

# NAM-S1-01a Hray Class Stealth Gunship



## 1. About the Ship

The Hray was designed to be a deep-infiltrating stealth ship, firstly to harass and raid [Nepleslia's](#) enemies, secondly to create a deterrent wall of fear around Nepleslian territory, and thirdly to hide the lack of [Nepleslian](#) ships (but in the process, filling it). Without its cloaking systems, the Hray cannot stand against any ship equal or larger than it in a fair fight. It relies primarily on its very long range and very damaging main gun, the element of surprise and escape.

The Hray is oddly designed, looking like a space manta ray, but this is so that its offensive systems can all be brought to bear at the same time at a foe in front of it with essential systems placed to the back. It might have elicited some snickers, but its systems are top of the line and its insides are surprisingly comfy for a combat ship.

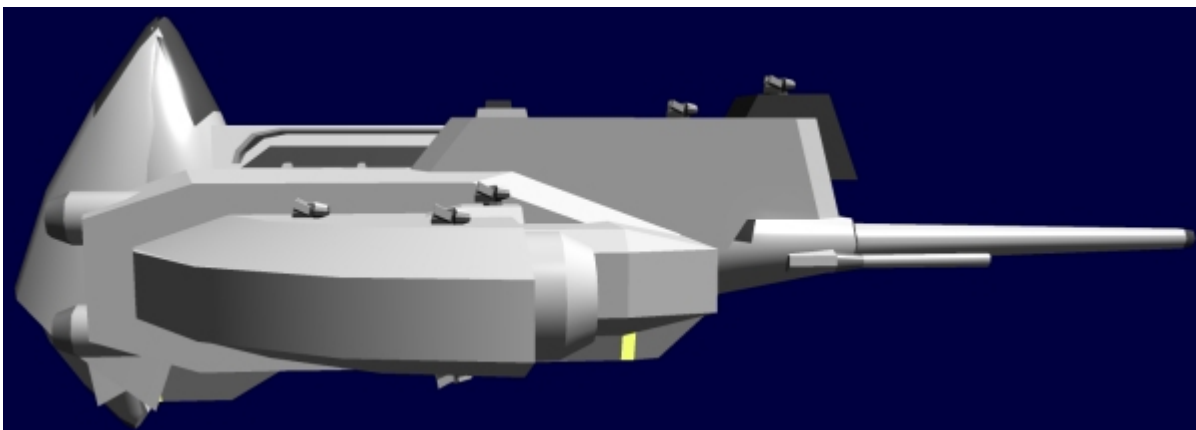
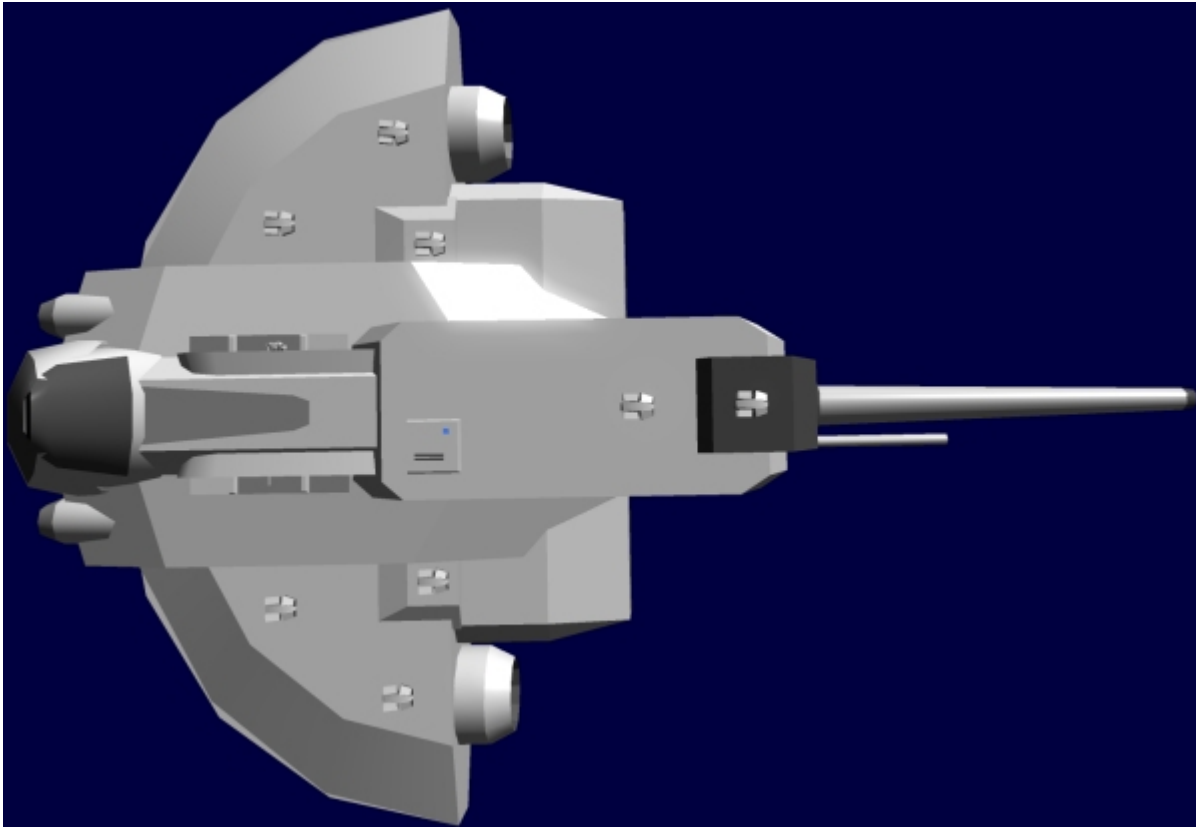
## 2. History and Background

