

"Wh'ki"-Class Shipyard

The "Wh'Ki"-Class shipyard is designed to be the ship construction backbone for the Lorath Matriarchy.

About the Ship

The Wh'ki shipyard has been created to provide the Lorath Matriarchy with a platform to produce a sizable number of ships of various sizes and class in short durations of time for minimal cost and man-power investment.

Key Features

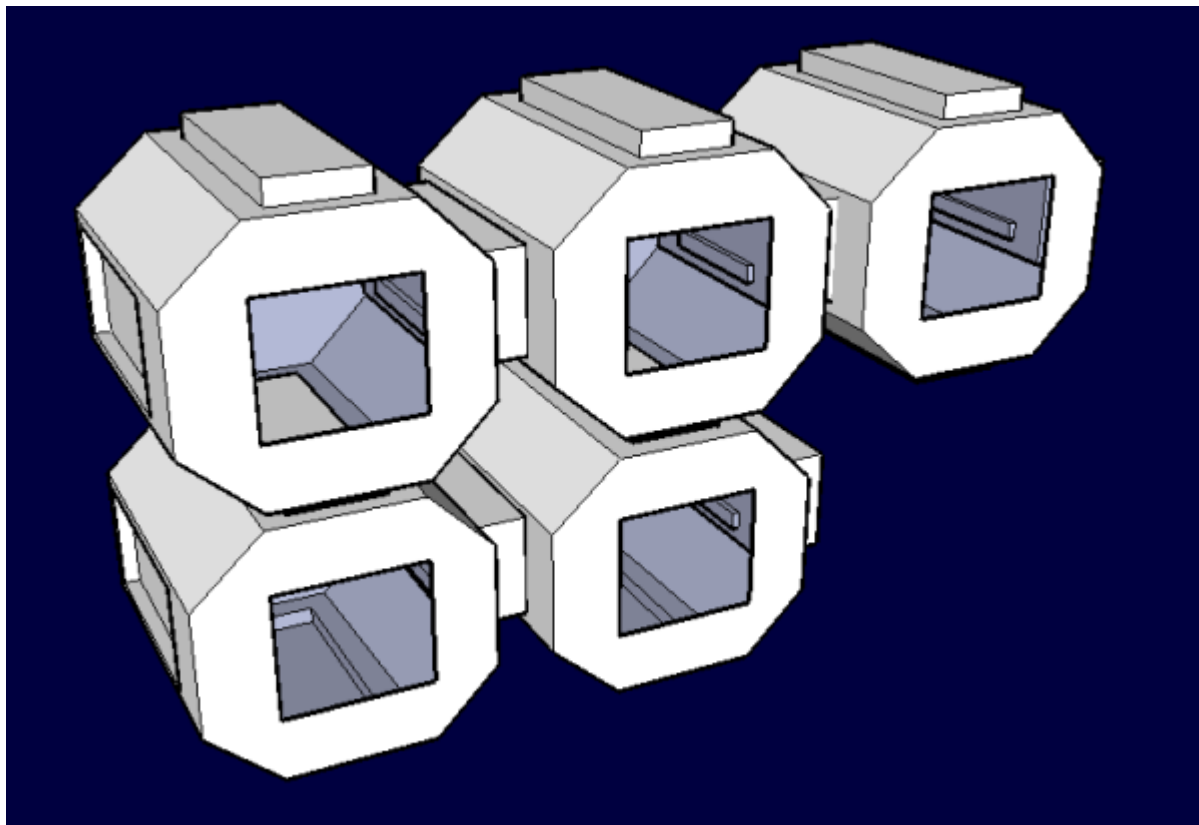
The Wh'ki-Class shipyard has been designed to incorporate elements of Sourcian, Lorath, Yamataian, and QnS technology. The primary feature of the shipyard is its ability to add upon itself to increase production capacity over time. Along with its self enhancing capability, the shipyard is capable of building ships using Sourcian construction methods.

The most unique feature of the Wh'ki shipyard is the modular nature as well, each complete portion (or node) of the shipyard is self-sustaining and is capable of being operated separately from the whole.

