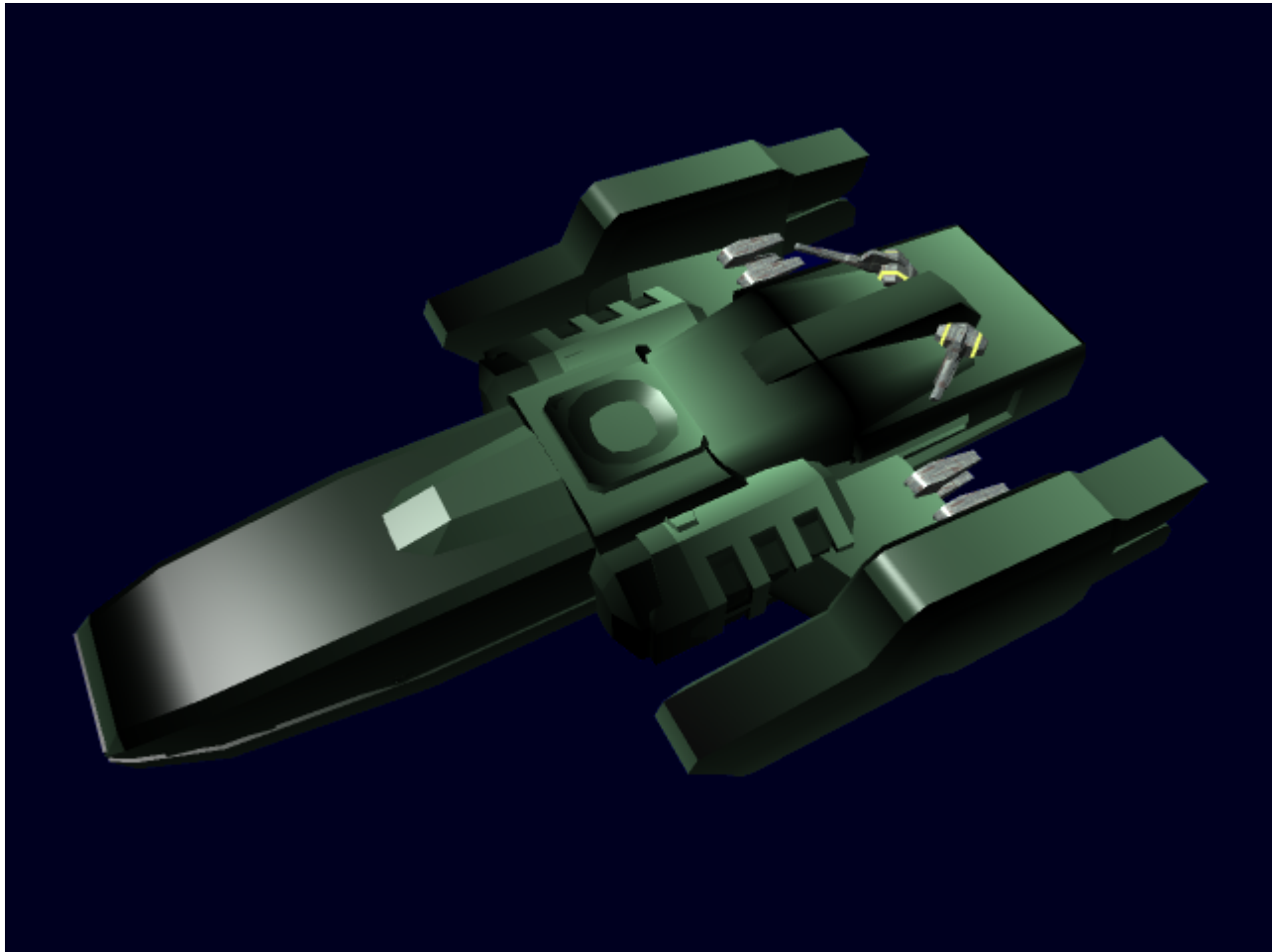


# Courier 2A

The [Courier-class](#) is a medium sized freighter capable of carrying a fair amount of goods for its relatively small size. It was designed by [Origin Industries](#) for both the company's own use, as well as to sell to the ever present shipping market. The Courier 2 is an upgraded model, first put into service in [YE 31](#).

In [YE 32](#), the [Star Army of Yamatai](#) ordered a modified version for service, which became known as the [Courier 2B Star Army Freighter](#)



## About the Ship

This ship was designed to be an affordable, reliable medium freighter, aimed at startup companies and established ones alike.

