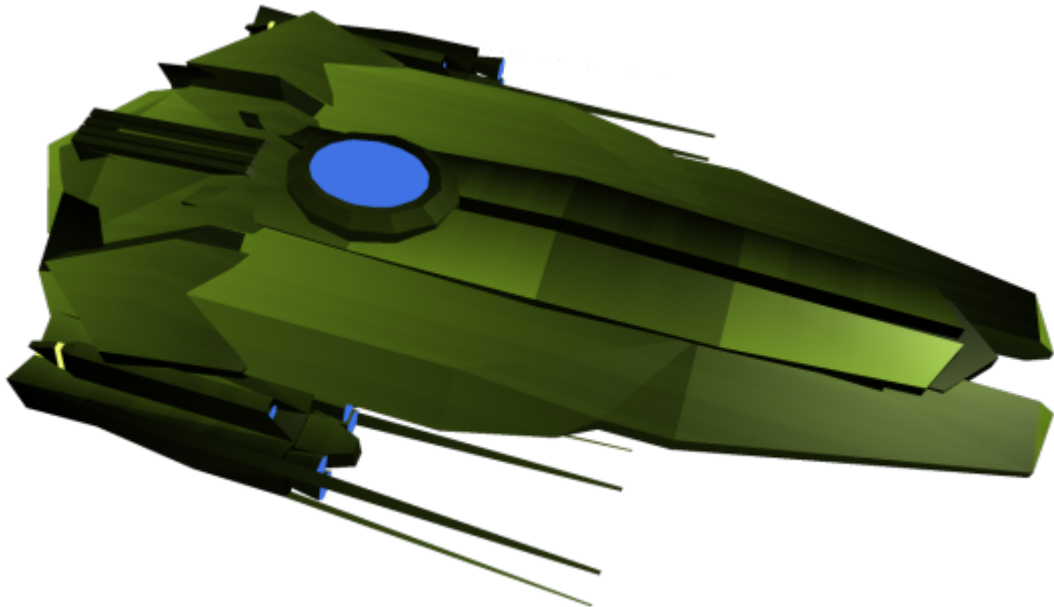


OIF Inquest

The *OIF Inquest* is an [Assayer Class Starship](#) registered in the [Origin Industrial Fleet](#) as **AY-02**.



About the OIF Inquest

The *OIF Inquest* was constructed in [YE 40](#), and customized and outfitted throughout the following year to be launched in early [YE 42](#). It is the research and exploration ship used by [Mimi Merkur](#) in the course of her duties on behalf of [Origin Industries](#).

OIF Inquest	
Name	OIF Inquest
Owner	Origin Industries
Operator	Origin Industrial Fleet
Port of Registry	Dawn Station
Home Port	Dawn Station
Builder	Origin Industries Fleet Yards
Class	Assayer Class Starship
Comissioned	YE 42
Registry	AY-02
Status	Active

History

The *OIF Inquest* is a relatively new ship whose mission has only just begun.

YE 39

- Construction ordered by [OIF](#)

YE 40

- Hull Laid Down at [Dawn Station](#)
- Standard fit and finish applied
- Assigned [OIF](#) registry number *AY-02*

YE 41

- Upfitting and Customization
- Certification

YE 42

- Commissioned as the *OIF Inquest*
- Launched

Modifications

These modifications have been made which vary from the original design of the [Assayer Class Starship](#).

Modified Ship Interiors

The [empty facilities](#) have been devoted to science, engineering, and research to reflect the *Inquest's* mission.

Armory

The *Inquest's* Armory has a small private office for the Chief of Security, and a security monitoring and control station for the on duty Security Officer.

Bathhouse

Part of the [empty facilities](#) on Deck Three have been converted into a [bathhouse](#). In addition to being for the rest and relaxation of the crew and officers, this [bathhouse](#) features special equipment and provisions for physical therapy for patients of the *Inquest's* [Medical Center](#).

Crew Quarters

Around a third of the Deck Three [empty facilities](#) have been converted to six additional [VIP Rooms](#).

Drone Hangar

The [drone hangar's](#) [Variable Launch Tubes](#) accommodate the machinery and systems to launch [Sensor Cruise Missiles](#). The *Inquest* does not possess the systems to arm and launch destructive warhead equipped [OI-Z1b Anti-Ship Cruise Missile \(Refit\)](#)s and can only launch the sensor payload version.

