

# Spacecraft Design Table:

Sun Dog (Sun Dog (unique)-Class Fast Commerce Courier)

Version 2.0 RC 10

TL	Spacecraft	dST/dHP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	dDR	Range	Cost
11^	Sun Dog	150	+0/5	13	100G/c	10,000	2,788.2 [1]	+10	32ASV [2]	100 [4,6]	2x	\$2.3791B

Length: 200 yd. (600 ft.) Crush Depth: 37.9 Atmospheres (1,250 ft.)

Power Points: +4 / -7

Space Performance: sAccel: 100Gs FTL Rating: FTL-2

Air Performance: aAccel: 100Gs (2,200 mph/s) aSpeed: 25,000 mph (6.94 mps) Hnd/SR: +0/5

Ship Systems		
Front Hull Systems	Center Hull Systems	Rear Hull Systems
[1-2] <b>Armor - Diamondoid</b> dDR 100 / Hardened	[1-2] <b>Armor - Diamondoid</b> dDR 100 / Hardened	[1-2] <b>Armor - Diamondoid</b> dDR 100 / Hardened
[3] <b>Cargo Hold</b> 500 Tons / SM+5 Bay Doors	[3] <b>Habitat</b> 60 Cabins [3]	[3-4] <b>Cargo Hold</b> 1,000 Tons / SM+5 Bay Doors
[4-5 !!!] <b>Stardrive - Jump</b> FTL-2 [3]	[4 !!!] <b>Force Screen - Heavy</b> dDR 150 / dDR 300 w/Extra Power Point [3,5,6]	
	[5 !!!] <b>Power Plant - Super Fusion Reactor</b> 4 Power Points / 400 yr Fuel [3,7]	[5-6 !!!] <b>Reactionless Engine - Super</b> 100Gs [3]
[6] <b>Hangar Bay</b> Cap.: 300 Tons / SM+6 / Launch: 100 Tons/min [3]	[6 !] <b>Weapon Battery - Tertiary</b> 30 Hidden Weapon Mounts [3]	
[Core] <b>Control Room</b> Comp: C10 / Comm/Sensor: 10 / 10 Stations [3]	[Core] <b>Cargo Hold</b> 500 Tons / SM+5 Bay Doors [8]	

6 Airlocks (Capacity: 6 people each), Ammunition Cost: \$7,500,000

SHIP OPTIONS: Streamlined, Artificial Gravity, Gravitic Compensators

[1] Load includes: 3.2 tons of Crew & Passengers, 485 tons of Steerage Cargo, 2,000 tons of Cargo Hold, 300 tons of Hangar Bay

Design Switches,  
Features, & Notes:

[2] Crew Requirement (8 total): 5 Control Stations (1 Captain, 1 Pilot/Navigator, 1 Chief Engineer, 1 Comm/Sensor Operator, 1 Gunner), 2 Technicians, 1 Medic

[3] 1 Workspace per system

[4] All Armor Hardened, [5] Semi-Ablative (Loses 1 dDR for every 10 points of d-damage it resists), [6] Plus dDR 150 Force Screen (300 if reinforced with extra Power Point)

[8] shielded, hidden

Habitat Modules														
Available Cabins: 60 ( 0 / 60 / 0 ) Crew Accommodations: 16 Passenger Accommodations: 16														
Unused Cabins: 0.8 ( 0 / 0.8 / 0 ), Center [3]: 0.8														
Normal Life Support														
Quantity	Location	Type	SM	Notes	Quantity	Location	Type	SM	Notes	Quantity	Location	Type	SM	Notes
7	Center [3]	Cabin	+0	14 person										
1	Center [3]	Luxury Cabin	+0	2 person										
8	Center [3]	Passenger Cabin	+0	16 person										
1	Center [3]	Minifac: Fabricator	+0	\$500 per Hr.										
1	Center [3]	Sickbay	+0	1 bed; +2 Skill										
1	Center [3]	Briefing Room	+0	10 person										
1	Center [3]	Office	+0	2 person										
1	Center [3]	Rec Room	+0	20 patrons, 2 staff										
1	Center [3]	Large Mechanic Shop	+0	30 person, +3 Skill										
16	Center [3]	Life Pod	+0	64 person										
13	Center [3]	Steerage Cargo	+0	65 tons										

Weapon Systems													Accel	Projectie SM	Range
Available Mounts: Tertiary: (0 / 30 / 0) Unused Mounts: Tertiary: (0 / 28 / 0), 420 Tons of Steerage Cargo															
Turn Length:			Range Scale:			Basic Combat Ranges			Gunner: 0						
Quantity	Location	Weapon	Mount	Options	Size	Damage	sAcc [1]	Rcl	RoF	Shots	MPS				
1	Center [6] - Tertiary	UV Laser	Turret	Very Rapid Fire	1 MJ	2d (2) burn	+0 (+8)	1	200 [2]	∞					
1	Center [6] - Tertiary	Missile Launcher	Turret		28 cm	6dx7 (2) cr	+3	1	1	15	10				
											5G				
												+0		X	

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