

# Refitted Harvester-Class Class - "Fruna Ruica" Edition

## Refitted Lorath "Harvester-Class" TASV-0001 Salvage Vessel

This refitted incarnation of the "Harvester-Class" TASV-0001 is a privately owned and operated vessel which has been outfitted with privately purchased equipment and components which have altered the Harvester-Class from it's original load-out.

## History and Background

The refitted Harvester-Class-class dubbed "Fruna Ruica" is the embodiment of the Lorath's marketing spirit and a shadow of their exploitive ways. The "Fruna Ruica" edition of the Harvester-Class is a refitted version of the salvage ship which has now been converted into a recreation ship for the every day space faring individual.

Incorporating various third party components, the "Fruna Ruica" edition of the Harvester-Class is intended to provide service suitable to customers spanning from the lowest of freighter cargo handlers, to Imperial Navy Captains / Taisa.

The first "Fruna Ruica" edition Harvester was a Harvester which was refitted from its previous role, and assigned to being a recreation ship to gather funds for the Lorath Matriarchy. Fortunately, the first (and at this time only) "Fruna Ruica" edition Harvester was completed shortly after the evacuation notice for Lor, and was able to leave the Lor system prior to the SMX blockade.

## About the "Fruna Ruica"

The "Fruna Ruica" has been designed as a recreation ship, providing services for both short term and long term visits. The "Fruna Ruica" travels indiscriminately seeking out travelers who desire recreation and relaxation. The "Fruna Ruica" can also be contacted for catering.

Due to the ship being profit oriented, services are of course provided at a cost.

## Quick Stop Services

Restrooms: 5 KS Quick Stop Entertainment Rooms: 50 KS per fifteen minutes. Directions: 200 KS Ship cleaning: 50 KS per room / area. Ship Repair: 300 KS an hour. Femtoconstructor Vending Machine: 10KS + Cost of item ordered.

## Dining Services

Hard liquors: 3 KS a shot Wines: 25 KS a glass, 250 – 700 KS a bottle Beer on tap: 1 KS a glass Mixed Drinks: 15 KS Breakfast: 5 KS Lunch: 6 KS Dinner: 10 KS W.T (Wholesome Treats) Snacks (hemosynthetic) Snack Sandwiches: 1 KS Room service: 10 KS

## Hotel Services

Suites: 1000 KS per night Standard Rooms: 100 KS per night Spa Access: 50 KS an hour Infirmary Treatment: 10 KS Infirmary Neural Data Save: 10,000 KS (“Hey, its your life buddy!”) Minifridge Access: 15 KS

## Entertainment Services

Private Entertainer Services: Determined in negotiations by Entertainer. Custom Ordered Private Entertainer Services: 5000 KS (Permanent Ownership, [Slave Control Device](#) included) Room service delivered volumetric entertainment device access: 10 KS, 200 KS to purchase. Dining Area Entertainment Services: 20 KS for lap based entertainment, Negotiated by performers for performances.

## Private Services

Consultant Services: 20 KS an hour

## Misc

Custom Requests: Variable Prices

## Dimensions and Crew Complement

Organizations Using This Vessel: Private Lorath Corporations.

Type: Recreational Vessel.

Class: Harvester-Class – TASV (Trans atmospheric salvage vessel) – 0001 – “Frana Ruica” edition.

Designer: Lorath Lmanel and New Tur’lista castes

Manufacturer: Lorath Shipyards

Production: Produced as requested by Lorath Matriarchy or outside buyers

Crew: 10 - 15.

Service Personnel: 200 - 250

Standard Guest Accommodations: 250

Maximum Capacity: 1500 if cargo areas are converted to have proper services for passengers such as additional toilets, water, air, food, etc. 3000 if passengers in cargo areas are put into cryogenic storage.

Reduced from original maximum capacity due to the addition of equipment and materials.

Appearance: The Harvester-Class has an appearance of being a long and tall vessel with six large engines placed on the rear end of the vessel, and two in the front. Four large detachable containers are located on the upper, lower, starboard, and port sides of the ship. Attached beside each container is a robotic arm, each arm is equipped with a large hand like device, and a two shot net launcher, which would be about the same size as a pair of large refrigerators.

Length: 95 Meters

Width: 45 Meters (Not including cargo containers.)

Height: 60 Meters (Not including cargo containers.)

Decks: 5 original twelve meter decks, guest areas altered to 5 meter decks coming to a total of twelve.