Frame Bay

The *Inquest's* [frame bay](#) has been modified to fit four of the larger [M1 Series](#) frames. The Frame Bay has been outfitted with [locker rooms](#) for the pilots.

Laboratory

The standard [medical center and laboratory](#) would be insufficient for the type and scale of research intended, as that laboratory is specialized towards the medical and life sciences. One of the [empty facilities](#) on Deck Five has been turned into a cutting-edge laboratory. In addition to lab benches and storage areas, the Laboratory is equipped with essential science equipment such as glassware, titration stations, scales, microscopes (optical and electron), centrifuges, fume hoods, and mass spectrometers. More specialized equipment for high energy and particle physics has been installed as well such as linear and ring accelerators. The Laboratory has its own dedicated [X-type Quantum Computer](#) Node, networked with the others aboard. Additionally, the Laboratory has installed a dedicated [HONEY SLAM](#) generator with quadruple fuel supply for backup and emergency power, which it shares with the [Medical Bay](#). There is a private office for the Science officer here,

Office

A little bit of the [empty facilities](#) housing the [laboratory](#) and [workshop](#) have been carved out into some well-lit office space featuring a couple of private offices, and several open-plan workgroup desks. A few small breakout rooms are soundproofed and have teleconferencing and telepresence equipment and smart display walls. The office space features a [restroom](#) and kitchenette, and a small [Lounge](#) as a

breakroom.

A pair of standard-model [Mimic Computers](#) are stationed here as office assistants:

- [Em](#) (Feminine)
- [En](#) (Masculine)

Shuttle Bays

The Shuttle Bays have been outfitted with [locker rooms](#) for the pilots.

Star Gazer Lounge

The *Inquest's* [Star Gazer Lounge](#) still features all of the typical [Lounge](#) amenities. However, taking another cue from the [Karakoram](#), it is set up as a garden lounge with ambient lighting, and features a modest hydroponics garden.

Volumetric Simulation Room

Located on Deck 3 and occupying the greater portion of one of the *Inquest's* formerly [empty facilities](#), the Volumetric Simulation Room uses [Solid Volumetrics](#) and an entire [X-type Quantum Computer](#) Node dedicated to running simulations (though it too is networked with the others aboard). It was originally intended for scientific and engineering research, but its usefulness for crew recreation and training was discovered very early on.

Workshop and Fabrication

For all of [Mimi Merkur's](#) (and the other crew's) tinkering, inventing, and repairing needs, this unit is located in one of Deck Five's [empty facilities](#). Like the [Laboratory](#), the Worksop has its own dedicated [X-type Quantum Computer](#) Node, also networked with the others aboard, and a dedicated [HONEY SLAM](#) generator with quadruple fuel supply on a completely isolated circuit for backup and auxiliary power. Besides the tool storage, workbenches, and mundane but state of the art shop and manufacturing tools such as lathes, drill presses, metal bending fabrication machines, metal and polymer extrusion system, vacuum tables, and saws of all types, the well-lit fabrication area features computer-controlled mills, lathes, and cutters, 3D printers, and nanofabrication chambers, and even printed circuit board manufacturing units, robotic arms, nanomachine colonies, matter-to-energy converters and refiners, and other implements of industrial construction. Hand tools and diagnostic equipment are stored in locking cabinets to keep them in place. The Chief Engineer's private office is in here.

Modified Ship Systems

The following systems on the *Inquest* have been modified:

Power Supply

The *Inquest* has a pair of [HONEY SLAM](#) generators with quadruple fuel supplies for backup and auxiliary power in addition to the [Assayer's standard](#).

Computers and Electronics

The default '[Destiny](#)' [AI System Knight Suite](#) and its accompanying sensors have been upgraded to the '[Destiny](#)' [AI System Queen Suite](#). The ship's [X-type Quantum Computer](#) has been upgraded to a full Node (10 units), and an additional full Node is networked in for backup, redundancy, and auxiliary computing resources.

Emergency Systems

Taking a cue from the [Karakoram](#) and [Kouken](#), the *Inquest* features upgraded safety and emergency systems in addition to those included in the [Assayer](#) by design.

