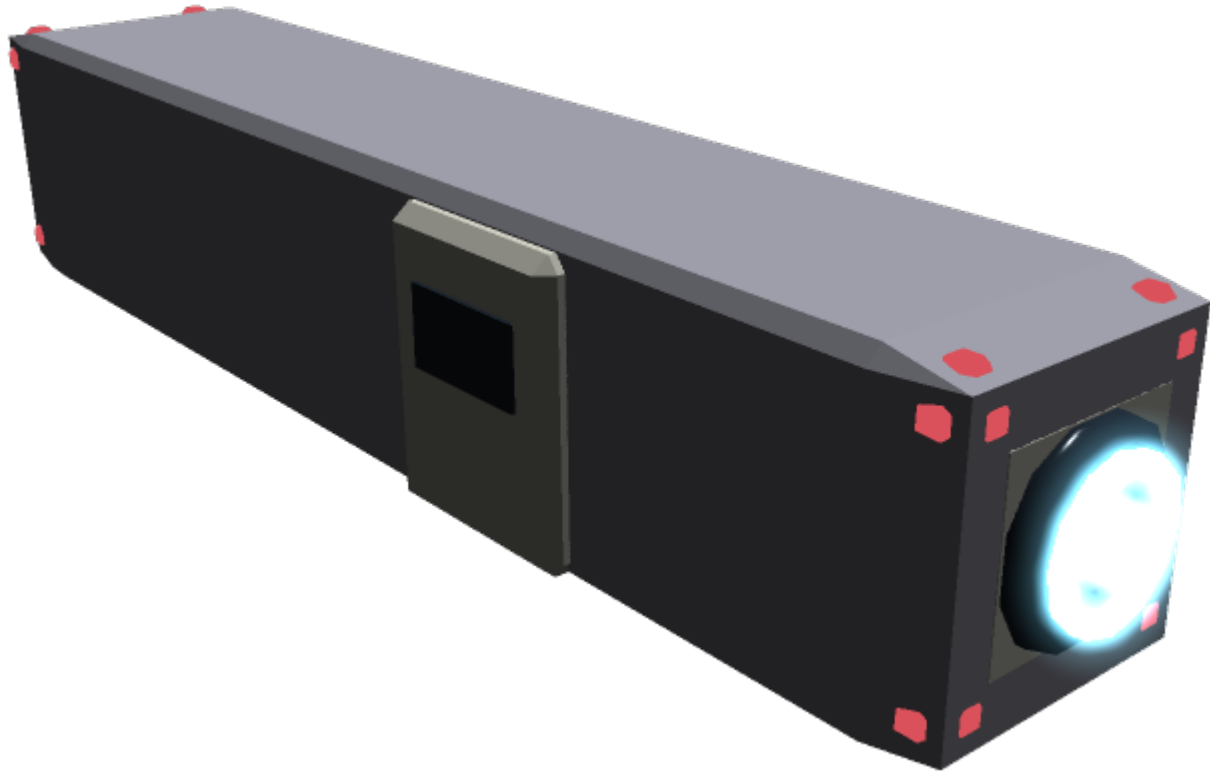


SSCC-XL Engine Module

The SSCC-XL Engine Module is a low-cost propulsion add-on module designed by [Kage Yaichiro](#) for various purposes in [YE 40](#) for sale by the [Sunflower Corporation](#). It is one of the [SSCC-XL Prefab Modules](#) made out of an [SSCC-XL](#) and costs 4800 [KS](#) (9600 [DA](#)), though discounts can drop this price to as low as 3264 [KS](#) (6528 [DA](#)). It is intended to be attached to vessels and augment their propulsion.



