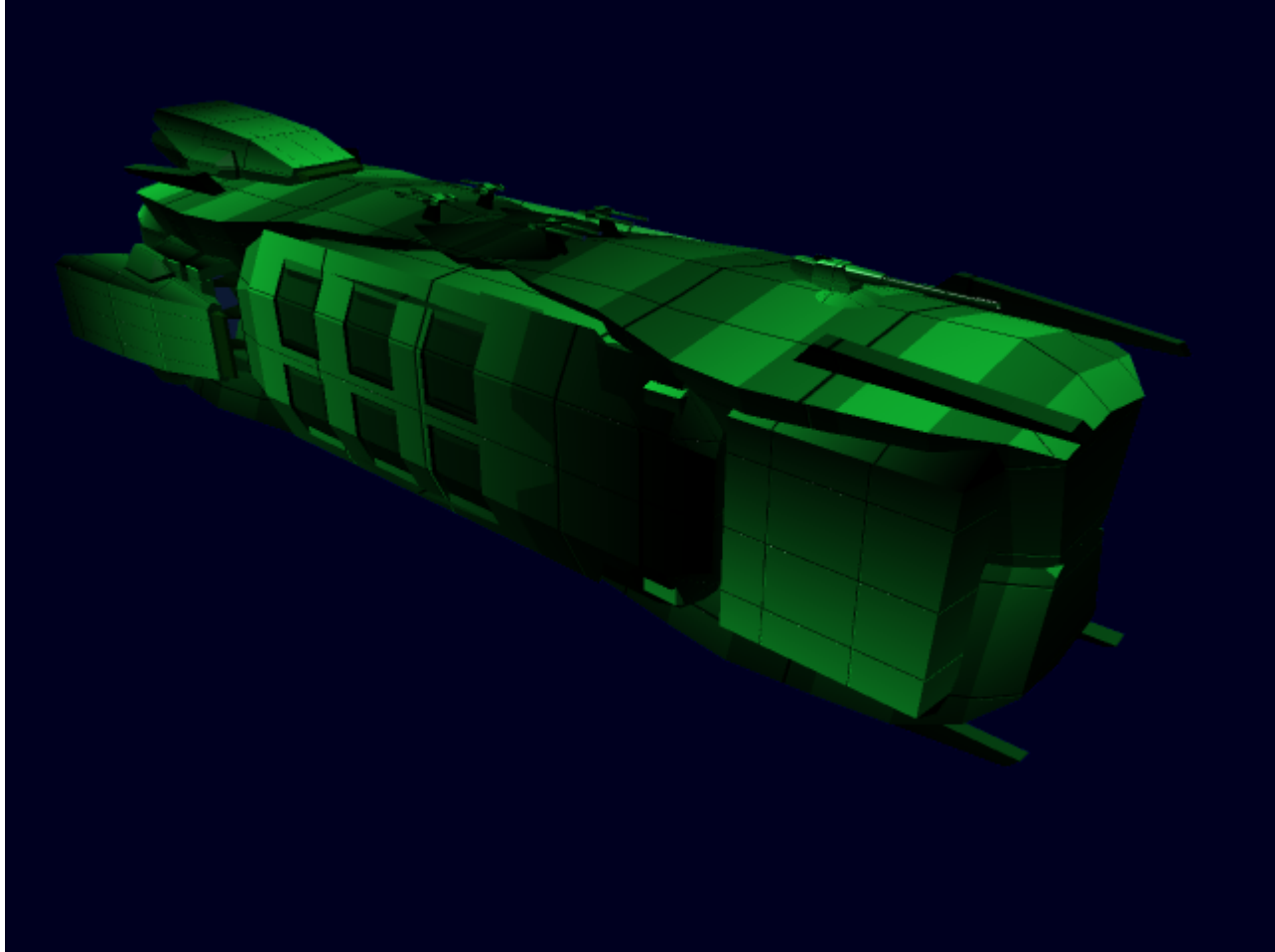


# Justicar Mecha Carrier

Designed in [YE 31](#), the Justicar is a small, lightly armed craft designed specifically to carry Powered Frames, such as the [OI-M1-1A Ashigaru](#). It has relatively strong armor and high speed for its small size.



