SS Raider (v2)

The SS Raider was a one-off, proof of concept Testbed for Origin Industries, constantly being retrofitted with newer, more effective systems.

About the Ship

Originally designed as an attack craft, it was clear partway through the building phase that Origin Industries didn't really have the proper experience to build a warship. Changing plans at the last minute, the ship was fitted with internal sensors and test gear required to study the effects of different systems on the ship's frame, allowing for this knowledge to be used in later designs by Origin industries. Being a testbed, this ship is not intended to see actual service by anyone other than Origin Industries, ever.

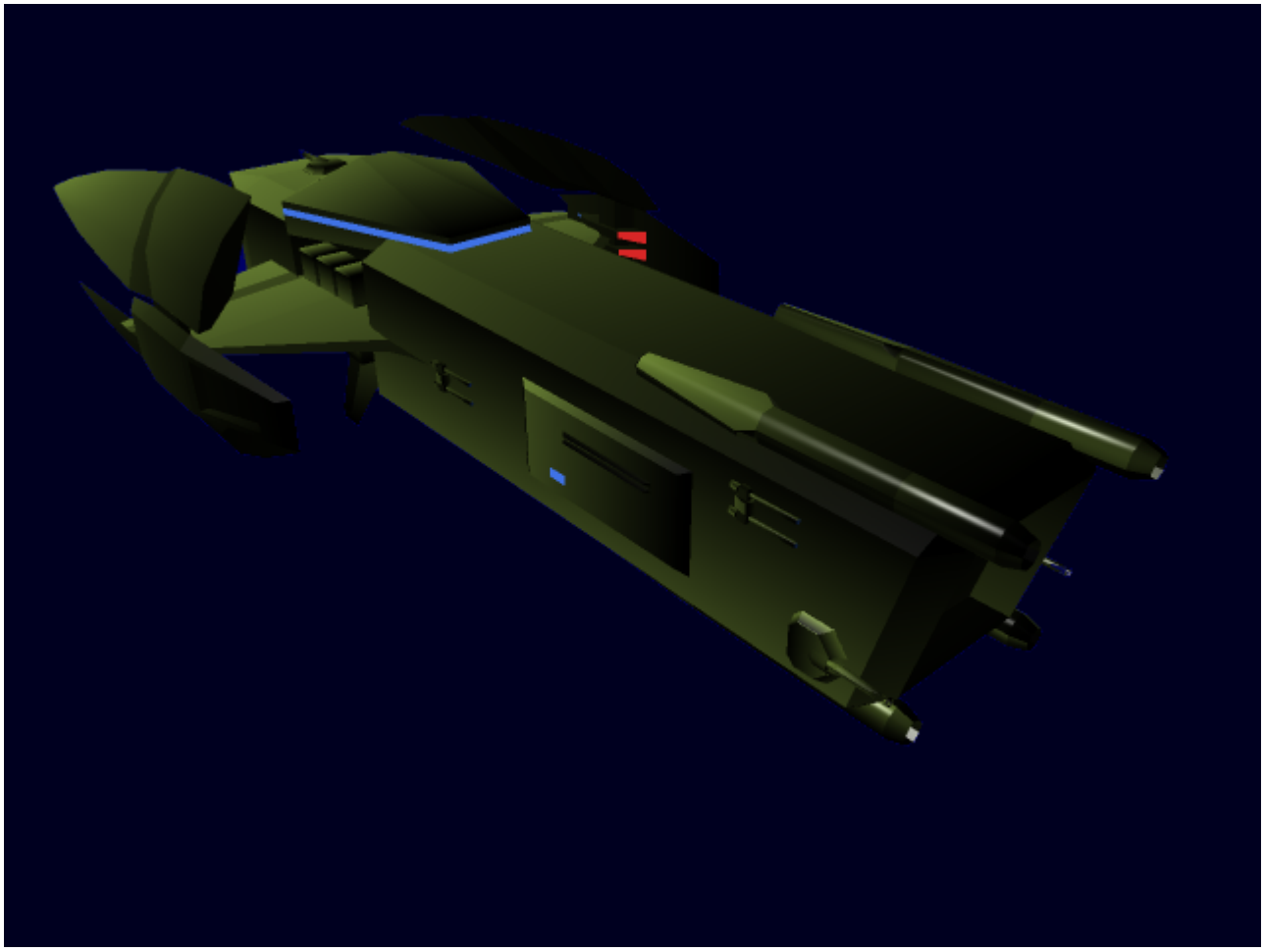
Key Features

- It's fast.

Mission Specialization

- Testbed

Appearance



History and Background

Beginnings

Aerin Tatst came up with this ship to be used as an Attack craft. Though it may never fill that role, it is now used as an experimental test-bed. It became a test-bed after Origin's leadership and design teams realized that building a military craft was immensely different from the small cargo ships they had worked on in the past. A last-minute reworking of the plans cobbled together a ship capable of testing many different types of systems, but unable to take on the actual combat missions it had been conceived for.

During a routine test of the Ship's FTL systems, It was set upon by pirates. Though heavily damaged, the Raider managed to escape with all hands and limp back to OI headquarters. During its repair, the Raider was refitted with some new systems, making it more effective at its jobs, both being a testbed for the systems and at being a capable warship.

