

Raider class, Version one

The raider class is a test-bed, providing experience in ship and weapon building to a new company. the only example is the [SS Raider](#).

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 tested, this ship is not intended to see actual service, ever.

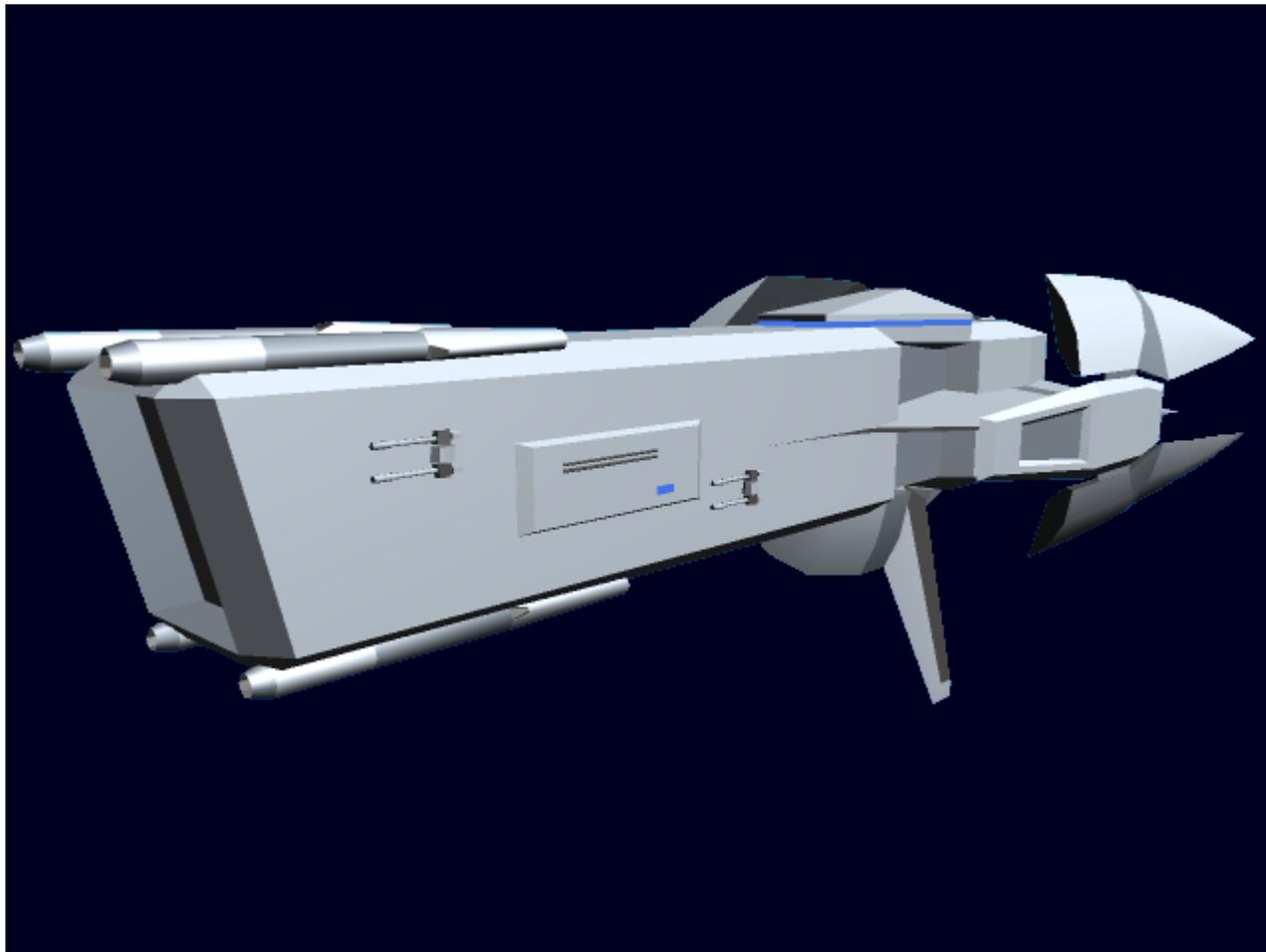
Key Features

- It's fast.

Mission Specialization

- Testbed

Appearance



History and Background

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.

Statistics and Performance

General

- Class: OI-X1-1a
- Type: Cruiser
- Designers: Aerin Tatst
- Manufacturer: OrIn Fleet yards, Tami
- Production: 1