Mission Specialization

The Wh'ki's primary usage is ship construction, however, the Wh'ki can also be utilized for industrial production.

Appearance



History and Background

Designed by the Lorath Matriarchy to enhance the Matriarchy's capability to produce ships for export and to furnish the Lorath Self Defense Force with ships the Wh'ki has been designed to facilitate the Matriarchy's foreseeable ship construction needs. The shipyard's design has been based off of technology which the Lorath have been able to examine. Technology included in the Wh'ki include QnS, Sourcian, Yamataian, and Lorath native technology.

Statistics and Performance

General



All listed statistics unless otherwise noted are statistics of each individual Wh'ki node

Class: LM-SY-XL-01 Type: Extra-Large Capacity Shipyard Designers: Lorath Matriarchy Manufacturer: Lorath Matriarchy Production: 6 original nodes, with each node producing another node every month. Fielded by: Lorath Matriarchy.

Passengers

Crew (Per Node):

- 3 Construction Managers each node
- 12 Manual Construction Engineers
- 4 Security Personnel each node
- 1 Non-SI ARIA each node.

Crew (Per Wh'ki Complex):

- 200 LSDF Combat Personnel
- 150 LSDF Support Engineers
- 50 Command Staff
- 100 Civilian Workers
- 3 ARIA shipyard management units

Maximum Capacity (Per Node): Each Wh'ki node can support 200 people indefinitely so long as power is available.

Dimensions



All listed statistics unless otherwise noted are statistics of each individual Wh'ki node

Length: 6000 Meters Width: 5500 Meters Height: 5500 Meters Decks: 800 Maintenance Shafts, 5 Meters each. 25 Operational Decks, 5 Meters each.

Propulsion and Range

Hyperspace Fold Drive: .5 LY/min Subspace Distortion Drive: 750c Gravitic Drive: .15c Range: Indefinite, so long as power is available. Lifespan: Indefinite, so long as power is available, and ARIA units maintain sanity. Refit Cycle: Constantly building upon itself.

Inside the Ship

Deck Layout

Primary Operations Deck (Deck 1)

The primary operations deck includes a 'bridge-like' command area where operations for the construction node are coordinated by the staff of the node.

Decks 2 - 24

Remaining operational and livable decks of each Wh'ki node are individually configured as to the specifications of the crew assigned, and the needs for the construction operation which the node has been assigned to.

Compartment Information

The following compartment descriptions are descriptions of compartments commonly found in each Wh'ki node, however, not all Wh'ki may have all listed compartments, and may not have each compartment located in the same location in each node.

Required compartments will be marked with a (R) beside each title, each section will also have an indication of a (number) of rooms which are most frequently or required to be made.

Armory (R) (One)

Each Wh'Ki has an armory which must have enough space for a group of six soldiers to store their equipment, each 'Wh'Ki' armory includes the following as per regulation.

Armory Compliment

- 6 [Magnetically Contained Charged Plasma Saber](#)
- 6 [Antimatter Munitions Launcher](#)
- 12 [FMS-1 Linear Rifle "Stalwart Special"](#)
- 12 [LSDF "Ek'yra" Railgun Service Rifle](#)
- 12 [LSDF "My'hyz" Service Rifle](#)
- 36 ["M'Cel" 40/30mm Grenade Launcher](#)
- 36 [Hand Cannon](#)
- 200 Rounds of 40mm ammunition
- 3000 Rounds of 7.65mm ammunition
- 5000 Railgun Slug ammunition
- 1200 Rounds of .50 Caliber pistol ammunition
- 100 High explosive missiles
- 1000 Antimatter containment missiles
- 6 [AMX-101 WINTER](#)
- 30 ["Wind" Armor Series](#)

Primary Operations Deck (R) (One)

The Primary Operations Deck is a deck dedicated to the operational management of the Wh'ki shipyard

node. A standard Operations Deck often has a configuration much like a starship bridge, however, Operations Deck configurations can be reconfigured depending on the needs and wants of the assigned crew. Despite the capability to be reconfigured, a standard series of components is required in each Operations Deck layout.

