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Battlestar galactica ship schematics

Colonial Capital Ships | Colonial Small Craft | Cylon capital ships | Cylon capital ships | Cylon capital ships | Cylon capital Ships | Colonial Small Craft | Cylon capital Ships | Cylon capital Ships | Colonial Small Craft | Cylon capital Ships | Cylon capital Sh Craft | Cylon capital ships | Cylon small ship | Show all colonial ships | Show all colonial shi meanings of Galactica, see Galactica, see Galactica, see Galactica (specification). The Galactica-type battle star is a colonial capital ship that combines the functions of an aircraft carrier and a battleship [7]. It was planned and dispatched after an outbreak of hostilities between the Cylons and the colonials. Some ships of this class will remain in service for more than 40 years after the end of the Cylon War; but most of them were retired. Overview of Galactica's original configuration (TRS: Blood and Chrome). The class was designed and deployed by the colonisation, with 12 ships originally built by each colony and representing them (miniseries). They included Galactica, Columbia, Athena and Archeron. They formed the leading ships of the Cylon war era of the Battlestar Groups, and were represented by almost every major involvement in the war. The original battle stars were more than 4,700 feet long in space, leviathans designed to fight the Cylon threat head. They featured powerful gun battleries that ran up to the center of the fuselage, numerous point defense turrets and many rocket silos, but their main show of force came from several Viper stacks housed in flight pods that took place in up to a thousand Vipers. Initially, these stacks ran several stories, but were removed when the war died down (TRS: Blood and Chrome, Razor Flashbacks). Unfortunately, the class didn't hold up well with the Cylon threat, only with Galactica, Athena and the third unnamed ship that survived the war. [8] Nevertheless, newer Galactica was never upgraded, and remained in its Cylon war clothes during his retirement 40 years after the war. [9] Finally, the class is gradually out in favor of the smaller Valkyrie type battlestars and newer Mercury class battlestars, but inadvertently survived galactica nearly five years after the Fall Colonies. The joint design of the layout of Galactica and its sister ships can be divided into two main components: the main fuselage and the twin aircraft saunas. The main fuselage It consists of the bulk of the battlestar and can itself be divided into two main components: the front part: Also known as the alligator head, includes many living and crew areas, including CIC, War Room, Observation Deck, Pilot's rec room, Sickbay, crew, comfort facilities, and numerous airlocks. This section also includes many living and crew areas, includes the main water tanks and water transmission hatches. Central: Includes many living and crew areas, including CIC, War Room, Observation Deck, Pilot's rec room, Sickbay, crew, comfort facilities, and numerous airlocks. This section also includes many living and crew areas, including CIC, war Room, Observation Deck, Pilot's rec room, Sickbay, crew, comfort facilities, and numerous airlocks. This section also includes the main water tanks and water transmission hatches. the transfer of aircraft and pilots from the flight capsule to the flight capsule. In this respect are also the main weapons batteries, rocket launch tubes and engineering facilities needed to maintain the ship's thrust. Flight pods main article: Flight pod flight pods are the most critical feature of battlestar. Their goal is to launch and return support ships like Vipers and Raptors, as well as various other support vessels such as Thera Sita and even Colonial One. Galactica-type pods are designed to be pulled back into the main body of the ship, in particular for FTL flights, and to support the transfer of ships. In normal use, the pods will be extended to ensure the safe landing and support area of the common agricultural policy of the vessel. The pods also have airlocks that can be used to dock the entire battlestar station or dry dock for safe transfer of personnel and equipment. Each flight capsule consists of two main flight decks: the upper landing platform, which extends the capsule's total length, and the lower launch platforms, which offer approximately 40 take-off tubes per capsule. The hangar blanket, located below the landing platform, is used for maintenance, repair, refuelling, rearming, and