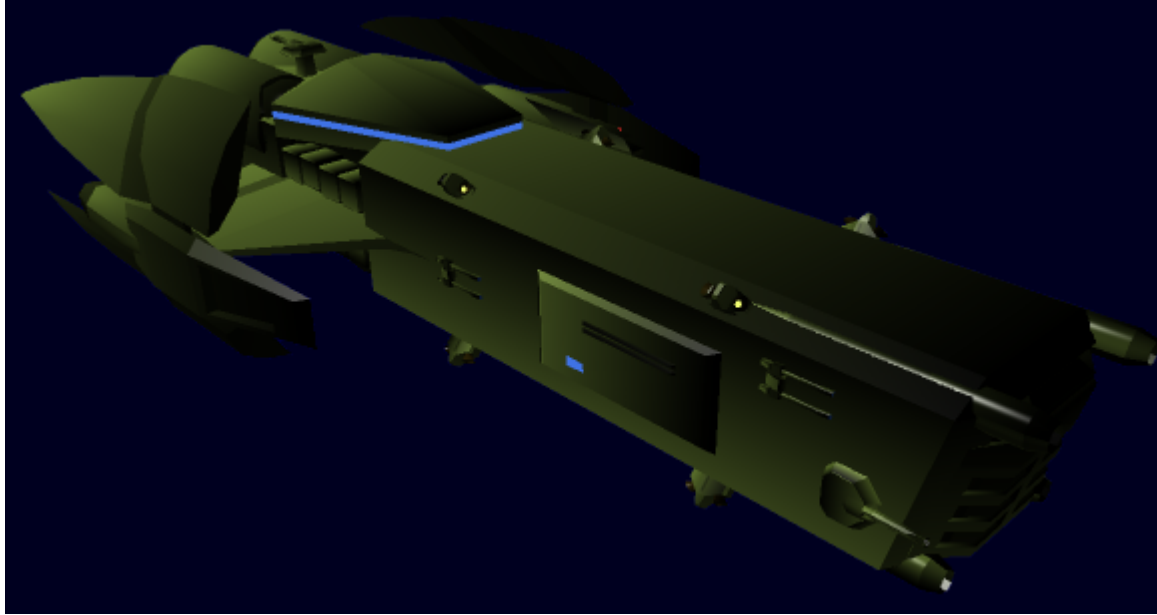


Raider Class Version Three

The SS Raider is a one-off, proof of concept Testbed for [Origin Industries](#), constantly being retrofitted with newer, more effective systems.



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 testbed, this ship is not intended to see actual service by anyone other than Origin Industries, ever.

Its latest design adds heavier armor and shielding, and also heavier engines which allow for better thrust. The interior has been redesigned to allow for better survivability and more efficient use of space, which skimped a little on luxury for the benefits of ship capability. The result is a fast, powerful ship with battle presence, staying power, and the ability to take a number of hits more than the previous versions.

Key Features

- It's fast
- Heavy attack

Mission Specialization

- Testbed

Appearance

The Raider is a long, thin box with two small winglets near the rear, each of which end in a shield deflector with an embedded thruster. The nose is cut at an angle and houses four large barrels of the ship's main cannons near the rear end, there is a large, squared-off diamond shaped structure which contains the kitchen and wardroom, and directly beneath this, on the bottom side of the ship is a sensor bulge. Behind these structures is a large set of four mid-sized thrusters.



History and Background

Beginnings

[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.

During a routine test of the Ship's FTL systems, It was set upon by pirates. Though heavily damaged, the Raider managed to escape with all hands and limp back to OI headquarters. During its repair, the Raider was refitted with some new systems, making it more effective at its jobs, both being a testbed for the systems and at being a capable warship.

