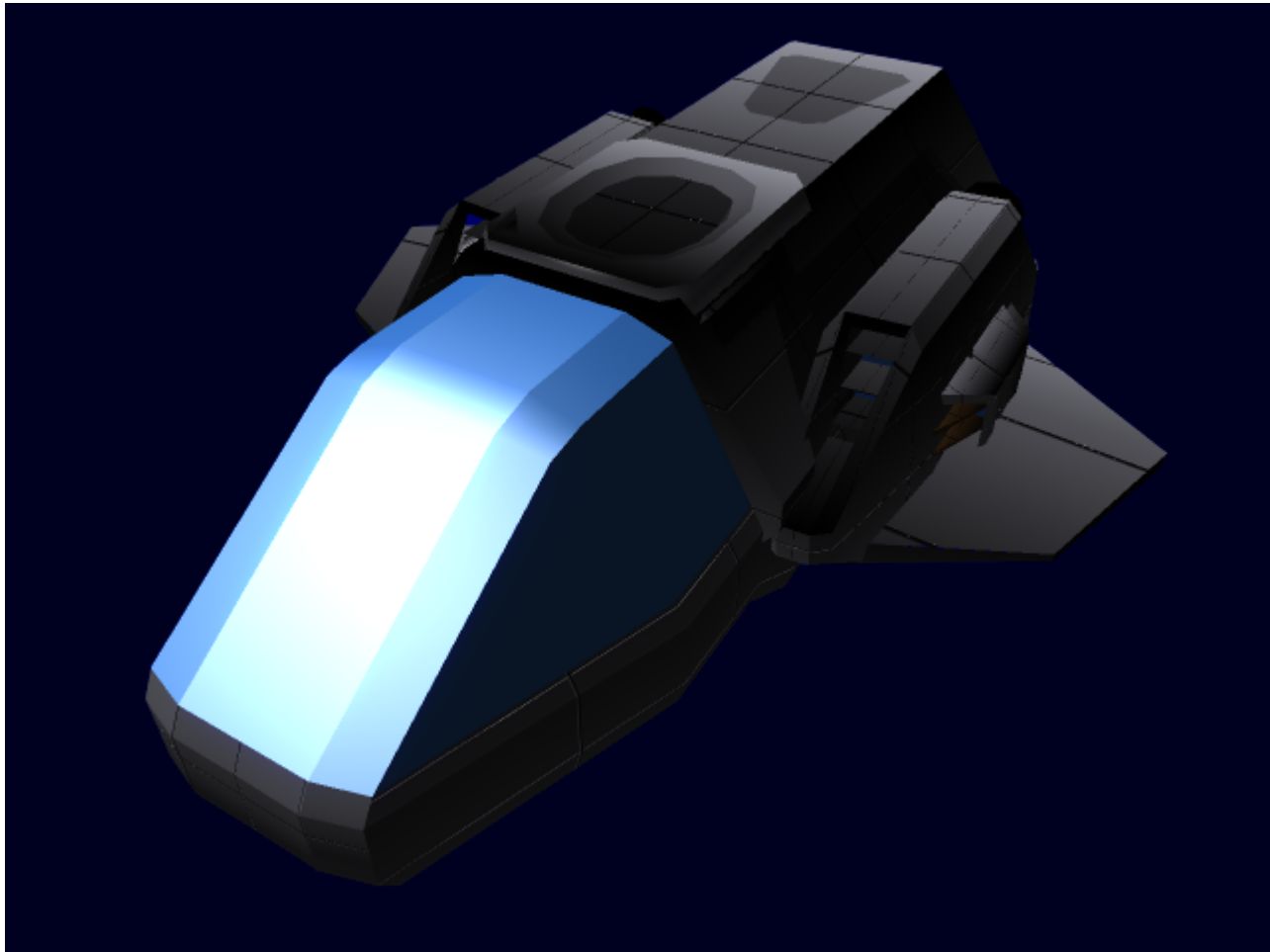


Onset Shuttle

The onset shuttle is a very basic shuttle, with basic amenities and basic capabilities. It isn't meant to be anything more than an affordable civilian shuttle. It is, however, designed with reliability and ease of maintenance in mind. Designed in [YE 30](#), it started production in [YE 31](#). Despite being essentially replaced by the [Starbryte Shuttle](#) in [YE 34](#), and even superceded by the [Escape Shuttle](#) in [YE 40](#), the Onset is still produced as a basic, affordable space transport.



