

# NDC-HCP-1A Omega Class Dreadnought

This page details the Omega Class Dreadnought that was the first Dreadnought for the [New Dusk Conclave](#) Navy fleet. <sup>1)</sup> It first saw deployment late [YE 40](#) to early [YE 41](#).

## About the Ship

The Omega Class Dreadnought is one of the [New Dusk Conclave](#)'s largest space-faring warships to be constructed by the NDC's shipyards. Its designed appearance resulted from extensive research by the [Department of Advanced Research and development](#), [Department of Fleet development](#), and high-ranking members of the [NDC Ground Forces "Duskerian Legion"](#) before [Department of Engineering](#) was tasked with creating the behemoth monster of a ship. The security surrounding the development of the design project was tight and highly compartmentalized to prevent security breaches.

## Key Features

The idea behind the creation of the Omega Class dreadnought was to build a mobile weapons platform capable of engaging star fortresses and other similarly powerful space-borne fortifications with minimal risk to the rest of the [New Dusk Conclave](#)'s fleets and assets. Its size meant that it could carry fighters and troop transport into any given warzone, to either aid their comrades or allies in battle. To offset the cost of creating, maintaining, and operating such a large warship, the Omega-class was also designed to be useful in more roles than just deep-space combat, fleet command, and leading offensive actions. It had a Honeycomb within it, to create things that the New Dusk conclave would need.

## Mission Specialization

The following lists the mission specialization of the Omega Class dreadnought.

- Fleet Command
- Fleet Combat
- Deep-space combat
- Heavy Orbital Bombardment
- Starfighter/Bomber Carrier

## Appearance

The S6-HCP-1A Omega Class Dreadnought was the creation of Section 6. On the Bow of the ship, the first thing people will see when facing this ship will be forward guns, two cannons to be exact. The bridge of the ship was internal to the ship. The ship had a long length to it, almost like a Submarine.

On the starboard side are the multiple hangars ready to receive its shuttles, fighters and anything else that may be allowed there. At the aft of the ship was the propulsion system, three large round with multiple smaller round system which was added to by the port and starboard arches at the back. The arches had is a honeycomb type of design that's barely visible unless someone looks close, while the rest was a technical pattern.

## History and Background

<Who came up with the idea, and why?>

## Statistics and Performance

Here are some general ship statistics.

### General

Manufacturer information.

- Class: NDC-HCS-1A "Omega"
- Type: Dreadnought
- Designers: [Department Of Engineering](#), [Department Of Fleet Development \(D.O.F.D.\)](#)
- Manufacturer: [Conclave Ship Works](#)
- Fielded by: [Conclave Aerospace and Fleet Forces](#)

### Passengers

Crew: The Crew uses a mix of mostly AI to supplement the numbers meaning the number of AI will be higher than Organic members.

### Dimensions

- Length: 2,590 meters
- Width: 5,944 meters
- Height: 3,560 meters
- Decks: 590 (6 meters each)

### Propulsion and Range

- [Falcon Tunnel Drive](#): 0.2ly/m for a maximum of 15ly jumps.
  - Sublight Engines: 0.25c
- Range: 12 months
- Lifespan: 30 years with maintenance, 5 years without
- Refit Cycle: Every 5 years

## Damage Capacity

See [Damage Rating \(Version 3\)](#) for a guide to damage ratings to include.

- DRv3 Tier: 15 Heavy Capital Starship
- Shields: 15 Heavy Capital Starship

## Inside the Ship

### Deck Layout

- Deck 1-4: Hangar bays, launch catapults, turret banks and ammo storage/processing, bridge
- Deck 4-8: Security offices, damage control center
- Deck 8-12: Hangar bays, launch catapults, maintenance bays, workshops
- Deck 12-16: Armor and bulkheads, workshops, Main gun, cargo holds
- Deck 16-20: engineering, refinery and fabrication, , cargo holds
- Deck 20-24: engineering, refinery and fabrication, engineering, life support
- Deck 24-28: crew habitation, life support, waste reclamation
- Deck 28-32: crew habitation, crew recreation, cargo holds
- Deck 32-36: Armor and bulkheads, cargo holds
- Deck 36-590: Bottom turret banks and ammo storage/processing

### Compartment Layouts

Below is a list of what is within the dreadnaught.

