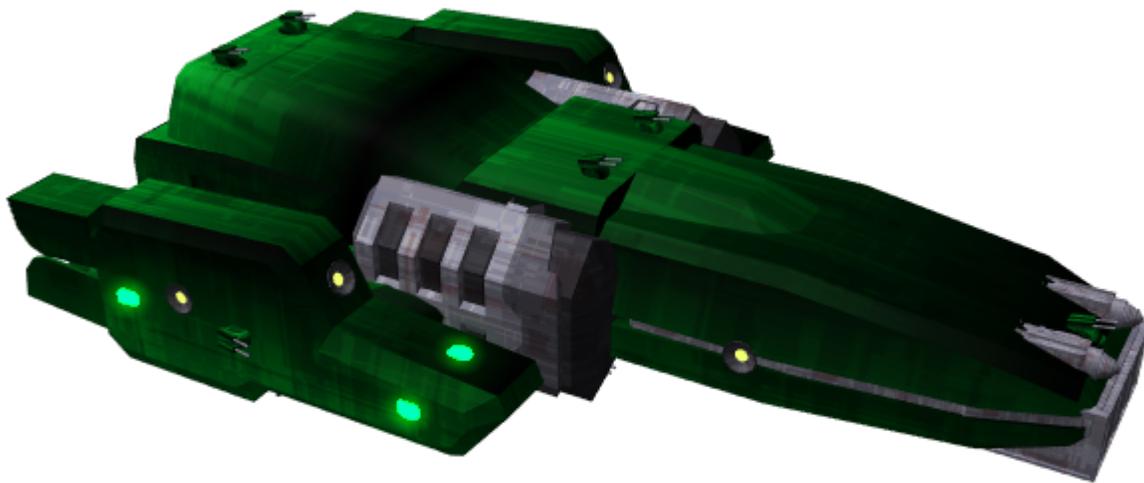


# Courier 2c 'Collector'

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 2c is a specialized model, designed for the Salvage market in [YE 35](#).



## About the Ship

The Courier 2C 'Collector' is a specialized Salvage vessel based off the tried and true Courier 2 platform. It has been modified in several ways to allow it to more easily navigate debris fields, as well as to more easily retrieve salvage from debris fields.

## Key Features

- Decent cargo capacity
- Good speed

- Comparatively large hangar
- Retrieval systems.

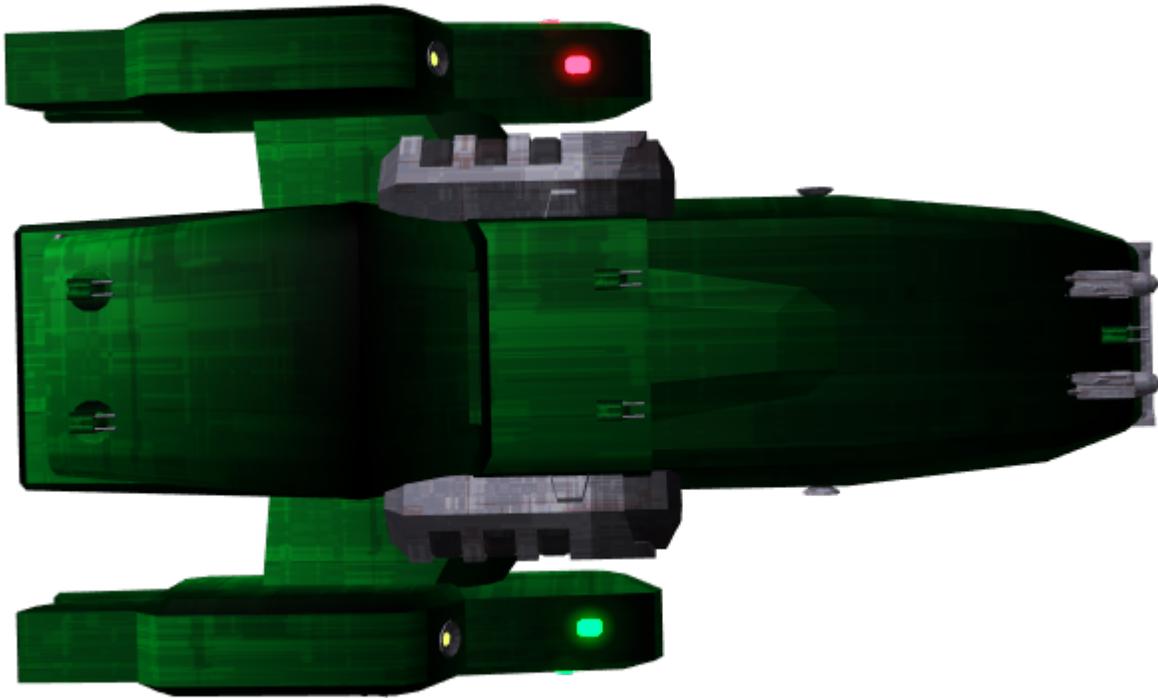
## Mission Specialization

Salvage and cargo retrieval and transportation.

