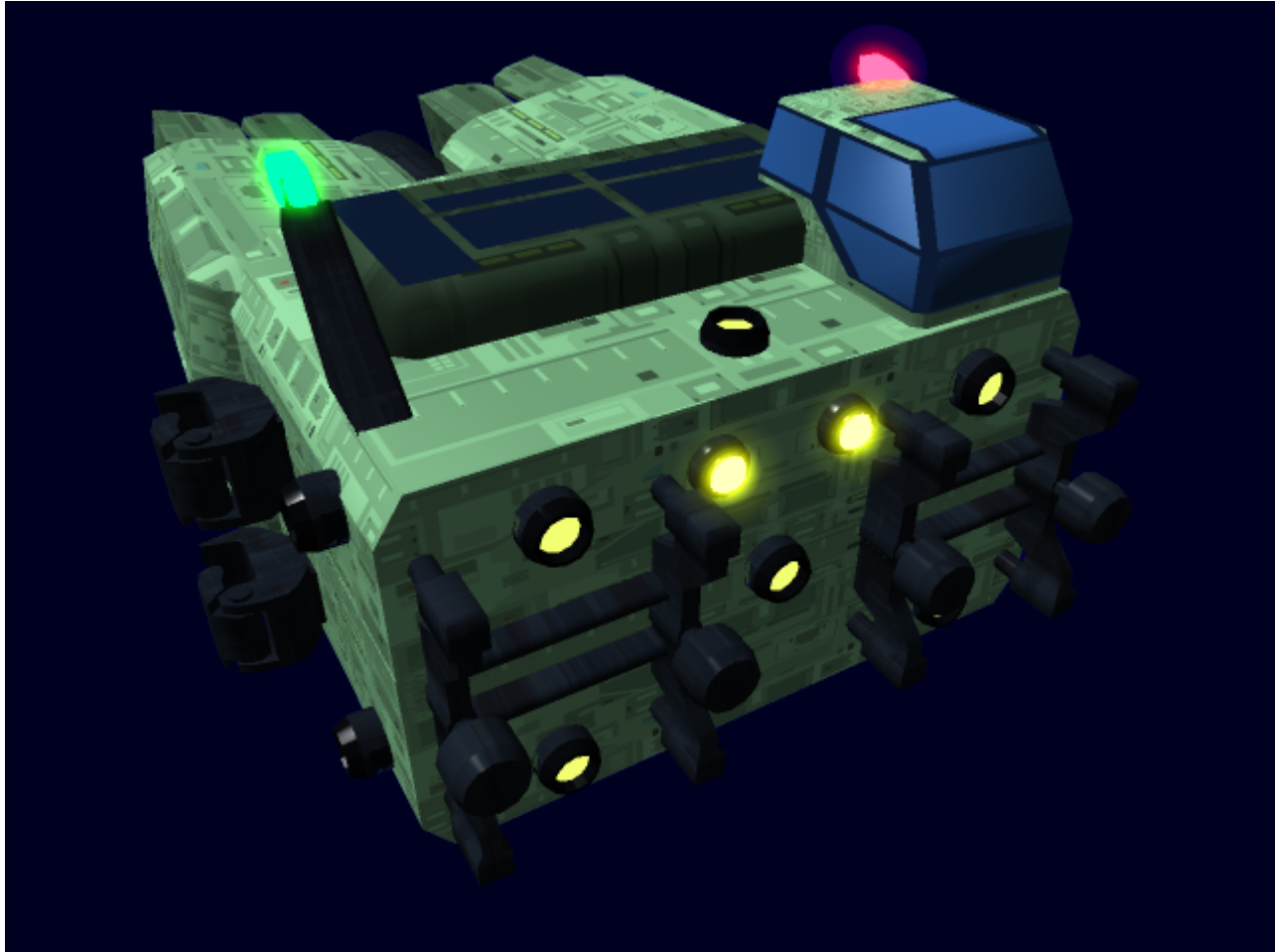


Type 32 FTL Tug

Designed by [Origin Industries](#) in [YE 32](#), the Type 32 FTL tug is a small ship designed to move larger objects.