## Key Features

- Decent cargo capacity

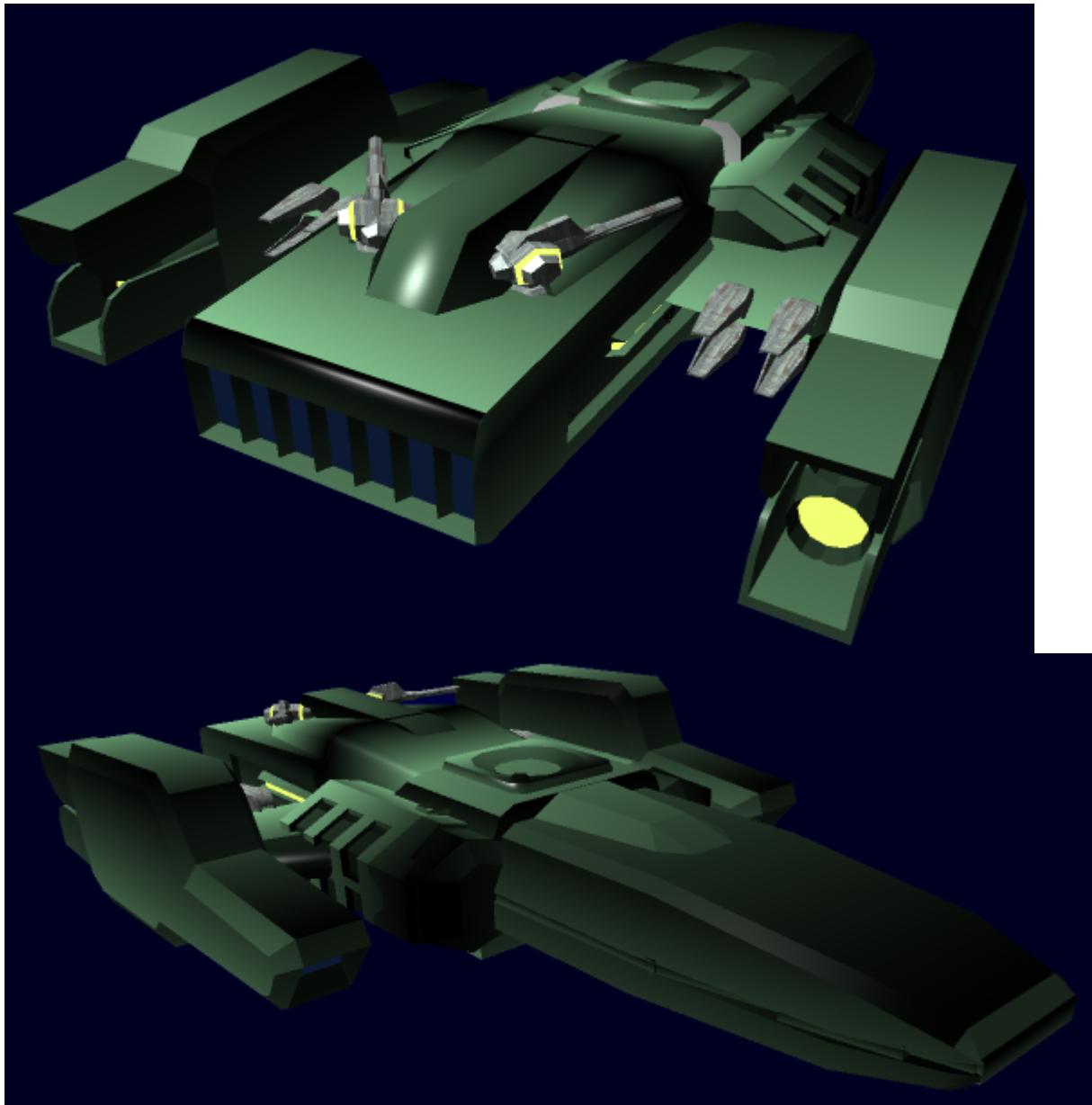
- Good speed

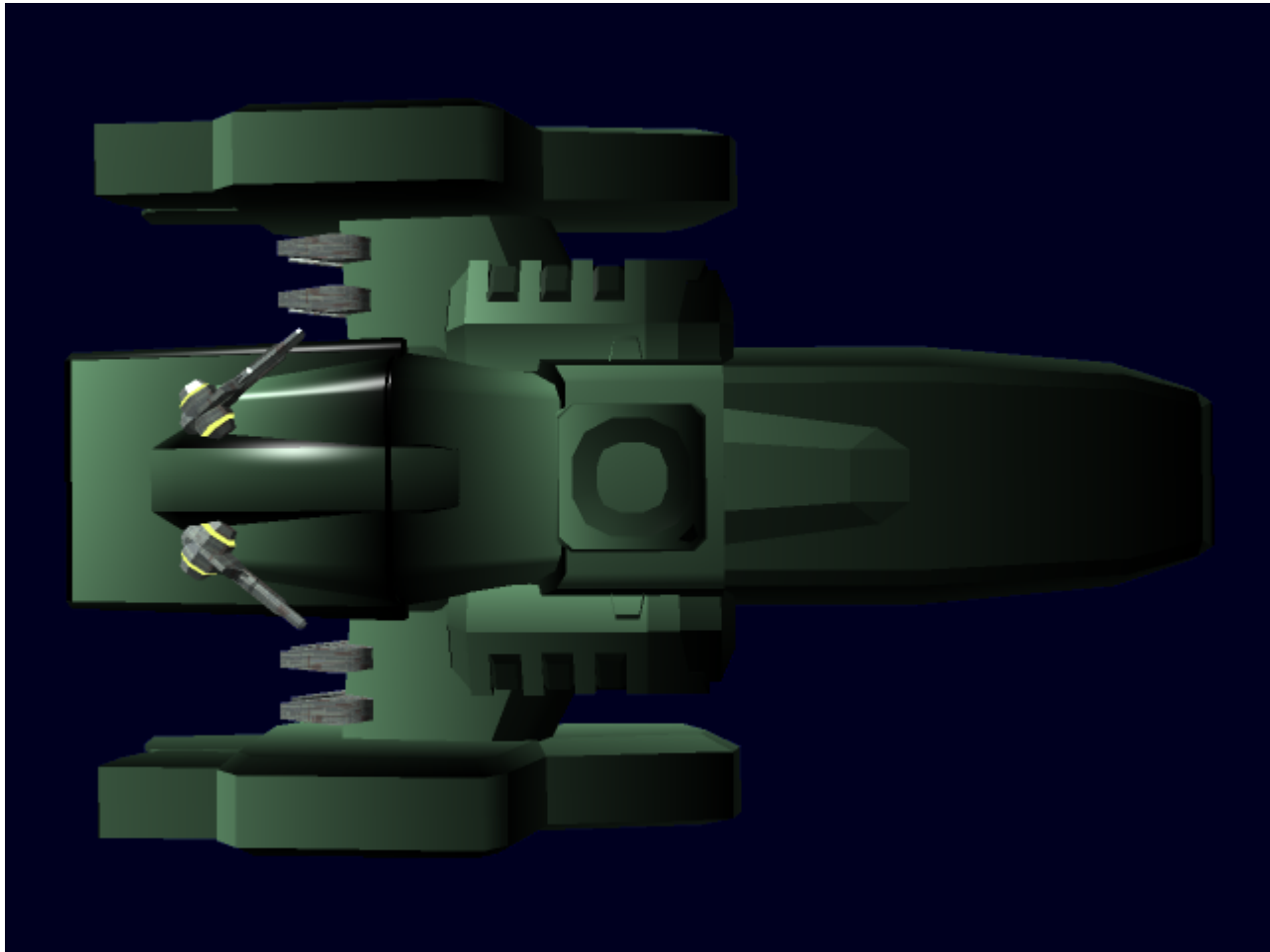
## Mission Specialization

Carrying medium amounts of cargo just about any distance. Inter- and Intra-stellar travel.

## Appearance

The courier is a slightly curved brick-shaped fuselage, with wings near the back that have large engine pods on the ends.





## History and Background

With the Moderate success of the [Courier 1A](#) and 1B, Aerin decided to revamp the Courier, giving it a more streamlined cargo bay, more living space, and greater range. Removing the side pods, they were replaced with escape pod banks and fuel containers, and the living spaces were moved to the freshly expanded back end of the Courier, which featured a newly designed CDD and shielding array.

## Statistical Data

### General

Class: OI-L1-2A Type: Medium freighter Designers: [Orln Fleet Yards](#) Manufacturer: [Orln Fleet Yards](#)  
Production: Mass Production Fielded by: [Origin Industries](#)(20) independent corporations. **Price:** 160,000 KS

## Passengers

Crew: 4 operators are recommended, but only one is required. Maximum Capacity: There are accommodations for 18 people. About 300 people can fit aboard in an emergency, but the ship would be extremely cramped, and there would be no room for other cargo.