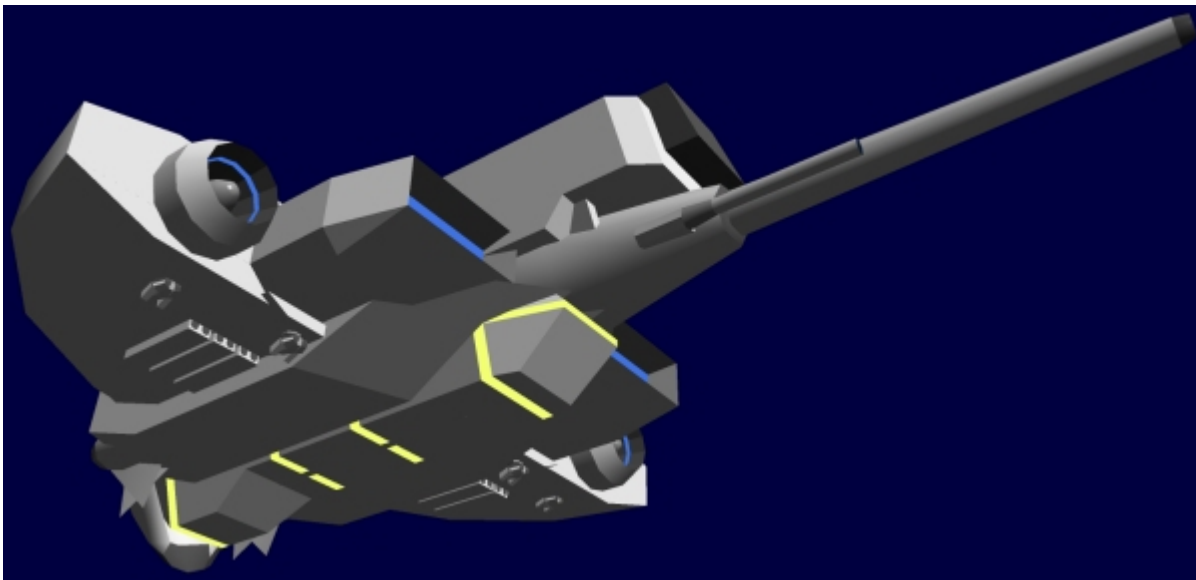
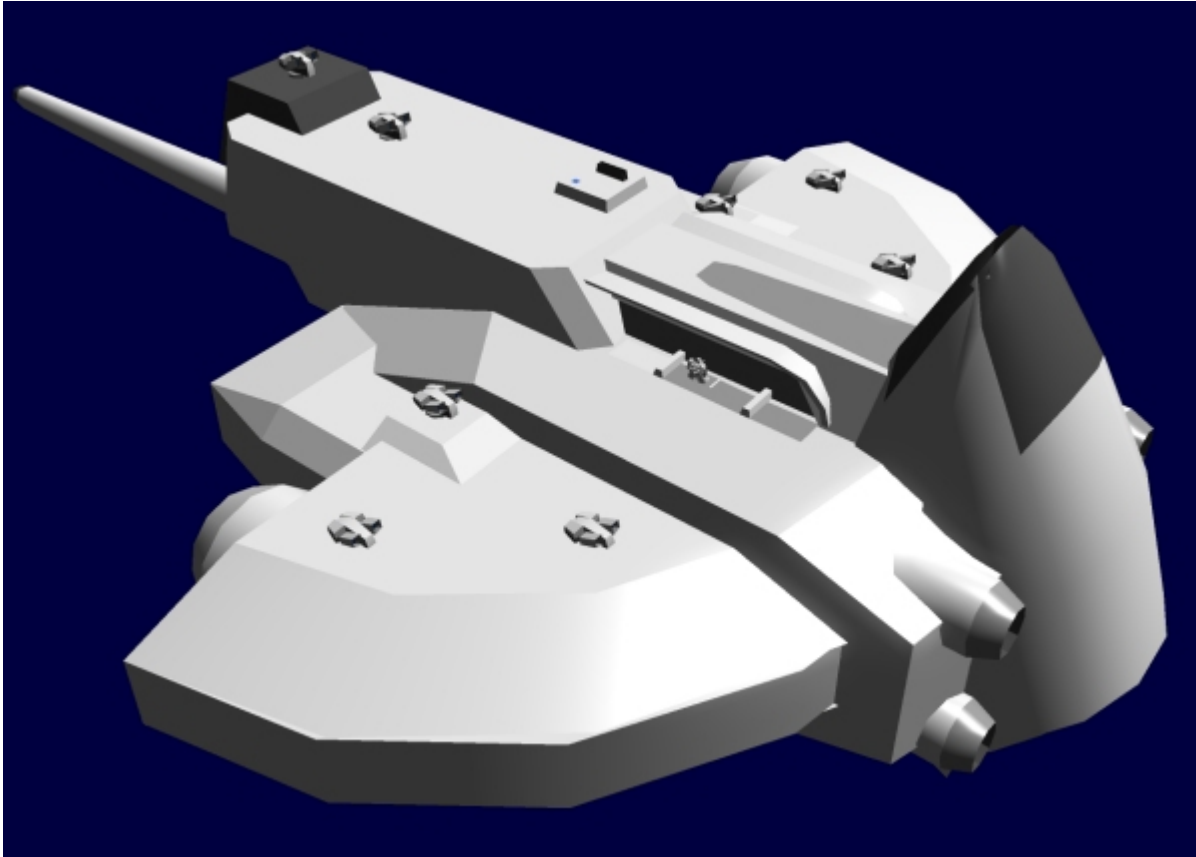
The order for the research and development of a stealth ship was actually issued in mid YE 29 after [NAM](#) released its transport line. However, due to its radical design, technical setbacks and other [NAM](#) commitments, the project was delayed and redesigned time and time again until early YE 30. The project was then put into the fast track again due to a possible Mishhu incursion and again, the lack of [Nepleslian](#) combat ships.

## 3. Statistics and Performance

- Organizations Using This Vessel: [Star Army of Nepleslia](#)

- Type: Stealth Gunship
- Class: NAM-S1-01a
- Designer: [NAM Classified Research Division: X-Tech](#)
- Manufacturer: [NAM](#)
- Production: Mass Production
- Crew: 1 Minimum, 20 Optimum plus 30 Marines.
- Maximum Capacity: Comfortable for 60 men, 300 men in an emergency.
- Appearance:





## Dimensions

- Length: 250m (Main Body) 400m (Plus Tail)
- Width: 50m (Main Body) 200m (Plus Wings)
- Height: 90m
- Decks: 3 (Or 4 if cargo module permits)