About the Ship

The Type 32 FTL Tug is a ship designed to move around much larger ships. In port, it maneuvers large, unwieldy ships around into docking, allowing them to dock in more places. The FTL Tug can also, as its name implies, move things that lack FTL capability at FTL Speed.

Key Features

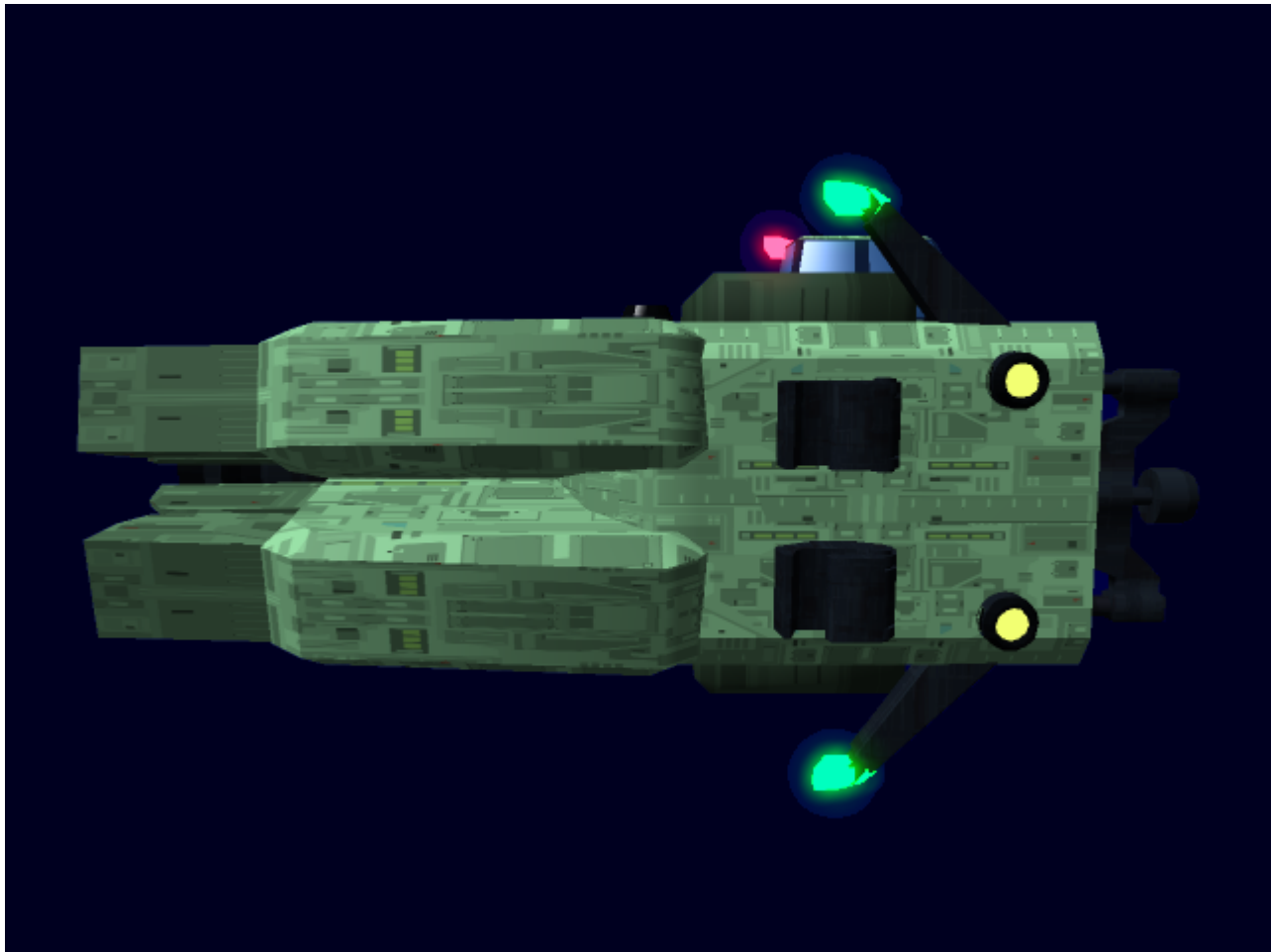
- FTL
- Heavy Verniers

