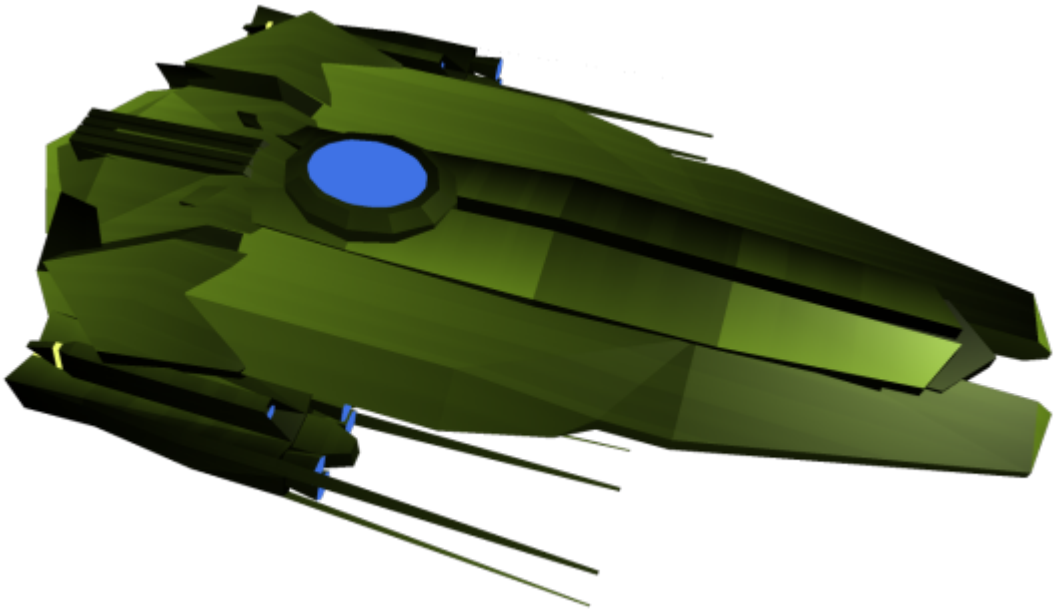
Assayer Class Starship

The Assayer class is a civilian ship designed by Origin Industries in YE 37



About the Ship

The *Assayer* is a star ship designed with more casual space faring in mind. Though it has a decently large cargo storage, it's sensor drones and sensor systems make it more suited for scientific and sightseeing trips. It comes with basic weapons systems to defend itself however.

History and Background

The Assayer class was designed by Origin Industries Fleet Yards to fill the role of an affordable general purpose ship for use by civilians and scientific organizations, as opposed to their usual customers which were commercial businesses. With a focus more on recreation and science, features like a Star Gazing Lounge and improved sensor pods have been added to the ship.

Appearance

The Assayer has the general shape of an angular tear drop when viewed from above, with the wider section being the front. A large nacelle is fixed to each side with almost whisker like protrusions extending from it. The under side of the ship has a third primary thruster system as well. There are

entrances at the bow, port and starboard, along with many places to affix weapons littering the ship, more so than necessary so that the owner can arrange things how they want. Though the ship can be purchased in most colors, it is often advertized in an earthy green tone.

Statistics and Performance

The Assayer has the following statistics:

General

- Class: OI-Y4-1A
- Type: Civilian Ship
- Designers: Origin Industries Fleet Yards
- Manufacturer: Origin Industries Fleet Yards
- Production: Mass production
- Fielded by:Civilians and private companies, Origin included.
- **Price:**300,000KS

Passengers

- Crew: 5 operators are recommended, but only one is required.
- Maximum Capacity: There are accommodations for 35 people. About 150 people can fit aboard in an emergency, however the life support can sustain 200 people.

Dimensions

- Length: 180m
- Width: 90m
- Height: 40m
- Decks: 6

Propulsion and Range

- **Continuum Distortion Drive:** 12,000C
- **Fold Speed:**0.4 Ly/m
- **Sub-light Engines:** .25C
- Range: 6 months
- Lifespan: 10-25 years
- Refit Cycle: yearly

Damage Capacity

See Damage Rating (Version 3) for an explanation of the damage system.

- Hull: Tier 10 (Light Starship)
- Shields: Tier 10 (Light Starship, Barrier)

Inside the Ship

Deck	Sections
One	Wardroom, Kitchen, Recreation Facility, Star gazer lounge, Armory, Life pods (3), Shuttle bay
Two	Drone hangar, Crew quarters(8), Infirmary Armory, Amenities, Life pods (5),
Three	Bridge, Captain's Quarters , VIP Rooms, Empty facility , Life pods (2)
Four	Shuttle bay, Engineering (3), Computer
Five	Shuttle bay, Life support Empty Facilities(2)
Six	Cargo bay, Frame bay

Amenities

A section of the ship is reserved to basic living amenities, here the Origin Industries Laundry Room and a communal bathroom

Armory

Origin-type Armory: the Armory is positioned near the rear of the habitable areas, and weapons are also kept in damage control lockers throughout the ship.

Bridge

The Assayer class has an Origin Deluxe Bridge positioned in the heart of the ship to prevent damage from combat.

Captain's Suite

The ship has a standard Captain's Suite positioned near the bridge.

Cargo Storage Areas

The sixth deck of the ship is a 40x30x10meter cargo bay. It has been designed to be partitioned and re-purposed as needed, even having the capability to regulate conditions in localized portions.

Crew Quarters

Crew Barracks: The ship has 8 four person barracks for the crew VIP Room there are two VIP rooms, on the fourth level of the ship. Each barrack room has one Laundry machine

Crew Recreation

The Origin Industries Standard Kitchen is placed near the Star Gazer Lounge so that meals can be eaten there if they like. A Recreational Facility is also located near the kitchen and Star Gazer Lounge.