## Performance

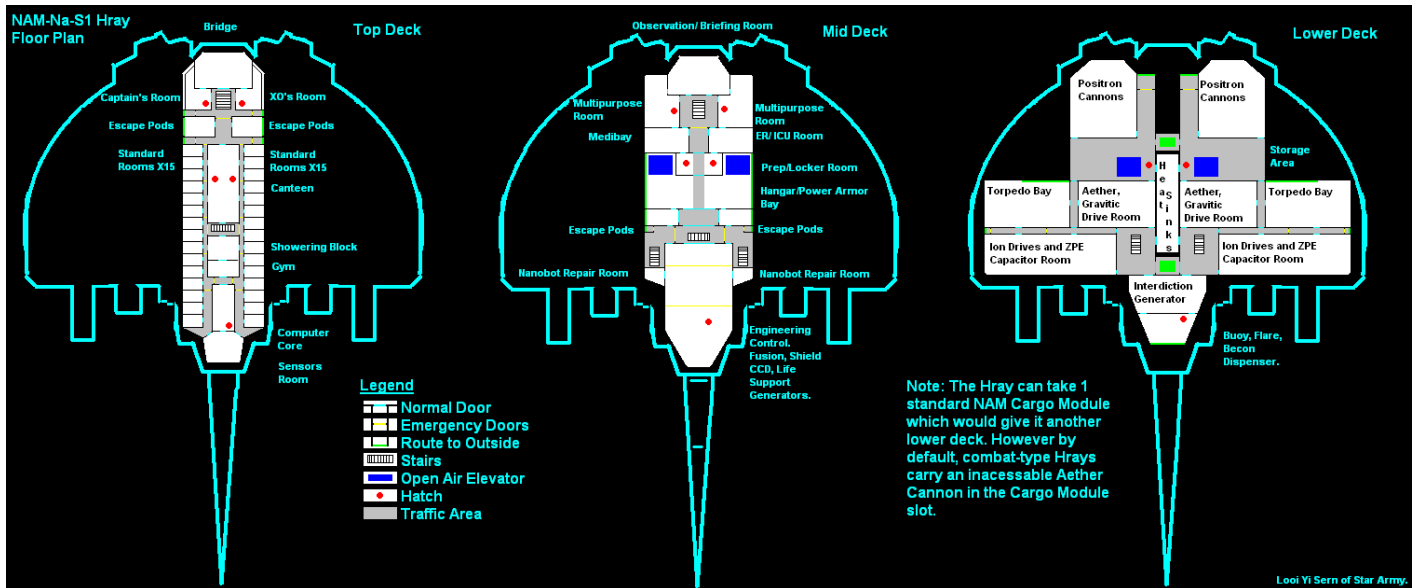
### Under New Starship Speed Standards:

- Speed (STL): 0.375c
- Speed (Hyperstream): 17,500c
- *Note: Confederate produced hyperstream drives produce a highly unstable propulsion field that becomes increasingly more dangerous as speed increases. As such, use extreme caution as hyperstream drive failure can result in damage to the vessel.*
- Speed (Aerial): Mach 2 in atmosphere.
- Speed (Water): Up to 30 knots underwater, shields up.
- Range (Support): 10 Years for a hibernating crew, 1 Year for an active one.
- Lifespan: Lifespan of vessel, Crew can be maintained in hibernation for 5 years.
- Lifespan: 20 Years
- Refit Cycle: Every yearly UMP (United Maintenance Plan)

### Old Values:

- Speed (STL): 0.99c (Ion), 0.60 (Gravitic)
- Speed (Hyperstream): 30,000c
- *Note: Confederate produced hyperstream drives produce a highly unstable propulsion field that becomes increasingly more dangerous as speed increases. As such, use extreme caution as hyperstream drive failure can result in damage to the vessel.*
- Speed (Aerial): Mach 2 in atmosphere.
- Speed (Water): Up to 30 knots underwater, shields up.
- Range (Support): 10 Years for a hibernating crew, 1 Year for an active one.
- Lifespan: Lifespan of vessel, Crew can be maintained in hibernation for 5 years.
- Lifespan: 20 Years
- Refit Cycle: Every yearly UMP (United Maintenance Plan)

## 4. Roleplay Stats and Cost



## Sections and Armor Rating

1. Outer Head Layer
2. Inner Head Layer
3. Body
4. Left Wing
5. Right Wing
6. Main Cannon

All sections made of [Nerimium](#), with another layer of [Zanarium](#).

## Ship Resource Point Cost

Item	Point Cost (Each)	Number	Description	Subtotal
FTL Engine	Speed (in c) / 100	30,000c	CDD	300
Hyperspace Drive	LY/min x 100	None	None	0
Sublight Engine	Speed (in c) x 1000	.99	Ion Drives	99
Main Starship Super-weapon	50 x DR	1, DR 10	Aether Shock Cannon	500
Main Gun Battery	25 x DR	4, DR 8	Positron Array	800
Secondary Guns	10 x DR	2, DR 9	Torpedo Launchers	180
Point-Defense Guns	1 x DR	12, DR 7	Plasma Turrets	84
Main Generator	400	1	Fusion Generator	400
Secondary generators	200	1	Aether Tap	200
Environmental Systems	Crew capacity	300	Environment Systems	300
Computer	100	1	X-Savtech	100

Item	Point Cost (Each)	Number	Description	Subtotal
Armor (per section of the ship)	50 x DR	6 Sections, DR 7	Nerimium Plating over Nerimium Substructure	2100
Stealth Armor (per section)	200	6	Zanarium	1200
Sensor/Communications System	100	2	Monoeye Head, Sensory Tail	200
Shield Systems	200 x DR	1, DR 7	CSS	1400
Nanotech systems	100	1	Nanobot Construction	100
Total: 7963				

## 5. Inside the Ship

### Top Deck

#### Bridge

The most important part of the Hray, symbolically located in the most armoured (and most frequently hit) area: the “Head”. The bridge is two tiered, connected to each other by steps on the side and separated by height and a polished steel railing. The Captain sits in the middle higher tier in a large and rotating leather reclining chair equipped with display screens, keyboards, holographic emitters, cup holders and footrest that could integrate and de-integrate into the chair at a moments notice for a clutter free view of the entire front part of the bridge.

Slightly behind and to the right of the Captain’s seat is the Vice Captain’s seat. The seat is similar in nature to the Captain’s seat but slightly smaller to reflect his lesser position. However the VC is expected to be walking around inspecting the ship, crew and etc. Even in combat situations the VC is to remain standing thus his seat is the most desirable because it stinks less. Opposite the VC’s seat in relation to the Captain is a slot where a similar seat could be installed for high ranking guests.

To the left and right of the VC’s seat and facing the wall are single ‘bridge crew’ type seats. Those are even smaller than that of the VC’s and only contain the cup holder as an integrated module. These seats faces a wall mounted console with a large multiple display screen. These two seats are spares for situations ranging from the breaking down of other consoles to accommodating more than one VIP guest. In addition to the main entrance blast doors, a normal airtight sliding door is present next to the spare consoles and these lead to the Captain’s and Vice Captain’s room.

The top tier curves out and falls to the second tier. In the middle of this tier is a solid table the size of a billiards board. The table and its integrated holographic projectors serve as a tactical map showing the operating area. This table has no seats and can be viewed from the higher tier by leaning on the polished steel railings. A solid silver plaque inscribed with the ships serial number, and given name and commission date is embedded into the wall behind the table and under the railings.

Finally in a semicircle fashion, four “bridge crew” type seats and their respective consoles are arranged at the furthestmost end of the bridge. A large holographic projector dominates the front end of the

semicircle that could display images large or small anywhere in the bridge, its function is to display objects of interest or video feeds either projected into the front wall or suspended in the air in the middle of the bridge.

