

Caravan Heavy Freighter

The Caravan Heavy Freighter is a large freighter designed for carrying bulk goods vast distances. 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 Caravan was designed and put into service in [YE 33](#).

About the Ship

The Caravan is a large, dedicated cargo-handling ship, designed for long-haul transportation of goods.

Key Features

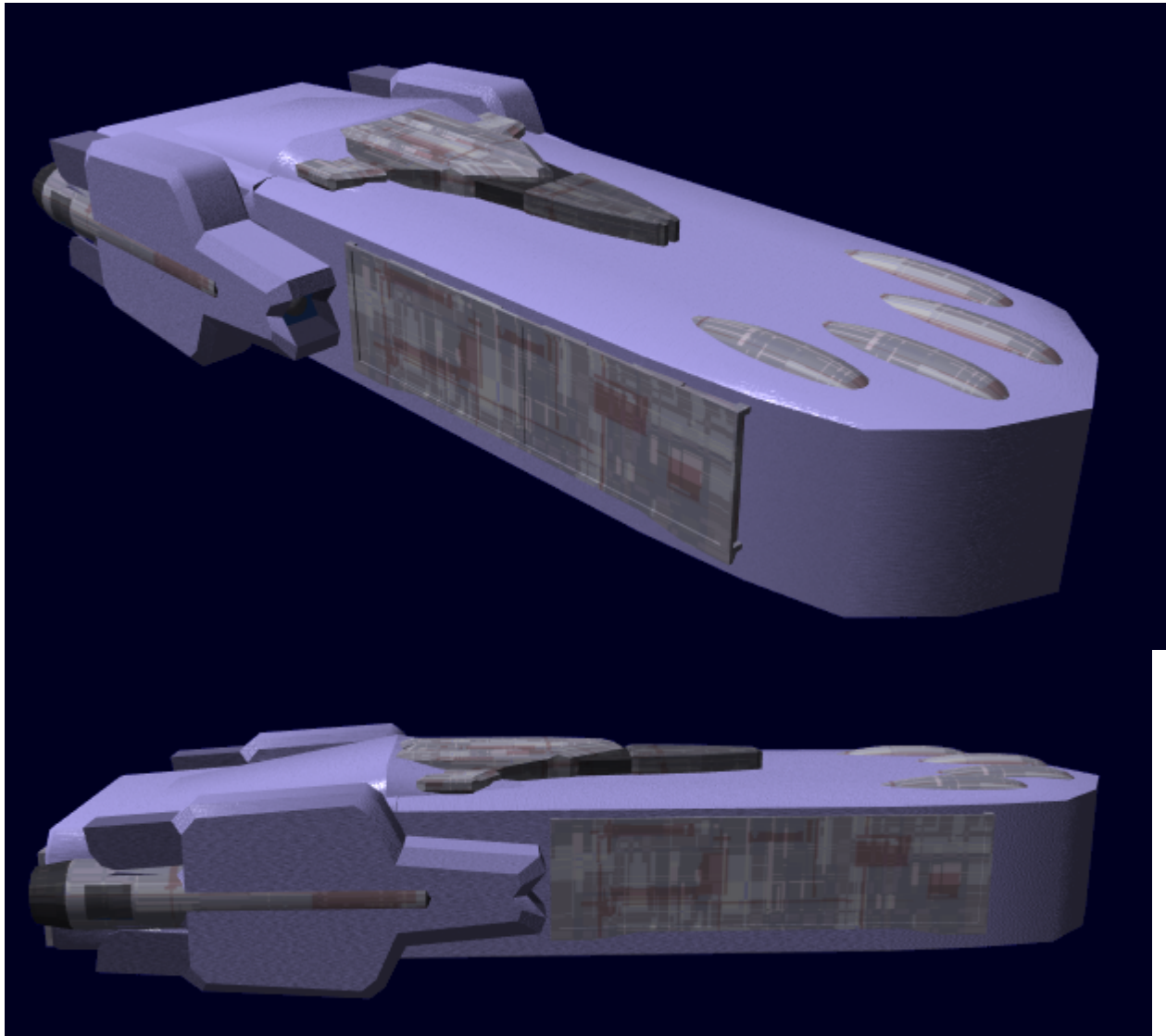
- Heavy cargo capacity (Can carry a Total of 81,000 [SSCC-Huge](#) Containers)
- [Porter-class transports](#) on board.

