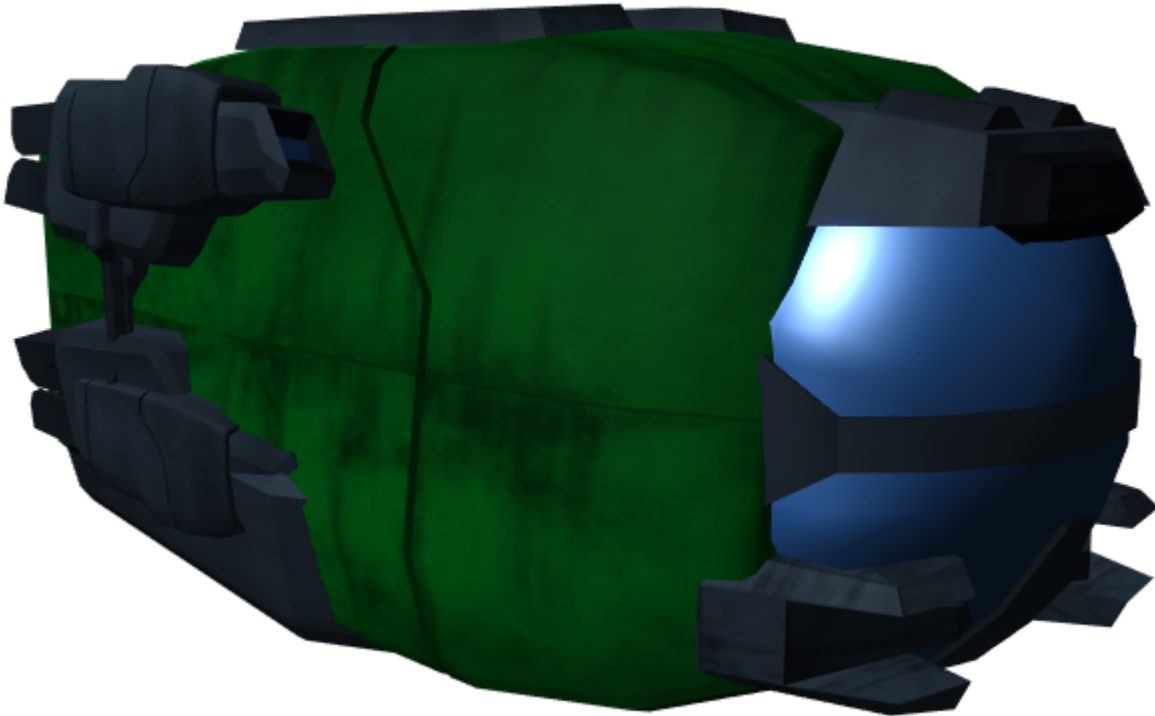


OI-T3-1A Escape Shuttle

The Escape Shuttle is a micro shuttle which was designed by [Origin Industries](#) to replace their inadequate and inefficient [Origin Standard Escape Pods](#) in [YE 40](#) with a multi-use craft that was also a more effective escape pod.



About the Ship

The Escape Shuttle was designed to fit inside a standard escape pod slot on all [Origin starships](#) and is similar in size to the [Kuma](#) shuttle used by the [Star Army of Yamatai](#). It was designed for versatility and maximum passenger capacity so that it could be used as an escape pod in an emergency.

Key Features

- Small Size
- Decent Speed
- Maximum Capacity

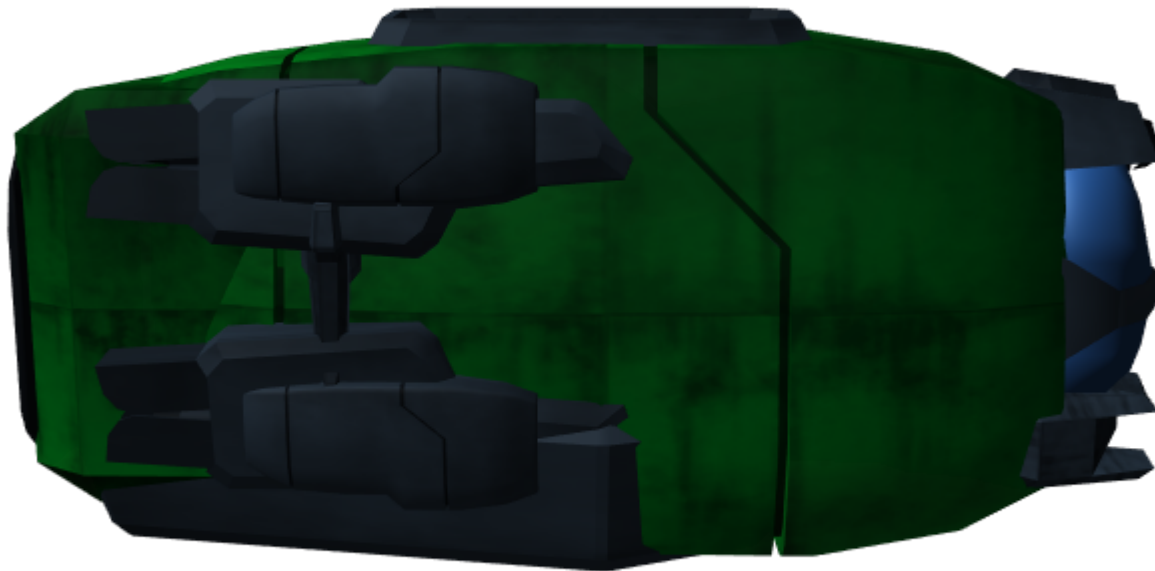
- Flexible Use

Mission Specialization

The Escape Shuttle is an upgraded replacement to a standard escape pod with all the capabilities of a true shuttle but lacking the larger size and need for a dedicated hangar. These shuttles can be used as personal transports, small cargo utility craft, and, of course, as highly efficient escape pods.