- **Survival Lockers:** There are two lockers on each deck which when combined contain enough [Armored Pilot Suits](#) for the entire crew.
- **Airtight Bulkheads:** Most junctions in the *Inquest* can be closed off by bulkheads which act as airlocks between sections with and without an atmosphere, allowing for properly-equipped crew members to pass between atmosphere-containing and vented sections.
- **Fire Sprinklers:** The *Inquest* has a ship-wide system of sprinklers that spray dry chemicals in order to put out fires as quickly as possible.
- **Halon Fire Suppression System:** The frame bays, shuttle bays, and cargo storage areas, as well as the [laboratory](#) and [workshop](#), each contain a halon-based fire suppression system that works by displacing and removing oxygen from a fire, thereby smothering it and removing its ability to oxidize; when the halon system activates, however, the crew must evacuate the bays - as they will not be able to breathe until the halon has been removed from the air.

Propulsion

The *Inquest's* [Continuum Distortion Drive](#) and Hyperspace Fold Drive have been optimized and upgraded a bit, providing a small boost to FTL speeds.

- Continuum Distortion Drive: 12,500C
- Fold Speed: 0.5 Ly/m

Weapons Systems

The *Inquest* retains the 2x2 [Ionic Pulse Cannon](#) main guns and five [Plasma Flak Cannon](#) as secondary and point defense weapons. A pair of [125mm Gauss Cannon](#) have been added to augment the main guns and the number of [point defense weapons](#) has been increased. A bank of [OI-Z3 Armiore Missiles](#) has also been added for anti-fighter and anti-power-armor defense.

- 4 [Ionic Pulse Cannon Damage Rating \(Version 3\)](#): Tier 10 (Light Anti-Starship, heavy damage to electronics)
- 2 [125mm Gauss Cannon](#)
 - 4000 HE-P [Damage Rating \(Version 3\)](#): Tier 10 (Light Anti-Starship)
 - 2000 API-DS [Damage Rating \(Version 3\)](#): Tier 9 (Heavy Anti-Mecha)
 - 2000 HEAT-FG [Damage Rating \(Version 3\)](#): Tier 8 (Medium Anti-Mecha, Area of Effect)
- 5 [Plasma Flak Cannon Damage Rating \(Version 3\)](#): Tier 9 (Heavy Anti-Mecha)
- 10 [OI-Z3 Armiore Missiles](#) Launcher
 - 500 [OI-Z3C Space Missiles](#): Tier 7 (Light Anti-Mecha) *Space Only*
 - 500 [OI-Z3D Anti-Air Missiles](#): Tier 5 (Medium Anti-Armor, Area of Effect)
- 16 [Point Defense Phased Array Laser](#): Tier 4: (Light Anti-Armor)

Miscellaneous systems

Several utility systems have been added to the *Inquest* to improve its capabilities in research and exploration, many taken from other [Origin Industries Fleet Yards](#) ships such as the [Courier 2c 'Collector'](#).

Harpoon Cables

The [Harpoon cable system](#) is the same one used on the [Courier 2c 'Collector'](#). It is a multiple use system which can work in several ways to retrieve salvage. The first way is by simply being fired through salvage and physically attaching to it, the second is by being magnetically attached to metallic salvage, and the last way is by deploying small grasping 'hands' to grab smaller or more delicate salvage.

Like the [Collector](#), the *Inquest* has three of these systems, two mounted on the nose, and one on the rear. They are on gimbaled turrets allowing them several degrees of freedom each.

Graviton Beam Arrays

The *Inquest*, like a [Collector](#), is equipped with the same [Graviton Beam Arrays](#). One is inside the cargo hold for the manipulation of objects in front of the ship, and one in the hangar bay to help guide shuttles and other small craft inside. Another is in the center of the ship's aft portion, for towing, and there is one more to either side, for a total of five. The externally mounted ones are on the same sort of gimbaled turret as the [Harpoon Cables](#), while the internal ones are on articulated arms.

Multitools

Four Large [MultiStruct Multitool](#) are mounted at the corners of the ship's ventral surface: fore-port, fore-starboard, aft-port, aft-starboard, on the retractable, articulated arms. All four feed to the same matter collection, distribution, and storage system located in unused space between decks.

Vehicle Complement

The *Inquest* carries the following vehicles:

Shuttles

Each Shuttle has a standard-model [Mimic Computer](#) as an attendant.