About the SSCC-XL Engine Module

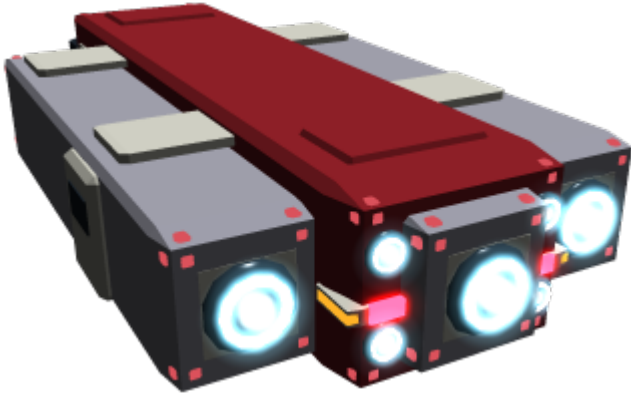
Made as one of the [SSCC-XL Prefab Modules](#) for the [Hauler-class Logistics Ship](#), the Engine Module is designed for those who want higher performance propulsion. It allows people to buy modules to expand the capabilities of the vessel, which is a somewhat rare option. It's also possible for someone building their own ship to employ these modules for basic propulsion capability - albeit with some fine-tuning.

Key Features

In addition to each module adding 0.05c to the STL capacity of the [Hauler-class Logistics Ship](#), each module also each increases the [Combined Field System's](#) FTL speed by 1,000c and the [Hyperspace Fold Drive's](#) capability by 0.05 ly/m. Up to three modules can be added. Yet another addition is the ability to use the engine exhaust and focusing system as a high-output [Plasma Cannon](#).

Mission Specialization

The Engine Module in and of itself does not have a specific mission profile, but the higher speed it can offer to a [Hauler-class Logistics Ship](#) allows for generally higher speed in any given role. They also tend to be used by enthusiasts in all three of the Hauler's slots simply for the sake of speed and power.



Appearance

Being built from two [SSCC-XL Cargo Containers](#), one solid external one and another cut up for internal bulkheads, the Engine Module retains the basic shape of the original container. The doors on either side are connected by a hallway and are meant to interconnect, and power and plasma hookups also exist. Each corner of the module has a cluster of three [plasma verniers](#) for propulsion and light thrust, though they can also be used for hovering and placement. The rear has a single large thruster extending outward, which also remains outside of the craft even when in the internal bay of the [Hauler-class Logistics Ship](#).

History and Background

When creating the [Hauler-class Logistics Ship](#) for the [Sunflower Corporation](#) in YE 40, [Kage Yaichiro](#) elected to develop modules which could be used with the vessel to increase its versatility. One issue was how to appeal to both the practical user and also the weekend enthusiast without making the price of the vessel itself higher than necessary for the former. The solution was to appeal to the latter with an incremental drop-in engine and weapon upgrade, which became the inspiration for the Engine Module.

Price

The price of the Engine Module is 4800 [KS](#) (9600 [DA](#)), though there are ways to shrink that amount further. There is a 12% discount to soldiers and veterans of the [Star Army of Yamatai](#), the [Scientific Studies Service \(SSS\)](#), and the [Star Military of the Democratic Imperium of Nepleslia](#). It is also possible to


drop the cost by another 900 KS if one supplies two [SSCC-XL](#) for the construction process (which combined must result in a structurally sound SSCC-XL and another that is 90% intact). This encourages the reuse of SSCC-XL Containers, even ones with minor damage that can be cut up for internal bulkheads.

Module Type	Price	After Deduction for 2 SSCC-XL	After Military Deduction	After Both Deductions
Engine	4800 KS (9600 DA)	3900 KS (7800 DA)	4224 KS (8448 DA)	3264 KS (6528 DA)

Statistics and Performance

The module is not really meant for autonomous operation but can be ejected as an [FTL](#)-capable escape pod.

General

The Engine Module is intended for the [Hauler-class Logistics Ship](#), hence the nomenclature, but there is nothing stopping someone else from affixing it to other craft if they do the necessary refitting. Other custom modules may be built for the same purpose, though this nomenclature only appeals to the modules produced by [Sunflower Corporation](#) or any  [OEMs](#).