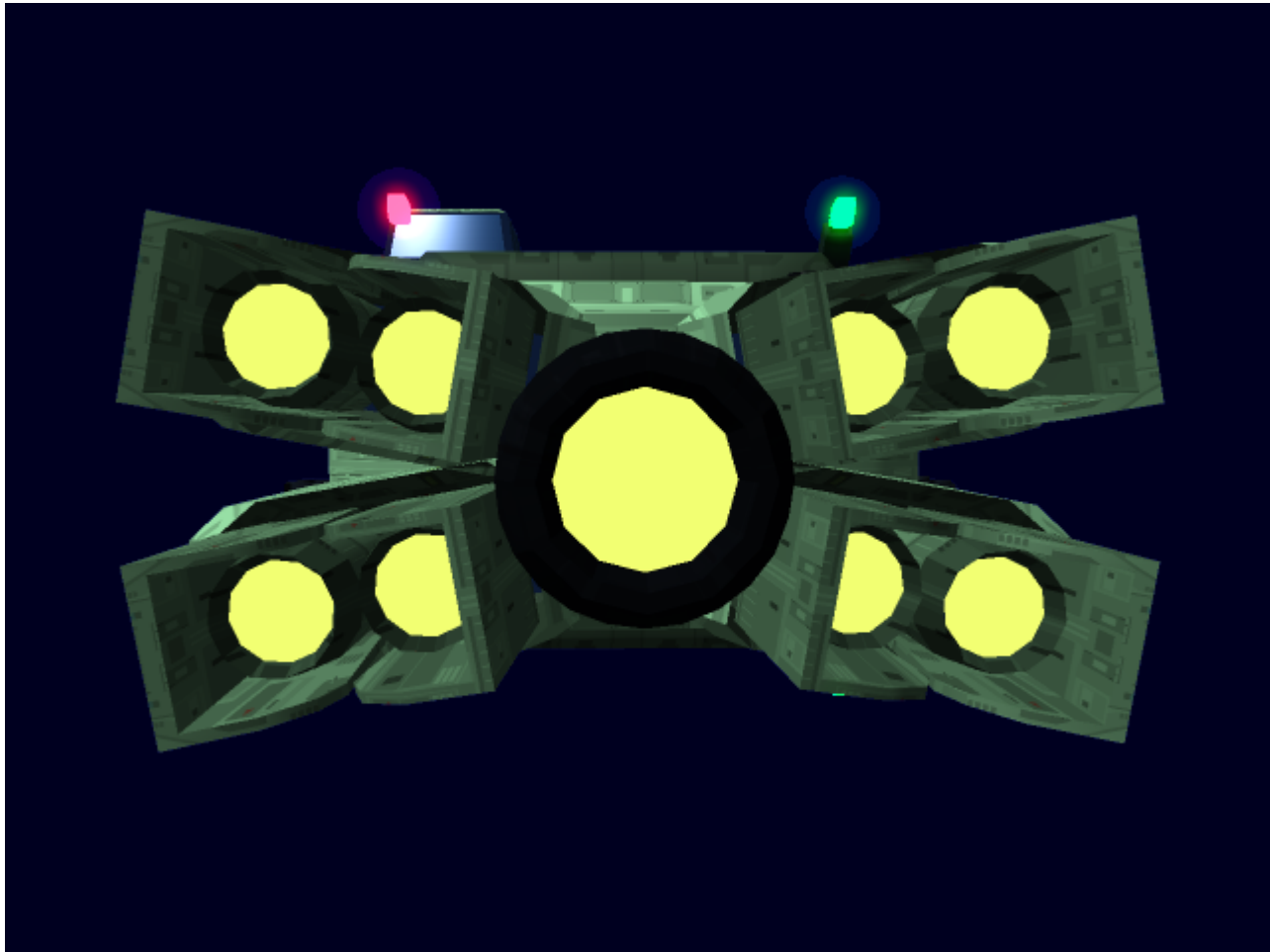
Mission Specialization

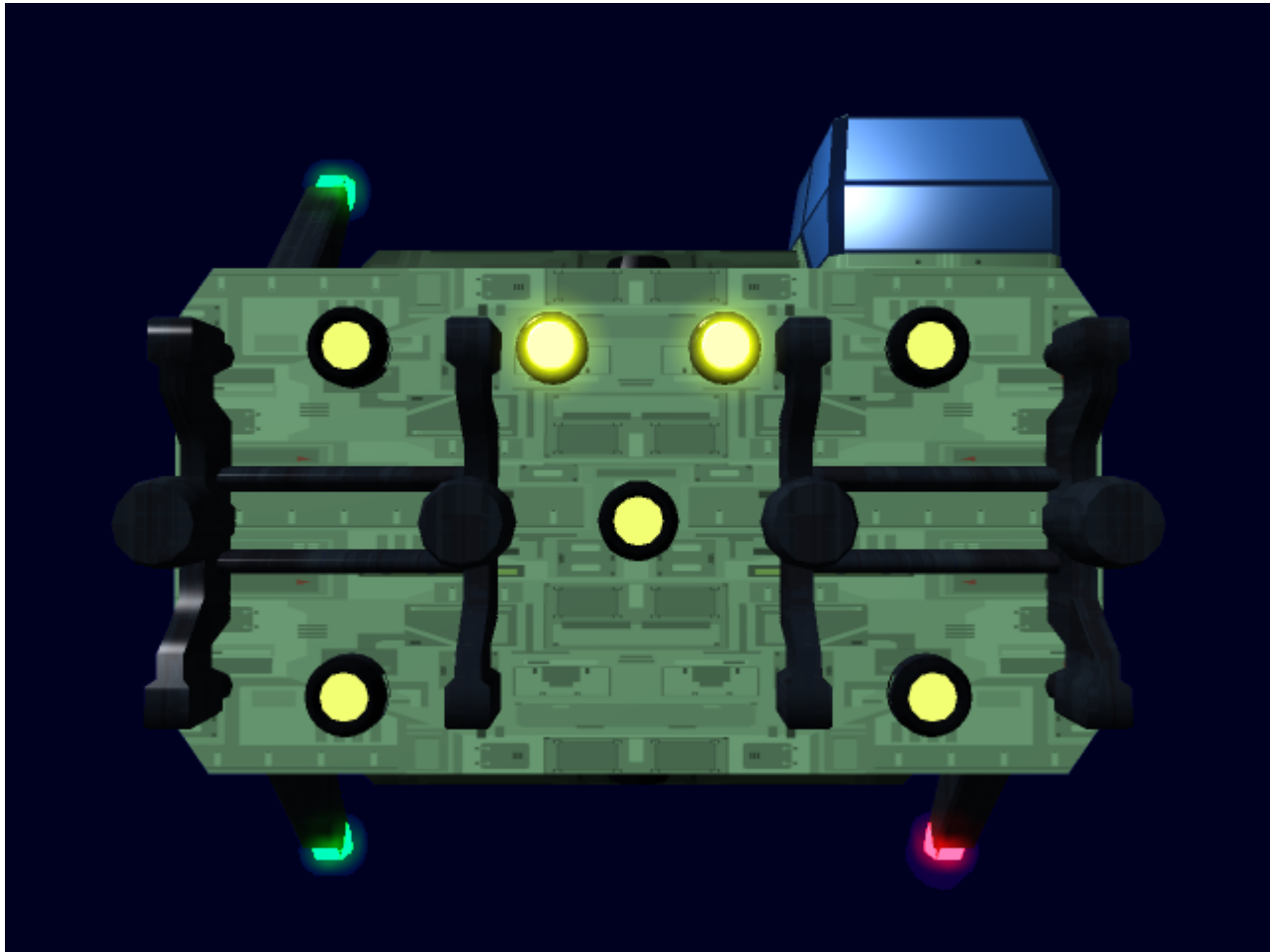
- Moving Ships in Port
- Moving Unpowered Objects, such as space stations.