- 3 [Starbryte](#)
 - 1 [Starbryte 1L](#)
 - AY-02-01 "Inquisition"
 - [Kay](#) (Feminine)
 - 2 [Starbryte 1C \(Airline Seats\)](#)
 - AY-02-02 "Inquiry"
 - [Elle](#) (Feminine)
 - AY-02-03 "Investigation"
 - [Jay](#) (Masculine)

Fighters and Interceptors

- 3 [Scimitar Starfighter](#)
- 3 [OI-V2-1A Swordbreaker Interceptor](#)

Starfighter Accessories

- [Medium Duty Accessories](#)
 - 6 [Origin Mini-missile Pod](#)
 - 48 Antimatter (self-guided) (100 Round Box)
 - 48 High Explosive (Self-guided) (100 Round Box)
 - 24 Electromagnetic pulse (100 Round Box)
 - 12 Particle Cloud (100 Round Box)
 - 6 Medium Drop Tanks
 - [Baby Torpedoes](#)
 - 48 Nuclear Fusion
 - 48 Antimatter
 - 6 [OI-M1-W3101 Armor Killer Rail Gun](#)

- 24 High Explosive Anti Tank (75 round box)
 - 24 Kinetic Dart (100 round box)
- 6 [Shield Boosting Pods](#)
- [Light Duty Accessories](#)
 - Missiles
 - 24 [OI-Z3 Armiore Missiles](#) (Atmosphere Only)
 - 24 [Oi-Z3b Streaker Rockets](#)
 - 48 [OI-Z3C Space Missiles](#) (Space Only)
 - 48 [OI-Z3D Anti-Air Missiles](#)
 - 12 Light Drop Tanks
 - 12 [Sensor Booster](#)
 - 48 [Sensor Probe](#)
 - 12 [Oi-M1-W3103 Single Barrel Autocannon](#)

Drones

- 5 ["Whisker" Sensor Drone](#)
- 10 ["Mobile Spanner" Drone](#)

Sensor Missiles

- 12 [Sensor-Payload OI-Z1b Cruise Missiles](#)

Frames

- 4 [OI-M1-1c Oban](#)

Frame Equipment

- 8 [MultiStruct Multitool](#), Small
- 8 [OI-M1-3108 Ionic Pulse Weapon](#)
- 16 [OI-M1-W3106 Plasma Pistol/Saber](#)

Ground Vehicles

- 4 [General Purpose Off-Road Vehicle](#)
- 2 [Heavy-Duty Off-Road Vehicle](#)
- 2 [Big Cat Hover car](#)

Ship Inventory

The *Inquest* is well stocked for extended, unsupported missions in the frontier.

Weapons

- [Origin-type Armory](#)
 - 20 [Origin Standard Laser Pistol](#)
 - 10 [SmAR/Fatboy](#)
 - 10 [Standard General Assault Rifle](#)
 - 100 [Interchangeable High-Volume Capacitor](#)
 - 30 [ODM 10mm Pistol](#) (four magazines per gun)
 - 10 [Origin Model 16 Rifle](#) (4 box magazines per rifle)
 - Marksman Scope: Optical/Digital hybrid scope with HUD-Link, 20x Optical zoom and 25x Digital zoom
- Weapons Locker (each)
 - 10 [Origin Standard Laser Pistol](#)
 - 20 [Interchangeable High-Volume Capacitor](#)
 - 10 [ODM 10mm Pistol](#) (four magazines per gun)

Tools

- 20 [OI-W32-1a Magic Hand](#)
- 100 [Interchangeable High-Volume Capacitor](#)
- Various [hand tools](#) and [power tools](#).

Foodstuffs

- 2500 lb Beef (assorted cuts)
- 4000 lb Chicken (whole)
- 4000 lb Pork/ham (assorted cuts)
- 3000 lb Fish (assorted types)
- 3 tons breads (assorted types)
- 7500 gallons of water
- 2500 gallons of milk
- 5000 gallons of Soda-water
 - 250 jugs of soda-syrup (assorted)
- 5 tons green vegetables
- 1200 lbs [Coffee](#) beans
- 4 tons Miscellaneous cooking ingredients
- [Libations](#)
- Many, many cases of [emergency rations](#)
- Dozens of boxes of [Star Army Emergency Ration Pill](#), 1000ct

Miscellaneous

- Spare parts for the ship and its systems.
- Refills, replacables, and spares for all the various kits and equipment.
- [Extra supplies of medicine and drugs](#)
- Extra [toiletries](#)
- Spare [linens, pillows, and blankets](#)
- [Cleaning Supplies](#) and [Household Chemicals](#)

Crew

The ship is crewed by [Origin Industrial Fleet](#).