Mass: 175,395 kilograms (Without cargo)

## Performance Statistics

Speed (STL): .375c

Speed (FTL - CDD): 26,000c

Speed (Aerial): 575 MPH

Range (Distance): 9000 LY Before scheduled check up.

Range (Support): 6 Months of preserved food, and 1 year rations for crew compliment.

Lifespan: With proper maintenance they are expected to last 25+ years.

Refit Cycle: Ships are upgraded whenever possible.

## Inside the Harvester-Class

Bridge: The bridge is located in the forward section of the vessel on the third deck. The bridge is ten

fifteen meters length, eight meters in width. The forward area of the bridge is dominated by the view screen, the left side of the bridge is dedicated to book keeping, the right side of the bridge is dedicated to operations of the vessel. The ship's Commander is located in the middle of the bridge, along with the first mate. Furniture on the bridge can be selected by the crew, but the standard issue seats are rolling "office" style chairs that include a four point seatbelt/harness, the chairs are also equipped with magnetic wheels in case of built in gravity simulator failure. The seats can also be locked into a set of locking brackets, intended to secure the seats into place, preventing them from being tossed about by inertial effects or a spontaneous decompression.

**Crew Quarters:** The crew quarters are located to the left and right of the bridge, seven crew members are able to bunk inside of each bunk room. Bunk rooms are complemented with a communications panel, desk, a folding table, and four chairs. The bunk areas are twenty meters long, and ten meters wide. Directly connected to the two bunk areas are the latrines (Each bunk area has their own three toilet latrine). Each bunk area also has a single stall shower connected to it.

**Ship commander's quarters:** The ship's commander's quarters are located between the third and second decks of the vessel, just forward of the cargo hold. The ship commander's quarters provide an excellent overhead view of the main cargo hold of the Harvester-Class, and are quite spacious. The length of the room is 15 meters, the width of the room is thirty. The commander's quarters are often outfitted with two beds, a bath, toilet, and a small galley.

**Engineering:** There are five engineering rooms located throughout the Harvester-Class. Four of these rooms are located in the far aft section of the vessel. Each of the rooms are dedicated to the monitoring of that quarter of the ship (Upper monitors the upper area, starboard monitors starboard, etc). In each room, there is also a fusion reactor intended to power the external drive system connected to that side of the ship. The forward engineering section is the main engineering room, it is located underneath the bridge. The forward engineering room houses the main computer core, FTL drive system, forward engine fusion reactors, and handles most engineering coordination, including monitoring the ship's cargo containers and robotic arm stress levels.

**Galley:** The ship's galley is located on the second deck of the vessel, above the bridge, crew quarters, and connected to the commander's quarters. The Harvester-Class's galley is fully stocked with meat, veggies, fruits, drink, and even more drink. The kitchen area also includes a separate room intended for the slaughtering of animals that may be stored in one of the cargo containers of the vessel. The kitchen is not separated from the dining area, thus allowing the crew to observe the ship's cook while the meal is being prepared, thus allowing for the crew to appreciate the cook's efforts.

**Cargo Holds:** Unlike the typical Harvester-Class class, the cargo hold of the "Fruna Ruica" edition has been reduced to the three cargo containers. One of these containers is dedicated to mission related cargo, another is dedicated to crew cargo, and the last is dedicated to passenger cargo.

**Refitted Cargo Bay - Shuttle Bay:** What was once the bottom deck of the Harvester-Class's shuttle bay has now been refitted into a shuttle bay, fit for shuttles of most common designs. Incorporating a double force field airlock system and quick sealing Andrium shutters, the shuttle bay is fit for guests to move about while trained personnel handle parking guest shuttles through the use of a robotic arm system.

**Passenger Dining Area:** An addition to the "Fruna Ruica" edition of the Harvester-Class is a dining area which has been placed in the aft area of the vessel. This dining area also serves as a bar and lounge. The dining area takes two decks of what was once the upper levels of the cargo hold. Now, this section has

incorporated various decorative features to turn what was once a cargo hold, into an experience which would be comparable to a private club.

The passenger dining area has been outfitted with hardwood floor boards placed over heavy carbon ring plate which separates the dining area from what remains of the once massive cargo hold. Along with the hardwood flooring, there are also thin marble panels which add accent to the floor boards. The formerly bare walls have been decorated with a rich rose colored wallpapering and dark wooden paneling which hides the access panels which still remain. Placed against the port and starboard walls of the bottom floor of the dining area are two full bars, each bar is of a classic Neplesian design, right down to the barstools. Between these bars are booths and tables meant for pairs and groups of four. In the corners of the room are sitting areas complemented with coffee tables and leather lounge chairs.