## About the Ship

The Justicar was designed as a way to carry squads of Mecha into combat without wasting their fuel or submitting them to danger in transit. It was designed specifically to service the [OI-M1-1A Ashigaru](#), but is probably capable of carrying any similar-sized Mecha. It can be sold alone or with a compliment of Ashigaru.

## Key Features

- Small Size
- Mecha capacity
- High Speed

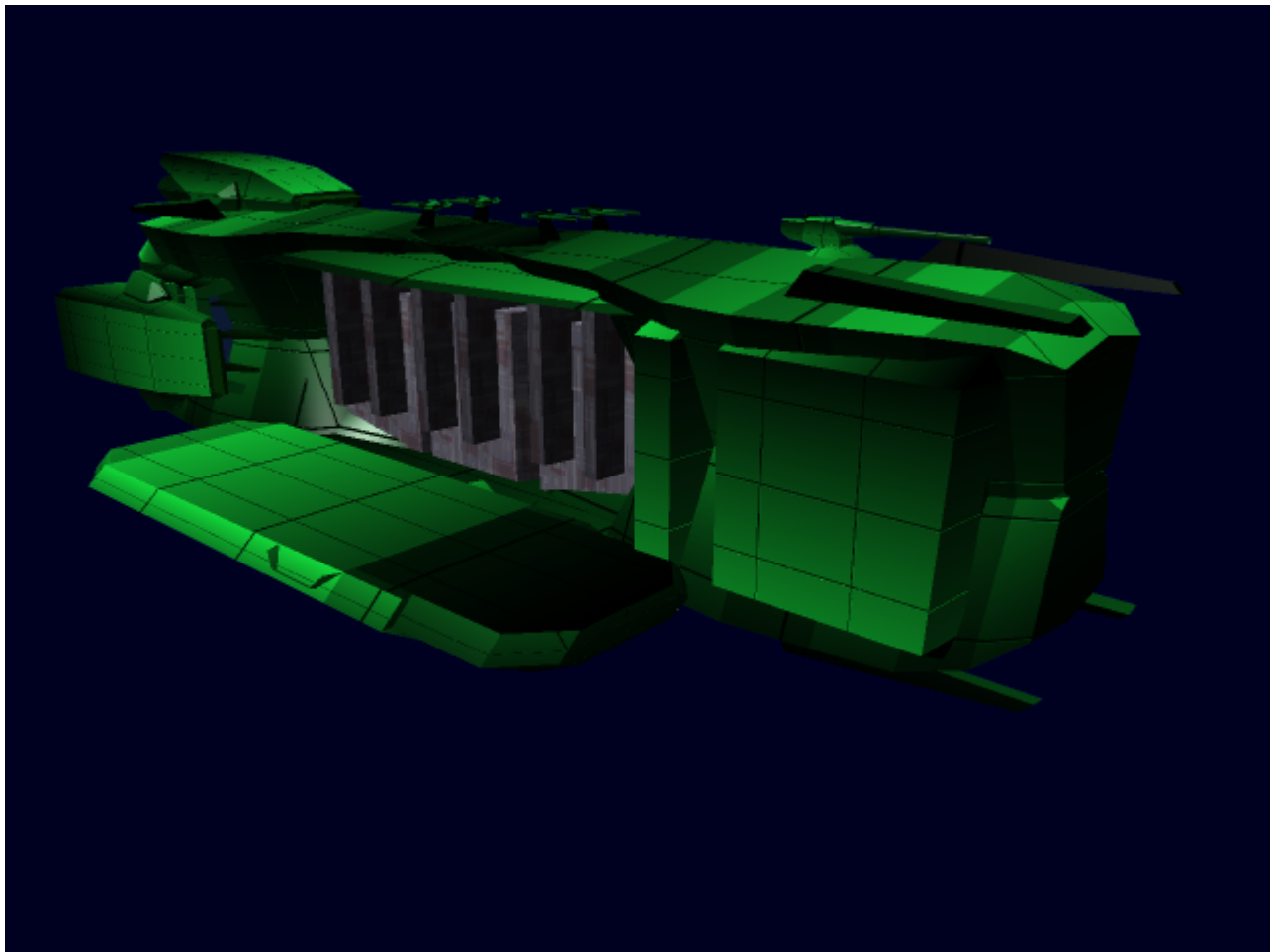
## Mission Specialization

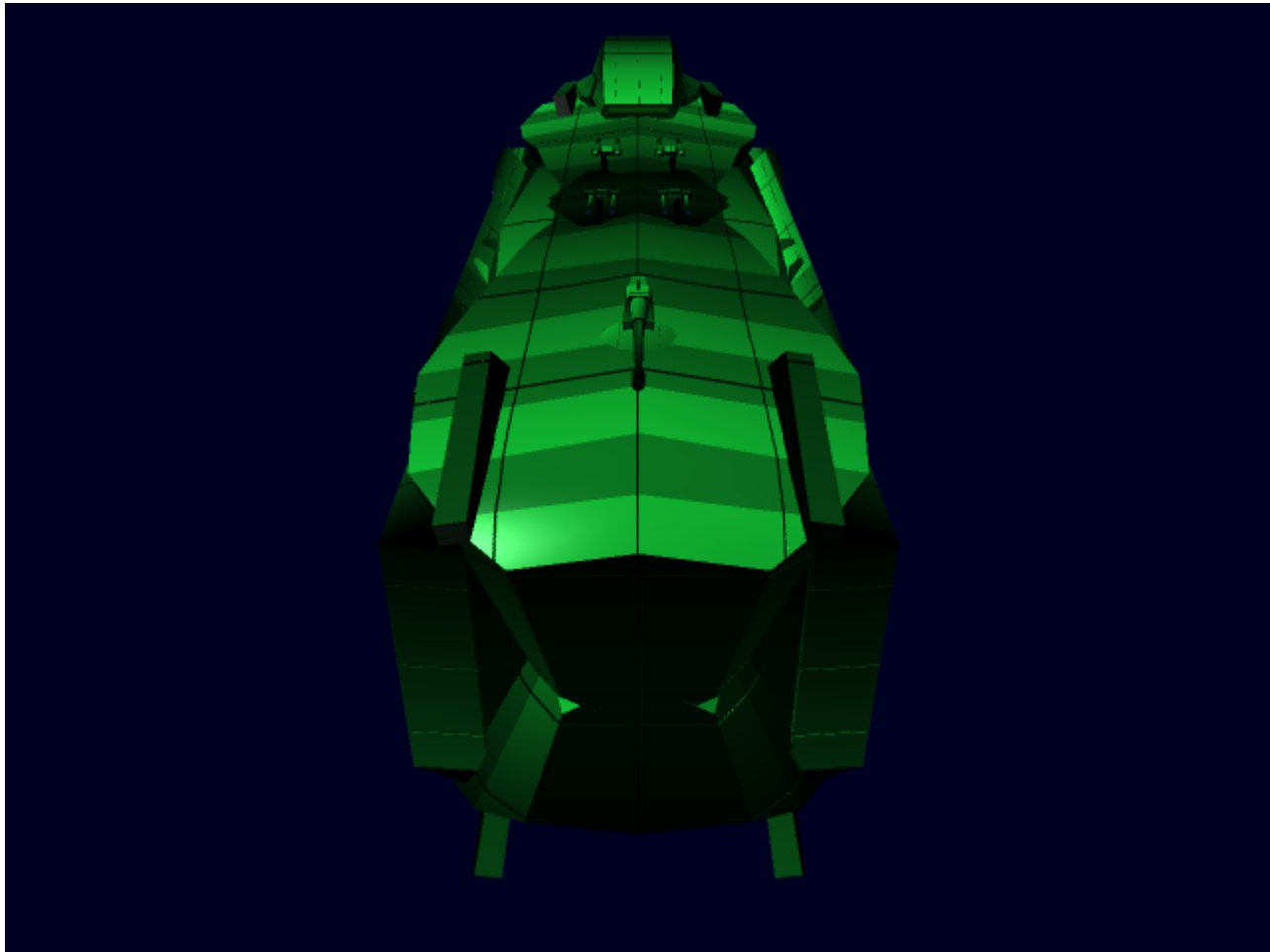
The Justicar was made for the singular purpose of carrying Mecha into battle, and delivering them precisely where they are needed. Possible uses include