## Appearance

The courier is a slightly curved brick-shaped fuselage, with wings near the back that have large engine pods on the ends. The Nose of the Collector has additionally been squared off more than standard, and it has a somewhat bulbous hangar deck added to the aft section.







## History and Background

After the courier [Courier 2A](#) proved itself, and was modified into a Star Army variant, Origin decided to focus more on civilian uses of the craft, and making specific modifications to create products for niche market. One of the faster growing niche markets, thanks to the large number of wars seen by the Kikyo sector, has been Salvage, and thus the first new variant of the Courier in three years was a salvager.

## Statistical Data

### General

- Class: OI-L1-2C
- Type: Salvage Vessel
- Designers: [Orln Fleet Yards](#)
- Manufacturer: [Orln Fleet Yards](#)
- Production: Mass Production
- Fielded by: [Origin Industries](#) (20) independent corporations.
- **Price:** 250,000 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: 35 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: 17
- Shields: 15 (Threshold 2)

## Inside the Ship

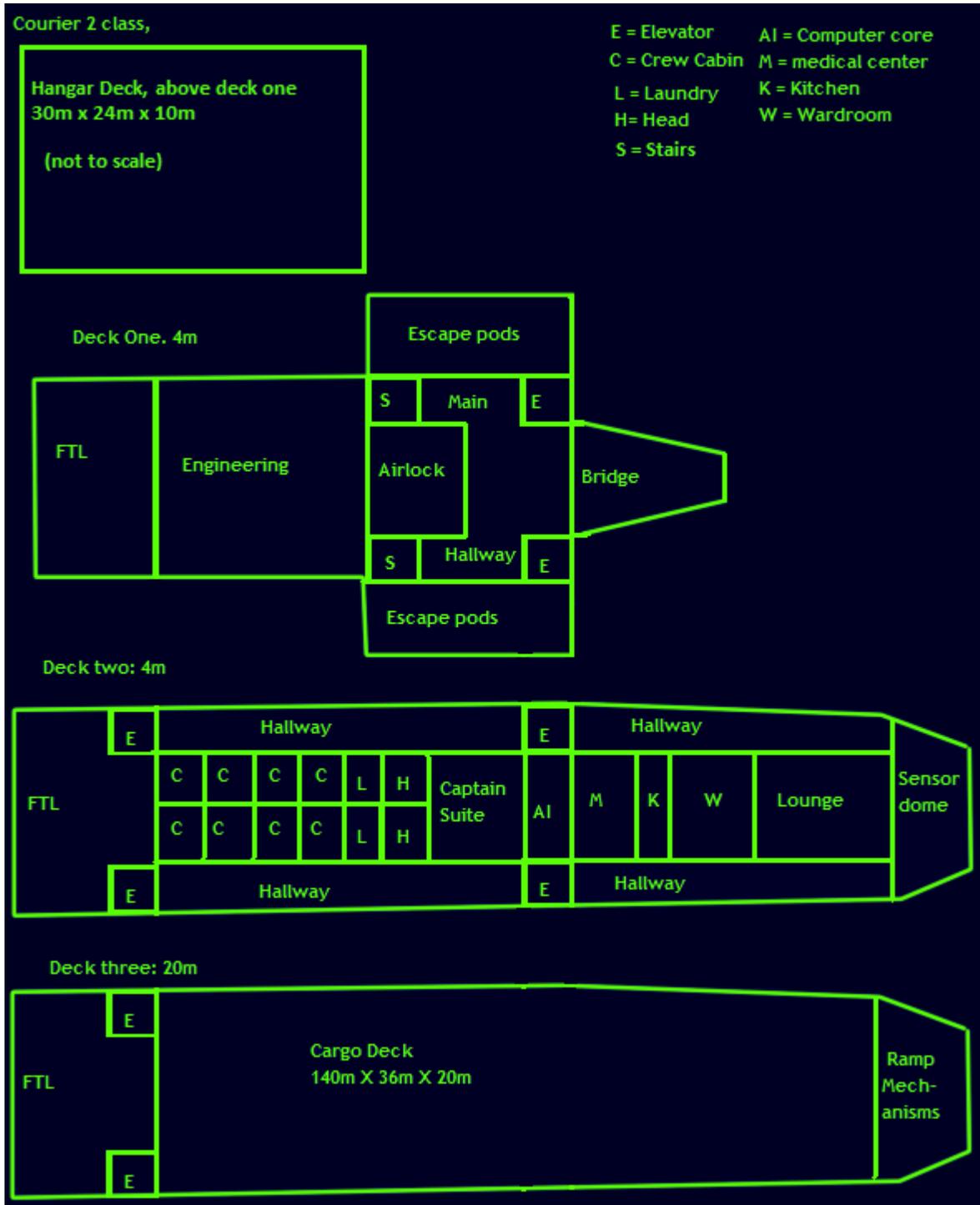
### Deck Layout

The top deck contains the bridge, passenger airlock, engineering, and escape pods. Deck two contains 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.

There is also a hangar which is placed above and behind deck one, which is accessed via staircases on either side of the Airlock in the main hallway.

The Collector'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.

### Hangar

Located on the aft ventral surface of the ship is a comparatively large hangar. This hangar measures roughly ten meters tall, twenty four meters wide, and thirty meters long. The hangar comes stocked with the following: 1x [Type 32 FTL Tug](#) 2x [Starbryte A](#)

Maximum capacity is: 4x Type 32 tug Or 8x Starbryte A

## Ship Systems

### Armored Hull and Hull Integrated Systems

The hull and frame are made from [Durandium Alloy](#). The Hull is armored with [Endurium](#) to increase its durability and its survivability from impacts with Debris in a debris field.

### Computers and Electronics

The Collector 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 Collector has an Air locked bulkhead system, which creates airlocks between vented rooms and rooms with atmosphere.

- **Emergency landing struts:** The Collector 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 Collector 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.