Second chances

After the Raider was repaired and overhauled, Aerin Tatst decided to take personal control of the ship, as a desk job wasn't cutting it for her. Starting off with a skeleton crew of older Origin Employees, Aerin made a run to the Red-controlled remains of Halna, to do some business dealings before heading to Morant on a tip, where she picked up Tira Gambizam and Tadarius Buushaw Locklem. The Ship continued to tour systems Near the core, including Nepleslia and Yamatai, before finding a large enough crew to fly without the initial skeleton crew. After a brief Training stint in the Kohana cloud, Aerin felt that her crew was ready to continue, and began picking up a few new people, including Murakami Kensuke, who was to be transported to Origin Headquarters on Tami, and Irene Ceres, who would become the ship's doctor.

Statistics and Performance

General

- Class: OI-X1-2A
- Type: Cruiser
- Designers: Aerin Tatst
- Manufacturer: OrIn Fleet yards, Tami
- Production: 1
- Fielded by: Origin Industries

Passengers

- Crew: 3 operators are recommended, but only one is required.
- Maximum Capacity: There are accommodations for 35 people. About 200 people can fit aboard in an emergency, but the ship would be extremely cramped.

Dimensions

- Length: 1012 feet = 308.457m
- Width: 457 feet = 139.293m
- Height: 217 feet = 66.1416m (357 = 108.813m fin extended)
- Decks: 6 (20 feet each = 6.096m))

Propulsion and Range

- **Continuum Distortion Drive:** 16,000C
- **Fold Speed:**0.6 Ly/m
- **Sub-light Engines:** .3C
- Range: 6 months
- Lifespan: 10-25 years
- Refit Cycle: yearly

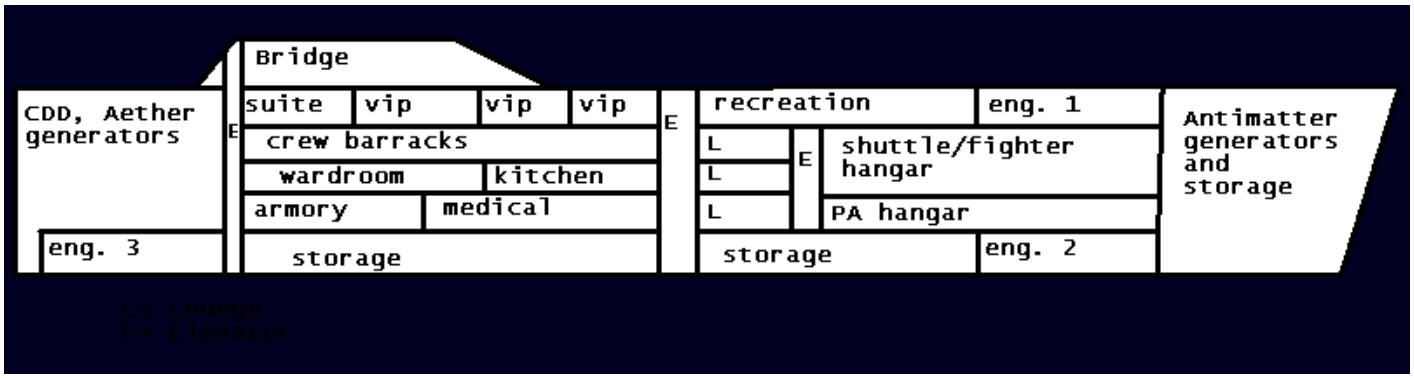
Damage Capacity

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

- Hull: 18
- Shields: 10 (Threshold 1)

Inside the Ship

Deck Layout



All compartments are located along the center of the ship, with hallways on either side. The only exceptions are the engineering sections and Shuttle/PA bays.

Compartment Layouts

Armory

Origin-type Armory

Bridge

Deluxe Bridge

Captain's Suite

Captain's Suite

Cargo Storage Areas

The cargo storage areas are simply big open rooms used to store food and other supplies. They are climate controlled so perishable goods can be stored safely.

Crew Quarters

Crew Barracks VIP Room The Crew Barracks area has a bank of five Laundry machines along one wall.

Crew Recreation

Origin Industries Standard Kitchen Recreational Facilities Lounge

Engineering

There are three engineering sections, which contain access to many of the ship's vital functions. All three are placed near a generator of some kind, to make sure there is easy access to maintain them.

Maintenance Conduits

Standard Access Tunnel

Medical Center and Laboratory

Professional Medical bay

Passageways

Standard Hallway Standard Elevator

Power Armor Bays

The second deck from the bottom, near the front, contains a small PA bay, with enough space to store and service between 15 and 20 PA's.

Shuttle Bays

The third and fourth decks near the front have been combined to make a large, open Shuttle bay. Twenty Small, or Ten large shuttles may be kept inside. The Dimensions of this bay are 65x75x12 meters.