Second chances

After the Raider was repaired and overhauled, Aerin Tatst decided to take personal control of the ship, as a desk job wasn't cutting it for her. Starting off with a skeleton crew of older Origin Employees, Aerin made a run to the Red-controlled remains of Halna, to do some business dealings before heading to Morant on a tip, where she picked up [Tira Gambizam](#) and [Tadarius Buushaw Locklem](#). The Ship continued to tour systems Near the core, including Nepleslia and Yamatai, before finding a large enough crew to fly without the initial skeleton crew. After a brief Training stint in the Kohana cloud, Aerin felt that her crew was ready to continue, and began picking up a few new people, including [Murakami Kensuke](#), who was to be transported to Origin Headquarters on Tami, and [Irene Ceres](#), who would become the ship's doctor.

Third Time's the Charm

After a series of adventures running away from the Mishhu and helping to establish a New base for Origin, the SS Raider was somewhat pushed to the wayside; no longer needed as Origin was moving onto more sophisticated technologies in regards to their ships. Still, Aerin Tatst loved her ship and would use it on occasional diplomatic excursions. One such excursion was a trip to the Ketsurui Military sector, which came about by an invitation from the YSE to establish a new civilian starbase in the sector to ramp up wartime production as well as to be used as a platform for a major mining operation. Unfortunately, both getting into and out of the KMS proved to be more than the ship could handle, and it would have been destroyed had not the Say intervened. Back at Dawn station, The nostalgic CEO decided that she wanted her ship to be rebuilt rather than scrapped, and decided on a major upgrade, incorporating several new technologies in propulsion and defense that had not been available during the original refit of the ship.

Statistics and Performance

General

- Class: OI-X1-3A
- Type: Cruiser
- Designers: Aerin Tatst
- Manufacturer: OrIn Fleet yards, Tami
- Production: 1
- Fielded by: Origin Industries

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 = 308.457m
- Width: 457 feet = 139.293m
- Height: 217 feet = 66.1416m
- Decks: 6 (20 feet each = 6.096m)

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

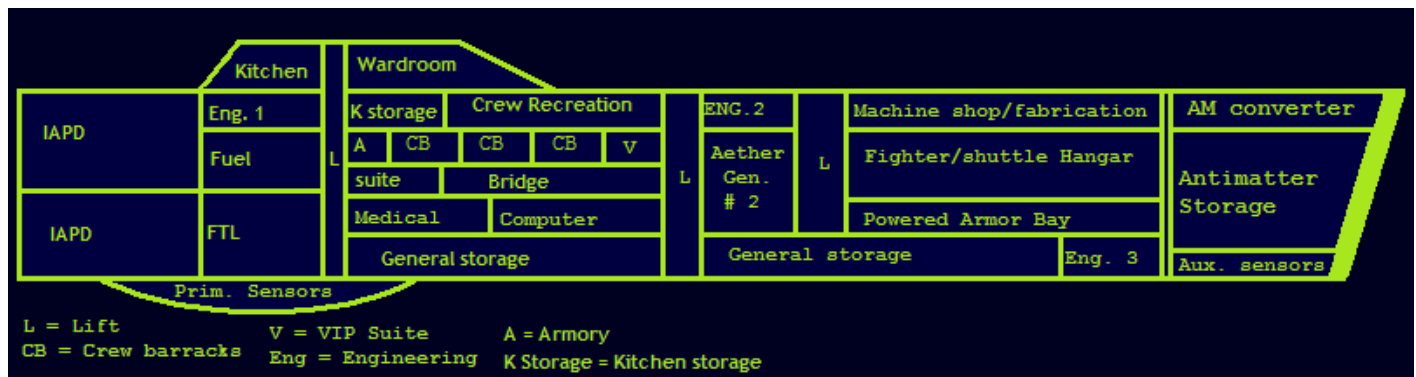
Damage Capacity

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

- Hull: 30
- Shields: 20 (Threshold 2)

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](#)“ the Armory is on the fourth level of this ship, near the rear of the habitable areas.

Bridge

[Deluxe Bridge](#): the Bridge has been buried deep within the structure to prevent it from taking damage in a battle.