Appearance

The Escape Shuttle is a pudgy little craft, roughly barrel-shaped but with four sides that transition via rounded edges into one another. It has a bubble-like cockpit window at the front, a squared-off airlock door at the rear, and four small engine pods. Two are on each side, with one at the top of each side and one at the bottom of each side.





History and Background

Over a decade of use, it became known to [Origin Industries](#) that their standard escape pods were not sufficient to be used as proper escape pods in the case of an emergency and generally wasted potentially usable space onboard a ship, as they lay dormant and unused unless disaster struck. Seeking to get more use from what was put in the space of an escape pod, Origin designed a shuttle capable of being placed in the same space, but with expanded usefulness and capabilities both as a small shuttle and as an escape pod.

Statistics and Performance

General information about the Escape Shuttle, including its dimensions, performance, and range.

General

Basic information about the Escape Shuttle.

- Class: OI-T3-1A
- Type: Shuttle
- Designers: [Origin Industries](#)
- Manufacturer: [Origin Industries](#), [Dawn Station](#)
- Production: Mass-Produced
- Fielded by: Civilian Organizations
- **Price:** 7000 KS

Passengers

The Escape Shuttle has been designed for maximum seating capacity in minimum space.

- Crew: 3. Pilot, Copilot, Attendant.
- Maximum Capacity: 23

Dimensions

The Escape Shuttle is a very compact shuttle.

- **External**
 - Length: 6 meters
 - Width: 3.3 meters
 - Height: 3.3 meters¹⁾
- **Internal**
 - Length: 5.5 meters
 - Width: 2.2 meters
 - Height: 2 meters

Propulsion and Range

The Escape is a standard-performance shuttle.

- **Hyperspace Fold Drive:** .5 ly/min
- **Sublight Engines:** .3c
- **In Atmosphere:** 2500 KM/h
- Range: Up to two weeks of fuel.
- Lifespan: 50 years
- Refit Cycle: Yearly.

Damage Capacity

See [Damage Rating \(Version 3\)](#) for an explanation of the damage system.

- Hull: Tier 6, Unarmored.

Inside the Ship

The Escape Shuttle is a small, compact, multi-use shuttle designed with utility in mind over anything else.

Compartment Layout

The Escape Shuttle is a very compact, almost cramped (especially when full) shuttle, designed for light cargo transport and short-range passenger duties while doubling as an escape pod. There is a very compact cockpit at the front of the craft, with an open cargo bay behind it that is convertible into a cargo storage area.

Cockpit

The cockpit is fairly small and cramped, with three relatively comfortable seats, two forward and one between and behind the other two. The middle seat is capable of spinning 180 degrees to face the cargo area if desired. The two forward seats each face a full set of controls, and the shuttle can be controlled from either seat.

Cargo Storage Areas

The rear of the Escape Shuttle is 5m long by 2.2m wide by 2m high, although the folding seats take up .2m of the width when folded to the sides, giving it 5x2x2m of cargo space in cargo configuration.

Passenger Seating

As the Escape Shuttle doubles as an escape pod, it has a folding seating system in the rear bay. 20 small, cushioned seats in four rows of five are present, with a narrow, offset aisle running between rows of two seats on the port side and rows of three seats on the starboard side.

Ship Systems

The Escape shuttle has numerous systems in order to make it function, most of which are based off of the larger [Starbryte Shuttle's](#) systems.

Airlock Doors

There is a single airlock door which is at the very rear of the craft and used for boarding and loading cargo.

Hull and Hull Integrated Systems

The Escape shuttle is composed mainly of [Durandium Alloy](#), including the hull, the structure, and even the cockpit window, which is made of [Transparent Durandium](#). On the underside of the hull is a retractable undercarriage which contains landing gear for landing on planets.

Computers and Electronics

The Escape sports a [Destiny AI Pawn Suite](#), which is built into the main structural hoop that surrounds the cockpit. The Pawn suite is a single unit that can be easily swapped out for repairs or replacement.

Emergency Systems

There is a fire suppression system built into the ship which can help during an onboard fire. It consists of several nozzles which spray an oxygen-displacing Halon compound to stop fires. This system also drops ceiling-mounted breathing masks for the crew and passengers to allow them to breathe until the ship's systems have removed the Halon from the air.

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 5 years of continuous operation.
- **AC System:** A simple climate control system that allows for the cabin to be kept at a specific temperature. Controls are located in the cockpit.
- **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 craft.

Propulsion

- **Hyperspace Fold Drive:** The Escape Shuttle uses a standard Fold Drive which is built into the underbelly of the craft.
- **STL Propulsion:** The Escape Shuttle uses a fusion plasma thruster system, with several nozzles all over the ship. The main nozzles point backward and are exposed, while the rest of the nozzles are kept under pop-up panels. The auxiliary nozzles provide directional control in a vacuum, assist the craft in STOL operations, and, in low gravity, assist the craft in VTOL operations.

Power

The Escape Shuttle uses four [HONEY BURST](#) generators to provide power and propulsion. The reactors are built into the engine pods and include double fuel supplies for each reactor.

Shields

The Escape Shuttle is equipped with standard navigational shield systems, which are enough to protect the shuttle from most small debris and other dangers present in space.

OOC Notes

[Kai](#) created this article on 2018/08/19 14:52; [approved](#) it (using the [checklist](#)) on 2018/08/25 08:24.

1)

Landing gear makes the craft sit at approximately 3.5 meters.

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Last update: **2023/12/21 00:58**