On the forward wall of the passenger dining area is a large volumetric monitor which provides visual entertainment for the patrons, or projection of visual entertainment provided by the ship's entertainment crew.

A spiral staircase leads up to the VIP section of the passenger dining area. This room has been decorated with lavish carpet placed over marble tiles which have been laid onto another Andrium plate. The VIP section has an open bar placed against the forward wall. Four platforms are placed throughout the room, two on the starboard and two to the port sides of the room. The platforms of this room serve to provide a space for entertainers to perform for the VIP room's guests. In the middle of the VIP room are eight tables which provide seating for up to six, and one large table which is fit for seating for twelve.

On each dining area deck floor, there are video gaming machines which provide access to virtually simulated gambling environments, head to head competitive games, and arcade gaming.

Both of the dining areas have access to a lift system which provides access to both dining floors, and the shuttle deck below.

Adjacent to each floor are two standard public restrooms, with bathroom attendants.

**Guest Service Kitchen:** Located on what was once the second cargo deck, the guest service kitchen is a food service and preparation area which provides enough space for multiple cooks to produce enough food for the dining area guests, and guests in the private rooms. The guest service kitchen is supplied by a hemosynthetic conduit system which provides the raw ingredients for the majority of the mass produced meals. The guest service kitchen also has a large walk in freezer where natural ingredients are stored for special ordered meals.

**Wine Cellar \ Booze Storage:** Above the service kitchen, and adjacent to the VIP dining area, an expansive wood paneled room serves as a storage area for the ship's alcohol. The room's massive size allows the "Fruna Ruica" to carry a complement of several thousand gallons of various liquors. Placed in the middle of the storage room is a small sitting area intended for wine tasting and sampling.

**Guest Rooms:** Utilizing the rooms which were once free for cargo use in the original Harvester-Class variant, the "Fruna Ruica" utilizes these rooms as guest rooms which include beds, media display monitors, bathrooms, and miniature refrigerators with built in credit charge systems. Also included in the rooms are communication headsets intended for off ship and in ship communications. These headsets provide audio and visual access to the PANTHEON network, Communication Network of Nepleslia, and Lorath Matriarchy's network. The headsets also serve as an in-house phone to call for room service, and

guest entertainment services.

**Entertainer Storage:** Placed adjacent to the 'Mission Cargo' container and the engineering section of the ship, an area has been dedicated to being a bunk room for 'private entertainers' employed by the crew. The bunk area provides living space for twelve individuals to be up and about. In the back of the entertainment storage area is a stasis storage room which has fifty entertainers in storage, and four hemosynth chambers meant for entertainer repair or creation. This storage room has been cleverly disguised behind what appears to be a conventional bulkhead, and is protected by a system similar to that of the 'Smuggler's Dream' compartment.

**Attendant Bunk Rooms:** Placed on each deck of the ship are bunk rooms dedicated to providing a community living space for the service staff of the "Fruna Ruica". The staff housed here are housekeepers, cooks, and various attendants, in short, a small resort staff.

**Spa Area:** An area of the upper decks of the Harvester-Class has been converted into a fitness and spa area which includes a weight room, sauna chambers, and a number of small hot tubs. There are also four rooms dedicated to 'private massages'.

**Quick Stop Service Section:** Adjacent to the makeshift shuttle bay is a section which has been converted into a quick service station. The reception area of this section has a selection of snack foods, beverages, and novelty items which are available for purchase. Along with the standard service station goodies; a custom made femtoconstruction and HCS Tap vending machine is located in the reception area which can create a wide range of items which can be selected from a PANTHEON, Communications Network of Nepleslia, and Lorath Matriarchy provided catalog. Finances gained from the transaction are transferred to the original manufacturer, all items ordered have a 10 KS service charge included.

Adjacent to the reception area is a corridor where several rooms which are provided at a charge. To the left side of the corridor are four rooms which have been converted into restrooms with showers, these rooms also include a washer/dryer for the user's clothing, an automated cybernetics diagnostic and minor repair device, and a vending machine for various personal items.

To the right side of the corridor are four rooms dedicated to 'Quick Entertainment Services', these rooms include a bed, vending machine, and a tap which provides servings of high strength Lorath or Nepleslian alcohol watered down to various degrees at the user's preference. The four 'Quick Entertainment Services' rooms are interconnected by a crawlspace which provides entertainers access to the rooms to provide their services.