Each Operations deck requires:

- One central view screen measuring at least five meters wide and five meters tall.
- Two carbon-composite view ports which face the construction bay of the Wh'ki
- Three tactile interface consoles, configured for computer access, construction control, and a sensor and communications interface.
- Two Neural-Link compatible work-stations.
- One weapons locker, Standard complement; 6 [LSDF "Ek'yra" Railgun Service Rifle](#).
- One [First Aid Cabinet](#)
- 3 Exits/Entrances
- 3 Maintenance Passage Access Points
- 12 'Wind' Power suits in storage.

Management Quarters (Three)

A 'Management Quarters' compartment is a section designated for shipyard management to live in. Standard management quarters include a standard Lorath bed (A pit-like depression into the deck), a large desk, and a full bath. Additional components can be added as per the needs of the management assigned to the quarters.

Crew Quarters (R) (Sixteen)

Each node must be able to house the work force and security force assigned to it, this requires sixteen rooms to be created for the task. Each room's standard components include a bed, toilet, small desk, communications and computer access terminal, and a closet.

Some nodes may have additional crew quarters due to housing additional crew which will be transferred to the constructed ship, or additional staff to manage shipyard functions.

General Crew Toilets, Baths, and Showers (R) (Two areas with accommodations for 10)

The General Crew bath area is a large room which has a group bath area, shower stalls, and toilet stalls. The decor is rather plain in a standard configuration, however, crews can decorate the bath area and configure it as needed.

Toilets

The toilets in the general crew bath area in a standard configuration are 'waste extraction' type units

which utilize a tube which is inserted into an orifice which is utilized to remove the waste from the user.

However, other toilet varieties are available depending on crew preferences.

Bath

The baths of the general crew area are simulated stone tubs which have an average depth of one and a half meters. These baths are equipped with their own gravity generators to provide gravity to the water in the bath in the event of a power outage.

To conserve space, the bath area is built large enough to accommodate the full general staff of the shipyard, and not just one gender or the other, which would require a separate bath.

Showers

Each bath area also includes sixteen shower stalls, these stalls are built free-standing in the middle of the bath area and are built as two rows of eight shower stalls. Water for the showering process is provided by four separate nozzles which are designed to optimize water coverage to the user. The floor of each shower includes a suction device which forces water down into the drainage system in the event of gravity failure.

Management Toilets, Baths, and Showers (Capacity for three to six)

Toilets

Waste management facilities in the management baths consist of stall-enclosed toilets which are designed in the Lorath tradition which essentially is a toilet which a user perches them self upon. Each toilet includes its own gravity generator unit in the event of overall gravity failure. Each toilet also includes a suction system which is designed to pull liquid waste into the drainage system.

Baths

The bath in the management section is often constructed from a high quality porcelain material. All management baths include heating elements which keep the porcelain warm, and serve to keep the bath warm as well. Management baths also include dispenser units for luxury soaps and aroma therapy. However, the management bath still remains designed to be utilized by multiple individuals instead of individual baths.

Showers

One of the few things which does not change much from the management to the regular general baths are the showers. The showers in the management section are designed just like those in the general section, however, they include heated seats which allow for the individual showering to be seated while bathing.

Galley (R)

The galley of the Wh'ki is designed to be self-sustaining for an indefinite amount of time so long as power is supplied, thus, the galley of the shipyard is not designed like conventional kitchens due to some needed features. Despite the unconventional design, the kitchen sink remains included.

Organic Tissue Culture Chamber (4)

The "Organic Tissue Culture Chamber" is a climate controlled containment unit which also includes cloning and culture growth technology, allowing for one organic tissue sample to serve as a catalyst to produce a nearly never ending supply of organic material intended for consumption.

Small Organic Tissue Culture Unit

The smaller organic tissue culture unit is utilized for producing various organic compounds in small quantities, such as spices, sugars, and other such materials.

Emfratec Stove

The galley includes a 'Hot One' variant of the [Emfratec Stove](#).

