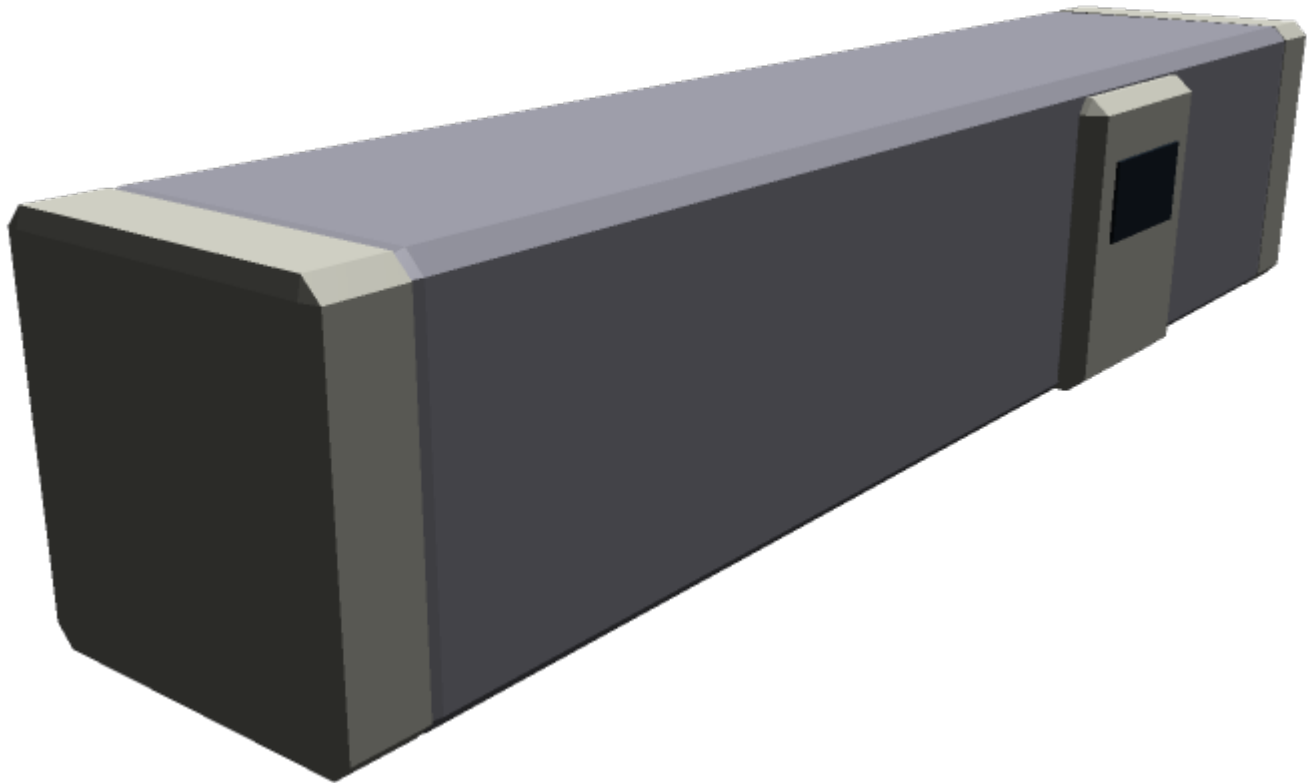


SSCC-XL Endcap Module

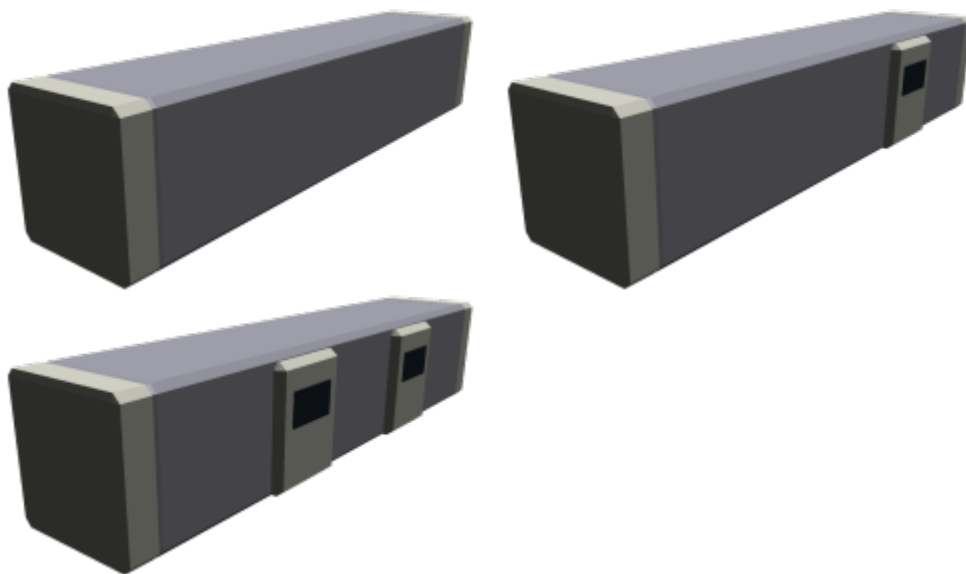
The SSCC-XL Endcap Module is one of the [SSCC-XL Prefab Modules](#) made out of an [SSCC-XL](#), though it is really only meant to be an SSCC-XL that has removable endcaps and a variable number of access doors. It was designed by [Kage Yaichiro](#) for various purposes in [YE 40](#) for sale by the [Sunflower Corporation](#). It costs 1800 [KS](#) (3600 [DA](#)), though discounts can drop this price to as low as 684 [KS](#) (1368 [DA](#)).



About the SSCC-XL Endcap Module

Built as one of the [SSCC-XL Prefab Modules](#) for the [Hauler-class Logistics Ship](#), it is otherwise unremarkable with no active systems and is meant to serve as a means of transporting cargo easily by having the ends of the container be removable, reducing the time necessary to load and unload it as if it were a cargo bay in and of itself. It is also meant to be a connecting hallway for a bunker or a [SSCC-XL Living Complex](#). These hallways can be made longer simply by removing the endcaps and sticking more of these modules together end-to-end. Finally, the fact it is simply a Module with endcaps and doors lends it heavily to customization by other parties to make their own custom modules. It has the power connectors and space-tight nature to encourage this.

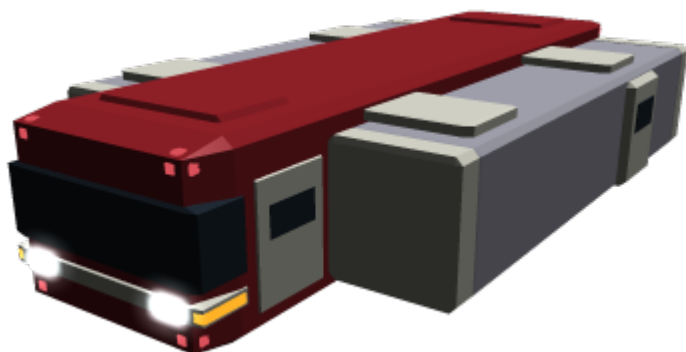
Appearance



The Endcap Module simply appears as a [SSCC-XL Cargo Container](#) with removable endcaps and anywhere from 0, 2, or 4 doors. It is typically gray, but can really be any color desired; some are painted in the colors and logos of various shipping [companies](#), while others are customized from the ground up by their owners into custom modules.