Executive Officers

The leadership of the *Inquest*:

Name	Rank	Position
Dyna Shevi	Captain	Captain
		First Officer

Bridge Officers

The following personnel are bridge officers:

Name	Rank	Position
		Sensor
		Communication
		Navigator
		Pilot

Fighter Pilots

These personnel pilot the [Scimitar Starfighter](#):

Name	Rank	Position	Fighter
		Squadron Leader	1
		Wingman	2
		Wingman	3

Interceptor Pilots

These personnel pilot the [OI-V2-1A Swordbreaker Interceptor](#):

Name	Rank	Position	Interceptor
		Squadron Leader	1
		Wingman	2
		Wingman	3

Frame Pilots

These personnel pilot the [OI-M1-1c Oban](#) frames:

Name	Rank	Position	Frame
		Squadron Leader	1
		Wingman	2
		Wingman	3
		Trail	4

Shuttle Crew

These personnel pilot the [Starbryte](#) shuttles:

Name	Rank	Position	Shuttle
		Pilot	1
		Co-Pilot	1
		Pilot	2
		Co-Pilot	2
		Pilot	3
		Co-Pilot	3

Security

These [OriSec](#) personnel ensure the safety of the ship and crew:

Name	Rank	Position
		Security Chief
		Security Officer
		Security Officer

Technical Staff

These personnel keep the ship and its craft running:

Name	Rank	Position
		Chief Engineer
		Technician
		Technician

Medical Staff

These personnel keep the crew healthy:

	Chief Medical Officer
	Nurse
	Medic

Science Staff

These personnel support the ship's main mission:

Mimi Merkur	Ensign	Science Officer
Chance Tierney	Shipman	Laboratory Assistant
		Laboratory Assistant

Logistics Staff

These personnel keep the crew fed and equipped, the ship stocked, and all cargo securely handled:

	Galley Chief
	Cook
	Cook
	Loadmaster
	Deckhand
	Deckhand

Bunk Assignments

The crew is berthed as follows:

Name	Room	Bunk
Captain Dyna Shevi	Captain's Suite	N/A
First Officer	VIP 1	N/A
Science Officer Mimi Merkur	VIP 2	N/A
Chief Medical Officer	VIP 3	N/A
Chief Engineer	VIP 4	N/A
Chief of Security	VIP 5	N/A

Name	Room	Bunk
Galley Chief	VIP 6	N/A
Loadmaster	VIP 7	N/A
VIP Guest	VIP 8	N/A
Sensor	Cabin 1	1
Communication	Cabin 1	2
Navigator	Cabin 1	3
Pilot	Cabin 1	4
Nurse	Cabin 2	1
Medic	Cabin 2	2
Laboratory Assistant Chance Tierney	Cabin 2	3
Laboratory Assistant	Cabin 2	4
Frame Squadron Leader	Cabin 3	1
Frame Pilot	Cabin 3	2
Frame Pilot	Cabin 3	3
Frame Pilot	Cabin 3	4
Shuttle 1 Pilot	Cabin 4	1
Shuttle 1 Co-Pilot	Cabin 4	2
Shuttle 2 Pilot	Cabin 4	3
Shuttle 2 Co-Pilot	Cabin 4	4
Shuttle 3 Pilot	Cabin 5	1
Shuttle 3 Co-Pilot	Cabin 5	2
Security Officer	Cabin 5	3
Security Officer	Cabin 5	4
Scimitar Squadron	Cabin 6	1
Scimitar Pilot	Cabin 6	2
Scimitar Pilot	Cabin 6	3
Technician	Cabin 6	4
Swordbreaker Squadron Leader	Cabin 7	1
Swordbreaker Pilot	Cabin 7	2
Swordbreaker Pilot	Cabin 7	3
Technician	Cabin 7	4
Deckhand	Cabin 8	1
Deckhand	Cabin 8	2
Cook	Cabin 8	3
Cook	Cabin 8	4

OOC Notes

[Yuuki](#) created this article on 2020/03/23 16:57. [Approval thread](#)

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Last update: **2024/02/11 11:37**