Refrigeration Unit

The galley includes a walk-in refrigeration and freezing unit where food can be stored for later usage. The walk-in unit also includes an emergency door-release on the inside.

The Cool-One

Located adjacent to the refrigeration unit is a frozen-desert manufacturing machine which produces delicious treats such as frozen yogurt, ice cream, whipped toppings, and other frozen delicacies.

Storage Area

The galley also includes a storage area intended for crate storage, this area is a 10 meter by 10 meter pantry area.

Butcher Block

Placed in the middle of the galley is a solid wooden block with a steel top placed upon it. The butcher block is placed in a central location in the galley to provide a view of the meat cutting process.

Mess Area (R)

The dining area for the crew of the Wh'ki is located directly adjacent to the galley, providing the diners a view of the food preparation process, a Lorath tradition in food preparation. Each mess area consists of stainless steel chairs, tables, utensils, and dish wear. Chairs are padded for diner comfort.

The floor of the mess area includes weak electromagnetic field generators which are in place to prevent the chairs, dish wear, and other items in the galley from being flung about in the event of gravity failure or some sort of collision.

Cargo Storage (R) (1)

At least one hundred meters in width, one hundred meters in length, and one hundred meters in height are dedicated in each Wh'ki to be utilized for cargo storage. Each cargo storage area includes independent gravity field generation.

Crew Recreation

An optional component to a Wh'ki shipyard's interior includes a recreation area. Most recreation areas include weight lifting equipment, a sparring area, sound-proofed meditation rooms, and a volumetric projector system to provide visual stimuli.

Engineering & System Monitoring Area (R)

The engineering and system monitoring area is required to have access to the maintenance shafts adjoining the section, monitoring equipment to monitor all systems aboard the Wh'ki node, and a cache of tools and equipment suitable for fixing all systems aboard the Wh'ki. Despite these requirements, the engineering section layout can vary greatly depending on the crew.

Maintenance Shafts (R)

Maintenance shafts in the Wh'ki are 5 meter by 2 meter corridors which run throughout the shipyard's interior and provide access to all key portions of the shipyard, and allow access to key working components behind various systems.

Medical Care Center (6) (R)

Every Wh'ki includes six medical scare centers which include a neural data storage system, cybernetic component maintenance and installation tools, and a fully stocked cabinet version of a [Lorath First Aid Kit](#).

Medical care center load outs may vary between Wh'ki nodes depending on the medical needs of the individuals assigned to each node.

Theoretical Research Center

An optional feature of the Wh'ki shipyard is a 'Theoretical Research Center', a theoretical research center is comprised of a high precision interface terminal which utilizes neural interface technology, high definition optical technology, and tactile interface technology. Most theoretical research centers have two to four workstations, each networked together to provide multiple users the ability to manipulate the project which is being worked on. A large volumetric or flat-panel display is often included in theoretical research center layouts.

An additional ARIA unit can be requested by shipyard personnel to be dedicated to research center operations.

Passageways (R)

Throughout the habitable sections of the Wh'ki, passageways which are 4x5 meters provide the means to move about the shipyard's interior. Passageways can optionally be gravity controlled.

Small Craft Maintenance and Construction Bays (R) (16)

Often located inside of the shipyard's construction bay, or on the corners of the Wh'ki's hull, launch bays provide service and support for small craft which can be created by the Wh'ki, or landed inside of the Wh'ki for repair and service.

Common Wh'ki configurations provide service and support for forty small craft such as shuttles, fighters, and power armor. Each Wh'ki node is capable of having up to eight small craft maintenance and construction bays.

Wardroom

Often located adjacent to the engineering section or primary operations deck, the wardroom serves as a meeting location for the staff of the Wh'ki to discuss operations for the Wh'ki node, or to conduct other meetings. Most Wh'ki wardrooms include a rather large table, a volumetric projector, and Wh'ki node monitoring equipment to allow for real-time supervision of production.

Construction Bay (R)

The primary fixture of the Wh'ki is the construction bay which comprises the majority of the Wh'ki's volume. Located directly in the center of the Wh'ki node, this vast empty room is an atmospherically controlled and electromagnetically sealed chamber which utilizes nanoconstructor technology, conventional construction technology, and [Structol](#) growth to produce full blown starships, industrial goods, raw materials, and whatever else the Wh'ki node is requested to produce within its depths.