- Class: SC-Y1-M4003
- Type: Civilian Propulsion Booster Module
- Designers: [Kage Yaichiro](#)
- Manufacturer: [Sunflower Corporation](#)
- Fielded by: Civilians and assorted [factions](#)

Passengers

The module isn't intended to carry passengers aside from when it is being employed for an escape pod.

- **Occupants:** 0 occupants normally.
- Maximum Capacity: 4 people can survive one of these modules with the [spacesuits](#) stored here and use the [Power/Matter System](#) for waste management and sustenance, but it would be cramped and unpleasant.

Dimensions

This module has the exact same dimensions as an [SSCC-XL](#) and can be stored in all the same places and methods, provided the engine is retracted.

- Length: 15 meters¹⁾

- Width: 2.5 meters²⁾
- Height: 3 meters³⁾
- Decks: 1 (2.5 meters each)⁴⁾

Propulsion and Range

Alone, this module is not capable of much in the way of speed due to being designed to augment an existing system. It is, however, capable of movement by various means in STL and [FTL](#).

- **Continuum Distortion Drive:** 1,000c⁵⁾
- **Hyperspace Fold Drive:** 0.1 light-years/minute⁶⁾
- **Sublight Engines (Space):** 0.125c⁷⁾
- **Sublight Engines (Atmosphere/Hovercar):** 160.9 kilometers/hour⁸⁾
- Range: Reliant on external systems for travel.
- Lifespan: 50 years, extendable by maintenance.
- Refit Cycle: 20 years in cases of heavy use.

When attached to a [Hauler-class Logistics Ship](#):

Propulsion Type	Base	1 Engine Module	2 Engine Modules	3 Engine Modules
Continuum Distortion Drive:	7,500c	8,500c	9,500c	10,500c
Hyperspace Fold Drive:	0.30 ly/m	0.35 ly/m	0.40 ly/m	0.45 ly/m
Sublight Engines:	0.275c	0.325c	0.375c	0.425c

Damage Capacity

See [Damage Rating \(Version 3\)](#) for an explanation of the damage system.

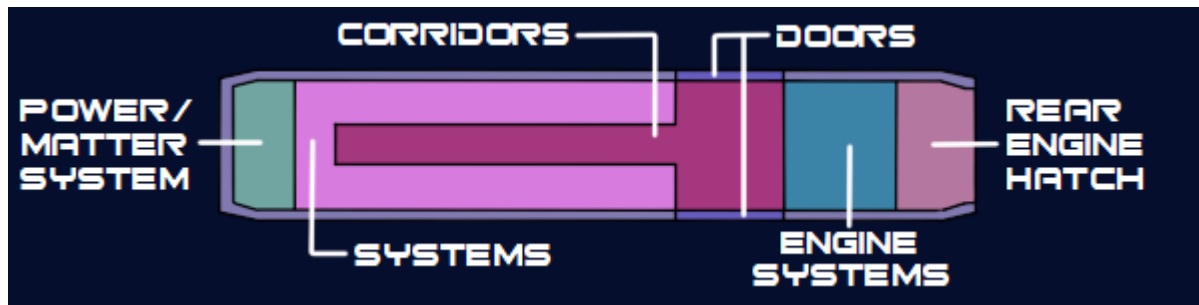
- **DRv3 Tier:** [Tier 7, Light Mecha](#)

Inside the Engine Module

The interior of the module is simple, cramped, and somewhat warmer than what is typically comfortable. It is by no means meant to be a typical living environment.

Deck Layout

The layout of the module is quite simple, and can functionally be understood through the diagram below.



Compartment Layouts

All hull sections and bulkheads between areas are made of 20cm thick walls of [Durandium Alloy](#). All rooms, if necessary, can seal to protect against decompression.

Corridors

The corridors connect the two doors as an open space and from there provide access to the assorted rooms and systems, though these corridors can be sectioned off and the area between the doors can be sealed to function as an airlock if needed. The corridors also have various displays and controls, as well as panels for emergency [spacesuits](#) and tools.