- Fielded by: Origin Industries
- **Price:** Not for sale

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

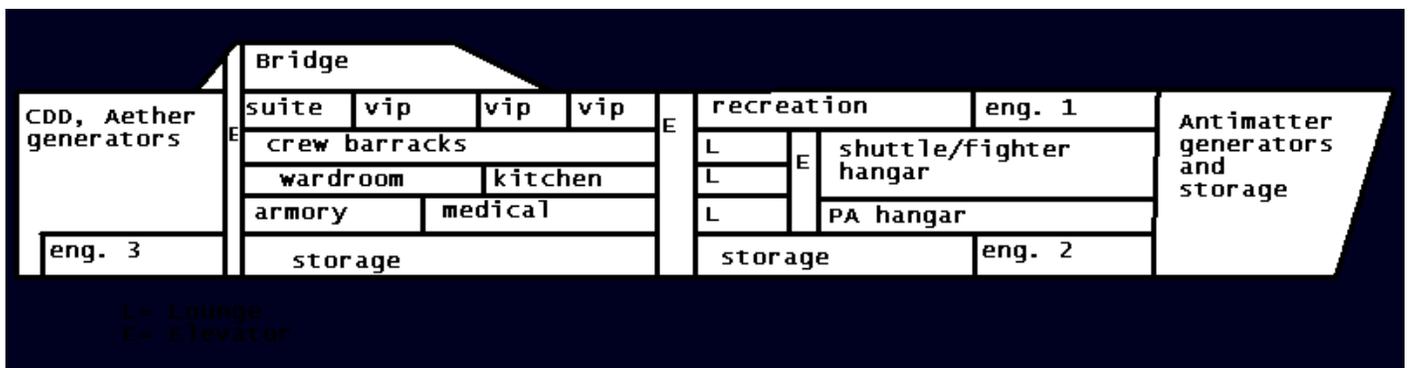
- Length: 1012 feet
- Width: 457 feet
- Height: 217 feet(357 with fin extended)
- Decks: 6 (20 feet each)

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

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](#)

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. Five Small, or three large shuttles may be kept inside.

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](#), giving them a DR rating of 6.

Computers and Electronics

The raider-class uses a very basic automated computer system that monitors all functions of the ship and can alert the crew if something is wrong. It also has a generic navigation system, nothing special, but enough to get it where it needs to go.

Emergency Systems

- [Origin Standard Escape Pods](#)x12
- **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.

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. DR 3

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. DR 5

Weapons Systems

- [Medium Positron Array](#) 4, DR 8
- **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:](#) 12, DR 5

