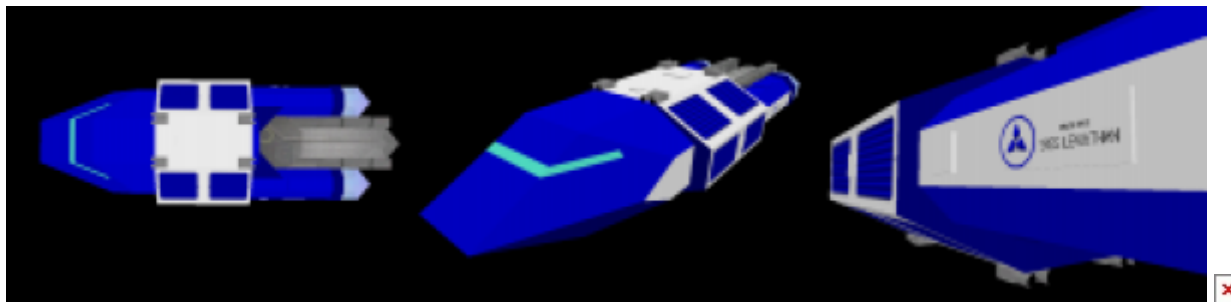


SRSS Leviathan

Art Gallery



Technical Data

Geshrinari Shipyards (original Sojourner) **Yuki Toshiro** (refit)

Sojourner-Class Medium Cargo Transport Variant "Leviathan", SRSS-002

(Based on Sojourner Class data, and Yggdrasill data to a limited degree)

Specs equal to the Sojourner unless otherwise noted.

History and Background

With the destruction of his base of operations on Taiie, the loss of his facility at Lor, and advancing Mishhu forces, **Yuki Toshiro** decided to expand his forming fleet to include a mobile storage vessel and base. Obtaining a stripped down Sojourner from a Nepleslian shipyard, he designed plans to transform it into the SRSS Leviathan.

This ship is not only meant as a mobile base and a salvage storage facility, but a possible first-response to disasters in which multiple wounded are likely. Its ability to land planet-side makes it a plausible responder to planet side emergencies if needed.

Internal Modifications compared to the Sojourner

Due to the removal of internal non-essential furniture and components, some of the rooms used for recreation or living have been transformed into medical and stasis facilities, while the remaining rooms have been split into CO, Elite, and Crewman Quarters. The storage facilities are the same, though the mobile internal grapplers have been added, and the ship given several Yggdrasillian systems.

Seeing as the Sojourner and the Vampire are from the same manufacturer, it was possible to implement some Vampire systems into the Leviathan. An example is a 10,000c Vampire's Hyperpulse Drive, which had been installed by the previous owner to replace the original Sojourner's Hyperpulse Drive.

Specifications

*Changes from original Sojourner in **bold**.*

Crew: A minimum of **one person** is recommended to run the ship. Maximum Capacity: The Sojourner can support up to 45 active humanoids normally, **plus another 100 in stasis**.

Length: 530 feet Width: 170 feet Height: 85 feet Decks: Three large cargo decks. Mass: Weight of the ship or mecha in 1G.

Speed (Hyper-Pulse, **from Vampire**): **10,000c**. Speed (Sublight Engines): Up to **0.2c** Planetary: Up to 300 mph in an Earth atmosphere. Has landing gear (4 short legs) and can land on a hard surface.

Lifespan: With regular maintenance, the vessel is predicted to last around 50 years.

Layout

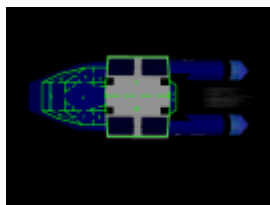
The following is the layout of the ship, and may differ widely from the undocumented layout of the standard Sojourner.

All small rooms are quarters unless otherwise marked.

Quarters Standard quarters are rooms provided for personnel and can vary depending on role. They generally have one to four twin sized beds, and can hold between two and eight people depending on their function. Most crew members get their own one bed room, to decorate as they see fit.

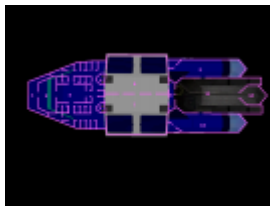
Rooms not decorated tend to have dark blue carpet and beds purchased as SAoY surplus, with a dresser, a desk, and a closet. Quarters for higher ranks such as Senior and Elite are larger, with more customized items.

