

Devint T5 Personal Shuttle



The Devint is the third in the Personal Civilian Shuttle range, and with a higher capacity than either the [Deix T3 Personal Shuttle](#) or the [Forin T4 Personal Shuttle](#), but again without much change in actual systems. Yet again it utilizes pre-Ephesian design – hard corners and a hard bulky design rather than the fluid grace of Ephesian ships. The ship has the sleeping capacity to hold eighteen, however it has enough floor space to sleep another twelve. The storage space is sufficient to carry their personal effects, and perhaps a little more.

History and Background

When [NovaCorp](#) was first starting up it decided to put its foot in the door through the introduction of cheap yet reliable shuttles, and the Devint as the third of these – catering to a significantly larger crowd than the Deix, but not being of an unreasonable price.

Dimensions and Crew Complement

Organizations Using This Vessel:

NovaCorp

Civilians

Type: Personal Civilian Shuttle

Class: Shuttle No-T5-1a 'Devint'

Designer: NovaCorp research and development teams (notably not Ephesus).

Manufacturer: NovaCorp.

Price: 6000 KS

Crew: 1

Maximum Capacity: The ship could hold sixty people in rather crap capacity, albeit only for a short time. It can support thirty.

Appearance: Slightly stockier than earlier designs, it retains the rather blocky shape.

- Length: 28m
- Width: 13m
- Height: 8m
- Decks: 1

Performance Statistics

Speed (STL): 0.5 c.

Speed (FTL): 650c

Speed (Aerial): Mach 3.

Speed (Water): Not designed for it, could do it but has remained untested.

Range (Distance): One months of travel.

Range (Support): One month.

Lifespan: Five years before serious overhall.

Refit Cycle: It's made to not require refits.

Inside the Devint

Cockpit: At the front of the ship lies the cockpit, where the pilot and the optional co pilot. The Cockpit is dominated by a large screen taking up the forward wall and bellow this is a console covered with buttons in a fairly easy to understand fashion. The steering is largely done by the navigation computer, but for more subtle maneuvers there is both a joystick like device and a steering wheel – depending on the pilots preference. The two chairs are fairly comfortable, adjustable and capable of spinning around and around.

Quarters: Different from the two shuttles the came before it the quarters in the Devint do not simply have two beds, one on either side, but because it is wider has three beds – one on each side and one in the center. The quarters are more accurately the living space, sleeping space combined – the room directly behind the cockpit and consists of six bed/couches lining across the walls, three on each wall. Above these beds are storage cupboards, with deadlocks in case of emergency, the area under the beds is also a storage space. Behind the beds to the stern of the vehicle are four small rooms and a very short passage way to the airlock. The walls are blue.

Toilet (2): The two starboard room are toilets which are cramped spaces that consist of a toilet and a hand basin built in to the wall. The doors have locks with an occupied sign.

Storage Compartment (2): The port side rooms are of equal size and are the storage compartments which consist of a number of shelves and drawers which can be filled with whatever the crew feel likes.

Ship Systems

Hull: This ship's armor is composed of foamed thorium-titanium to create a strong heat resistant surface.

Airlock System: The airlock lies at the back of the ship and consists of a simple compartment between two airtight doors with an extendable tube (with a section zone around the opening) on the outside.

Environmental Systems: The environmental systems are rather simple, basically just taking the air out of circulation, recycling it a little and feeding more in from the stored air supply.

Food and Dispenser: This is a recess in the wall which dispenses food and water, if the crew didn't bring food independent of that. The food is a form of tasty and highly nutritious soup, and the water is near ice cold water. They're serve in to stored bowls and cups – placing them back in the recess has them taken away into a sliding panel and cleaned.

Sensor and Computer Systems: The sensors and computer systems on the Devint are extremely simple, consisting of basically a navigation computer and radar.

Energy Shield: This relatively simple shield is designed to defend the ship against interstellar dust and also defend against the possible pirates and enemy fire. That being said it is only capable of absorbing 500 gigawatts per square meter.

Computer System: The computer system of the Devint is a very simple beast, not even utilizing quantum computing, and is very definitely sub-AI. However it is very reliable, and more than capable of doing the simple calculations needed to navigate the ship from A to B.

Radar: Works simply upon sending out radio signals and relying upon their bouncing off an object to tell the ship where it is. The range is limited to the speed of light. **Subspace radar:** Pretty much the same thing, but in subspace. The range is one light year.

Communications

Radio: Limited to light speed. **Laser:** Good for covert signalling. Limited to light speed.

Weapons

None. There are five hardpoints to which weapons could be attached if wished.

OOC Notes

This article was created by [Zakalwe](#). It was approved by [Wes](#) on November 2, 2006: [Approval Thread](#)

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Last update: **2023/12/21 00:57**