## Power supply and fuel

### Fusion

The Collector utilizes Six [HONEY SLAM](#) Fusion reactors which provide ample power for the ship's operation. The Fuel is supplied from large holding tanks within the rear fuselage as well as tanks within the stub wings. Fuel supply lasts roughly six months.

### Matter Collection System

The engine pods on the wings also contain a Matter Collection system, which passively collects matter as the Collector travels through space. This system is designed to collect raw materials which may be refined for use, as well as fissionable materials to help fuel the reactors. Unusable materials is expelled via the thruster system and usually burns away.

## Propulsion

### STL drive

The Collector utilizes four Heavy fusion primary thrusters and eight heavy fusion vernier thrusters when CDD use is not viable.

### 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 Collector.

## Shield Systems

The Collector has upgraded shielding system, which include the standard [Electromagnetic shields](#) and [Gravitic shielding](#). It has been beefed up to handle impacts from larger than standard debris. Threshold 2.

## Weapons Systems

The Collector's Weapons systems are primarily intended to blast errant bits of debris away from the ship when navigating a Debris field, but can also be used for defensive purposes against attackers.

11x [Origin Point Defense Weapons](#) Tier 9, Heavy Anti-Mecha.

## Miscellaneous systems

The collector has a few systems specific to its task of salvaging.

### Harpoon cables

The Harpoon cable system is a multiple use system which can work in several ways to retrieve salvage. The first way is by simply being fired through salvage and physically attaching to it, the second is by being magnetically attached to metallic salvage, and the last way is by deploying small grasping 'hands' to grab smaller or more delicate salvage.

The Collector has two of these systems, mounted on the nose.

### Graviton Beam arrays

The Collector has two Graviton Beam arrays, one inside the cargo hold for the manipulation of objects in front of the ship, and one in the hangar bay to help guide shuttles and other small craft inside.

## OOO Notes

This page was originally created on 2013/04/09 04:35 by [Kai](#).

Products & Items Database	
<b>Product Categories</b>	starships
<b>Product Name</b>	Courier 2c "Collector"
<b>Nomenclature</b>	OI-L1-2C
<b>Manufacturer</b>	<a href="#">Origin Industries</a> , <a href="#">Origin Industries Fleet Yards</a>

<b>Products &amp; Items Database</b>	
<b>Year Released</b>	<a href="#">YE 35</a>
<b>Price (KS)</b>	250,000.00 KS

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