Engine Systems

This is where one maintains the Plasma Engine and is the heart of the module's [Plasma Projection System](#). Just past this is a more vacant section where the engine nozzle can extend out the rear of the module or retract inside when not in use.

Module Systems

The systems in the Engine Module are not the most advanced, but they are rather cost-effective and robust. All are designed for constant use and living. All of the systems aboard are [Common Module Systems](#) which are found in all modules but the [Endcap Module](#).

Propulsion

The module has assorted kinds of propulsion available, albeit low-tier when standing alone. It is intended more as a supplement to the [Hauler's](#) typical offerings but is capable of independent operation in emergencies.

Plasma Projection System

In addition to the twenty-four plasma verniers, the module also has a single large plasma engine at the rear. Combined, these are known as the [Plasma Projection System](#). These components are usually fusion-powered, but it is possible to use filtered plasma from an [Aether Generator](#) to power them as well. These can propel the module to a top STL speed of 0.125c. When attached to a [Hauler](#), the ship's top speed is increased by 0.05c.

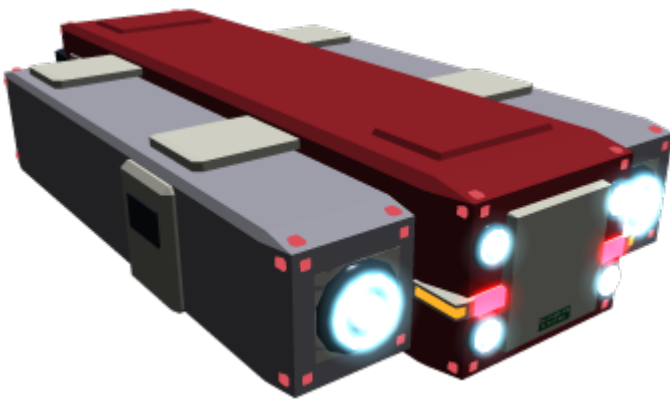
It should be noted that the plasma verniers are also configured to act as a point defense weapon system and were integrated to save cost and optimize coverage.

Combined Field

The [Combined Field System](#), which includes the [Continuum Distortion Drive](#), is the mid-tier mode of [FTL](#) transportation for the module. It is capable of a typical top speed of 1,000c unaided, or it can add 1,000c to a [Hauler](#) if attached.

Hyperspace Fold

[Hyperspace Travel](#) is used for long-distance interstellar travel. The speed of this system is 0.1 light-years per minute or 6 light-years per hour from a realspace perspective. The system takes five minutes to charge. If attached to a [Hauler](#), 0.05 ly/m is added to the Hauler's maximum hyperspace fold speed.



Two Engine Modules attached to a [Hauler-class Logistics Ship](#).

Weapons Systems

The module has two weapon systems, though only one of them has 360-degree coverage with significant overlap. While not useful for large targets, they are suitable for use against [power armor](#). A downside is that the more powerful weapon is rear-facing only. Still, the module should be running away from

whatever is attempting to attack it anyway.

This module is [tiers](#) compliant.

- 1 Tier 8 ([Medium Anti-Mecha](#)) [Plasma Projection System Plasma Cannon](#) (2 [TEWGs](#))
- 24 Tier 5 ([Medium Anti-Armor](#)) [Plasma Projection System Plasma Guns](#) (6 [TEWGs](#))

OOO Notes

[Toshiro](#) created this article on 2018/10/23 18:24; [approved](#) it (using the [checklist](#)) on 2018/11/18 18:24.

¹⁾

Roughly equivalent to 49.2 feet.

²⁾ ⁴⁾

Roughly equivalent to 8.2 feet.

³⁾

Roughly equivalent to 9.84 feet.

⁵⁾

Roughly equivalent to 0.11 light-years/hour.

⁶⁾

Equivalent to 6 light-years/hour or 52,596c.

⁷⁾

Roughly equivalent to 37,474 kilometers/second or 23,285 miles/second.

⁸⁾

Equivalent to 100 miles/hour.

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Last update: **2023/12/21 04:21**