The air of the bridge is kept cool. Overhead and underside lights normally brightly illuminate the whole bridge but dims down during combat to contrast with the display screens. The walls are painted white with brown highlights and the floor white.

## **Captain's and Vice Captain's Room**

Both rooms are equally furnished. One king sized bed for both at one end of the wall, pictures and trophies at the other, books and discs at one side and wardrobe at the last. Facing the door to the stairs is a solid wood table with an antiquated reading lamp, writing area and desk integrated computer and holographic projector. The floor is carpeted and an atmospheric filter system is in place, allowing the user to adjust the temperature, humidity and scent personally. Overhead lights can be dimmed and brightened and color filtered. Both rooms have doors leading to the bridge and outside to the stairs and have self contained bathrooms containing a bathtub/shower, latrine and sink: all made out of carved marble.

But however there are differences. The least radical is the color of the carpets with the Captain's being red whereas the VC's is blue. Other than that certain arrangements has to be made to reflect the VC's lower status: The VC's table is made out of maple whereas the Captain has Oak. The narrower region of the room for the VC is cut off from him to house the ship's backup computer core. Considering the lesser number of achievements a VC has compared to the career of a Captain, there would be fewer mementos that need displaying anyway.

## **Corridors**

Outside the VC's and Captain's doors is a large stairs. Although carpeted and solid looking, it could be quickly folded up and airtight integrated into the upper floor simply becoming flat flooring all with a few keystrokes on the panels near the railings. The rest of the corridors are unpainted with green highlights and the floors industrial steel. Lights are overhead and underside as the norm of NAM ships but unlike NAM ships the exposed circuitry and pipes are missing, replaced with closed panels and kept out of sight. Temperature and humidity is maintained at a constant normal level but is disabled during combat. The outer side of the middle room walls has an activateble moving conveyor belt handhold to facilitate moving in Zero G.

The design of the upper deck allows one to travel from one end to the other even in the event of multiple rooms already vented into space. There are three main walkways: Two corridors outside the crew quarters and one more passing through the middle rooms in-between. Each walkway is section-able at every three crew rooms and each junction has multiple sections.

There are three types of doors that operate in the corridors. Firstly are the airlocks, found in the front part of the upper deck. Self explanatory, they allow things to go into outer space and are always closed on default. The ones closer to the front are UNV-A type airlocks. Next are the emergency doors, these

remain open and are usually inconspicuous or out of sight. They serve to contain hull breeches and depending on their location, will either swing shut, slide shut or roll down like shutters. Lastly are the normal doors, which are only large enough to accommodate one man with baggage. All doors of this type are airtight and slide shut, they are open by default unless personally locked. All doors can be open, closed or locked via keypad or input from the bridge.

## Escape Pods

All basic escape pods have the same functionality described in the systems section, but the room holding them may be different. In this case, escape pod rooms on the Hray has one wall integrated console for final checks and preparation, two pressurized suits in lockers, handholds and the Pod itself sitting in a wall depression at the end. The pod is launched with a combination of pressurized gas and explosives. The wall will also slide open to release the pod, thus anybody still in the room should be in pressurized suits and clinging to the handholds for dear life until the wall is sealed and atmosphere restored. An interesting thing to note is that this is the only place on the Hray that has no security cameras.

## Crew Quarters

There are fifteen rooms on each side of the wall, totaling thirty rooms. The reason they are there are twofold. Firstly because the common rooms like the cafeteria need the space found in the middle, and secondly to act as a wall liner to these common rooms to protect them just in case a penetrating shot happens. But not many marines are complaining, the twin sharing rooms are a step up from the normal mass dormitories. The Hray provides them these small luxuries because of the highly stressful nature of the missions it will perform.

The floors are made out of finished plywood and the walls plain steel painted white. Temperature and humidity follows that of the outer corridor but with an option to increase it to warm. Overhead lights can be dimmed and brightened. Two integrated single beds, two wardrobes, two foldable writing tables with computers, lamps and projectors and one foldable sink with mirror and unfortunately, also one small camera at one corner of the room.

The bed deserves special mention here. It is suspended one foot off the ground only by its rock solid attachment to the wall, allowing marines to stow things underneath it. A curtain rail can be installed above it for some privacy. Another bed slot lies above the two already in place to double the room capacity if the need arises. The most important part is that the slot holds a gas dispenser, to deliver either a knockout whiff or to stir the occupant. The knockout agent can be continued in small amounts over long periods of time to induce the user in an artificial hibernation. Application of the dispenser is largely bridge regulated.

## Canteen

The canteen follows the classic design of the [NSS Alliance](#). There are many benches and long tables, a

buffet line, an enclosed area for cooking, a bar and an area that can be cleared to become a stage. Large speakers and microphones are also available should the need to Karaoke arises (But highly discouraged).

The enclosed cooking space is located at one corner of the canteen and its cramped layout only allows a max of four people at a time. Directly next to it is the buffet line: a bunch stands with automatic reheaters, freezers and dispensers. Opposite it is the bar, stocking a wide array of alcoholic and non-alcoholic drinks and green bottles with various mixers and processors. Oddly there is also a flat frying surface here complete with its ventilation port. Next to the bar is the 'clearable space': the Dart boards. The rest of the canteen is filled with the long tables and benches.

Long term food storage was originally designated to be one of the forward multipurpose rooms in the mid deck. However due to the frontal nature of the room, the cooks have insisted on storing them on-site. Using the same system as the **NAM** Transports, the crates are stored in honeycomb depressions in the ceilings. The boxes are snapped shut to prevent them from falling out; removal is best done in Zero-G. Projectors have been placed in the room to create a 'fake' ceiling just in case some people don't fancy eating under a bunch of heavy boxes. On a final note, the walls are dark green and the floor is lacquered parquet.

## Showering Block

Blue tiles...! And rows and rows of public showers, sinks and latrines. There is nothing new here except a dry enclosed space at two corners of the block for one to place ones change of clothes and towel in small lockers away from the high air humidity of the block. The air here is heated warm and the water comes in both hot and cold. Like all rooms except the escape pods, a camera whirrs at one corner. 40 marines max in here.

## Gym

Mirrored walls, bright lights, lacquered parquet and a wide array of workout equipment for crew to stay fit during long voyages. Belts are bolted on to most of the machines so that they still can be used in zero-G. An air sanitizer and deodorant system is placed on the ceiling but should one marine skip his cleaning duty the whole place would start to stink. The shower block nearby is for those who complete the challenge, the oxygen mask and first aid kit mounted on the wall is for those who cant. 10 marines max in here, so take turns.

