

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

[1] Load includes: 8 tons of Crew & Passengers, 470 tons of Steerage Cargo, 5,500 tons of Cargo Hold, 300 tons of Hangar Bay

Design Switches, Features, & Notes: [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				Available Cargo: 5,970 Tons (5,500 Tons in Hold, 470 Tons in Steerage)				Total Cost: \$0			
Remaining Cargo: 5,970 Tons (5,500 Tons in Hold, 470 Tons in Steerage)											
Cost	Mass	Location	Description	Cost	Mass	Location	Description	Cost	Mass	Location	Description

Habitat Modules														
Available Cabins: 60 (60 / 0 / 0) Crew Accommodations: 40 Passenger Accommodations: 40														
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														
Available Mounts: Tertiary: (0 / 30 / 0)														
Unused Mounts: Tertiary: (0 / 29 / 0), 435 Tons of Steerage Cargo														
Turn Length:					Range Scale:					Gunner:				
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. S51:60), [2] Includes x2 for Improved