Mission Specialization

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

Appearance

The Caravan looks like a large brick with equally enormous engines to either side. it has a somewhat curved nose, with blisters on the top, and about amidships is located a crew structure to house the crew.





History and Background

The Caravan Heavy freighter was designed over a number of years to fulfill the role of a large cargo transport, as well as to increase the number of large, big-ticket hulls the company produces. Intended for larger hauls, it is aimed at larger shipping corporations and other large organizations, as opposed to small, personally owned operations.

The [Star Army of Yamatai](#) purchased 100 of these in [YE 37](#) at a price of 600,000 KS each for a total of 60,000,000 KS.

Statistical Data

General

Class: OI-L2-1A/1B Type: Heavy freighter Designers: [Orln Fleet Yards](#) Manufacturer: [Orln Fleet Yards](#)
Production: Mass Production Fielded by: [Origin Industries](#) (20), independent corporations. **Price:** 600,000 KS

Passengers

Crew: 4 operators are recommended, but only one is required. Total crew is 30 recommended, 15 minimum. **Maximum Capacity:** If outfitted properly and removed of all cargo, the Caravan could potentially hold several million people in cramped conditions.

Dimensions

Length: 500 meters Width: 200 meters Height: 100 meters Decks: Three

Propulsion and Range

Continuum Distortion Drive: 9,000 c **Hyperspace Fold Drive:** .35ly/m **Sub-light Engines:** .2c
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: 26
- Shields: 26 (Threshold 1)

Inside the Ship

Deck Layout

The Caravan Heavy Freighter essentially has the upper two decks of a [Courier 2A](#) built onto the upper portion of the hull, to use as crew quarters and a control center. The main difference is that the second deck also has a long passageway leading forward to the Porter-class blisters on the nose.

Compartment Layouts

Bridge

- **Standard Bridge:** The Caravan Heavy Freighter 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.

Cargo Bays

The Caravan has two mirrored cargo bays, which take up the entirety of the lower decks of the craft. Each cargo bay is 300x75x75 meters, combined this makes 300x150x75 meters of cargo space. These cargo bays are accessed by enormous 200x75 meter doors on the sides of the hull.

The Caravan also has a third cargo bay located in the nose, which carries supplies for the ships and its crew. It is roughly 100x150x75m, if the space were to be turned into a cube.

Porter Blisters

On the nose there are four small blisters, each of which is a hatch that contains a hangar for a single [Porter-class transport](#), to be used as cargo tenders for the Caravan.

Hangar bay

In the rear of the Caravan, located above the main systems, there is a spacious hangar bay, which has 100x75x10m of space for embarked craft.

Ship Systems

Armored Hull and Hull Integrated Systems

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

Computers and Electronics

The Caravan 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 Caravan has an Air locked bulkhead system, which creates airlocks between vented rooms and rooms with atmosphere.
- Escape pods: The Caravan 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.
- **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 10 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.

Propulsion

STL drive

- **A Model:** The Caravan A 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
- **B Model:** The Caravan B utilizes Fusion reactors and thrusters to do it's propulsion work. It has the same range and speeds as the IAPD-powered A model, but requires refueling every ten months.

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 Caravan 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

- 50x [Origin Point Defense Weapons](#) Tier 9, Heavy Anti-Mecha.

Embarked Craft

- 4x [Porter-Class Short Haul Cargo Transport](#) in nose blisters.
- 4x [Onset Shuttle](#) in the hangar.

Products & Items Database	
Product Categories	starships
Product Name	Caravan Heavy Freighter
Nomenclature	OI-L2-1A/1B
Manufacturer	Origin Industries
Year Released	YE 33
Price (KS)	600 ,000.00 KS

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