## Computer Core

The large computer core on the Hray is responsible for monitoring all activities on the ship, plotting courses, calculating trajectories and etc. They Hray not being a bullheaded destroyer is a meticulous thinker, thus the computer core is regulated way back to ensure its safety. Each processor and component is encased in **Durandium** shells and stacked neatly on racks and shelves. Two 'bridge crew' type consoles are present near the back of this room for the crew to monitor the core and a small storeroom of spare parts are located near the front. The floors and walls are unpainted steel and wires run everywhere. Absolutely 0 marines max in here.

## Sensors Room

The sensors room is the last part of the Hray's upper deck. The main feature of this room is the huge spherical structure that enters one end of it and exits from the other. The Hray's hypersensitive Sensor Tail passes through this room and links up with the computer core next door. A few panels can be pried open to perform regular maintenance. Two 'bridge crew' type consoles are present, one on each side of the tail and a small supply of spare parts is found in overhead compartments.

## Hatches

Certain rooms have 4ftx4ft flat airtight hatches either on the ceiling or floor that can be pulled open to reveal a short hole and another similar hatch to access to the ship circulation systems and/or a floor below or above it. The hatches are usually camouflaged by the flooring except for a flat metal panel that can be flipped open to show a keypad to enter the appropriate pass code. Upon entry the hatch will open via hydraulics with a loud hissing noise. Closing the hatch is done by simply closing the lid.

## Mid Deck

### Corridors

The design of the Mid Deck hallways is similar to the deck above it, handholds and all. Except now the three main walkway arrangements is composed of one main corridor and two rooms. This arrangement is broken in the middle due to the positioning of the hangar bay. The walls are unpainted with white highlights.

### Observation / Briefing Room

Just behind the stairs is the O/B Room just under the bridge in the floor above. The room's floor is carpeted dark blue and the walls painted white. There are just sixty chairs arranged in a descending lecture-hall style segregated into three blocks left, middle and right. They all face a wooden podium with a long table across it. The table has a bridge crew type seat and console facing the audience built into the middle of it. A flat metal shutter behind this seat allows a ceiling projector to project images on it (If it isn't doing it in thin air already).

However the shutters can be pulled aside to show a 180\* view of space in front of the Hray behind a double layer reinforced plastiglass. During combat situations the main gun hatch will raise itself slightly to cover this relatively lightly armored area. Other facilities include lights, temperature, fan and scent adjustments and the Karaoke setup (Again, highly not recommended.)

## **Multipurpose Rooms**

Plain steel, basic ventilation, and of course the camera. It is glorious wide empty space. Originally intended to function as a storage bay for the materials of the other sections of the ship but the crates have been moved to be stored on-site for safety and convenience reasons. However, the modularity of the room structure (And not to mention the leech-able plumbing and designer atmosphere systems of the luxury rooms above it) could mean that the Multipurpose Rooms can be modified to be another crew quarters, a prison, ballet hall or anything else easily.

## **Medibay**

This is where light to medium injuries and sickness are treated. On one wall there are five resting beds for people recuperating from surgery or needing constant attention, same with the opposite wall bringing the total to ten beds. All beds have their own curtains for privacy. Closer to the doors are two sinks and two diagnosis tables, equipped with the latest bio-scanning technology and tools. The far wall contains a toilet cubicle, two sinks, four ceiling storage cases for long term supply and a row of cabinets for the short term. Two console equipped tables are present for filling paperwork. All four doors spray a sterilizing solution each time they are opened.

Temperature and lighting can be adjusted by the doctor on duty but the air always flows in treated. This room has its own emergency environmental system and power mounted on the ceiling and shares this with the ER room next door. The walls are painted white with red highlights and the floor are ceramic tiles.

## **ICU/ER Bay**

This is where serious injuries and sickness are treated. There are five sections of this room and all five are separated by glass and filter. The first two closer to the doors are the ER Beds. Ceiling mounted lights, diagnosis systems and life support, bedside tools and materials while the beds themselves have hands (No kidding) to assist the doctor in the operation. The next two are the ICU wards which only carry the ceiling integrated systems but the beds can carry out defreezing and cryofreezing should the patient cannot be treated on-ship. The last room is a sealed room of honeycombs of cabinets both on the floor and ceilings, storing sensitive biological materials and both patients in suspended animation and body bags. The only console in the bay is also here.

All rooms can be observed in one way from its hallway and are all keypad locked. The floor is grey tiles, walls white painted steel, the air adjustable and sterilized.

## **Prep/Locker Room**

This room is where the pilots and marines suit up for their upcoming missions. Every pilot has a locker in this room containing his flight suit, harness and other carry on equipment. The pilot is then to leave any personal belongings behind in the locker too. The lockers are 6ft tall and 2ft wide and deep. They are

arranged ten to a row in four rows starting from one wall, back to back in the middle of the room and the other wall. There are benches between the rows and two sinks at the wall nearer to the hangar. The air is always cool and the room is always brightly lit. Walls are a light yellow and the floor is plain steel.

## Hangar

The hangar is a wide expanse capable of holding up to five shuttles. Overhead and underside lights brightly illuminate this room in all angles. There are motorized belts on the floor and hooks on the ceiling for taxiing and moving craft and cargo. The honeycombed ceiling can store twenty crates or Power Armors but no shuttles. Power Armors stored this way can be brought out quicker than from the holds. The holds can be accessed by two hydraulic elevators on either side of the bay, each capable of carrying a shuttle. At one side of the door closer to engineering is the techie's counter, containing two consoles for monitoring and directing activities happening in the Hangar Bay. On the other side there are a few cabinets containing spare parts, tools and emergency equipment.

The hangar bay is protected by a large heavy sliding [Nerimium](#) door on both sides. During combat operations the doors slides forward to protect the Medibay and ER/ICU Room and two magnetically charged booms extend forward from the edge of the hangar into outer space, acting as a catapult to allow craft to pick up some speed before leaving lest they get shot just as they take off. The hangar is unpainted with blue highlights and yellow warning signs.

## Mid Deck Escape Pods

These are similar to their cousins above them, but less armored as they are further from the front.

## Airlocks and Stairways

This section has two UNV-A type airlocks and three staircases. No different to the other staircases and UNV-A clamps on the deck above. The stairs on the sides leads to the lower decks while the one in the middle goes up one level. However, the middle stairs blocks a large blast door into engineering. Both blast doors and stairs are raised when there is a need to bring heavy machinery in. Plain steel flooring, cool air and green highlights.

## Main Engineering

This room is the lifeblood of the entire ship. Even if every other part of the ship is damaged beyond repair, as long as this section remains the Hray could still limp home somehow.