Appearance

The Type 32 FTL Tug is a cube with a large cluster of engines on one side, and large vernier thrusters on every other side. It has magnetic clamps on the front, and special latches on the sides to connect to other Type 32 FTL Tugs. There is a large, windowed cockpit off to one side near the front, and three stalks, all four of which have navigation lights.







History and Background

Origin's Design team C came up with the idea of a small tug that not only was useful for moving things in port, but also for moving larger structures from system to system via an overpowered FTL Drive that is capable of producing a much larger bubble than a ship this size would ever need.

Statistics and Performance

General

Class: Type 32 FTL Tug Type: Tug Designers: [Origin Design Team C](#) Manufacturer: Origin. Production: mass production Fielded by: Various

Passengers

Crew: 1 operator Maximum Capacity: There's one seat. I bet you could fit two people in there, though.

Dimensions

Length: 14.2 meters Width: 10 meters Height: 8 meters

Propulsion and Range

Continuum Distortion Drive: 5,000c **Hyperspace Fold Drive:** .4ly/min **Sublight Engines:** .45c

Range: the FTL tug has a theoretically unlimited range, but it is functionally limited by the pilot's need to eat, sleep, and relieve themselves. Lifespan: 5 years heavy use, 10 years light use. Refit Cycle: yearly

Damage Capacity

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

- Hull: 4
- Shields: 4 (Threshold 1)

Inside the Ship

The Type 32 FTL Tug has a large, comfortable chair with a five-point harness to keep the pilot in place. The Pilot controls the Tug via a pair of Joysticks which can move forward, backward, side to side, up, down, and in just about any direction in between, in order to precisely maneuver the vessel. Behind the pilot's seat is a small 2m³ compartment which has a small toilet, and storage for rations and a safety kit.

Ship Systems

Armored Hull and Hull Integrated Systems

The Type 32 FTL Tug is constructed of Durandium, which is reinforced in key areas with Nerimium.

Computers and Electronics

- The Type 32 uses a [Destiny AI 'Pawn'](#) system.

Emergency Systems

- Pilots are encouraged to wear some kind of normal suit, such as the [Origin Armored Pilot Suit](#) while

piloting this craft.

Life Support Systems

- The Type 32 FTL Tug has an inertial dampening system covering the cockpit to keep the pilot from killing themselves during high speed maneuvers.
- The Type 32 has an air filtration system that can keep the air in the cockpit breathable indefinitely. However, this filter must be exchanged once a year.

Propulsion and power

- The Type 32 FTL Tug uses Five [IAPD's](#) to power the hungry FTL systems and heavy Verniers, the large number of thrusters gives the Tug a surprising amount of speed and agility in every direction, as well as precise control over its own movements.
- Continuum Distortion Drive: the FTL Tug has an overlarge CDD (See, half the body) specialized for towing.
- Fold Drive: The FTL Tug has an overlarge Fold Drive (See, The other half of the body) Specialized for towing.

Shield Systems

- The Type 32 FTL tug uses simple Navigational shielding to keep things such as debris from hitting the craft and damaging it.

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