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. Making a basic module for easier loading and unloading was a good start, but he also chose to engineer it to where people could use it as the basis for their own custom modifications. The invention of the [SSCC-XL Living Complex](#) evolved the concept further to have optional doors in various configurations to allow for interconnecting hallways, thus the Endcap Module is only remarkable for its utility and nothing more.



Price

The price of the Endcap Module is 1800 [KS](#) (3600 [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 50% 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
Endcap	1800 KS (3600 DA)	900 KS (1800 DA)	1584 KS (3168 DA)	684 KS (1368 DA)

Statistics and Performance

Though technically not requiring a model number, the module still has one for the sake of consistency. It has no [Plasma Projection System](#) or other such technology that other modules may possess.

General

The Endcap Module is simple and has nothing in it preventing other groups from producing knock-offs, as it is just a container with basic components to connect to the Hauler. However, it has nomenclature and other data for consistency's sake and the benefit of being more thoroughly tested in various environments.

- Class: SC-Y1-M4000
- Type: Civilian Cargo Module
- Designers: [Kage Yaichiro](#)
- Manufacturer: [Sunflower Corporation](#)
- Fielded by: Civilians and assorted [factions](#)

Dimensions

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

- Length: 15 meters¹⁾
- Width: 2.5 meters²⁾
- Height: 3 meters³⁾
- Decks: 1 (2.5 meters each)⁴⁾

Damage Capacity

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

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

OOC Notes

[Toshiro](#) created this article on 2018/10/23 15:45; [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.

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