Vehicle Complement

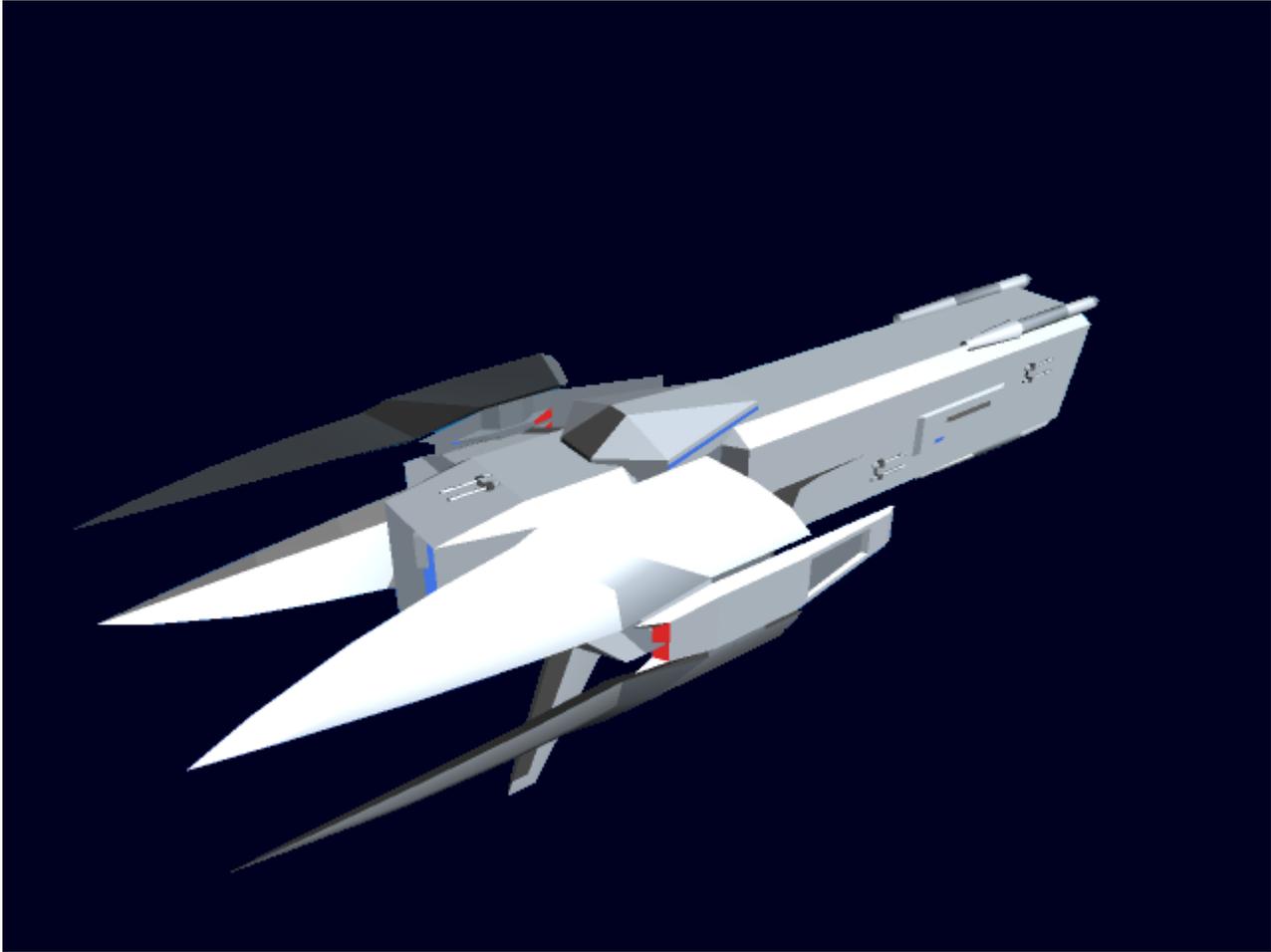
Shuttles

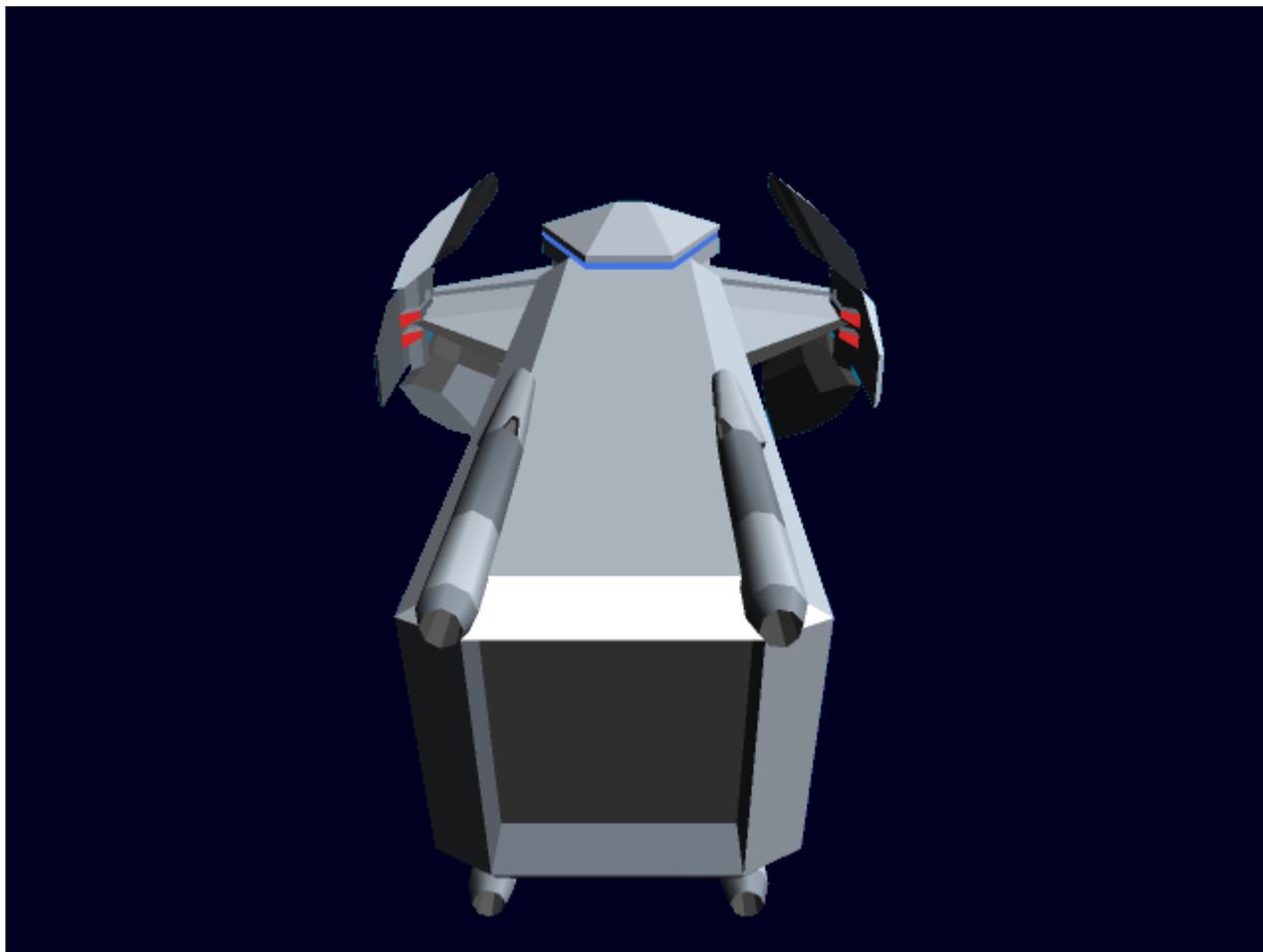
This ship carries no shuttles of its own, but has a large enough shuttle bay to accommodate at least one of any current shuttle.

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	
Product Name	Raider-Class Prototype (Unique)
Nomenclature	OI-X1-1A
Manufacturer	Origin Industries
Year Released	YE 29

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