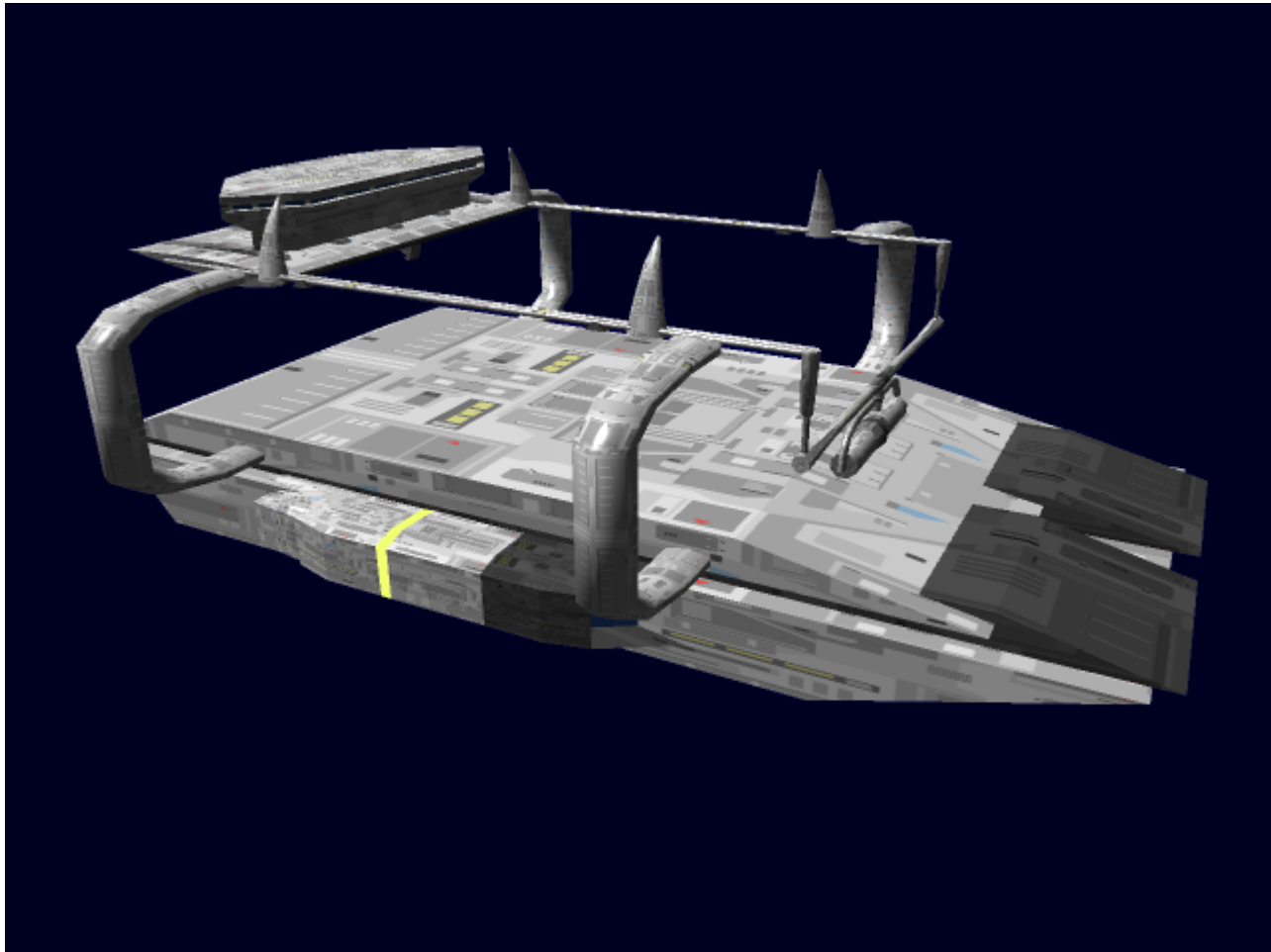


Mobile Assembly Platform



About the Ship

The Mobile Assembly platform was designed to aid in the production and repair of [Origin](#) Starships, and to possibly market as a lower cost platform for startup companies and civilian fleets to use as a maintenance or modification platform, without the need to bring a ship into atmosphere. The mobility of the platform is for security and flexibility, the MAP can continue with repairs while in transit, even at FTL speeds.