Firstly, this room contains the Engineering control. There are a bunch of lockers on the sides of the blast doors containing their work clothes and gear and two bridge crew type consoles for observation and maintenance. There is a blast shutter ready to descend if bad stuff happens.

The next wall further down houses the life support generators. Tubes and pipes can be seen coming in and out of the machine and it constantly makes a gurgling noise. Directly opposite it is the fusion generator, a top of the line model and encased in [Zanarium](#). It barely makes a noise. Lastly, occupying a large portion of space on the far end is the shield generators. The potentially harmful fields it emits during combat will cause the emergency shutters to slide down when the Hray is engaged.

The walls are piped, wired and unpainted. The air conditioning descends directly upon the engineering control but wander from there and it will gradually get warmer.

## **Nanobot Repair Control Room**

On both sides of the engineering room houses two smaller rooms containing the Nanobot generator, distributor, control and storage. The generator occupies much of the room with many tubes going in and out of it. The reason it is accessible in the first place is for the engineers to perform routine checks and maintenance. Loss of one room will result in a less responsive and efficient repair of that side of the ship. Walls and floors are unpainted steel and there is no ventilation, so leave the door open.

## **Lower Deck**

### **Access/Exits**

There are four ways to access the Lower Deck. The most frequent visitors down here are the Marines and Techies as they load and pull armors, shuttles and freight up and down the decks via the elevators at the hangar bay. The second most frequent visitor are the engineers as they perform their rounds, they take the side stairs just outside their control room.

Should the stairs and elevator fail, the next way is to shimmy down the hatches found in engineering and the prep room. The small size of the hatches means one can only take out things that could be hand carried. The last method is to go outside (Vacuum or not) and enter from the front ramps, side airlocks or (If you can somehow get them open) the modular connector, torpedo tubes or through the dispensers.

### **Corridors**

Corridors here are unpainted plain steel and the floors are steel grating. The walls are unpainted with warning signs with pipes and wires, light is provided moderately by overhead and underside lamps as usual. The air is cool, but it would be warm when standing near any of the machines because they radiate a fair amount of heat. Standard motorized handholds run in the outer corridors. Anybody that has been in any of the NAM Transports will recognize the environment, an aesthetic-less workman's land. The only similarities include the door types and three hallway arrangements.

### **Side Stairway**

This is where the engineers come in. Two lockers containing spare protective grab and gear are here for those who did not come from the engineering room. A solid display screen here displays the status of all the systems on this deck and what needs attention.

## **Storage Area**

This area can be accessed by either from walking a distance from the side stairway, dropping from the hatches from the locker room or taking the elevator down. Like the name suggest, the entire roof of this place is honeycombed with storage crates and the flat expanse here is capable of holding up to six shuttles (Not counting the two still on the elevator pad) on both sides. There are also hinges on the walls to secure other cargo with rope. Walls are unpainted; floors are marked with storage lots. Cargo can be taken in and out by hand from anywhere, from the elevator and from the ramp.

Modular Cargo Access: The Hray is capable of taking a single cargo module. However by default this is the Aether Cannon strapped under it. Should it be carrying the standard cargo module like the other transports, the hold of the module can be accessed from the hatches in-between the two sides of the ship.

## **Heatsinks**

Connecting the two stair rooms and storage areas are the heatsinks. It is an autonomous structure of pipes and tanks. The connecting tunnels are reinforced glass and the walls are capable of super hot temperatures. The autonomy of it repairing and looking after itself via some manipulator arms is designed so because the place is simply too hot for an engineer with or without a suit.

## **The Other Rooms**

The internal machinery of the other remaining rooms is different from each other, but the engineers post and general layout remains the same. Of the few doors leading into each room, the close one to the stairs would lead directly into an engineers post: a reinforced glass cubicle where he may observe and operate the machine without going too close to it. The functions of the engineers post ranges from daily maintenance to emergency shutdowns.

Should the need to go up close and personal with the machine come to pass, he may enter from the other doors of the room or use the other door within the cubicle. This would be usually due to damage or fault in the machine. Should something like this happen, firstly the nanobots will contain and stabilize the damage, and the engineer must go on site to assess the wound and prepare the replacement part. Throughout this time the system in question will be turned off leaving its brother on the other wing to support the ship reduced to half efficiency.

## Torpedo Bay

There are racks upon racks of blank torpedoes waiting to be launched. In an armored corner of the room lie warheads of various types and sizes. Loading and arming the torpedoes are done by manipulator arms in zero gravity, up to ten torpedoes may be pre-loaded on each wing in the mass driver tubes, after that it will take an average of five seconds to prepare another for firing.

Should the arms (five of them taking 25 seconds to arm a torpedo each) fail to function, an engineer himself may enter personally to do this. One engineer will take sixty seconds to arm and load a torpedo by hand. However there are dangers, the torpedo bay is not located forward of the ship to be protected, but rather as a buffer for the systems behind it. In any case, the warhead cases are designed to explode forward if they are hit, reducing any unwanted damages to the remaining portions of the Hray. One should note that the torpedo tubes can be used as an escape from the Hray, just hope nobody fires a torpedo in the meantime.

## Dispenser

In here houses a variety of flares and beacons all nicely lined up in rails to their respective dispensers. This place rarely needs maintenance due to its relative low-techness and infrequent use. A thing to note is that one can enter and exit the Hray by opening one of the dispenser hatches (Easier done from the inside) and crawling out

## Ship Systems:

### Hull:

### Nerimium Superstructure:

[Nerimium](#) being the strongest alloy available to [Democratic Imperium of Nepleslia](#) and at the moment was a natural choice for building the Hray. The section of the ship has interlocked structures, thus although it provides excellent structural defense, repeatedly hitting the same spot will cause the whole section to collapse. Collapsed sections should immediately be sectioned off and if possible, jettisoned.

### Nerimium Plating:

[Nerimium](#) sheets also forms the inner outer layer of the ship. However unlike other [NAM](#) ships, the plates are not interlocked because the Hray cannot afford to lose an entire section of sheets at the same time due to the outer [Zanarium](#) layer and other systems that run along its perforated plates. The plating is more concentrated at the front of the ship and is super thick on the front of the head and main gun hatch area.

## **Zanarium:**

**Zanarium** forms the outermost layer of the ship. Just like the **Nerimium** plate under it, it is not interlocked and is perforated in some places. **Zanarium** is a stealth metal which creates a cloaking field when a charge is run through it. It is also used as part of the cooling system (In theory). It is more concentrated along key weapon systems. Damage taken by the **Zanarium** sheet may result in a less efficient cloak. The field also masks the vessel's presence to scalar waves and quintessence differentialometer style sensors.

