

Spacecraft Design Table

Version 1.23

TL	Spacecraft	dST/dHP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	dDR	Range	Cost
9	Ossipon-class transport	150	-4 / 5	13	0.02G / 360 mps	10,000	1,163 [1]	+10	24ASV [2]	60/30/30	1x	\$742.5 M

Length: 100 yd. (300 ft.) Crew Requirement: 23 [3] Power Points: +2 / -2 Air Performance: Speed: 0.02G / 360 mps Hnd/SR: -4 / 5

Space Performance: FTL-1

Ship Systems

Front Hull Systems		Center Hull Systems		Rear Hull Systems	
[1-2]	Armor - Advanced Metallic Laminate 30 dDR each	[1]	Armor - Advanced Metallic Laminate 30 dDR	[1]	Armor - Advanced Metallic Laminate 30 dDR
		[2]	Fuel Tank - Hydrogen 500 Tons of Hydrogen	[2]	Cargo Hold 500 Tons
[3]	Comm/Sensor Array - Tactical Array Level: 10 [3]	[3-4]	Hangar Bay Launch: 100 Tons/min / SM+6 / Cap.: 300 Tons each [3]	[3-4]	Fuel Tank - Hydrogen 500 Tons of Hydrogen each
[4]	Weapon Battery - Major 1 Weapon Mount [3]				
[5]	Defensive ECM -2 to Hit/Detect [3]	[5-6]	Power Plant - Fusion 2 Power Points (50 yr Fuel) [3]	[5-6]	Reaction Engine - Antimatter Plasma Rocket 0.01G each / 360 mps [3] (TL10)
[6]	Control Room Computer: C8 Comm/Sensor: 8 Stations: 10 [3]	[6!]	Weapon Battery - Major 1 Weapon Mount [3]		
		[Core]	Habitat 60 Cabins [3]	[Core!]	Stardrive - Jump FTL-1 (TL^)

User Notes:

Design Switches, 6 Airlocks (Capacity: 6 people each), SHIP OPTIONS: Spin Gravity (Maximum 0.2G), NOTES: [1] Load Includes: 13 tons of Crew & Passengers, 500 tons of Cargo Hold, 50 tons of Steerage Cargo, 600 tons
Features, & Notes: Hangar Bay Capacity, [2] Plus 108 in Hibernation Chambers, [3] Crew Requirement: 10 Control Stations, 12 Workspaces (1 per system), 1 Medical, FUEL USE: [4] Hydrogen

Habitat Modules

Available Cabins: 60 (0 / 60 / 0)

Qty	Location	Type	Notes	Qty	Location	Type	Notes	Qty	Location	Type	Notes
108	C	Hibernation Chamber	108 chambers								
1	C	Sickbay: Clinic	10 bed; 1 staff; +3 Skill								
12	C	Cabin	24 person								
1	C	Minifac: Fabricator	\$500 per Hr.								
10	C	Steerage Cargo	50 tons								

Weapon Systems

Available Mounts: Major: 2 (1 / 1 / 0)

Turn Length: 20-sec

Range Scale: Basic Combat Ranges

Qty	Mount	Weapon	Options	Size	Range	Damage	sAcc	Rcl	RoF	Shots	MPS		Rating	Thrust	Poins	Burn
1	Center - Major - Turret	Laser		3 GJ	L	3dx10 bum (2)	+0	1	1							
1	Front - Major - Fixed	Missile Launcher		48 cm	X	6dx12 cr (2)	+4 [1]	1	1	50	20	5G				

[1] Includes +2 for Fixed Mount