#### Armory

The Dreadnaught's armory is an expansively huge complex, much more so than what has been seen in any other NDC manufactured starship. Throughout this area of the ship, are multiple weapons lockers which contain extra weapons, or weapons ready to be given out to new recruits that are assigned to the ship. Beyond a transparent wall, to the east from the doors, are rows of [CSW-S1-C1 "Daedalus" Fabrication Modules](#) which can churn out bullets as needed. That is, as long as it has the materials to do so. To the North of this, is a half circle desk, behind which are the quartermasters. In the form of kiosks and personnel stationed to manage the armory.

## Bridge

The bridge of the Omega Class Dreadnought was located in deck three to four, and like the Scythe Cruiser, the bridge consists of a two-story half-circle room. The higher rear portion on deck two is the Captain's chair which comes with a command station, XO, and CO chairs forward and to the left and right of the captain's station, which are in recesses in the floor that also come with their own stations. The front lower section is on deck three and has the science, engineering, damage control, [comms](#), weapons, and navigation stations. These are arranged around the room's outer edge in recesses in the floor that sit in alcoves built into the walls.

The Helmsman station sits forward most front on floor level and in a deep alcove. Each station is fitted with glass interface displays, physical keys, holographic controls are an option, and normal manual controls. The chairs equipped with safety restraint harnesses, and can be sealed by deployable armor shells in case of emergencies such as a deep hull breach. The captain's station has the same glass displays as well as holographic displays. With those suspended able to lower from the ceiling of the compartment which stays at deck two height for the entire room.

The central ceiling of the compartment includes a holo-projector, that displays star maps brought up and analyzed by the navigation station. This also displays unit locations in combat situations. Each station in an alcove has the unique feature of the walls of the alcove, acting as displays. Giving an encircling 180-degree view of station related data. With the helmsman station, it has a 270 degree surrounding with its deeper alcove. There is a door to either side, on both levels for entry to the bridge, as well as conduit accesses in the corners.

Finally, as a recently added feature, the captain's chair has been outfitted to improve synchronization with a Geist implant.

## Captain's Suite

The captains suite is located just aft of the deck 24. It a spacious room that includes, a double bed, desk with terminal, personal bathroom, small siting area with coffee table and seating(a couch and two lounging chairs), wardrobe compartment unit, trophy/model/picture display shelving, and a large glass pane wall mounted display for comms, entertainment, and ship data/rosters. There is a door leading to the officer's hall.

## Cargo Storage Areas

Located in the ship's multi-decks. This large multiple level area, which spans multiple decks, is where cargo and stored items are kept.

## Crew Cabins

Located on the lower decks 24-25-26 and the lower 28-29-30, this is where the crew sleep and consist of bunk style rooms that have shared lavatories and sitting areas with lockers and footlockers for personal storage. Finally, each room features a large shared glass pane wall mounted display.

## **Crew Recreation**

While the Captain and the Crew, have access to a theater full of movies they could watch, and libraries full of books to read. Nothing beats their main source of recreation. Contained within an entire deck is an expansive virtual reality chamber, where not only can they participate in a vast variety of stories to choose from, but they can also use it for training. The chamber can simulate all kinds of environment, and gravity for the participants to go through. There are rooms for the personnel, with various exercise equipment for a vast variety of races to choose from. There's also rings for personnel to spar in.

## **Engineering**

Located on the upper decks Deck 16-20 and Deck 20-24, This is where the drive system is located with the majority of the ships secondary systems, and taking up 1/5 of the ship.

## **Maintenance Conduits**

Despite the Dreadnaught's size, the Maintenance tunnels are cramped crawl spaces, though fortunately there are a few hatchways that allowed one to exit if the need to come out. Deeper into the superstructure are larger maintenance conduits, that cross it, and are twice the size of standard corridors, mainly used for moving heavier equipment and parts, generally meant for repairs or maintenance.

## **Medical Center**

The medical center hosts a variety of the best medical techniques, and technology that the NDC has access to. Patient beds are located in the back of the center, with medical stations and the med dispensaries in the middle. The medical staff office is located in the front right corner of the compartment. Each bed is separated into compartments with doors, the beds themselves being made with the patient's physiology in mind as well as they are adaptive through the technology of [Rebinder](#). The NDC D.O.M.S Auto-Docs are located to either side of the central area of the medical center.

## **Passageways**

There are multiple passageways throughout the Dreadnaught, in an almost maze-like fashion that has the potential to make someone lost, unless they had a GPS device with them. There's a hatch to the maintenance tunnels at every T section that somewhat in some cases aligned with the maintenance tunnel's T junction.