Docking Extensions (R)

Located on the top, bottom, starboard, and port sides of the Wh'ki, the 'docking extensions' are in fact extensions of the Wh'ki node, which are designed to build upon themselves to produce another Wh'ki node which connects to the original node which built it. The docking extensions interlink Wh'ki nodes together.

Munitions Storage

Wh'ki nodes which are meant to be producing star ships are often equipped with a munitions storage area which is fortified with additional structural supports, thicker deck plates and bulkheads, and EM and gravitic shielded. The munitions storage area is intended to be utilized to store ordinance which is to be moved to a starship upon completion.

Ship Systems

Armored Hull and Hull Integrated Systems

Structural Points: 50

Structol Construction Layer

Serving as the backbone for the bulk of the Wh'ki's construction, the hull of the Wh'ki is primarally

comprised of [Type-A Structol](#), this material provides a robust structure, and actually builds upon itself and adds to itself as needed.

Wh'ki Feature - Growth

The Wh'ki shipyard system has been designed to expand upon itself as time passes. Through the use of nanoconstructors and [Structol](#) material, the Wh'ki is capable of growing and producing additional Wh'ki nodes from the original node, thus allowing for a network of nodes to be formed and operate as a whole.

Structural Mesh Layer

Layered on top of the [Structol](#) layer, the structural mesh layer is placed on top of the [Structol](#) layer when the growth of the Wh'ki node in proper is completed. The structural mesh layer provides a bulk of the Wh'ki's durability.

Carbon Composite Layer

The carbon composite layer is a layer nestled beneath the outer [Structol](#) layer and the interior of the shipyard, the carbon composite layer provides a foundation for the Wh'ki's structure. The interior of the Wh'ki's constructor bay also is comprised of carbon composite material where [Structol](#) is not exposed.

Interior Structural Composition

Structol

Within the interior of the Wh'ki, a combination of Class-A and Class-B [Structol](#) is utilized to provide the shipyard with internal structural stabilization, and support for utilities such as electrical systems, water, data transfer, and simple conduits which are utilized to house systems which can not be created by [Structol](#).

Carbon Composites

Carbon composite material, such as carbon-ring, and stonethread-laminate are utilized to fortify the internal structural integrity of the Wh'ki. Carbon composite textures and hardness vary depending on the application, however, the majority of carbon composites visible and accessible to shipyard crew are designed to mimic the sound and feel of metallic plates.

Computers and Electronics

The Wh'ki utilizes [Lorath Computing Technology](#) including the ARIA system in both SI and Non-SI application, and neural data storage and interface equipment.

ARIA Storage

SI ARIA units are kept in engineering, the operations deck, and adjacent to the construction bay. Each unit is kept physically separate from the others for safety concerns.

Potentially dangerous to crew systems are often operated utilizing a back up cluster of Non-SI ARIA units.

Communications

The Wh'ki utilizes [Lorath Communications Systems](#)

Sensors

The Wh'ki utilizes both uncommon and common [Lorath Sensor Packages](#).

Emergency Systems

Cryonic Stasis Systems

Much like previous Lorath designs, the Wh'ki includes a node-wide cryonic stasis system which is designed to put the occupants of the Wh'ki into a preserved stasis in the event of an emergency. This system utilizes a complex refrigeration system, and air-administered drugs to induce a coma-like state, and preserve tissues.

Ferryman-Shuttle Escape Pods

Located adjacent to the crew quarters, engineering, and command deck are launch bays for [Ferryman-Shuttles](#) which are outfitted to be utilized as escape pods in the event of emergency.

Emergency Beacon

In the event of a catastrophic systems failure, four separate and self-contained emergency beacons would be triggered. Each beacon is equipped with subspace, hyperspace, and traditional radio

communications systems.