**Infirmaries (5):** Placed on each of the five original decks of the "Fruna Ruica" are small five by five meter rooms which are serviced by medically trained Helashio who provide medical care to those who may need it. Each room is complemented with a Hemosynth pod, a neural data copy and save device (at a cost), and a cabinet version of the [Lorath First Aid Kit](#)

**Lifts:** Incorporated into the "Fruna Ruica" is a lift system which provides transportation to various locations in the ship without the need of walking, these lifts are incorporated into the corridors throughout the ship, and travel vertically and horizontally. (Vertical limited to hatchways)

**Suite:** The one drastic change that has been made to the original Harvester-Class structure is a module which has been attached to the forward section of the ship behind the bridge module and placed atop the ship. The twenty meter long and four meter tall module is a dome shaped specially designed transparent

dome constructed from stone thread laminated diamond. The suite module also includes an Andrium shutter system which provides a degree of privacy and safety to the passenger.

The suite is complemented with an open bar, king sized bed, hot tub, refrigerator, HCS food service, volumetric visual entertainment device, communications interface, computer module and direct lift access.

The open bar includes Lorath wine and liquors on tap.

## Ship Systems

**Hull:** This ship's armor is composed of a wafer of titanium carbide for the inner hull, and carbon ring material for the outer hull. Wedged between these two layers is a layer of compressed stone thread fiber, intended to hold heat inside of the vessel, and serve as additional armor in case of outer hull penetration.

**Airlock System:** The Harvester-Class is equipped with six airlocks, one on the upper section, one on the port, one on the starboard, one on the lower, one on the aft, and one on the forward. There is also an exit and unloading ramp which can be extended from the rear airlock. The airlocks are also able to support a hard attachment the older model Lorath Cargo Vessels, allowing them to piggy back on the Harvester-Class, thus making it possible to have four vessels attached to the Harvester-Class at a single time.

**Escape Pods:** The entire forward section of the vessel is intended to be used as an escape capsule, in the event of an emergency, the forward section would de-attach from the cargo storage section of the vessel and be able to escape from the danger area under its own power.

**Harvester-Class Arms:** On the lower, upper, starboard, and port sides of the vessel, a robotic arm is located, these robotic arms are able to grab onto objects ranging in size from .5 meters to 25 Meters in width through the use of extending supports for each digit of the arm. Each arm is able to move 50 tons of mass with the digits of the arm, but the Harvester-Class arms are mainly used to pull in the nets which can be fired from the launch ports attached to the arm.

Included in the "Fruna Ruica" edition's arms is also a general repair kit, designed to provide external repairs to ships through the use of a nano-construction devices.

**Harvester-Class Nets:** Each Harvester-Class Arm is equipped with a net launcher which houses a pair of reusable nets which are rocket deployed. These nets when fully spread are 200 x 200 meters. They are constructed from stone thread fiber ropes. These nets are able to harvest objects ranging from pistols, to full size shuttles. Multiple nets can be used to pull larger bounty. Each net is also equipped with electromagnetic coils wound around the stone thread fiber, these electromagnetic coils are intended to attract metallic objects into the net, and if set on overload, can cause a ship disabling EMP. (This is to be used to stop "run away" abandoned vessels. Not for pirate use, never for pirate use, ever.)

**Continuum Distortion Drive:** Utilizing technology made available by the QnS technology provided by Yamatai, the "Fruna Ruica" has adopted a CDD in place of it's original Subspace Drive System. The CDD allows the "Fruna Ruica" to travel much faster than it's Harvester-Class counterpart.

**Fusion Engines:** The Harvester-Class is equipped with six large fusion engines, these engines are meant

to put out many times the thrust intended to move the Harvester-Class itself, the overpowered state of the engines is meant to allow the Harvester-Class to tow vessels, and to move obscene amounts of cargo while in atmosphere, and to escape a planet's atmosphere.

**Environmental Systems:** The Harvester-Class is equipped with temperature control, air pressure regulator, air recycling, water recycling, organic matter recomposition and recovery, and stasis condition activation device (Ship wide freezer). Each deck has their own environmental systems package, allowing for each deck to remain isolated from the other decks of the vessel.

**Hemosynthetic Conduit System:** The "Fruna Ruica" incorporates a Hemosynthetic Conduit System which provides essentials such as artificial food and waste management. The hemosynthetic conduit system also provides the "Fruna Ruica" with the means of providing rapid medical care, and the production of custom clones at cheap prices.