## **Cooling Systems:**

The cooling systems on board the Hray are composed of a network of coolant tubes all around the ship and a main heat sink in the main body. The tubes are particularly concentrated around key weapon systems and runs around the perforations on the hull. In theory, a black object (**Zanarium**) is not just the best absorber, but also the best emitter. During times when the main weapons are firing and the cloaking systems deactivated, resultant heat from the guns will be routed around the hull to be quickly radiated off. The cooling system also maintains the ship hull's temperature to be that of outers space.

## **Power**

### **Aether Tap:**

Aether Generators use scalar energetics to harness dimensional energy, producing an insane amount of clean and constant power. It is used primarily to power the main guns, gravific drives and area of effect jamming systems. The Hray is the first NAM ship to use such a technology. However due to the fact that Aether generators affect the dimensional branes, sensitive hyperspace scanners may detect this and pinpoint accurately the position of the Hray.

### **Fusion Generator:**

The standard issue for all **NAM ships and Power Armors**. Due to its secondary nature, it only provides enough power for everything else but FTL travel and the firing of the main weapon. Its relative low-tech-ness allows it to remain active undetected.

### **ZPE Capacitor Bank:**

Stores and releases huge amounts of energy in preparation for an attack. When fully charged it can provide enough power for the Hray for a month in non-battle conditions. In battle conditions it allows FTL movement for a day and the Main Cannon to fire once. The Aether Tap can fully charge this in one minute but the Fusion Generator will take a month.

## Shields

### Combined Shielding System:

The [NAM](#) Combined Shielding Systems are a combination of standard Energy, Deflection, Distortion, Repulsion and Anti-Gravity. Distortion serves to soften most attacks and ward off interphased weapons. Deflection and Repulsion bounces away energy and solid weaponry respectively but will weaken with each successive hit. The last line of defense, the energy barrier will absorb any resulting attacks that made it past the above fields. It can take a heavy beating as it was adapted from the [NSS Cedar's](#) shields but the loss of it will entail a very long recharge time and the automatic cancellation of the distortion shields.

The Anti-Gravity field would remain on, however. It is to reduce the weight of the ship and to prevent notorious scalar attacks. Only a full power cut will disable the Anti-Gravity field.

## Emergency Systems

### Escape Pods (4):

There are three escape pods on the Hray, one behind the "Head" and one on both sides. Each escape pod can take 15 people with enough food, water and oxygen for two weeks. A manually activated homing beacon is present and a data storage device that would carry a black box of the ship and [Cerebral Chip](#) receiver should the crew be still stranded after 12 days. The pod will automatically put itself into a re-entry position when caught by the gravity of a planet.

### Firefighting:

Fire fighting systems are designed to be automatic. The security cameras that are present in each and every room and hallway are equipped with a hose that would spray heat retardant foam at the source of the inferno. However, compressed tanks are also available near frequented corridors.

### Repair Bots:

Nanobot repair systems are present onboard the Hray. Starting from a central position, many penny thick magnetic tunnels run around the ship and are interwoven amongst the perforations in the hull. It is more of a damage control system, it shuts down and contains damaged subsystems and plugs holes in the [Zanarium](#) layer with a putty mix of [Zanarium](#) and Plastics. An engineer should travel on site to follow up with the repairs.

## **Docking system:**

### **UNIV(ERSAL)-A Clamp:**

This system comprises of a pair of magnetic clamps on the outside, an umbilical tube and 4 general utility pipes. When attached to another UNIV-A equipped ship, both ships can transfer power, data, personnel, small cargo, air and water simultaneously, and may be used by smaller craft for a piggyback ride. The clamps are located on the port and starboard side and two more under the ship, clamped on the main gun by default. Each comes with a small Gravitron Projector to draw things towards it.

## **Environmental Systems:**

### **Atmospheric and water recyclers and regulators:**

These are located in the engineering section and an emergency backup is at the ICU/ER Rooms. Air and water is circulated through sectioned vents around the ship. Certain rooms have designer atmosphere filters.

## **Sensors:**

### **Unidirectional Active Sensors:**

The ship based Monoeye sensors pack the usual subspace and then some. When activated, the Monoeye array sends out a broad range of particles towards an area in a tight stream. It is very effective at determining the exact positioning and movement of ships caught in the stream but will instantly give away the Hray's position. There are 3 pairs of monoeyes on the head, a pair on the tip of each wing and a pair on the tip of the tail. Has an effective range of 40 AU.

### **Omnidirectional Passive Sensors:**

Full-spectrum optical and electromagnetic spectrum sensors, zero-point field distortion and interferometry sensors, magnetic resonance, gravitic distortion sensors, and sub-quantum particle wave sensors. However, it doesn't mean a thing if there is no one sitting down and processing it.

## **Communications:**

**Communications:**

On top of the usual Laser and Radio, many other systems onboard can be utilized for a variety of communications. Subspace, Tachyon and Hyperspace are available provided that their systems of origin are not destroyed.

**Propulsion:****FTL Travel:**

The ship carries a locally made [Nerimian](#) hyperstream drive. Using layered asymmetrical warp fields that can envelop the entire vessel, the ship can move at superluminal velocities during combat. While nowhere near as fast as the interphased drives that allows ships to move from planet to planet, it allows for extremely rapid travel during combat. However, pushing the upper limit of this drive will result in damage to the ship.

**Ion Drives:**

[NAM](#) has used and refined Ion Drive up to a point whereas it would be a complete waste should the Hray not carry it. Although it is by current standards primitive, it could be used stealthily in times where the Gravitic drive would be detected. Because the Hray needs to be facing the enemy all the time, four Ion Deflector Tubes is placed at the exhaust of the fixed engines. The deflectors allow the Hray to thrust vector and to direct its emissions away from potential enemy positions.

**Gravitic Drives:**

The ship propels itself at speeds many times the speed of light by generating continuum distortions and nesting them to create asymmetric peristaltic fields. This allows the ship to travel thousands of times the speed of light. Distortion-based systems allow the ship to stop or move nearly instantly because the ship has not "moved." It is great for combat maneuvering, but caution should be exercised when sneaking.

**Computer Systems:****X-Savtech Computers:**

Due to the lack of crew and the high risk nature of the ship, the standard Combat [Savtech](#) AI is now reprogrammed and quantomized by X-Tech, becoming the X-Tech Battle AI. Its job is to calculate courses, battle telemetry and data, target tracking and also to oversee the general well being of the ship and crew. A model including a humanoid holographic representation of the ship is optional. Interfacing with the AI can be done by just speaking into the air, using holographically materialized consoles or the

numerous solid consoles around the ship.

## Stealth Systems

### Mass Mesher Device:

The Mass Mesher system serves to 'fudge' its gravimetric (and other) signatures upon a larger mass. Should the Hray be near an object three times larger than its size, it will simply appear as an extension of the object at mid to long range examination. It is useful for hiding and ambushing.