Isolation System

Each section of the Wh'ki is capable of being completely isolated from other sections. This system accomplishes its task by utilizing high-density carbon fiber blast shutters in unison with forcefield generator systems. Each section of the Wh'ki has its own emergency oxygen recycling and water recycling system which provides life support for up to one week.

Emergency Rations

Each section of the Wh'ki which is intended for long-term crew usage includes a cache of one week's worth of preserved rations for three. Also included in the ration cache is a nutrient injection system and three weeks of nutrient supplements.

Emergency 'Wind' suit caches

Located in the crew quarters, management quarters, operations deck, armory, munitions storage, and engineering section are caches of six ['Wind' power suits](#).

Automated Turrets

Required to be located on the command deck, engineering deck, and constructor bay, these turrets are connected to a Non-SI ARIA equipped with advanced target designation programming and friendly instruction recognition. Each location required to have turret systems have at least six turrets configured in an exit-covering crossfire. All turrets are electromagnetic rail turrets, equipped with four ammunition variants which are selectable by the Non-SI or Wh'ki management.

- 25mm Non-Lethal Gel Containment Slug, adhesive and flame retardant
- 25mm Standard Slug
- 25mm Standard Explosive Slug
- 25mm Gel-to-Gas Nanomachine Distribution Slug

Hull Breach Sealing System and fire suppression

Each passageway, maintenance corridor, and crewed area is equipped with a combination fire suppression and hull breach sealing system which consists of a gel-releasing sprinkler system which releases a flame smothering gel which is also capable of patching hull breaches temporally until the [Structol](#) hull layer can form over the breach. The sealing gel also includes [Structol](#) friendly nutrients.

First-Aid Availability

Each crew served area has an “Emergency Response Kit” variant of the [Lorath First Aid Kit](#).

Neural Data Storage System and Ejection System

Through the use of Lorath neural link and interface technology, crew members of the Wh'ki are able to back up their neural-data 'live', meaning that they are able to keep their saved neural data up-to-date with their conscious data.

In the event of a catastrophic event, the neural gel containment unit which is utilized for neural data storage can be ejected from the Wh'ki. The containment unit is comprised of solid duranium and structural mesh. The unit also includes a Lorath subspace distortion drive system, hyperspace fold system, and gravitic drive and shielding.

Life Support Systems

The Wh'ki is equipped with temperature control, air pressure regulation, air recycling, water recycling, organic matter recomposition and recovery, and stasis condition activation device. Each deck has their own environmental systems package, allowing for each deck to remain isolated from the other decks of the shipyard. An additional feature of the environmental system is a system which allows the introduction of chemical compounds, medicines, and micro/nano machines into the air supply of the vessel, allowing for rapid response to the spread of disease through the ship, or other situations where an airborne solution would serve best.

Power Supply

[Lorath Power Systems](#) included in the Wh'ki include;

Low Demand Power Sources

Low demand power sources provide power for systems such as life-support, lighting, computer interfaces, and communications.

- Solar Collectors
- Bacterial Power Packs
- Magnetic Cycle Motor Generators

High Demand Power Sources

High demand power sources deliver power for systems such as nanoconstruction machines, propulsion, plasma collection grid, and shields.

- Antimatter Generator
- Energy/Matter Converter Reactor System
- Plasma Generator
- Fusion Reactor
- [QNC^{1\)}](#)

External and Remote Power Systems

[External and remote power systems](#) provide power to small-craft, construction equipment, and even other ships which can receive energy-transmissions from the Wh'ki.

- Umbilical System
- Microwave System
- Arc-Beam System
- Wide-Field Support System

Propulsion

The Wh'Ki utilizes [Lorath Propulsion Systems](#), including;

- Subspace distortion drive system
- Gravitic propulsion

The Wh'ki also includes a hyperspace fold system.

Construction Bay

The central feature of the Wh'ki is the massive construction bay which makes up the entire central volume of the Wh'ki. The construction bay of the Wh'ki is designed to utilize nanomachine construction methods, conventional construction methods, and [Structol](#) growth to produce starships and other large-scale production products.

Nanoconstruction

The nanoconstruction feature is utilized to fabricate delicate ship systems, metallic structures, and even complex chemical compounds.