About the Ship

The Onset shuttle looks and feels pretty cheap. It's sturdily made, but the form definitely took a back seat to function. It's about as basic as space transport can get.

Key Features

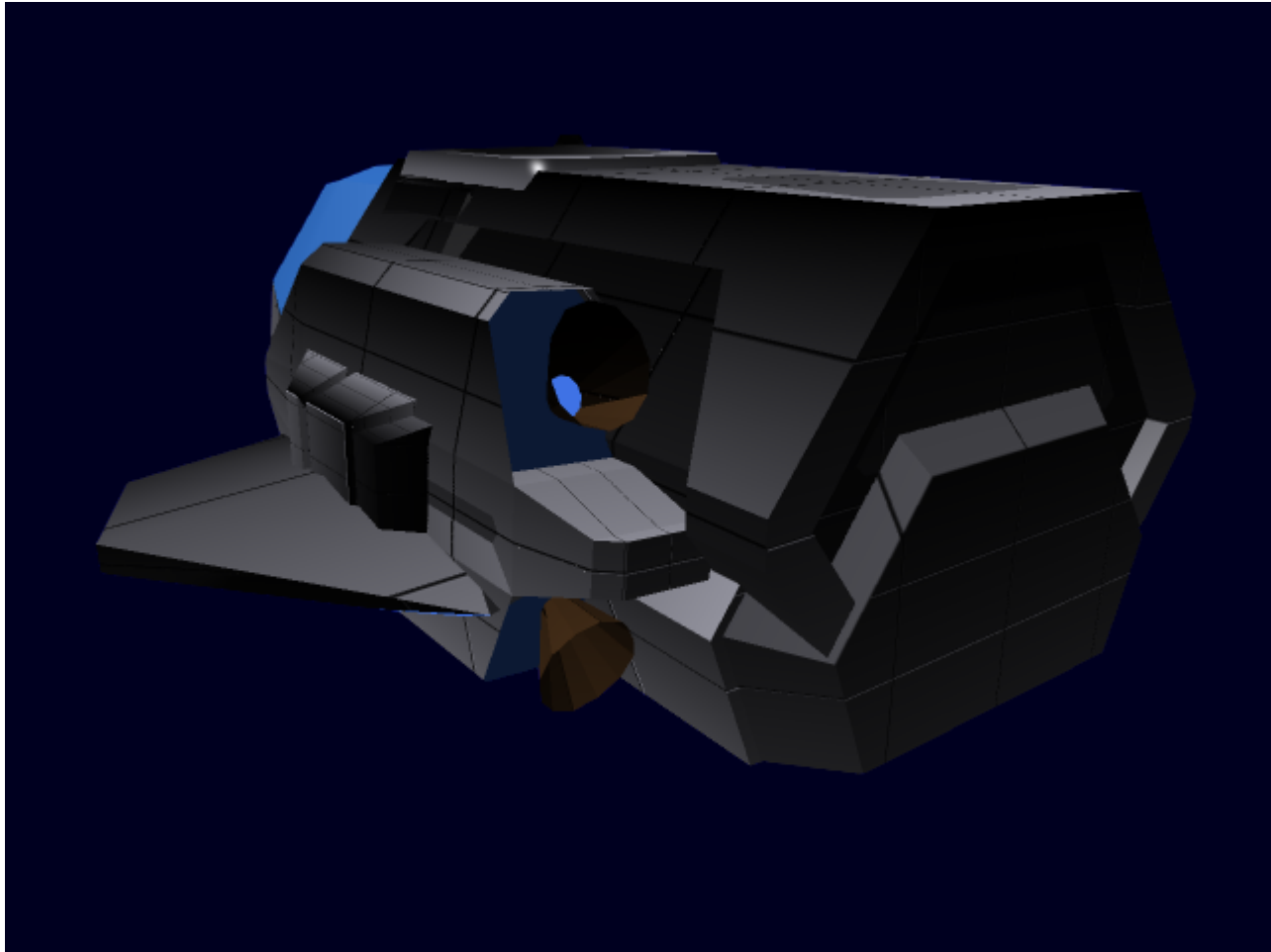
- Inexpensive ¹⁾

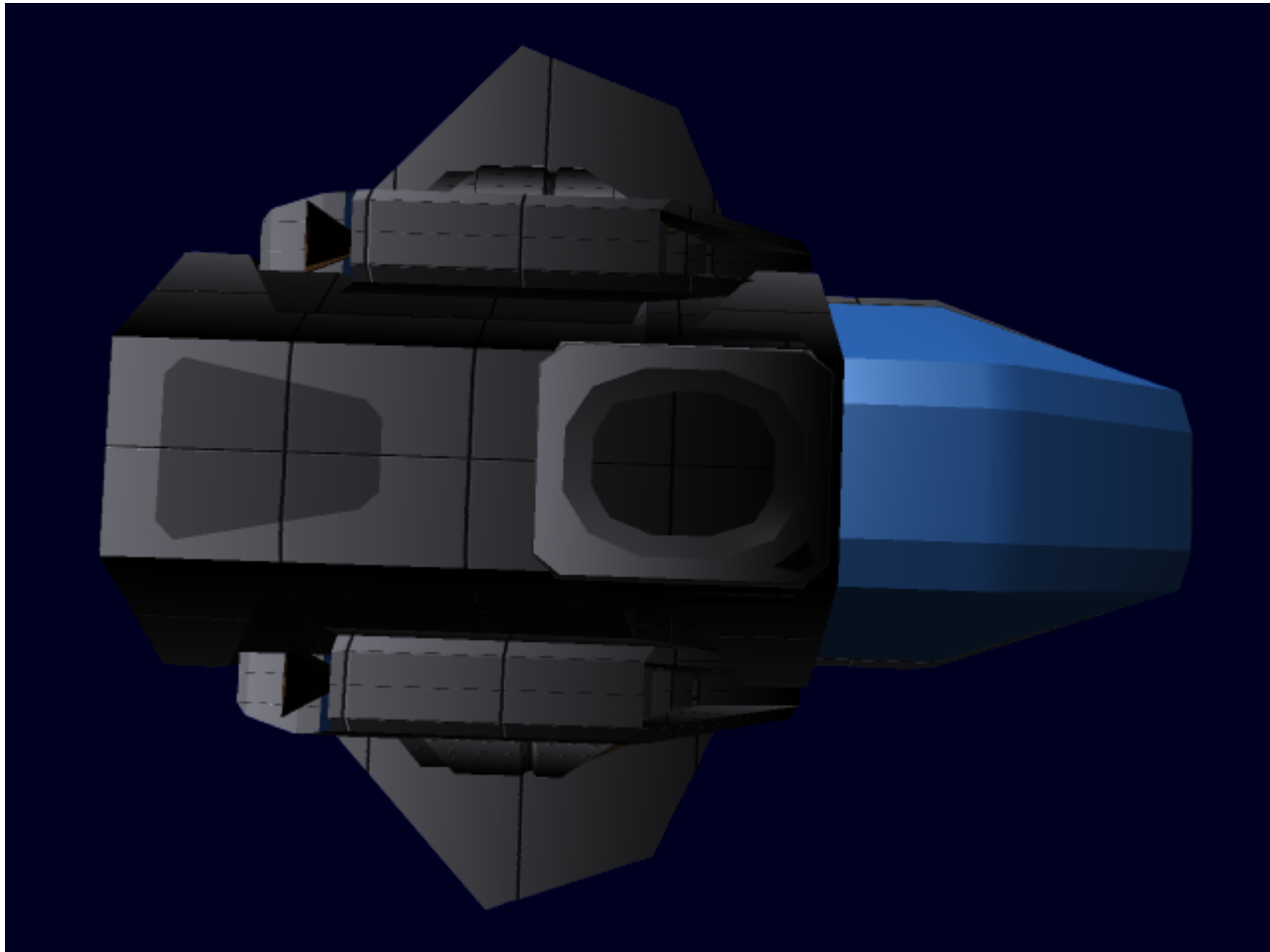
Mission Specialization

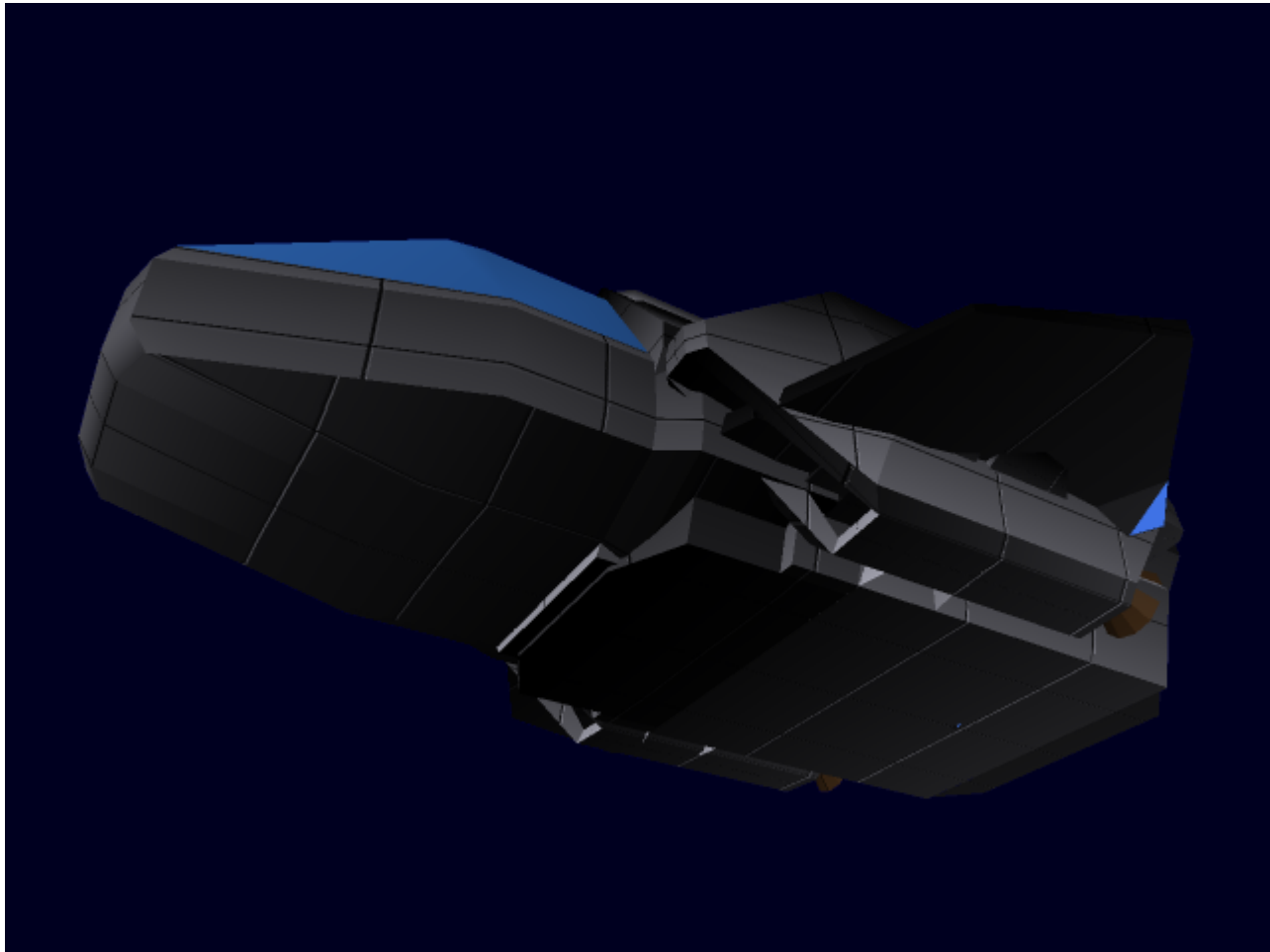
- Personnel Transport

Appearance

The onset is boxy and angular, with a wedge-shaped cockpit, small winglets and engine pods that seem almost tacked onto the body. It contains the minimum amount of spacecraft needed to allow basic systems to function, and isn't much of a looker.







History and Background

The onset shuttle was designed for two reasons, to provide an easy, reliable compact shuttle for Origin's own use, and to generate sales. Meant as a sort of 'economy shuttle', its no frills design is easy to maintain, and therefore more cost effective. It was designed primarily by [Aerin Tatst](#) at the end of YE 30 to generate sales of its own as well as to possibly be included with future starships.

