# Ecstasy-Class Recreation Ship

The Ecstasy Recreation ship was designed for the expressed purpose of providing leisure opportunities for Star Army Fleets that are between major battles or movements. They are meant to accommodate a large amount of personnel at once to ease the stress accompanied with living for prolonged periods in space by providing a social and off-duty area during down-time.

## History

The need to accommodate a morale role on a non-fighting vessel only grew as the First Mishhuvurthyar War raged on. In response to this, engineers of the Star Army of Yamatai and Ketsurui Fleet Yards were ordered to make a new dedicated vessel for the morale of the massive fleets of the Star Army. In YE29, the first in her class was commissioned. They have remained part of fleet life since their inception.

## Description

Enjoying the company of others and a change of scenery is the core tenant of the Ecstasy's design. The ships can often pay for their own production rapidly, or earn the Star Army a surplus income from lucrative corporate contracts, rentals, and franchises. Typically requested by a Flag Admiral, each of the Ecstasy's levels can be customized by request in pre-production, even up to the vessel's name.

### Mission Specialization

- Rest and Relaxation
- Inter-fleet comradery
- Relaxing and Exciting Environments
- Improved Temporary or Permanent Housing
- Temporary Orbital Logistics Hub
- Evacuation Vessel

### Appearance

A long cylindrical vessel, the Ecstasy has a core section that is surrounded by integrated docking bays. There are a total of eleven 'sections' for leisure activity, with the twelfth core section (forward) is exposed to space. The aft portion houses the engines and shielding array, and at various points between docking 'rings' are thrusters. The main bridge is located on the interior of the ship, forward of the engineering section. The entire ship may have a unique color scheme by each deck, or over it's entirety.

# Statistics and Performance

Speed ( STL ): .557 light speed using main engines .113 LS/30 second acceleration Speed (FTL): 55,897,773c (5LY/min) Speed (Aerial): Not capable of atmospheric entry/travel Speed (Water): Not capable of atmospheric entry/travel

## General

| General Statistics for the Ecstasy Class ||
|---|---|
| Year Introduced | YE 29 |
| Class/Nomenclature | Ke-L5-1 Standard Product Nomenclature System |
| Alternative Nomenclature | N/A |
| Designers | Star Army of Yamatai |
| Manufacturer | Ketsurui Fleet Yards |
| Fielded By | Star Army of Yamatai |
| Range | Limited by access to fuel supplies. |
| Maintenance Cycle | Three Months |
| Lifespan | 45 years without refits or upgrades. |
| Pricing | 76,000,000KS |

## Passengers

Crew: 46 operators are recommended, 6 are required. Crew running the various attractions that are not automated can reach up to 7,000.

Maximum Capacity: There are accommodations for 47,046 people. About 500,000 people can fit aboard in an emergency, but the ship would be extremely cramped.

## Dimensions

- Length: 4200 meters (13779 feet)
- Width: 1800 meters (5905 feet)
- Height: Roughly 1800 meters (depending on exterior load out) (5905 feet)
- Decks: 590 (Roughly 6 meters each for smaller decks)

## Propulsion and Range

- Continuum Distortion Drive: 12,500c (~1.43 ly/h)
- Hyperspace Fold Drive: 394,470c (0.75 ly/m)
- Sublight Engines: .25c (~74,948 kilometers per second)
- Range: Supplies at maximum recreation usage need to be replenished every four months, less

often if some decks help operations (farming, heavy plant level).

- Lifespan: 45 years without refits.
- Refit Cycle: 5 Years

## Damage Capacity

DRv3 Tier: 12 vs guided weapons systems (such as torpedos or missiles). Tier 12 Armor/Shields

# Inside the Ship

## Deck Layout

The 'major' decks run throughout the core of the vessel, and can be much larger than a standard deck size. These are referred to as 'rapture' decks, taking up 300M chunks of the interior, while most smaller decks are in structures contained within them, or are between the rapture decks and outer hull. The rest are a six meter standard.

## Compartment Layouts

### Bridge

The bridge is located aft of the first primary deck. It is accessed from a lift on 'street level' of deck one. A homey rectangular design with one level, the officer in command will sit in the command chair located center, and slightly aft of the two pilots. The tactical systems officer has a station perpendicular to the commander on the starboard side. Along the Port side perpendicular to the captain is the internal systems monitoring station. The first officer has a chair to the right of the commander's chair. In front of the helm station is the holographic projector, which will display required and pertinent data to the bridge-officer requesting it. The other stations, located along the walls are reserved for the monitoring of populated areas. The secondary bridge has a simple pilot's chair and two monitoring stations. It is located on outer portion of deck ten, between the landing bay ring.

### Passageways

Running from docking bays to the decks associated with them, the passageways are wide enough for large groups of soldiers to pass through on their way to or from a good time. (Usually five meters wide)

### Crew Cabins

For operational crew, all quarters are on deck one of the main area. The command staff has private

rooms with their own toilets, while all other crews share doubles, using a communal showering and dining area. This is located a short walking distance from the lift down to the command deck. The crew typically spends little time in their own quarters.