**Emergency Threat Containment Feature:** Each section of the Harvester-Class is able to be isolated from the rest of the vessel when proper authorization is given. This feature is intended to allow crew members to isolate themselves from potential threats which may be brought aboard during the salvage process. The forward engineering and bridge sections can also be separately isolated. Isolation is accomplished by the use of solid carbon ring material blast shutters which block corridors and vents, and separating the section's environmental, power, water, and computer systems from the rest of the ship. The only connection that is maintained between the isolated section and the neighboring section are two cables, one for isolation override, an override which can only be given by the commander or a combination of the third and second in command, and a cable for audio and visual communication with the isolated section.

**Smuggler's Dream:** A five meter by five meter chamber is located beneath the main engineering room, this chamber is located underneath the ship's FTL drive engines, the hatch to the chamber is labeled "Antimatter Storage Tank Access - Tanks Must Be Empty Prior To Entry, Explosion Hazard". The chamber is equipped with an EM field generator intended to produce large amounts of sensor static within the room, wall refrigeration to conceal heat signatures, ambient room temperature refrigeration to preserve perishable goods, a subspace channeling crystal, intended to produce subspace and quantum interference to block out most subspace and quantum sensor packages, and give the impression that the area is being masked by the ship's drive core. The chamber can also be equipped with an emergency cargo vaporizing x-ray emitter, this emitter can be set to activate when the chamber is being tampered with, or at the commander's digression.

**Computer System:** Data storage of the Harvester-Class is accomplished by use of a brain like "neuro-gel" pack system. These devices are designed to work like a living creature's protein based memory and thought process. The gel packs are used to store a bulk of the vessel's data and conduct the operation processes of most of the ship's functions. Interaction with the computer is done by telepathic communication with the ship's systems through the Neural Interface System, voice commands, or tactile controls when time is not an issue. Back up devices are advanced magnetic hard drive systems.

Along with the original computer system, an ARIA has been added to the ship's complement shortly before leaving Lor. The ARIA provides a majority of the ship's computing power, and provides assistance with navigation, internal control, and a number of other systems.

**Sensors:** Sensor systems on the Harvester-Class include infrared scanning, UV scanning, microwave radar, thermal imaging, laser sweep scanning, electro magnetic scanning, psionic wave detection, and light pulse based sonar.



Lorath Made Psionics Scrambler: This vessel is equipped with a Lorath made Psionics Scrambling unit, this device is meant to prevent or weaken psionic assaults within the area influenced by the device. Details of this device can be found at: <http://stararmy.com/forums/viewtopic.php?p=32244#32244>

Unidirectional Gravitational Plating: plating on the roof emits a psuedo-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

Emergency Weapon Lockers: Placed in the bridge, engineering, crew quarters, and captain's suite are lockers which contain 2 [FMS-1 Linear Rifle "Stalwart Special"](#) and fifty rounds of ammunition. An additional weapon locker is located in the shuttle bay and is complemented with 3 [FMS-1 Linear Rifle "Stalwart Special"](#), 3 stonethread weave protective environmental suit (with temperature control), and 1 [Lorath Plasma Arc Disruptor](#) which includes a charge pack backpack, and hand held cannon unit.

## Weapons

### 25mm Shell Rail Gun Turret (4)

The rail gun turret is intended to serve as a sort of machine gun turret. The turret is able to rotate a full 360 on one axis, and 180 on it's other. The rail gun turret is a miniature version of the larger "Artillery" variant and incorporates antimatter shells.

- Location: Turrets are located on the forward upper, forward lower, forward starboard, and forward port areas.
- Primary Purpose: Anti-mecha.
- Secondary Purpose: anti-light starship.
- Ammunition [25mm Ammunition](#)
- Range: 20 miles.
- Rate of Fire: 120 Rounds per minute.
- Payload 3000 slugs in ship storage adjacent to turret.

### Defensive Missile Launchers (4)

30 shot missile pods are located in the forward lower section, forward upper, aft upper, and aft lower sections of the vessel.

These launchers are capable of firing [Mi size missile ordinance](#)

## Vehicle Complement

10 Lo-Moto for sale at 4000 KS each. 5 Airbikes for sale at 2000 KS each. 1 Lo-Car for sale at 8,000 KS. 3 "1000c subspace drive system" equipped Ferryman shuttles for sale at 10,000 KS.

## Additional Notes

The "Frana Ruica" was produced by altering a pre-existing 'Harvester' class vessel through the use of KS funds, thus negating the SRP cost.

It is currently owned and operated by [Ring Master Elio'Sin'To "Celebration" Llamnel](#).

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