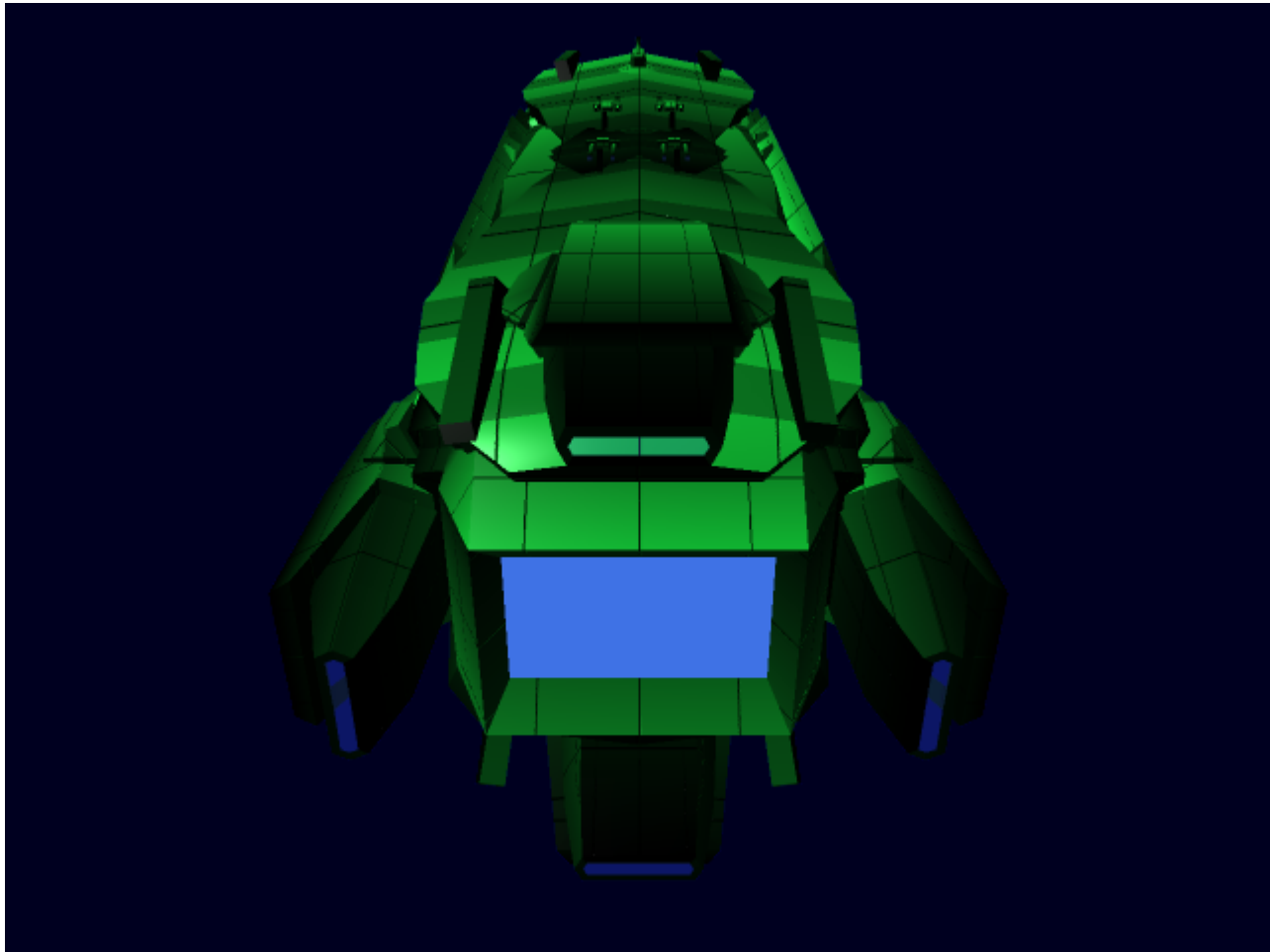
- Surgical strikes
- Reinforcements
- Battlefield pick-ups

