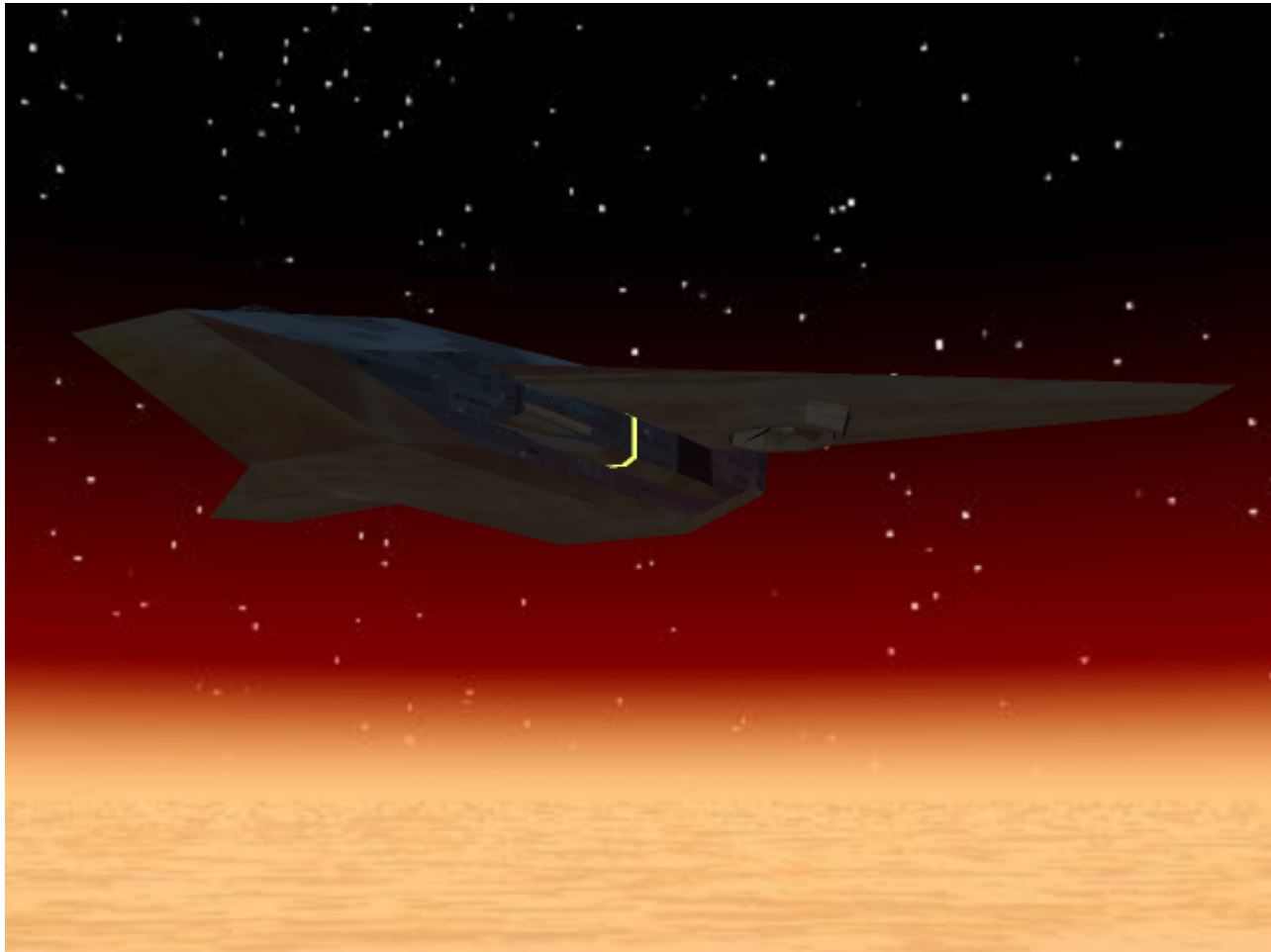


Maultier-class Transport

A short-ranged aerospace transport designed for both military and civilian usage.



About the Ship

Designed in AF 260 ([YE 31](#)) to be the work horse for both military and civilian transporting, the Maultier is a reliable machine built around power and durability.

Key Features

The Maultier was designed to be a durable transporting work horse using the following new technologies:

- [Military Transport Fusion Engine](#) ¹⁾
- [Civilian Fusion Engine](#) ²⁾

Mission Specialization

The Maultier was designed for the following missions:

- The Model 1a (Civilian) was built to transport goods and people from large transports to planetary spaceports.
- The Model 1b (Military) was built to transport supplies and troops from orbit to battlefield.

Appearance



History and Background

With the elderly [Schiffchen](#) quickly becoming obsolete, both military and civilian industries began to campaign for a modern transport capable of their needs. [Kaiserlich F&E](#) answered with the development of the Maultier-class Transport in AF 260 ([YE 32](#)). Using the newest technologies in service, [Abwehran Imperial Yards](#) constructed the Maultier much like they did the [Schiffchen](#).