## Dimensions

Length: 215 meters Width: 75 meters Height: 30 meters Decks: 3 (4m, 4m, 20m)

## Propulsion and Range

**Continuum Distortion Drive:** 11,000 c **Hyperspace Fold Drive:**.4ly/m **Sub-light Engines:** .25c  
Range: 10 months at full speed Lifespan:estimated to be 15-20 years Refit Cycle: Annually

## Damage Capacity

See [Damage Rating \(Version 3\)](#) for an explanation of the damage system.

- Hull: 13
- Shields: 10 (Threshold 1)

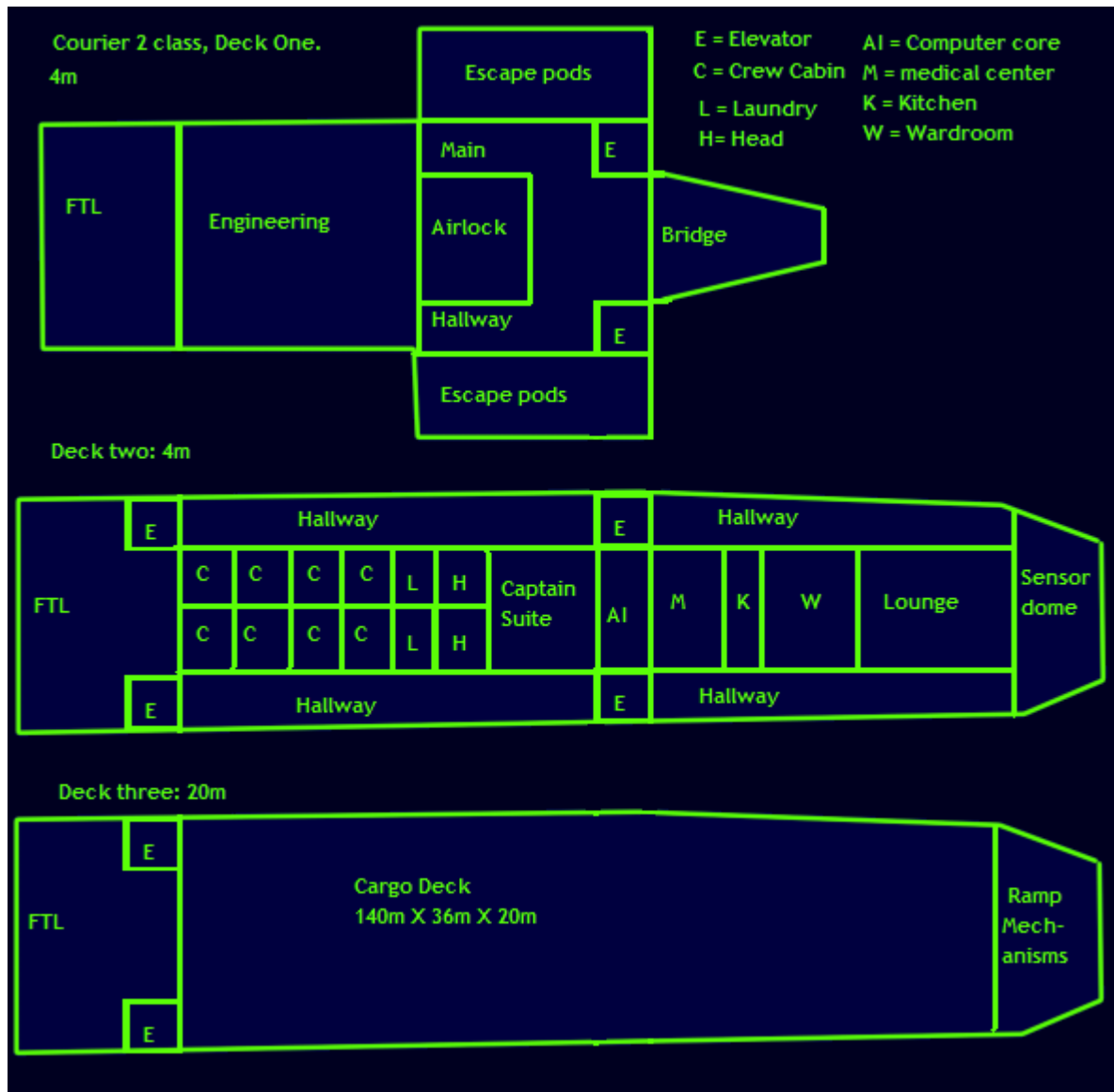
## Inside the Ship

### Deck Layout

The top deck contains the bridge, passenger airlock, engineering, and escape pods. Decks two and three contain crew cabins, and deck four is the ship's store of supplies for the crew. Most of the front section, however, is taken up by a large cargo area that takes up three decks worth in height.

