Freespacer Damage Control Kits

The DCK is effectively a series of standardized upgrades (and, to some degree downgrades) which allows Freespacer vessels to remain functional even after sustaining catastrophic damage levels. While it does limit the kind of equipment a ship can carry, in return it makes Freespacer ships capable of sustaining more internal damage than any other in known space. These can even be retooled to work on captured vessels.

Features

- Turrets operate independent of the main body, and continue operation even if a section is severed from the vessel
- Shots tend to cut straight lines through the hull rather than damage surrounding sections, making precision killing blows impossible.
- Removes crew comforts and limits life support, making vessels undesirable for long-term habitation by most races
- Incompatible with “superweapons” or other massive weapon systems too large to compartmentalized
- Incompatible with shields due to their reliance on a large central reactor
- Incompatible with high energy weapons; favors munition-based weapons.

Systems

Honeycomb Reinforcement

Most of the mass and space saved by the other techniques is used to install a series of cross-bracing and interstitial honeycombs. This allows devastating “kill shots” to carve a hole through the vessel without severely compromising the structural integrity of nearby sections. The blast is funneled along a particular axis of honeycombs to reduce collateral damage to areas that were not directly hit. As a result precision shots to normally vital components, such as the central reactor, will not kill a vessel; it must instead by destroyed section by section.

Compartmentalized Ammunition Storage System

As the name suggests, these are special modules designed for storing ammo with the intention of preventing cascade reactions should any ammunition be prematurely detonated. Small numbers of munitions are stored in each container, and a large number of such containers make up a ship's arsenal. These containers are stored in a honeycomb-style configuration designed to redirect the force of an explosion away from nearby containers to prevent chain reaction detonations. Due to the widespread use of non-energy weapons on Freespacer vessels, this system proves indispensable for damage control.

Turret Redundancy

Turrets may work independently of the ship command center. This is achieved by use of on-site targeting computer and munition-based weaponry (to prevent reliance on the ship's reactor), or an integrated micro-reactor. As a result, even if an entire section of the starship is severed from the main body any turrets left on that section can continue firing. However, this technique is incompatible with “high energy” weapon systems which require a large reactor and capacitor for normal firing, as well as any “superweapons” which are too large to avoid being hit.

Depressurization

Oxygen usually adds mass to the ship, and proves a potential liability in the term of explosions or fires. For this reason, many Freespacer vessels are totally depressurized aside from their common habitation room. This also means that mass can further be freed up since sealant lining and multiple number of life support systems are unnecessary. Depressurized sections can be accessed, but obviously require a space suit.

Null Gravity

Freespacers are accustomed to weightlessness to a far greater degree than most races since they are usually born, bred, and raised in space. This allows easier movement of heavy equipment through the ship which is conductive to field repairing.

Ascetic Design

Retooling of captured designs usually involves gutting the ship of so-called “luxury” compartments; things like post offices, lounges, private cabins, wardrooms, and so forth are removed to free up extra room and tonnage. All recreation is provided in the form of VR programs that can be accessed via neural implants.

Personnel compartments are usually limited to a few shared rooms; usually one for combined sleeping and habitation, with a few spare compartments for food preparation, personal hygiene, and so on. The smaller the ship, the fewer of this periphery compartments it will have.

Automanufactory

See: Automanufactory Module

While not part of the damage control system in the traditional sense, having one of these frees a vessel from reliance on a host shipyard even if they sustain heavy combat damage. So long as they can locate the proper ore deposits, components for any part of the ship can be manufactured.