take-off tubes per capsule. The hangar blanket, located below the landing platform, is used for maintenance, repair, refuelling, rearming, and take-off and lasts the length of the flight capsule. The hangar blanket, located below the landing platform, is used for maintenance, repair, refuelling, rearming, and take-off and lasts the length of the flight capsule. designated landing area (Law of Regret). However, in emergencies, combat landings can be made where craft approaches and lands at high speed in your landing skids (Miniseries). Galactica orthographic top and bottom. The front, back and side of galactica. Size comparison nimitz. Specifications Propulsion Galactica all six light engines turned on (33) Main article: Propulsion re-imagine Series Despite its huge size, battlestars are very maneuverable and can dock space stations like Ragnar anchorage. Battlestars are not designed for atmospheric flight, although their hulls are able to control a weak atmosphere like the one that surrounds the gas giant (Miniseries) and can survive the jump and subsequent freefall atmosphere of a habitable planet (Exodus, Part II). Battlestar's FTL systems are capable of accurate jumps, capable of positioning them in synchronous orbit over a relatively close planet and positioning them safely in the middle of an asteroid field (The Hand of God), a dense fleet of ships (scattered) or planetary atmospheres. However, they are extremely inferior to Cylon systems in terms of safe range (Kobol's Last Shining, Part I). Endurance Battlestars are designed to work for a long time without supply. Their water purification capabilities alone are so effective that, by preventing an emergency or unforeseen event, the battle star can operate for several years before replenishment (Water). They also seem able to land large-scale repairs (Miniseries, Water) after combat damage. They have ammunition assembly capabilities in the arsenal (Epiphanies) and can have small general manufacturing facilities (Litmus). Vegetable stores and canned foods are kept in titanium cabinets (Final Cut). Battlestars are able to continue combat operations despite suffering immense damage, as evidenced by Galactica's continued effectiveness in protecting the fleet years after the first Cylon attack and after a series of punishing duties (He believes me). Computer Systems Main Article: Computer Systems During the Cylon War, as Cylon forces were adept at infiltrating and undermining such systems (Miniseries). On Galactica, in the post-Cylon postwar era, these primary computers remained isolated at the behest of their last pre-Holocaust officer, William Adama. This no-network that meant that CNP, installed on almost all Colonial Fleet ships at the time, could not be used aboard Galactica as CNP was designed for use in a computer network. In one of the first months of their exodus, Galactica networks their primary computers to temporarily aid in calculations needed to find the lost civilian fleet (Scattered), but this is not without consequence. One or more computers are cracked during a Cylon attack on the Cylon virus, which will prove resistant to removal and (weeks later) threaten the operation of the battlestar until computer hard drives are deleted and restored to the pre-Fall backup kit (Flight of Phoenix). Armament Flak field Galactica large turrets (TRS: Scattered) Galactica rocket launch tubes (TRS: Jupiter's eye). For more information, see Weapons Re-imagined Series These are installed on the back and vent surfaces of the main fuselage the ventricle surface of the bow. Two weapons for each tower fire tandem. They have proven quite effective against targets such as basestars (Resurrection Ship, Part II). These large weapons are capable of dealing with coordinated expansion strategies, such as salvo (and presumably volley) fire. Some Galactica point guard towers (installation of 2 weapons a piece) [11] These are installed on flight pods and other surfaces. Each barrel fires explosive charges. Multiple nuclear warheads [12] Deployed 12 launch tubes mounted on the back of the main fuselage (Jupiter's eye). Numerous Viper space superiority fighters [13] Even the latest Mk. VII Vipers continue to be compatible with this class of launch and recovery facilities. Numerous Viper space superiority fighters [14] Crew During the First Cylon War, the Galactica type line of battlestars housed at least 5,000 crew and personnel on a fully operational ship, many of them support staff such as Viper pilots and Viper technicians. That