## Appearance

The Justicar looks like a big long brick, with a cluster of engines on one end, a few turrets around the middle, and two cannons near the nose. The sides are taken up by large armored doors.







## History and Background

[Murakami Kensuke](#) Came to [Aerin Tatst](#), asking for her aid in creating a starship to carry his design team's project, the [OI-M1-1A Ashigaru](#), wherever it needed to go. It was only needed to carry one squad of six of the Mecha, and just enough crew to support them, and it was allowed to be very small, not only making it a difficult target but allowing it to be fairly easy to produce. With the dimensions of the Ashigaru finalized, a special mecha bay was designed which could be covered by armored doors, protecting the craft and allowing an atmosphere to be brought in so work could be done on the machines while in transit. Hallways down the center of the craft allow it's compliment to be serviced, furthering the usefulness of the design. It was sped through the design process and the first prototypes were completed in a short amount of time, and were luckily found to be lacking the problems of Origin's first ship, the [Raider class](#). It is hoped that the Justicar and its intended payload will become popular and create demand.

## Statistics and Performance

## General

- Class: OI-C1-1A
- Type: Mecha Carrier
- Designers: [Aerin Tatst](#)
- Manufacturer: [Origin Industries](#)
- Production: 250 per cycle
- Fielded by: [Origin Industries](#), Various.
- **Price:** 75,000 KS

## Passengers

- Crew: 4 Operators are recommended, only one required.
- Maximum Capacity: There are accommodations for 25 people. About 50 people can fit aboard in an emergency, but the ship would be extremely cramped.

## Dimensions

- Length: 91.44 meters (300 feet)
- Width: 22.86 meters (75 feet)
- Height: 18.3 meters (60 feet)
- Decks: 4 (3.05 meters each)

## Propulsion and Range

- **Continuum Distortion Drive:** 14,000c
- **Hyperspace Fold Drive:** 0.5 ly/min
- **Sublight Engines:** .35c
- Range: 6 Months of constant use
- Lifespan: Intended to be 10 years with regular maintenance.
- Refit Cycle: Yearly