Deck 1 (Top)



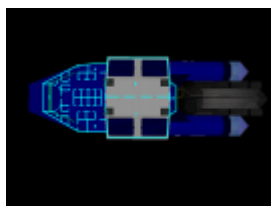
Number	Room Name	Description
1	Bridge	The bridge of the SRSS Leviathan, which is from where the ship is commanded
2	Captain's Quarters	Where the Captain sleeps
3	Executive Officer's Quarters	Where the XO sleeps
4	Lounge	Where the crew can mingle and relax, and the main thoroughfare of the ship
5	Medical Bay	Where the Medics care for personnel (the Chief Medic sleeps in an anteroom)
6	Stasis Bay	Where people under stasis stay when they need constant monitoring
7	Dining Room	Where the food is served, with a storage room connecting to it
8	Kitchen	Where the food is cooked
9	Cargo Bay 1 Starboard	Cargobay
10	Cargo Bay 1 Port	Cargobay
11	Owner's Quarters	Where Toshiro sleeps when aboard. Often referred to as the 'Commodore's Quarters'

Deck 2 (Middle)



Number	Room Name	Description
1	Fore Sensor Array	Assists in gathering communications and sensor data
2	Computer Room	Where the main computer system is stored
3	Recreation Room	Where the crew can relax, can be altered into a pool, stage, or other entertaining forms
4	Waste Plumbing Junction 3 and 4	Where Yui's Sensor System is, but marked as a waste plumbing junction
5	Waste Plumbing Junction 1 and 2	A waste plumbing junction
6	Cargo Bay 2 Starboard	Cargobay
7	Cargo Bay 2 Port	Cargobay
8	Shuttlebay Level 1	Where the shuttles dock with the ship
9	Starboard Nacelle	Engine Component and Maintenance Area
10	Port Nacelle	Engine Component and Maintenance Area
11	Engineering	Where STL and FTL systems are installed, as well as other essential systems
12	Aft Sensor Array	Assists in gathering communications and sensor data, can act as secondary bridge

Deck 3 (Bottom)



Number	Room Name	Description
1	Meeting Room	Used for fleet meetings or meetings with important visitors
2	VIP Quarters Starboard	Where VIPs sleep
3	VIP Quarters Port	Where VIPs sleep
4	Stasis Storage Starboard	Where stable personnel in stasis are stored
5	Stasis Storage Port	Where stable personnel in stasis are stored
6	Cargo Bay 3 Starboard	Cargobay
7	Cargo Bay 3 Port	Cargobay
8	Shuttlebay Level 2	Where the shuttles dock with the ship

Weapon Systems

Grappler Arms (6)

Primary Purpose: Anti-Collision, Environment manipulation, Salvage, Crushing Secondary Purpose: Anti-PA/Anti-fighter/melee combat Damage: Moderate to Heavy, varies depending on instance and grappler force setting. Range: 50 meters from point of fastening on ship, onmidirectional Rate of Fire: N/A Payload: Effectively unlimited, as long as the ship provides power.

Grappler Digit Electrodes (30)

Primary Purpose: External Emergency Power Interface, Welding/Damage repair Secondary Purpose: Anti-PA/melee combat/PA Paralyzer Damage: Moderate to Heavy, varies depending on instance and voltage and current settings. Range: same as the grapplers, 50 meters, onmidirectional. Rate of Fire: N/A Payload: Effectively unlimited, as long as the ship provides power.

Grappler Pulser (6)

Primary Purpose: Pulsing/Pushing and Cracking/Blasting apart debris and asteroids Secondary Purpose: Onmidirectional Blaster System, dynamic grappler blocking shield. Emergency communication system. Damage: Moderate to heavy, varies depending on instance, voltage and current settings, and beam focus. Range: same as the grapplers, 50 meters (point blank), 3,000 mile beam reach, onmidirectional, wide or narrow pattern. Rate of Fire: 0.1 Hz to 2.6 GHz Payload: Effectively unlimited, as long as the ship

provides power.

Standard Systems

Yggdrasillian Grapplers

[Yggdrasillian Grappler](#), 1 for each pair of cargo bay doors, total of 6

Star Army of Yamatai-built Component Scanner

Built into its own hidden room near the cargo bays, this scanner was given to Toshiro for installation in the Sojourner to be used in covert analysis of NAM and other technologies. It is capable of performing military-grade scans of objects placed within it, which can range from ship parts and Power Armor to smaller vehicles and ship weapon systems. It is specifically designed to generate schematics from these scans for transmission to the Star Army of Yamatai.