number has drastically decreased since the truce, with many gathering out of service, and advances in technology to eliminate the need for certain service positions (such as manned gun batteries). In the fall of the colonies, these and the newer Mercury-class flagships, there is a crew of no more than 2,500 to 3,000 people. In the case of Galactica, it is recommended that the ship be malnourished due to decommissioning; however, the team is capable of operating with a combat star, even during a war where the function is small or absent at all [15]. Life support Approximately twelve oxygen recirculation units are installed on ships of all this class, which supplement oxygen and remove (scrub) carbon dioxide from the air. These devices are running continuously (Final Cut). Unknown Unknown Active, Caprica Planetary Protection, about YR58 (42 BCH) Blood and Chromium. Galactica 75 (BSG 75) Decommissioned, approximately YR00 (0 BCH) TRS: Dawn, Part II. Archeron Unknown Destroyed, Battle Sector 12, YR58 (42 BCH) Blood and Chromium. Unknown unknown active, part Ghost Fleet, YR58 (42 BCH) Blood and Chromium. Columbia Unknown Active, First Cylon War, YR60 (40 BCH) - Unknown Unknown Destroyed, Fall of Twelve Colonies, YR00 (0 BCH) TRS: Miniseries. Unknown Unknown Destroyed, Fall of Scorpion Fleet Shipyards, YR00 (0 BCH) Razor. Notes To † Tigh: Engineering / Combat. Please spin the ftl one and two. (Miniseries) † Originally sourced zoic without * These dimensions (meters) are derived from the CG model and posted by Lee Stringer StarshipBuilder.com on forums that are no longer available. They're the most accurate by adding the dimension entered (766,04 m) to the back-curate dimension (672,6 m). The kit is set by Lee Stringer as follows: Width (Pods out) 536.84m (Pods In) 352.34m Engines Max 359.38m head Max 334.58m Length: Front (Main) 7 7 th 30.65m (Antenee) 766.04m Back 672.6m (using mid-two arm) Height (Armor/Mainbody) 181.825m (Details) 183.315m. 1t's from the flight capsule to the flight capsule to the flight capsule to the flight capsule and has not yet been shown or confirmed in the series itself, the September 2006 Maxim issue included a photoshoot, including this image showing the weapons control room of cic. The printout on the table says the Battle star of the Galactica class. † Series bible means that Athena was one of the battle stars involved in Operation Raptor Talon. Aaron Doral's comment at the beginning of the Miniseries, that Galactica is the latest of its kind, shows that other Galactica types of battlestars are still in use on devices that may be completely different, regardless of external configuration. Doral could also point to the lack of galactica computer networks, not the rest of the fleet, which still shows hardware upgrades over the life of ships. 1 These are railway weapons (Battlestar Galactica RPG) 1 and 2 character position these weapons, 8 spine and 12 pancreas bodywork (8 of which are mounted on the bow). Note that 2 turrets on either side of the bow are partially concealed and are not marked in image 1. 1 Number of weapons cgi model Zoic, do not count dorsally mounted and ventrally mounted and ventrally mounted weapons † As an episode of Bastille Day, Galactica was equipped with five nuclear warheads. This may be less than the typical number because Galactica was decommissioned and had already removed most of the ammunition. If that is the case, we must conclude that Galactica was decommissioned and had already removed most of the ammunition. If that is the case, we must conclude that Galactica was unable to reload its nuclear weapons supplies in Anchorage (a reasonable proposition given how easy it was for the alleged arms smuggler Leoben Conoy to get into the building). 1 After the destruction of 20 Vipers during the Cylon attack, Galactica was still able to collect a 40-Viper strong defensive display, combining its remaining squadron of Mk. VII Vipers with a full squadron of Mk II Vipers from the museum exhibition Starboard flight pod. It shows that Galactica, with a single-operation flight capsule, had two squadrons of it, and that as a complete linkana, it may have been two more squadrons from the starboard capsule. At the time of the Cylon attack, Galactica was probably equipped with at least eight. According to the team, galactica employs approximately 2,700 people during decommissioning. The team's integer would be higher, as noted about twice as high by some sources. Sources.

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