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](#): There are 6 six person rooms on the Raider, in a double bank on the fourth level of the ship. [VIP Room](#) there are two VIP rooms, on the fourth level of the ship. Each barrack room has one

[Laundry machine](#)

Crew Recreation

The [Origin Industries Standard Kitchen](#) is on the sixth floor, giving it a windowed view of space.

[Recreational Facilities](#)

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. Twenty Small, or Ten large shuttles may be kept inside. The Dimensions of this bay are 65x75x12 meters.

Wardroom

The [Wardroom](#) is on the sixth floor of the ship, giving it an open view of space.

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](#)
- Origin's [IAPD](#) can be used as backup power generation for about half an hour, but will not power the Positron weaponry.

Armored Hull and Hull Integrated Systems

The hull and frame are composed of reinforced [Durandium Alloy](#), with an armor plating of [Endurium](#), a new ceramic composite armor which has the effectiveness of a much more massive metallic armor.

Computers and Electronics

The SS Raider has been retrofitted with a more powerful computer suite, the somewhat experimental '[Destiny](#)' [AI System](#), and sports the highest tier of the system, a King Suite.

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.
- **Airlocked bulkheads:** The Raider has generally had simple airtight doors between the rooms, but this proved a slight problem when attempting to fix damage in space, and was replaced with an airlocked bulkhead system, which creates airlocks between vented rooms and rooms with atmosphere.
- **Emergency landing struts:** The raider three 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.

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 version three ditches the Ion thrusters for the slightly larger, but more powerful [IAPD's](#) which are capable of providing thrust in even heavy Aether cancellation, because they do not rely solely on the Aether system, but also have a backup fuel tank which allows for half an hour of full power operations, including providing power to every part of the ship besides the Medium Positron Cannons. These engines allow the Raider to retain its high speed capability even with heavier armor.

- **Extra Fuel:** The Raider has a huge backup fuel tank which allows the IAPD's to run for 30 minutes of full power, or two hours of basic power. Under non-Aether canceling conditions, the extra fuel can be fed into the IAPD's, acting as a booster and increasing the ship's speed to .35c for up to a minute at a time, with a cool-down time of a minute. Any longer will damage the engines.
- **Maneuvering Thrusters:** There are a number of thrusters placed around the hull, allowing it for faster movement in all directions. This system effectively quadruples the STL turning rate of this ship, making it a lot more maneuverable than it has ever been previously.

Shield Systems

For maximum defense, the Raider 3 runs three kinds of shielding. Each shield is generated from its own pod on either side of the ship, aside from the navigational shielding, which is contained near the nose of the ship. The two shield systems in the pods work in tandem, allowing the ship to survive many types of weapons.

Port shield generator

[Electromagnetic shields](#) Are housed in the Port shielding pod. The shield creates a bubble which encompasses the entire ship. Combined threshold 2

Starboard shield generator

[Gravitic shielding](#) is used on the starboard side. This generator pod creates a shield bubble that encompasses the entire ship. Combined threshold 2

forward

The forward section of the Raider 3 generates simple Navigational shielding, which allows the ship to run with a smaller sensor signature. This shielding system, however, does not help much against weapons. Tier 9, Heavy Anti-Mecha

Weapons Systems

- [Medium Positron Array](#) 4, Tier 12, Heavy Anti-Starship
 - **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](#): 8, Tier 9, Heavy Anti-Mecha (housed in four turrets, two on each side of the ship.)
- [Ionic Pulse Cannon](#): 4, Tier 10, Light Anti-Starship (two forward-mounted, one rear-mounted)
- [Origin Heavy Laser Turret](#): 16, Tier 9, Heavy Anti-Mecha (Housed in a recess near the bridge, eight below the wing stubs, eight above, eight on each side)

Vehicle Complement

Shuttles

This ship has room to carry about 20 [Onset Shuttles](#), but only has five.

Fighters

The Raider 3 carries a half-squadron of [Scimitar starfighters](#), making a total of six.

Extra pictures



Products & Items Database	
Product Categories	starships
Product Name	Raider-Class
Nomenclature	OI-X1-3A
Manufacturer	Origin Industries

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