### Signal and Imagery Projection:

Using sensor signals received from the tail and optical data from small cameras/holographic projectors on the hull, the Tail and said projectors project whatever signals and images that has been absorbed by the Hray's black hull and sends it through the other side of the ship, as though it has passed through empty space.

### Event Horizon Jammer:

A combination of systems which involves supercharging the Zanarium hull, increasing and inverting the Deflector Shields to deflect particles back at the Hray. This creates a 1 AU "Deadzone". The Hray will not benefit from the protection of the Deflector Shields and can only sustain this for one minute but would be perfect for destroying single ships quietly.

## Indirect Warfare

### Countermeasures:

The [NAM](#) "Noisemaker" excels at jamming all forms of radar, tachyon, neutrino, and quantum-based sensors. When turned on it would become rather obvious that the Hray is in the area but just not where exactly it is.

### Interdiction Field:

The ship is capable of projecting a powerful artificial gravitic field that disrupts the operations of FTL drives of all types in a specific area of effect (minimal effective AOE is a 2,000 meter cubic area; maximum AOE is 1.0 AU cubic area). This is useful in preventing enemy vessels from escaping from battle. The interdiction field also has a secondary mode that can defeat the interdiction efforts of enemy

forces in a localized area roughly half the size of its normal operation.

## Weapons

NAM Main Aether Cannon (1): Tapping the awesome infinite power of Aether, the Main Cannon of the Hray builds up and focuses pure unadulterated Aether Energy. The outer casing of the Cannon is armored, cooled, lined with [Zanarium](#), and can be instantly sealed up to prevent any remaining energy from the firing of the cannon from giving away the Hray's position when it starts cloaking. The Gun Hatch at the tip of the Cannon serves both as a sealant and armor, but has to be opened before fire.

- Location: Slung under the Hray. (180m x 30m x 30m)
- Primary Purpose: Anti- Capital Ship
- Secondary Purpose: Anti- Everything Else
- Damage: Total Annihilation (Focused) Very Heavy (Area of Effect)
- Area of Effect: 50m Wide Beam (Focused) 1\* Cone from the origin (Area of Effect)
- Range: : 0.01 Ly (About 600 AU) (Can be controlled)
- Rate of Fire: 5 Second Charge > 5 Second Beam > 10 Second Cooldown
- Payload: As long as Aether Tap is on

NAM Positron Cannon Array (4): This weapon is based off the latest LBR-02a technology. A strong versatile long barreled positron firing weapon. Positron weaponry works by exciting antimatter, containing it in a magnetic field and mass driving it near the speed of light. The Array is built into the ship itself thus they are easily cooled and sealed off. However it is a fixed weapon thus may only fire at targets directly in front of the Hray. It may not be as powerful as the Aether Cannon, but it will prove itself many times over when the main gun is incapable of firing.

- Location: A square grid around the Aether Cannon. (50m x 30m x 15m)
- Primary Purpose: Anti- Capital Ship (Single Shots)
- Secondary Purpose: Anti- Power Armor/ Fighters/ Torpedoes (Rapid Fire)
- Damage: Very heavy (Repeatedly hit by Single Shots), Heavy (Caught in Rapid Fire)
- Area of Effect: Rapid fire can be set to spray over a 90\* arc
- Range: 1 AU (Single Shot), 100,000 Miles (1\* Rapid Fire)
- Rate of Fire: 1 Per second (Single Shot), 30 Per second (Rapid Fire)
- Payload: 5 Minutes if Aether Generator is not active.

NAM Torpedo Launcher Array (2): The other main weapon of the Hray is the Torpedo Array Launcher. The launcher is set within the structure of the ship, which completely encases it with armor, [Zanarium](#) and coolant systems. The Launcher is not very sophisticated: Its main objective is to launch as many Torpedoes in the shortest time possible. Compared to other Torpedo launchers, the mass drivers on board this weapon merely ejects the Torpedo out into space, letting it pick up speed on its own. A simple long hydraulic panel serves as cover and sealant for the five tubes per array. All the torpedoes are visibly and electronically cloaked with [Zanarium](#), projectors, Mass Meshers and marginally are shielded. They have an FTL speed of 10,000cc and an STL speed of .60 (Ion Boosters).

- Location: Inbuilt into each of the outer wing. (100m x 40m x 25m Each)
- Primary Purpose: Anti- Warship
- Damage: Very Heavy (GREEN), Heavy (RED), Moderate (BLUE, YELLOW, GREY).

- Rate of Fire: 1 Persecond with an Alpha Strike of 5
- Payload: 30 Each (60 Total)
- Payload Type: NAM Hray-Standard T-1 Torpedoes: GREEN (Antimatter(Bursts Forward)), BLUE (EMP(Disables)), RED (High Explosives(Radiates Outwards)), YELLOW (Charged Particles(Messes with Sensors)), GREY (Wormhole(Punches a hole in shields))

NAM Twin Plasma Turret (12): The twin plasma turrets excites matter (Tungsten in this case) into a state of plasma, contains it in a magnetic field and fires it out at high velocities. The outgoing plasma is stabilized by five rotating barrels like a chaingun with two chainguns total on each turret. The turrets are shaped like a raised circle. When activated the circle splits at the sides to bring up the barrels. This arrangement allows the turret to be sealed up too by lowering the chaingun into the wings and closing the circle. This is the only weapon on the Hray that has a full 360\* degrees firing arc. Control of the turrets are automated to semi-automated.

- Location: Three in a row on the top and underside of each wing.
- Primary Purpose: Anti Mecha, Fighter, Torpedo
- Damage: Heavy at 100KM, Magnetic field dissipates after that.
- Rate of Fire: 30 Per second
- Payload: 30,000 Per turret storage. Reloading is done EVA.

NAM Guidance Missiles Launcher (2): This missile is essentially a FTL capable missile attached with Monoeye sensors and a cloaking device supplemented with the mass mesher system. The Guidance Missile provides single shot telemetry and area data, transmitting this via encrypted focused subspace communicators. The reason why **NAM** has opted to stick Monoeyes on missiles was because the very sensitive Monoeye sensors give away its position very easily, and thus would be better used by the more expendable missiles. The activation of the Monoeyes can be timed and the missiles can be programmed to follow a set path.

- Location: Launcher cases under each wing. (30m x 10m x 20m Each)
- Primary Purpose: Single shot telemetry data.
- Range: 1 AU
- Rate of Fire: 2 Per second
- Payload: 30 Each (60 Total)

## 7. Vehicle/ Armor Complement

- 35 **AIR2s**, **FIRE1s** and/or **WATER2s**

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