

Spacecraft Design Table:

Example Boring Freighter (Soapberry Bug-Class Medium Deep-Space Transport)

Version 2.0 RC 10

TL	Spacecraft	dST/dHP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	dDR	Range	Cost
11^	Example Boring Freighter	150	-2/5	13	2G/c	10,000	6,278 [1]	+10	80ASV [2]	10/0/0 [5]	1x	\$564M

Length: 200 yd. (600 ft.) Crush Depth: 0.0 Atmospheres (0 ft.)

Power Points: +3 / -4

Space Performance: sAccel: 2Gs FTL Rating: FTL-1

Air Performance: aAccel: 2Gs (44 mph/s) aSpeed: 3,500 mph (0.97 mps) Hnd/SR: -2/5

Ship Systems

Front Hull Systems		Center Hull Systems		Rear Hull Systems	
[1]	Armor - Light Alloy dDR 10	[1 !]	Weapon Battery - Tertiary 30 Weapon Mounts [3]	[1 !]	Reactionless Engine - Hot 2Gs [3]
[2]	Hangar Bay Cap.: 300 Tons / SM+6 / Launch: 200 Tons/min [3,6]	[2 !]	Force Screen - Light dDR 150 [3,4,5]	[2-6]	Cargo Hold 2,500 Tons / SM+6 Bay Doors
[3 !]	Stardrive - Jump FTL-1 [3]	[3-6]	Cargo Hold 2,000 Tons / SM+6 Bay Doors		
[4]	Habitat 60 Cabins [3]				
[5-6]	Cargo Hold 1,000 Tons / SM+5 Bay Doors				
[Core]	Control Room Comp: C10 / Comm/Sensor: 10 / 10 Stations [3]	[Core ‡†]	Power Plant - Super Fusion Reactor De-rated to 3 Power Points / 500 yr Fuel [3,7]		

6 Airlocks (Capacity: 6 people each)

SHIP OPTIONS: Streamlined, Artificial Gravity, Gravitic Compensators

Design Switches, Features, & Notes:

- [1] Load includes: 8 tons of Crew & Passengers, 470 tons of Steerage Cargo, 5,500 tons of Cargo Hold, 300 tons of Hangar Bay
- [2] Crew Requirement (12 total): 10 Control Stations (1 Captain, 1 Pilot, 1 Co-Pilot, 1 Chief Engineer, 1 Gunner, 1 Cargo Master, 4 Technicians), 1 Passenger Care, 1 Medical
- [3] 1 Workspace per system
- [4] Semi-Ablative (Loses 1 dDR for every 10 points of d-damage it resists), [5] Plus dDR 150 Force Screen
- [6] Optimized for SM+6, For other SM divide Launch Rate by 4

Cargo Manifest								Total Cost: \$0						
Cost	Mass	Location	Description		Cost	Mass	Location	Description		Cost	Mass	Location	Description	

Habitat Modules												Normal Life Support		
Quantity	Location	Type	SM	Notes	Quantity	Location	Type	SM	Notes	Quantity	Location	Type	SM	Notes
1	Front [4]	Luxury Cabin	+0	2 person	1	Front [4]	Sickbay	+0	1 bed; +2 Skill					
19	Front [4]	Cabin	+0	38 person	1	Front [4]	Office	+0	2 person					
20	Front [4]	Passenger Cabin	+0	40 person	1	Front [4]	Bar	+0	20 patrons, 2 staff	10	Front [4]	Life Pod	+0	40 person
1	Front [4]	Housekeeping Shop	+0	3 person, +2 Skill	1	Front [4]	Gym	+0	20 patrons, 2 staff	7	Front [4]	Steerage Cargo	+0	35 tons
1	Front [4]	Craft Shop	+0	3 person, +2 Skill										

Weapon Systems												Accel	SM	Projectile	Range
Quantity	Location	Weapon	Mount	Options	Size	Damage	sAcc [1]	Rcl	RoF	Shots	MPS				
1	Center [1] - Tertiary	Laser	Turret	Very Rapid Fire	1 MJ	2d (2) burn	+0 (+8)	1	200 [2]	∞					C/S

[1] Parenthetical value is the Rapid Fire bonus (p. SS1:60), [2] Includes x2 for Improved