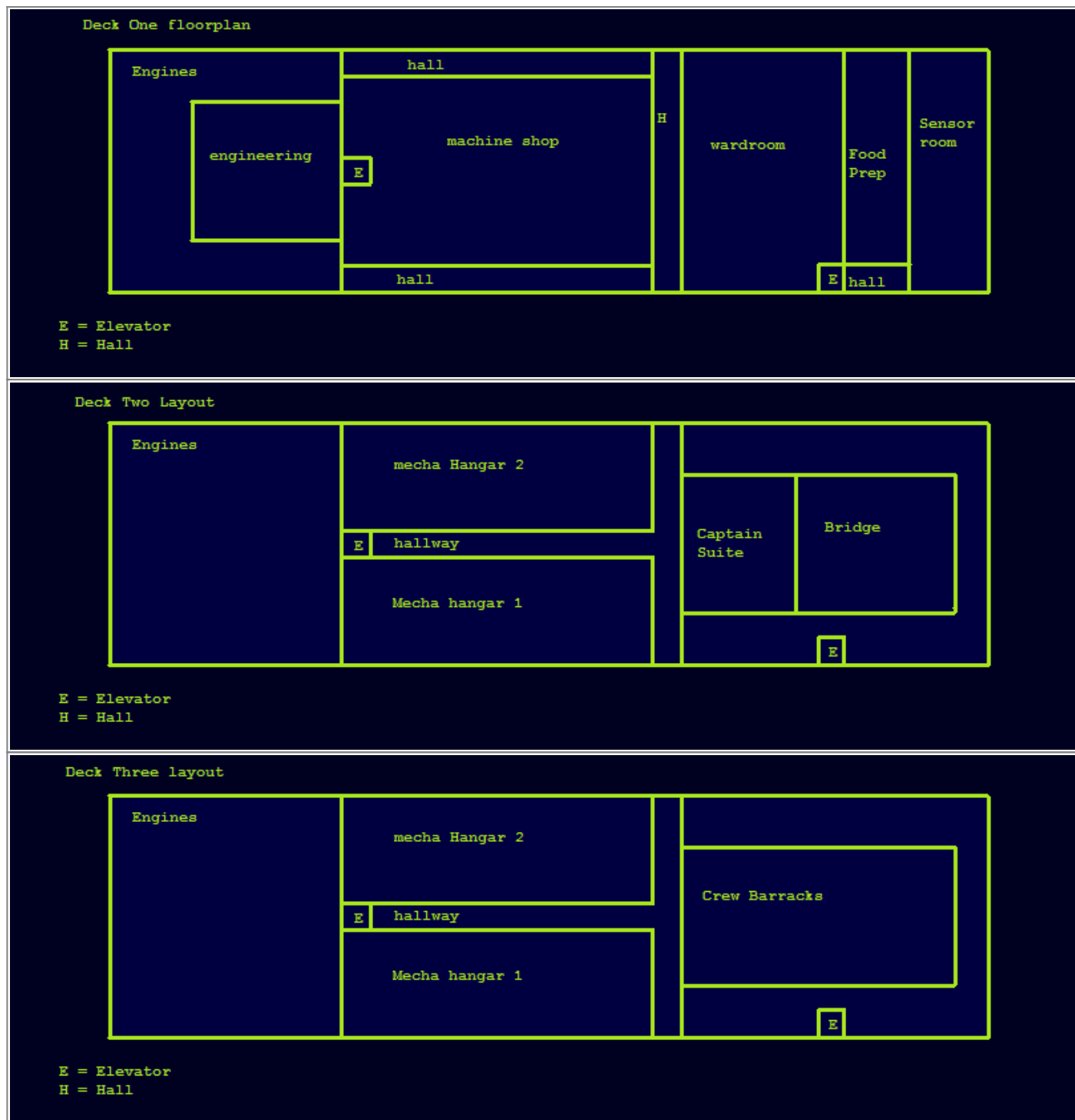
## Damage Capacity

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

- Hull: 10
- Shields: 6 (Threshold 1)

## Inside the Ship

## Deck Layout





## Compartment Layouts

### Bridge

- [Compact Bridge](#)- The Bridge is located on Deck two.

### Captain's Suite

- [Captain's Suite](#) - The Captain's Suite is located on deck two, behind the bridge.

### Cargo Storage Areas

- The Bottom deck is mostly taken up by a large storage area. The section directly below the mecha hangars is only a half-deck, and is used to store things that don't need to be accessed very often.

### Crew Cabins

- [Crew Barracks](#) - Located on Deck three, they take up the majority of the useable space on this deck.
- [Origin Industries Laundry Room](#)

### Engineering

- The Engineering section is a room on deck one, placed above the engines, allowing access to that area. It also stores the necessary tools and equipment for servicing the ship.

### Machine Shop

- Directly above the Mecha Hangars is a fully-functioning machine shop, capable of effecting repairs on damaged pieces of equipment and even fabricating replacement parts.

## Maintenance Conduits

- [Standard Access Tunnel](#)- These snake throughout the engine room, but are not needed elsewhere on the small ship.

## Medical Center

- [Standard Medical Bay](#)- Located on deck four, the small med bay is in easy reach of supplies, but may be difficult to access in some situations.

