Spacecraft Design Table Version 1.23												
TL	Spacecraft	dST/dHP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	dDR	Range	Cost
9^	Lander	50	+3 / 5	12	2G / 24 mps	300	32.3 [1]	+7	3+20SV	14/7/7	0x	\$9.49 M

Length: 30 yd. (90 ft.) Crew Requirement: 3 [2] Power Points: +1 / -1 Air Performance: Speed: 3,500 mph / 2G / 24 mps Hnd/SR: +3 / 5

Ship S	ystems						
	Front Hull Systems		Center Hull Systems	Rear Hull Systems			
[1-2]	-2] Armor - Advanced Metallic Laminate 7 dDR each		Armor - Advanced Metallic Laminate 7 dDR	[1]	Armor - Advanced Metallic Laminate 7 dDR		
			Fuel Tank - Uranium Saltwater 15 Tons of Uranium Saltwater each	[2-5]	Fuel Tank - Uranium Saltwater 15 Tons of Uranium Saltwater each		
[3]	Fuel Tank - Uranium Saltwater 15 Tons of Uranium Saltwater						
[4-6]	Hangar Bay Launch: 10 Tons/min / SM+4 / Cap.: 10 Tons each						
		[5!]	<b>Weapon Battery - Major</b> 1 Weapon Mount				
		[6]	Passenger Seating 20 Seats	[6]	Reaction Engine - Nuclear Saltwater Rocket 2G / 24 mps		
[Core]	Control Room Computer: C6 Comm/Sensor: 5 Stations: 3 [2]			[Core†]	Power Plant - Fission 1 Power Points (50 yr Fuel)		

User Notes:

Design Switches, Features, & Notes: 3 Airlocks (Capacity: 3 people each), SHIP OPTIONS: Streamlined, Winged, NOTES: [1] Load Includes: 2.3 tons of Crew & Passengers, 30 tons Hangar Bay Capacity, [2] Crew Requirement: 3 Control Stations, FUEL USE: [3] Uranium Saltwater

Habitat Modules												
Qty Location Type	Qty Location	Type	Notes	Qty Location	on Type	Notes						
			_									
			_				·					

Weapon Systems Available Mounts: Major: 1 (0/1/0)										Thrust Rating	Burn Points				
Qty	Mount	Turn Length: 20-sec Weapon O		Range Scale: Basic Combat Ranges tions Size Range			Damage	sAcc	Rel	RoF Shots		MPS	ng st	S =	
1	Center - Major - Turret	Electromagnetic Gun			14 cm	S	3dx7 cr (2)	-7	3	1	150	2			
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