It is also much larger in size compared to most transports, which gives it the ability to ferry vehicles from Orbital Siege Vessels to a planetary surface. This was the primary role the Maultier was designed for, but many saw a civilian use for the design as well.

Statistics and Performance

General

Class: Ay-T2-1a (Civilian) / Ay-T2-1b (Military) Type: Aerospace Transport Designers: [Kaiserlich F&E](#)
Manufacturer: [Abwehrran Imperial Yards](#) Production: Mass-Production Fielded by:

- [Weltraumflotte](#) for Model 1b: 600,000 Credit (300,000 KS)
- Model 1a for purchase: 390,000 AC (130,000 KS)

Passengers

Crew: 4 operators are recommended, 2 are required. Infantry/Passengers: 170 Maximum Capacity: There are accommodations for 180 people. About 300 people can fit aboard in an emergency, but the ship would be extremely cramped.

Dimensions

Length: 50 meters (~164 feet) Width: 13 meters for the fuselage (~43 feet) / 40 meters with the wings (~131 feet) Height: 8 meters (~26 feet) Decks: 2 (4 meters each)

Propulsion and Range

Sublight Engines: (velocity/acceleration)

- Model 1a (Civilian): 0.2 / 1698 Gs
- Model 1b (Military): 0.23 c / 3906 Gs

Atmospheric Engines: Mach 6 Range: Twenty-four hours of flight time. Lifespan: Ten Years Refit Cycle: Every Year

Damage Capacity

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

- Hull: 8 Ship SP
- Shields: 6 SP (Threshold 2)

Inside the Ship

Deck Layout

Deck 1

- Cockpit
- [Imaging Scanner Package](#) and [Infrared Spectrometer](#) Access
- [Starship Radio](#) and [Starship Laser Communication](#) Access
- Passenger Section or Infantry Hold
- Cargo and Personnel Airlock
- [Civilian Subspace Communication](#) Access
- [Solar Battery Room](#)
- Computer Room
- [Standard Engine Room](#)

Deck 2

- *Future space for Electronic Warfare*
- [Standard Abwehran Cargo Hold](#)
- Large Cargo Airlock
- Life Support Facility
- [Shield Generator Room](#)
- [Standard Reactor Room](#)
- Planetary Landing Ramp

Compartment Layouts

Cargo Hold

See: [Standard Abwehran Cargo Hold](#)

The Cargo Hold can also be used to hold ground vehicles.

Cockpit

A cramped facility that houses a pilot, co-pilot, REO, and weapons operator (military only). The pilot and co-pilot sit in the front of the cockpit behind the flight control panel. The port side panel is dedicated to the REO with the radar and communication systems while the starboard is dedicated to weapons control, though civilian versions have an enclosed washroom located in that spot.

Computer Room

A room the size of a large walk-in closet, the Computer room housed the Maultier's [CU-23](#) Computer.

Engine Room

See: [Standard Engine Room](#)

Infantry Hold

Only found in the Model 1b (Military), the Infantry Hold is equipped to house a full platoon of standard infantry or half a platoon of Heavy Infantry in full Powered Armor. The Infantry hold is connected to the Cargo Hold via two elevators (one port and one starboard).

Life Support Facility

A small room used to house the Maultier's [Recycling and Filtration System](#).

Passenger Section

Only found in the Civilian Model 1a, the Passenger Section is much like those found in commercial airliners. With row upon row of seats, it can house forty individuals. It connects to the Planetary Landing Ramp via an elevator.

Reactor Room

See: [Standard Reactor Room](#)

Shield Generator Room

See: [Shield Generator Room](#)

Solar Battery Room

See: [Solar Battery Room](#)

Ship Systems

Armored Hull and Hull Integrated Systems

Both Models 1a and 1b use [Starship Hull](#) and [Transport Armor](#) for their protection.

Computers and Electronics

The Maultier uses a [CU-23](#) Computer system with a [strike_craft_vims](#). It is one of the largest craft to use a SCVIMs.

Life Support Systems

A [Recycling and Filtration System](#) is used to provide life support for the Maultier. For inertial compensation, [Unidirectional Gravity Plating](#) is built into the [hull](#).

Propulsion

A single unit of either a [Civilian Fusion Engine](#)³⁾ or [Military Transport Fusion Engine](#)⁴⁾ can be found on the aft section of the main body. [Hydrogen-powered Scramjets](#) can be found on the port and starboard sides of the transport with a couple of [Hydrogen-powered Scramjets](#) upon the wings for VTOL capability.

Shield Systems

The Maultier comes equipped with both a [Hazard Shield](#) and a [Hard Bubble Shield](#).

Vehicle Complement

- Can potential hold up to 10 vehicles depending upon size.

¹⁾

For the Military Model

²⁾

For Civilian Model

³⁾

Civilian Model

⁴⁾

Military Model

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