Wardroom

Wardroom

Ship 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.
- Antimatter Production from a set of Aether generators in the nose is used to power all the weapons systems on the ship, most of it's production capacity being utilized for the Medium Positron Arrays

Armored Hull and Hull Integrated Systems

The hull and frame are composed of reinforced Durandium Alloy

Computers and Electronics

The SS Raider has been retrofitted with a more powerful computer suite, the somewhat experimental 'Destiny' AI System, and sports the highest tier of the system, a King Suite.

Emergency Systems

- Origin Standard Escape Podsx12
- **Detachable nose section** The nose section is capable of detaching at the point where the antimatter generators and capacitors are. This is only to be done in an extreme emergency, such as if the ship sustains critical damage in the nose section. This allows the rest of the ship to escape safely, if missing it's “teeth”. There are safety protocols in place to keep this system from being abused, and the ship will self destruct if someone attempts to override the protocols. Also note that the nose is one of the most expensive parts of the entire ship.

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*: This ship has a basic Fold Drive, For use in Inter-stellar travel. The fold bubble is incapable of “towing” anything larger than a shuttle along with the ship. **STL Propulsion:** The Raider-class uses a pair of High-performance Ion thrusters for backup STL propulsion. These particular thrusters Have very high acceleration and top speed, but are energy hogs. This is no problem as they are powered by an Aether generator. Maneuvering thrusters: There are several maneuvering thrusters placed along the hull which allow the Raider to maneuver quickly and effectively without engaging the CDD.

Shield Systems

Deflective shielding The ship uses a fairly simple shielding system to protect the ship and it's inhabitants from the harsh elements of space, such as radiation and debris. This is the default shielding for the ship, and is usually turned on all the time. It is only turned off if the ship is attacked, where it is replaced by more powerful defensive shielding.

Defensive shielding The ship has a secondary, more powerful shield that not only protects against radiation and debris, but projectiles, explosives, and beam weaponry. Though nowhere near as powerful as contemporary military Shields, it is still quite capable. Threshold 1

Weapons Systems

- Medium Positron Array 4, Tier 12, Heavy Anti-Starship
    - **Antimatter Capacitor system:** Much of the front portion of the nose is a large antimatter capacitor system, containing enough antimatter at any one time for 8 shots, or two per cannon. With a rate of fire of one per minute, and regeneration at 5 minutes per shot, the Raider class can theoretically shoot ten consecutive shots uninterrupted.
- Origin Point Defense Weapons: 8, Tier 10, Light Anti-Starship (housed in four turrets, two on each side of the ship.)
- Ionic Pulse Cannon:3, Tier 10, Light Anti-Starship (two forward-mounted, one rear-mounted)

- Origin Heavy Laser Turret: 10, Tier 11, Medium Anti-Starship (Housed in a recess near the bridge, six above the wing stubs, four below, five on each side)

Vehicle Complement

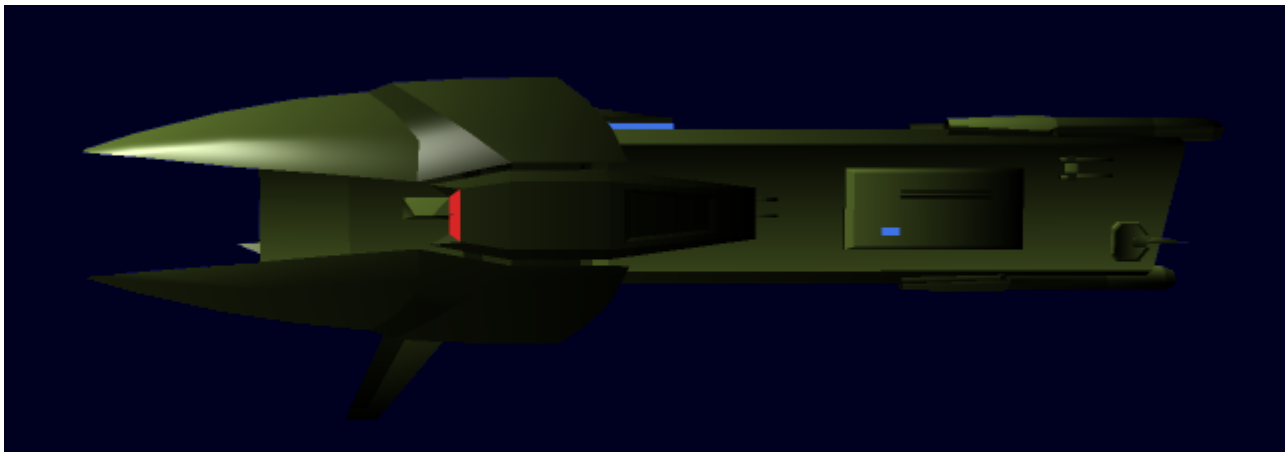
Shuttles

This ship has room to carry about 20 Onset Shuttles, but only has five.

Fighters

This ship carries no fighters of its own, but has a large enough shuttle bay to accommodate at least one of any current fighter.

Extra pictures



Products & Items Database	
Nomenclature	OI-X1-2A
Manufacturer	Origin Industries

From:
https://wiki.stararmy.com/ - **STAR ARMY**

Permanent link:
https://wiki.stararmy.com/doku.php?id=corp:origin:ss_raider_v2

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