Key Features

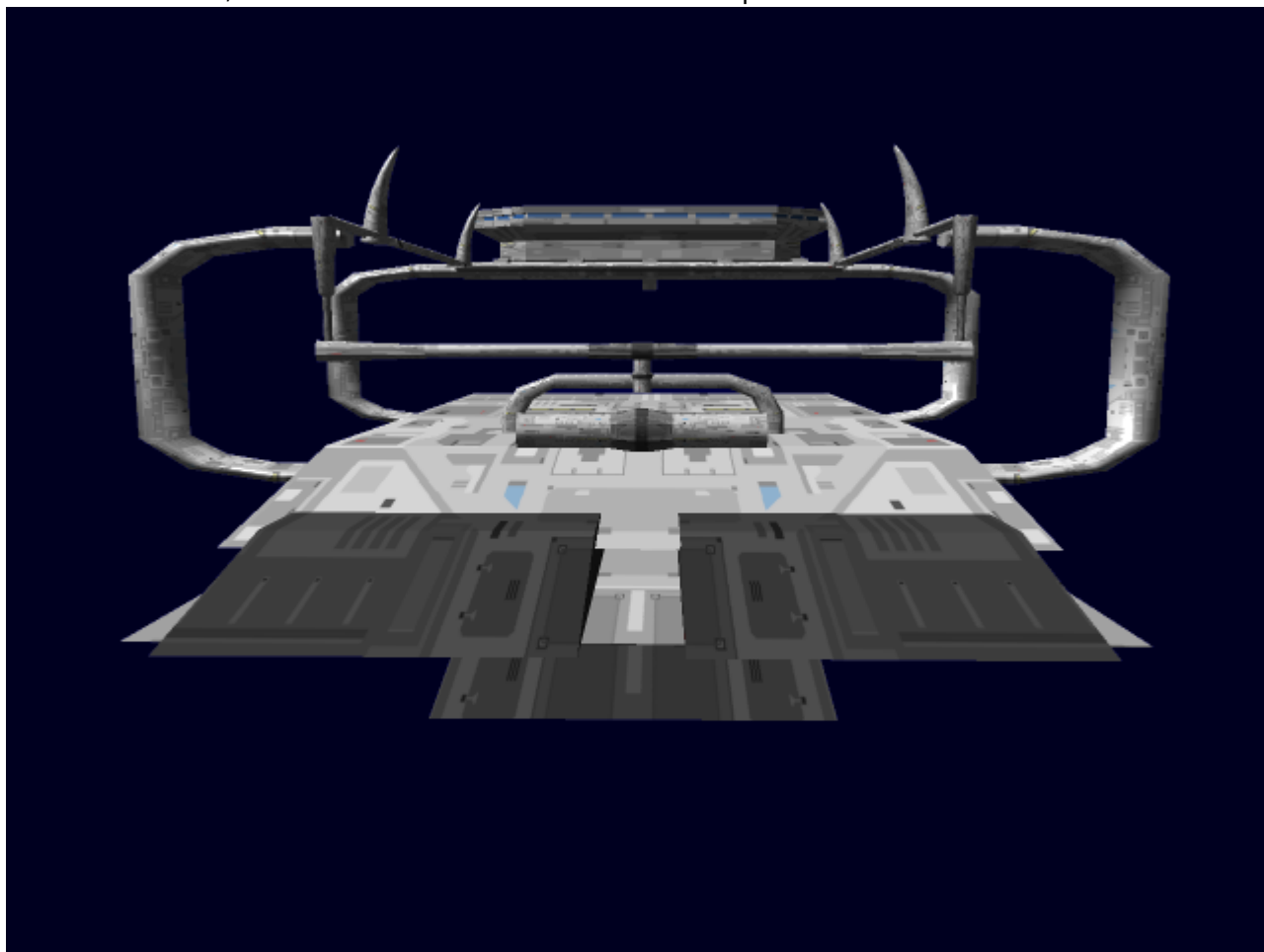
Basically a small shipyard, at can build or repair nearly anything it has the plans for (minus things with Zesuaum and Yamataiaum components) It can only build/repair one ship at a time.

Mission Specialization

Assembling, repairing, and modifying starships.

Appearance

The Mobile Assembly Platform consists of two main parts, the Spaceframe, and the Crew Section. the Spaceframe is a large Box with a wedge at one end and engines at the other. The crew Section resembles a building, with windows around the top floor. Connecting these two sections are a number of beams and arms, which form the work section of the ship.



History and Background

Origin Industries, while fairly prolific in the design category, is quite limited in the Personnel and Space category. Since Expansion on Tami is controlled in favor of the forests, the only logical solution was to bring manufacturing capability to the stars, and thus, The MAP was born in [YE 31](#). It is a large vehicle, created to build other starships, thereby making it easier for Origin Industries to build their orders. While a little slow due to the fact that it can only build one ship at a time, the MAP is successful in that in can

move around, even while working, so if Tami (or anywhere a MAP might be stationed) happened to be attacked, the Platform could leave safely.

Statistics and Performance

General

Class: OI-H1-1A Type: Mobile Assembly Platform Designers: Origin Industries Manufacturer: Origin industries, Tami Production: 14, More may be produced by request. Fielded by: Origin Industries, [Nepleslian Reds](#), [Star Army of Yamatai](#) **Price:** 500,000 KS

Passengers

Crew: 25 operators are recommended, but only three required. Maximum Capacity: There are accommodations for 100 people. About 450 people can fit aboard in an emergency, but the ship would be extremely cramped.