Drone Hangar

A small hangar dedicated to drones, particularly the whisker drones. There is enough space to unfold them and do maintenance if required here. This hangar also attached directly to their launch tubes.

Empty Facilities

Since the Assayer's target customer is that of civilian companies it was decided to incorporate empty space so that the client may add whatever facilities they wanted.

Engineering

There are three engineering sections, which contain access to many of the ship's vital functions. The 3 engineering sections are located by the primary propulsion systems at the sides and rear underbelly of the ship.

Frame Bay

The Assayer class has forgone using large quantities of power armor in favor of a bay that can service roughly 10 of Origin's M8 series frames. The space can be refitted to handle Power armor or M1 M3 or M5 type frames if the owner wishes.

Infirmary

The ship houses a Professional Medical bay where most medical conditions could be treated.

Maintenance Conduits

Standard Access Tunnel

Medical Center and Laboratory

Professional Medical bay

Passageways

Standard Hallway Standard Elevator

Shuttle Bays

Above the cargo storage is a shuttle bay of similar size(40x30x10m) that is used to keep and maintain shuttles and fighters.

Star Gazer Lounge

The Assayer class has a special lounge room that is on the first deck when it is retracted. The room can raise out of the ship, leaving only a Transparent Durandium dome which lets the occupants view the stars.

Wardroom

The Wardroom is attached directly to the kitchen for use as a mess-hall or meeting area.

Ship Systems

The Assayer comprises the following systems:

Power Supply

- Aether Is used to power most vital functions of the ship. The Aether generators are the main power source for everything in the ship.
- The ship is equipped with a fusion reactor used to power the ship, there is enough fuel for it to power the ship at normal operation for 24 hours.

- The IAPD system on the ship creates back up fuel supply for the engines, that can be used for power the Fusion reactor in absolute emergencies, but the ship will only be on emergency power.

Armored Hull and Hull Integrated Systems

The hull and frame are composed of reinforced Durandium Alloy, with an armor plating of Endurium to provide a solid hull capable of taking a decent beating for its size.

Computers and Electronics

The ship uses a fairly typical Destiny AI - Knight for its computer systems. However the sensor system has been tweaked just a little to more easily work with "Whisker" Sensor Drone as well as process faster and more accurately.

Emergency Systems

- Origin Standard Escape Podsx10
- Airlocked bulkheads
- Emergency landing struts

Life Support Systems

Environmental recycling system the ERS is just a simple yet effective filtration system, which filters water and air, purifying it so it may be reused. Filters must be replaced after 6 months of continuous operation.

AC system A simple climate control system, it allows for rooms to be kept at a specific temperature. Controls are located in each room.

Unidirectional Gravitational Plating: plating on the roof 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.

Propulsion

- **FTL Propulsion:**Continuum Distortion Drive
- **Hyperspace Fold Drive**: The Assayer Class has a specially designed fold drive similar in design to the one on the Type 32 FTL Tug. With is the Assayer class can tow a ship roughly its size into hyperspace.
- **STL Propulsion:** The ship an IAPD for its primary propulsion. The ship has a back up tank to store fuel created by the system for use in non-aether situations. The ship can store enough fuel to operate at full thrust for about 2 hours.

- **Maneuvering Thrusters:** Several thrusters are lined along the ship for more delicate movements, and with the thrusters being able to pivot as well as strength control even docking unassisted becomes something an average pilot can do.

Shields

The Assayer class has front facing navigational shields as well as several emitters just under the surface along the ship that produce gravitational and electromagnetic shield bubbles.

Weapons Systems

- Twin Ionic Pulse Cannon(Main Guns): 4 (2×2) Damage Rating (Version 3): Tier 10 (Light Anti-Starship)
- Point Defense Phased Array Laser:10 Damage Rating (Version 3): Tier 4 (Light Anti-Armor)
- Plasma Flak Cannon:5 Damage Rating (Version 3): Tier 9 (Heavy Anti-Mecha)

Vehicle Complement

Shuttles

- 3x Starbryte 1A

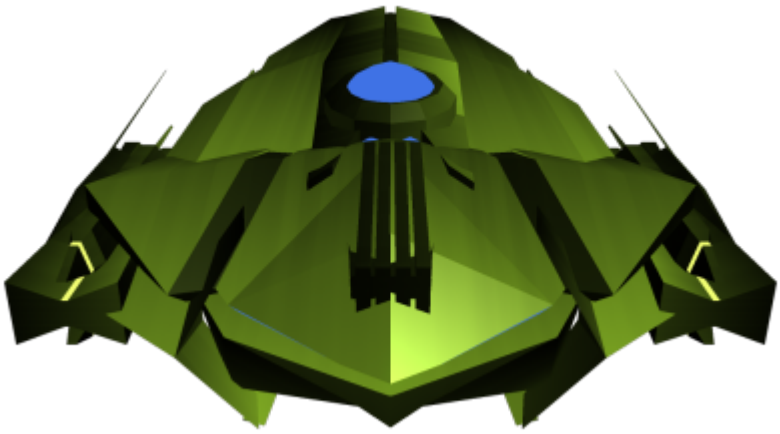
Fighters

- 2x Scimitar Starfighter

Drones

- 5x "Whisker" Sensor Drone

More Images







OOC Notes

Created by Syaoran. Approval Thread.

Yuuki updated this article for Damage Rating (Version 3) on 2020 March 23. Approval Thread.

Products & Items Database	
Product Categories	starships
Product Name	Assayer-class Starship
Nomenclature	OI-Y4-1A
Manufacturer	Origin Industries Fleet Yards
Year Released	YE 37
Price (KS)	300 ,000.00 KS

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Last update: **2023/12/21 00:58**