Access to this hidden room is governed by static permissions assigned by Toshiro or by the Star Army of Yamatai, and will simply appear as a maintenance access panel to those who look...a maintenance access panel labeled "Bio Waste Plumbing Junction 3".

Subspace Mass Sensors

Subspace mass sensors instantly detect mass readings and movement of objects up to 1 AU (93 million miles) distant from the ship. The readings are used both for early warning and navigation when traveling at sublight speeds. The readings are not very detailed and cannot detect objects of less than 60,000 kg.

Communications Systems

The ship contains two easy to produce communications systems on each side of the hull, not counting the Yggdrasill-specific YEPCS. While not as sophisticated as those on most military vessels, they cover the basics (subspace and radio) and provide an acceptable amount of security. In an emergency the communications system can act as a low resolution sensor system by using the two receivers to pinpoint radio or subspace transmitters much in the same way that human ears pinpoint sounds.

Hyperpulse Drive

This system uses layered asymmetrical peristaltic subspace fields that can envelop the entire vessel to the ship can move at superluminal velocities, much like the original Sojourner's Hyperpulse Drive...however, this has been replaced with a more powerful version designed for a Vampire. After calibrating for optimum efficiency with the cargo vessel's design, 10,000c can be reliably coaxed from

this system.

This is an upgrade from the original owner, and was installed when Toshiro originally purchased the ship.

Unidirectional Gravitational Plating

Originally designed for the Vampire-class from the same designer, this roof plating emits a pseudo-gravitational field that is attracted to the plates on the floor pushing everything on the ship 'down'. This creates the false sense of gravity that permeates the ship. However, like on the Yggdrasill, the UGP system has been completely overhauled and given a dynamic range of force in multiple sections of the Yggdrasill to counteract the erratic movement of the ship. This is more for the securing of cargo without needing to tie it down than for fancy maneuvers, however. The cargo bays, which can contain all manner of cargo, have an interesting grid-like system implemented where several Gs of force can be applied to a specific object in the bay to fix it in place. Gravity can be lessened in a localized area as well as increased, assisting the moving of cargo.

Cargo Bay Grapplers

A smaller and simpler version of the grapppler exists in the cargo bay, allowing the ship to automatically sort cargo and obtain weight data, even shifting loads and sending such data to the UGP systems for gravity calculations. The armatures are not on a fixed point, and are aided by antigravity devices, travelling by following rails on the ceiling with altitude adjustment possible as needed. This is also the system used to compute the weight of cargo, and permits loading to be done by the ship's computer autonomously. The grapplers are three-digit, omni-opposable, with three digit joints and two armature joints. They can also transfer over to the other cargo bays as needed. There are 32 such cargo grapplers, which can work independently or together. They can lift up to 3,000kg unassisted, and much more together. They are capable of lifting even more with the co-operation of the UGP, which can lower or increase gravity in localized areas of the ship.

Shield Systems

The primary shield is the Zeta Shield, a conventional shielding system that absorbs, disperses, and re-radiates energy from enemy weapons in order to sap the destructive power of the weapon. At full strength, the Zeta Shield has a damage capacity of about 20 teratons, which means the ship's shields can sustain heavy damage before failing.

Note the change of the shield name to 'Zeta Shield', due to plagiarism issues with 'The Master of Orion'.

Medical Bay

Based on the Yggdrasill's medical bay, this Medical Bay is larger and able to take care of more injured. This facility can have its oxygen levels increased by approximately 15% of the total air composition, contains its own power system, and various tools and refrigeration systems for medicines and bio-matter.

Since the ship's facilities are not up to military spec, and the likelihood of encountering dying soldiers in a former battlefield is plausible, supplementary stasis rooms were installed.

Medical Quarters

Should the Medical Quarters be needed and stable personnel be moved, certain quarters are equipped with basic medical scanners and other medical systems to care for the recovering. These are generally used as regular quarters unless a critical situation resulting in MASSIVE numbers of wounded occurs.

Stasis Rooms

Due to the Search and Rescue missions Toshiro's ships sometimes are involved in, stasis systems are installed in three dedicated rooms, one of which is installed next to the medical bay. The one next to the medical bay are for the most critically injured or those in need of constant monitoring, and the others are for stable stasis cases. Each room has its own power source, should something unexpected happen.

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Last update: **2023/12/20 18:22**