Dimensions

Spaceframe

Length: 3000 meters (9842.5 feet) Width: 750 meters- 2000 Meters (2460.6 feet- 6561.6 feet) Height: 750 meters- 2000 Meters (2460.6 feet- 6561.6 feet)

Crew Compartment

Length: 200 meters (656 feet) Width: 750 meters (2460.6 feet) Height: 150 meters (492 feet) Decks: 30 (5 meters each)

Propulsion and Range

Continuum Distortion Drive: 8,000c **Hyperspace Fold Drive:** N/A **Sublight Engines:** .15c Range: 1 year (if no construction is going on) Lifespan: 50+ years Refit Cycle: Constant (repairs and refits itself)

Damage Capacity

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

- Hull: 70 (huge but unarmored)
- Shields: 30 (Threshold 1)

Inside the Ship

Deck Layout

the top ten decks contain numerous computer banks and control centers that monitor and control all of the construction processes of the ship. The middle ten decks contain the crew quarters and all the living spaces of the ship. The bottom ten decks are taken up mostly by engineering sections and storage of supplies for the crew.

Compartment Layouts

Armory

- [Origin-type Armory](#)

Bridge

- [Deluxe Bridge](#)

Captain's Suite

- [Captain's Suite](#)

Cargo Storage Areas

There are two Cargo Storage Areas, One in the Crew section, which carries Supplies for the crew, and a very large one in the main spaceframe, which carries the Raw materials needed to build and repair Starships. The Crew storage is located on the bottommost level of the Crew section, whereas the Spaceframe cargo section takes up the majority of the Spaceframe's interior.

Crew Quarters

- [Crew Barracks](#)

Crew Recreation

- [Lounge](#)
- [Recreational Facilities](#)

Engineering

There are two engineering sections on the ship, one in the crew cabin, and one within the spaceframe. The crew cabin engineering section is meant more as a surrogate engineering for ships under construction, and contains many access points to outside, each contained with airlocks and rooms housing EVA suits. The lower engineering section can either be accessed by a spacewalk from the crew engineering, or by crawling through access tunnels contained in the mobile arm/struts that are used to support ships in construction. It contains access to all integral portions of the spaceframe, IE, engines, generators, computers, and many other systems.

Maintenance Conduits

- [Standard Access Tunnel](#)

Medical Center and Laboratory

- [Professional Medical bay](#)

Passageways

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

Shuttle Bays

There is a decent sized shuttle bay on the Second Deck of the Crew section of the MAP. It contains all the facilities needed to service and reappear most shuttles.

Wardroom

- [Wardroom](#)

Ship Systems

Armored Hull and Hull Integrated Systems

Much of the frame of the MAP is made from reinforced [Nerimium](#), for strength and durability, while most body panels are made from [Durandium Alloy](#).

Computers and Electronics

- The MAP sports a [Destiny AI 'King' suite](#), which is specialized with the ability to generate other Destiny systems, a vital part of the construction of many Origin Industries ships. This also allows the MAP to remotely control ships that it is building or repairing.

Repair and Assembly Systems

- **Manipulator Arms**
- **Fabrication Arm**
- **Variable frame System**

Sample assembly times

- [Courier-class](#) 7 days - The Courier is has a relatively thin frame, and uses many prefabricated systems for the interior. Most of the ship's volume is taken up by empty cargo space.
- [Jinkan-class Escort](#) 12 days - The Jinkan has a relatively thick, armored hull/frame. Most of the systems (Weapons, computer, shield, and power) are prefabricated and installed as the frame is built.

Emergency Systems

- [Origin Standard Escape Pods](#) x 45

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 1 year 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's crew compartment.

Propulsion

- **FTL Propulsion:**[Continuum Distortion Drive](#)
- **STL Propulsion:** The MAP uses two very large [Ion Engines](#) for basic STL propulsion. These particular thrusters Have very high power and capability to move mass, but are energy hogs. This is no problem as they are powered by an Aether generator.
- Maneuvering thrusters: There are several maneuvering thrusters placed along the hull which allow the MAP to maneuver without engaging the CDD.

Power

- [Aether](#) Is used to power the most vital functions of the ship. The Aether generators are the main power source for everything in the ship.

Shield Systems

- The MAP, being designed without any form of combat in mind, only has Navigational shielding, which is meant to ward off the natural hazards of space, but nothing more. Tier 9, Heavy Anti-Mecha

Vehicle Complement

Shuttles

The MAP can handle up to 100 [Onset Shuttles](#), but comes equipped with 25.

Products & Items Database	
Product Categories	space stations
Product Name	Mobile Assembly Platform
Nomenclature	OI-H1-1A
Manufacturer	Origin Industries
Year Released	YE 31
Price (KS)	500 ,000.00 KS
Star Army Logistics	
Supply Classification	Class A - STARSHIPS

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