Robotic Arms

A legacy of the Antaeus' Universal Constructor, and a hold-over from conventional industrial practice, a series of robotic arms are utilized in the construction bay, these robotic arms are housed in the bulkheads of the Wh'ki's interior and are protected behind sealing hatches. Behind these hatches are access corridors which provide engineering crews with access to the robotic arms to outfit them with equipment or tools.

Each robotic arm is also equipped with special electronic and psionic signal projectors which are capable of interacting with and instructing [Structol](#) material.

Paa-Zem Bays

Located in the interior portion of the Wh'ki are four [Paa-Zem Advanced Construction Pod](#) service bays. Each service bay contains four Paa-Zem units with equipment. Paa-Zem bays can be accessed through the Wh'ki's passageway system.

Structol Growth Section

A sizable portion of the ceiling and floor of the massive construction bay are dedicated to [Structol](#) colonies which are enclosed within atmosphere containment forcefields and a back-up transparent carbon fiber dome. When needed, the dome and forcefield can be retracted to allow for the interior robotic arms to have access to the [Structol](#) material to utilize it as a foundation for a starship or other structure's construction.

Atmosphere and Gravity Regulation

The Wh'ki's construction bay can be pressurized and de-pressurized, allowing for work crews to operate within the massive cavity, or removing work-disruptive oxygen. The space-doors of the construction bay include magnetic-rail driven carbon-material shutters, and high strength EM field projectors.

The interior of the construction area also includes a gravity field manipulation generator which allows for the item being constructed to be suspended in mid air, this system also provides protection against scalar attacks.

Energy to Matter Raw Material Fabrication

The construction bay also includes its own dedicated energy-to-matter converter system which utilizes the Wh'ki's reactor output to produce raw materials to be utilized by construction crews. Due to the Lorath's lack of familiarity with the system, they were unable to produce a system which can deliver [Zesuaium](#), however, the fabricator is able to produce [Yamataium](#), and other high-strength armor materials.

Self-Expanding Feature

The exterior of the Wh'ki includes four docking extensions, each docking extension includes its own robotic arm construction systems, nanomachine construction systems, and [Structol](#) growth colonies. The combination of these systems are utilized to produce additional Wh'ki nodes from the original Wh'ki shipyard. The self-expanding feature allows a single Wh'ki to produce another Wh'ki node within the span of one month.

Shield & Defense Systems

The Wh'ki includes shipyard grade [Lorath Shield System Technology](#).

Systems Included:

- Gravity Shielding
- Plasma Shielding
- Electromagnetic Shielding
- Combined Shield System

QnS' Legacy

The Wh'ki incorporates technology derived from [Qel'noran Shipyards](#).

Radiation Nullification Field

This system deals with radiation and other harmful forces, keeping them out of the shipyard and allowing the crew to work safely in even the most harmful of natural space environments. This field is projected in a bubble around the ship and can be used to screen other craft as well.

Plasma Systems

The Wh'ki includes standard [Lorath Plasma Gathering and Containment Systems](#)

Psionics Scrambler

The Wh'ki includes a [Psionics Scrambler Device](#)

Docking Airlocks

Thirty separate docking airlocks are incorporated on the interior of the Wh'ki's construction bay and exterior of the Wh'ki. All docking airlocks are standardized and compatible with Lorath, Neplesian, and Yamataian ships.

Galley Technology

Energy to Matter Device - Galley Edition

The galley includes an energy to matter converter designed to create organic compounds to be utilized in the organic tissue culture chamber. The energy to matter device also produces water for crew consumption.

Organic Tissue Culture Chamber

The "Organic Tissue Culture Chamber" is a climate controlled containment unit which also includes cloning and culture growth technology, allowing for one organic tissue sample to serve as a catalyst to produce a nearly never ending supply of organic material intended for consumption.