### Rapture Decks

These massive decks make up the core of the Ecstasy. Each deck is 300M high, and features customizable environment simulation along the upper ceiling of the deck, to simulate various real conditions, or create an ambiance pertaining to the time or setting of the particular deck. They can be modeled at production to emulate various settings, from wilderness to urban. These can range from a sunny partially cloudy day to the soft glow of a simulated nebula. The largest structures are typically built to include the passageways leading to the landing bays. Almost uniformly, the deck open to space (deck 11) doesn't use holographic projectors, and features a shielded clear 'dome' in which there are community areas such as parks and a few scant hotels lining the edges. Typically this deck will be facing any prominent feature in local space at the Captain's discretion.

### Amenities

The heart and soul of the rapture decks are the various amenities they can offer to the weary Star Army soldier. They may include, but are not limited to: hotels, normally short stays for romantic interludes or getaways, ranging from cheap (45 KS) and higher, 'outdoor' shopping arcades, malls, foodstuffs emporiums, occasionally with fresh produce sections, adult boutiques, casual and formal clothing stores, salons, barber shops, body modification centers, sporting arenas, exercise centers, uniform shops, cafeterias, officer's lounges, art centers, libraries, music halls, and fine dining.

### Cargo Transfer

The ZS-572 series transfer system will work with most freighters sent for re-supply. It operates by extending a sealed shaft around the mouth of a cargo bay opening, and transferring via zero-G. If this fails, an entire landing bay can be temporarily cleared.

# Ship Systems

## Armored Hull and Hull Integrated Systems

The hull is surrounded with landing bays, each with their own private shield generator to prevent decompression during loading or unloading of launches and ships. The armor cannot be compared to Star Army grade, however it has standard radiation shielding.

## Computers and Electronics

**Melody Class AI:** The perky sounding AI of the ship is never the same purposefully, as they can sometimes end up as the mascot for advertising by vendors and favorites among permanent and visiting personnel. They are almost all exclusively female. Basing from the 'Melody' AI on the Ecstasy, the AI will oversee given tasks and day to day operations of essential systems and regulatory systems.

**Sensors:** All systems of the Ecstasy class revolve around internal and short range detection and sensors. The array only extends to direct space, and the vessel requires warning from other vessels in the fleet about long range threats beyond FTL travel range.

**Hopper Sensor Suite:** This suite is designed for internal use and monitoring of possible problems with the complicated environments the Melody system oversees. The operators on the bridge can calibrate a small array for use before and during FTL travel, but some non-essential systems may fluctuate depending on the situation and jump length.

## Emergency Systems

**Escape Pods:** There are enough lining the exterior of the ship and in launching centers adjacent to landing bays (two on each 'ring') to evacuate 70% of maximum capacity. The AI monitors if the ships present in the landing bay cannot accommodate the remaining 30% (almost always operating overwhelmingly higher). The pods are a redundancy during normal operation.

## Life Support Systems

**Air Recycling System:** If a deck contains plant-life that can produce oxygen, the system of vents and enormous circulation system center around the interior of the deck rings will be sent throughout the ship and recirculated. This eliminates stale air, but isn't always as close to the unpredictability of planetary winds.

## Propulsion

## Shield Systems

**Bunker-C413 Shields (2 generators):** These heavy generators will come online during periods of surprise conflict, designed to shunt power from the non-essential systems when needed, either during surprise combat or extreme special radiation. The purpose of such generators on a ship is to provide enough time for a full capacity of soldiers to escape to their combat vessels in the launches or shuttles they arrived in, or to make their way to escape pods if the ship is threatened.

## Weapons Systems

The Ecstasy relies on fleet support for protection, and the original design only includes heavy shields and ECM pods.

- ECM Launcher Pods (36)

**Location:** Located at firing arcs designed to cover all exterior zones of the ships, at intervals. The observation deck does not have the launchers, but they are located around the dome's ring. **Primary Purpose:** Creating interference in the electronic systems of kinetic weapons such as missiles. **Range**: 10,000KM **Rate of Fire:** 5/sec per volley. **Payload:** 60 rounds in each launcher, firing in barrages of ten.

# Vehicle Complement

## Shuttles

- No-T1-1a - Mucoyi Civilian Shuttle x 4

## Fighters

# OOC Notes

This ship was made by Miyako, but the original data was lost. It was restored via recovered data courtesy of Wes

| Star Army Logistics | |
|---|---|
| **Supply Classification** | Class A - STARSHIPS |
| **First Used** | YE 29 |
| **Last Review** | YE 35 |

| Products & Items Database | |
|---|---|
| **Product Categories** | starships |
| **Product Name** | Ecstasy |
| **Nomenclature** | Ke-L5-1 |
| **Manufacturer** | Ketsurui Fleet Yards |
| **Year Released** | YE 29 |
| **Price (KS)** | 76,000,000.00 KS |
| **DR v3 max** | Tier 12 |

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