The Courier 2's cargo space is 140m x 36m x 20 meters. This means it can carry, at the absolute most:

- 210 SSCC: Huge
- 756 SSCC: XL
- 1960 SSCC: Large
- 3920 SSCC: Medium
- 19600 SSCC: Small



## Compartment Layouts

### Bridge

- **Standard Bridge:** The Courier 2 class simply has a standard bridge, being a very standard vessel.

### Cargo Storage Areas

Most of the lower forward area is an enormous cargo area, taking up three decks worth of height, which can be rearranged any way the user pleases. The lower halves of the pods on the sides contain supplies such as food and medical supplies, equal amounts of each on either side. These sections can be accessed from the main cargo bay.

## Crew Quarters

Eight [Origin Crew Cabins](#) fill up the rear half of the middle deck, providing room for up to 16 crew. In the center of the middle deck is the [Captain's Suite](#).

## Restrooms

- **Head:** there are two 'bathroom' type Heads near the center of the middle deck. Each contains 2 toilet stalls, a shower, a bathtub, and 2 sinks.

## Crew Recreation

[Lounge](#) the forwardmost inhabitable compartment on the ship, the lounge is a common area for crewmembers to relax and hang out.

## Kitchen and Wardroom

Just forward of the Medical bay is the [Origin Industries Standard Kitchen](#), which is attached to the [Wardroom](#), the Wardroom is just forward of the Kitchen.

## Engineering

The rear compartment of Deck one contains the engineering section, which holds tools to repair the ship, as well as [EVA Suits](#). It has access to the FTL system and all the access tunnels.

## Maintenance Conduits

[Standard Access Tunnel](#)

## Medical Center and Laboratory

- **Standard Medical Bay:** Near the center of the middle deck, the med bay is the place on the ship where people with injuries and illnesses should go.

## Passageways

- **Standard Hallway:** all of the hallways in this ship are Origin's standard hallway type.
- **Standard Elevator:** There are four elevators on the ship, two near the midline which connect the

upper and middle decks, and two near the rear which connect the middle deck and the cargo bay.

## Ship Systems

### Armored Hull and Hull Integrated Systems

The hull and frame are made from [Durandium Alloy](#).

### Computers and Electronics

The Courier 2 uses a [Destiny AI 'Knight' suite](#)

### Emergency Systems

- The ship contains a standard fire suppression system, which consists of sprinklers and nozzles that spray various substances that help to put out fires.
- Air locked bulkheads: The Courier 2 has generally had simple airtight doors between the rooms, but this proved a slight problem when attempting to fix damage in space, and was replaced with an Air locked bulkhead system, which creates airlocks between vented rooms and rooms with atmosphere.
- Emergency landing struts: The Courier 2 has a set of four emergency landing struts which allow it to land on a mostly flat surface and completely power down, without the need for external support.
- Escape pods: The Courier 2 comes with 10 [Long-distance escape pods](#), which allows for the full standard crew plus two more individuals to escape in an emergency that requires the ship to be abandoned.

### Life Support Systems

**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

#### STL drive

The Courier 2 utilizes [IAPD's](#) which are capable of providing thrust in even heavy Aether cancellation, because they do not rely solely on the Aether system, but also have a backup fuel tank which allows for

half an hour of full power operations

FTL drives

- [Continuum Distortion Drive](#)
- *Hyperspace Fold Drive*: This ship has a basic Fold Drive, For use in Inter-stellar travel. The bubble can carry another 200-meter long ship with the Courier 2.

Shield Systems

The Courier 2 class carries only light [Electromagnetic shields](#) and [Gravitic shielding](#), which are mostly used for Navigational duties, but can deflect light starship weaponry. Threshold 1.

Weapons Systems

2x[Origin Point Defense Weapons](#) Tier 9, Heavy Anti-Mecha.

Products & Items Database	
Product Categories	starships
Product Name	Courier 2A
Nomenclature	OI-L1-2A
Manufacturer	<a href="#">Origin Industries Fleet Yards</a>
Year Released	<a href="#">YE 31</a>
Price (KS)	160 ,000.00 KS

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