- Meat: Through the use of a tissue sample from healthy genetic stock gathered from cattle, the meat culture chamber produces a two meter by two meter lump of meat every day.
- Fruit: By utilizing multiple culture systems and feeding the product into a blending chamber, the fruit culture chamber produces a multi-fruit paste by the bucket full. Excess fluids from the process are drained to a containment unit which contains the fruit juices for later consumption.
- Vegetable: Much like the fruit culture method, the vegetable system produces a green sludge-like paste which incorporates various vegetables into one combined product. Much like the fruit variant, excess juices are stored in a container for crew consumption.
- Dairy: By utilizing the culture system, a steady production of dairy product can be produced and fed into a double-chambered culture unit. In one chamber, the dairy product goes through a treatment and catalyst induction process which produces a blended cheese product. The other chamber yields a sweetened yet creamy milk product.
- Grain: The grain production culture chamber also includes a milling system which produces a fine powder-like grain product which can be utilized to produce [Bread](#), cereals, imitation rice, pasta, and flour.

Small Organic Tissue Culture Unit

The smaller organic tissue culture unit is utilized for producing various organic compounds in small quantities, such as spices, sugars, and other such materials.

Emfratec Stove

The galley includes a 'Hot One' variant of the [Emfratec Stove](#).

Refrigeration Unit

The galley includes a walk-in refrigeration and freezing unit where food can be stored for later usage. The walk-in unit also includes an emergency door-release on the inside.

Weapons Systems

- Turreted [Combined Particle Cannon Technology](#): 20, Tier 11, Medium Anti-Starship
- Turreted [L-Mark-Two](#): 20, DR Varies depending on ammunition
- L Grade [Repeating Launcher System](#): 8, DR Varies depending on ammunition.
- XL Grade [Repeating Launcher System](#) 4, DR Varies depending on ammunition.
- [Lorath Plasma Arc Disruptor](#) Strips: 80, Tier 10, Light Anti-Starship

Vehicle Complement

Shuttles & Fighters

- 20 [Ferryman Shuttle](#)
- 40 [Hawk Fighter Bomber](#)
- 20 [Paa-Zem Advanced Construction Pod](#)

Mecha

- 40 [AMX-101 WINTER](#)
- 2 [Whirlwind](#)

Ship Building Limitations & Adaptations

Due to material constraints, technology limitations, and [mysterious other factors](#), lone Wh'ki units are unable to produce capital grade warships. Due to this limitation, the Wh'ki program has managed to conserve enough resources to warrant the continued use of the mass production unit. However, a limited adaptation has been devised which allows for the Wh'ki to produce capital warships if two units are linked together end-to-end. It is however common practice to leave Wh'ki units docked side-by-side purely for networking purposes, and not for capital warship production. Linked Wh'ki units are closely monitored, regulated, and documented.

OOO Translation: The Wh'ki will not be used to make Capital Warships unless two of the units are docked together, then counted as one out of the ten allowed capital warship production shipyards.

Construction Timetable

Now Moot Due To New Rules

Ship Class or Item	Number Produccible at one time	Time Required Per Unit
100 Tons Raw Material	1	Thirty Minutes
Small Power Armor	100	3 Hours
Pilot/Escape Pod	100	3 Hours
Civilian Shuttle	40	6 Hours
Military Shuttle	40	12 Hours
Large Power Armor	40	12 Hours
Fighter/Bomber	40	24 Hours
Large Shuttle	25	24 Hours
Small Scout-ship	20	3 Days
Corvette / Mid-size Scout-ship	15	8 Days
Freighter / Large Scout-ship	12	10 Days
Large Mecha	20	12 Days
Gunboat	10	12 Days
Gunship (Sourcian)	20	14 Days
Harvester-Class	20	14 Days
Zahl-Class	5	14 Days
Gunship	5	15 Days
Light-Carrier (With Vehicles)	5	15 Days
Frigate	4	15 Days
Mid-Size Carrier (With Vehicles)	4	17 Days
Colony Ship	2	19 Days
Large Carrier (With Vehicles)	2	19 Days
Full Size Battleship	1	21 Days
Wh'ki Shipyard	1	30 Days

1)

Added to Lorath Matriarchy and UMC Wh'Ki shipyards

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Last update: **2023/12/21 04:23**