Statistics and Performance

Detailed information about the Onset Shuttle.

General

- **Class:** OI-T1-1A
- **Type:** Shuttle
- **Designers:** [Origin Industries](#)
- **Manufacturer:** OrIn fleet yards ([Origin Industries](#))

- **Production:** Mass Production
- **Fielded by:** [Origin Industries](#), Various
- **Price:**
 - **New:** 2,500 KS
 - **Used(Good):** 1,000 KS
 - **Used(Bad):** 500 KS

Passengers

- **Crew:** Only one is required.
- **Maximum Capacity:** There are accommodations for 2 people. About 10 people can fit aboard in an emergency, but the ship would be extremely cramped.

Dimensions

- **Length:** 10 meters (33 feet)
- **Width:** 7 meters (23 feet)
- **Height:** 5.5 meters (18 feet)
- **Decks:** 1

Propulsion and Range

- **Continuum Distortion Drive:** 4000c
- **Sublight Engines:** .25c
- **Range:** effectively unlimited, but useful range is only 1-2 days of travel at maximum velocity.
- **Lifespan:** 10-20 years
- **Refit Cycle:** as needed.

Damage Capacity

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

- **Hull:** 12 SP (Armor & mecha Scale)
- **Shields:** 12 (Threshold 1)

Inside the Ship

There are two sections to the Onset shuttle. The first is the cockpit, which is simply a basic cockpit with a pilot and copilot seat and all of the control stations. There is standing room for a third person inside, but this is usually not recommended. The second section is the rear cargo/passenger section, which can hold 5 cubic meters worth of cargo, or about 8 people. There are panels on either side of the walls that fold down to make benches that double as beds. The cargo/passenger section is also an airlock; it has both a

docking ring on the ceiling (accessed by a small folding ladder that attaches to the door) and a large cargo door/ramp at the rear.

Ship Systems

Armored Hull and Hull Integrated Systems

The hull is constructed of [Durandium Alloy](#), and the cockpit canopy of transparent Durandium.

Computers and Electronics

- ['Destiny' AI System](#) Pawn suite, Shuttle specialized.

Emergency Systems

There is a [Fire Extinguisher](#)  in the cockpit.

Life Support Systems

- **Environmental recycling system** the ERS is just a simple yet effective filtration system, which filters 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 both sections 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 ship.

Propulsion

- **FTL Propulsion:** [Continuum Distortion Drive](#)
- **STL Propulsion:** The Onset shuttle 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.
- **Maneuvering thrusters:** There are several maneuvering thrusters placed along the hull which allow the Onset to maneuver quickly and effectively without engaging the CDD.

Power Supply

Power is supplied for the Onset shuttle by a compact Aether generator. The generator was designed specifically for the Onset, and produces only enough power for the ship, to reduce waste and prevent damage to the engines from being overclocked.

Shield Systems

- **Deflective shielding:** The ship uses a fairly simple shielding system to protect the ship and its inhabitants from the harsh elements of space, such as radiation and debris.

¹⁾

2,500 KS/5,000 DA

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