## Passageways

- [Standard Hallway](#)
- [Standard Elevator](#)

## Mecha Hangars

- The two Mecha hangars are on either side of the ship, and mirror one another. They contain racks to hold Mecha, and access doors and mobile scaffolding allowing the mecha contained to be worked on. They are sealed off by large armored doors when the Justicar is travelling. These doors swing downwards to provide a stable launch platform, as well as to protect the Mecha from ground fire during an Atmospheric drop.

## Wardroom

- [Wardroom](#)
- [Origin Industries Standard Kitchen](#)

# Ship Systems

## Armored Hull and Hull Integrated Systems

The Justicar's frame is made from reinforced [Durandium Alloy](#), and most of the interior metal is Durandium. The Exterior is plated with [Nerimum](#), to provide as strong of defense as possible for the fairly tiny ship.



## Airlocks

- There are airlock doors located on every deck of the Justicar except the bottom, connected to the main cross-corridor. These airlocks seal so that they are practically invisible from the outside when closed, hidden underneath an armored plate. these plates move aside to allow the ship to dock.
- Each level is isolated by airlocked elevators, to keep hull breaches from causing too much damage.

## Computers and Electronics

- [Destiny AI 'Queen' Suite](#)

## Emergency Systems

- [Origin Standard Escape Pods](#) x 3

## Life Support Systems

**Environmental recycling system:** The ERS is just a simple yet effective filtration system, which filters water and air, purifying it so it may be reused. Filters must be replaced after 6 months of continuous operation.

**AC system** A simple climate control system, it allows for rooms to be kept at a specific temperature. Controls are located in each room.

**Unidirectional Gravitational Plating:** Plating on the roof emits a pseudo-gravitational field that is attracted to the plates on the floor pushing everything on the ship 'down'. This creates the false sense of gravity that permeates the ship.

## Power Supply

The Justicar uses a Fusion reactor, which uses heavy water (water with an extra Hydrogen atom) as its fuel. Running on normal power, the Justicar carries enough fuel for 6 months of regular activity. This reactor is located within the heart of the Engine system.

## Propulsion

**FTL Propulsion:**[Continuum Distortion Drive](#) *Hyperspace Fold Drive*: This ship has a basic Fold Drive, For use in Inter-stellar travel. The fold bubble is incapable of "towing" anything larger than a shuttle along with the ship. **STL Propulsion:** The Justicar uses a number of High-performance Ion thrusters for backup STL propulsion, containing a total of five thrusters, one large rectangular-nozzled, and four smaller rectangular-nozzled thrusters which can aid in maneuvering. These particular thrusters Have very high acceleration and top speed, but are energy hogs when used at full power. Maneuvering thrusters: There

are several maneuvering thrusters placed along the hull which allow the Justicar to maneuver quickly and effectively without engaging the CDD.

## Shield Systems

**Deflective shielding** The ship uses a fairly simple shielding system to protect the ship and it's inhabitants from the harsh elements of space, such as radiation and debris. This is the default shielding for the ship, and is usually turned on all the time. It is only turned off if the ship is attacked, where it is replaced by more powerful defensive shielding.

**Defensive shielding** The ship has a secondary, more powerful shield that not only protects against radiation and debris, but projectiles, explosives, and beam weaponry. Though nowhere near as powerful as contemporary military Shields, it is still quite capable. Threshold 1

## Weapons Systems

- [Ionic Pulse Cannon](#): 2, DR 2
- [Origin Point Defense Weapons](#): 16, DR 1 (two cannons per turret, 8 turrets)

## Vehicle Complement

- Up to six Mecha. Standard compliment is six [OI-M1-1A Ashigaru](#)

Products & Items Database	
Product Categories	starships
Product Name	Justicar Mecha Carrier
Nomenclature	OI-C1-1A
Manufacturer	<a href="#">Origin Industries</a>
Year Released	<a href="#">YE 31</a>
Price (KS)	75,000.00 KS

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