## Power Armor Bays

This is a massive room that contains the [NDC Ground Forces "Duskerian Legion"](#) power armor, each with lined bays that hold the them. This has work areas to fix the armor. and a seat for the workers to sit on.

## Hangars

These are visible from the outside and includes a launch catapult system for each. This section is located along both sides of the Dreadnought and can hold multiple classes of fighter, medium, and small crafts. The expansive interior of the hangars holds stations for maintenance, repair, loading, and refueling. It also fitted to hold a wide arrange of craft, deployable modules, and mecha for mission specific operations.

### Small Craft

- [BW-RTTS "Bolt"](#)
- [BW-MSF "Sparrow" Modular Fighter](#)
- [VF-41 Sparrowhawk](#)
- [NH-Y2 Remora-class Utility Craft](#)

### Medium Craft

- [BW-V-Starbreaker](#)
- [BW-XM1 "Possessor"](#)
- [Banshee-class Strike Frame](#)
- [Black Wing Enterprises Research and Development](#)
- [BW-TC-1A Hellcat-class Tactical Dropship](#)
- [BW-VTOLT "Hammer"](#)

## Ship Systems

### Armored Hull and Hull Integrated Systems

Uses [Durandium Alloy](#) armor throughout its construction with [Madite](#) layers on the hull's exterior, and layered in between the durandium armor layers for addition armor and an [Aerogel](#) filling.

### Computers and Electronics

12 electronic databank units that run on quantum processing, are stored internally and provide for all of the computing power, as well as storage requirements of the ship. A [EVE AI](#) also is installed to aid in logistics, finer system management, and support in normal ship operation. The [ECS](#) stealth system has also been installed as per standard in most [New Dusk Conclave](#) manufactured vessels. Lastly, also as standard aboard every vessel, is a suite of [The New Dusk Conclave Standard Communication Systems](#).

## Emergency Systems

Department of Engineering designs inspired by the [Star Army Standard Starship Emergency Systems](#). With the supplemental fire suppression foam system found on every deck of the ship.

## Life Support Systems

18 life support systems provide for the life support functions of the ship, and are connected to a comprehensive life support / waste processing system that spans the ship.

## Propulsion

The Omega Class dreadnought uses a combination of the [Helix Plasma Engines](#), [NH-M-M5 Magnetically Attenuated Plasma Scramjet "MAPS"](#), and ion engines for its propulsion. This is powered by a twin set of [Inline Aether to Plasma Drives](#) supported by two sub systems of [Hyperspace Fuel Generators](#), which supplement the feed of power to all systems.

## Shield Systems

The Omega class dreadnought is protected by not only its hard armor but also by a [CSW-S1-S1 "Ancile" Multi-Layer Shield System](#) to delay kinetic, while preventing energy and radiation damage. With the [Environmental Starship Shield](#) as an extra layer of environmental defense.

## Weapons Systems

<NEW: ALL WEAPONS SHOULD BE POSTED AS SEPARATE ARTICLES!

- [main\\_weapon](#): ##, DR X
- [secondary\\_weapons](#): ##, DR X
- [point\\_defense\\_weapons](#): ##, DR X

## Vehicle Complement

## Small Craft

- [BW-RTTS "Bolt" 50](#)
- [BW-MSF "Sparrow" Modular Fighter 21](#)
- [VF-41 Sparrowhawk 60](#)

## Medium Craft

- [BW-V-Starbreaker 10](#)
- [BW-TC-1A Hellcat-class Tactical Dropship 14](#)
- [BW-VTOLT "Hammer" 20](#)

## Mecha

- [BW-XM1 "Possessor" 20](#)
- [Banshee-class Strike Frame 40](#)

## Ground Vehicles

- [The BW-HBT "Hades" 12](#)
- [BW-MBT-1A "Centaur" 20](#)
- [The NDC ATLR "Turtle 1" 30](#)
- [Hydra Variable Tank 30](#)
- [BW-MRGT "Hound" 30](#)

## Utility/Maintenance Craft

- [NH-Y2 Remora-class Utility Craft 10](#)
- [Oxen Multipurpose Mecha 10](#)
- [NH-Y3 Guppy-class Exploration and Utility Craft 15](#)

## OOO Notes

[Jack Pine](#) created this article on 2019/02/20 15:57.

☐ This article is a work-in-progress. Is it not currently approved.

<sup>1)</sup>

This page is a recreation due to the first having been removed on request



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