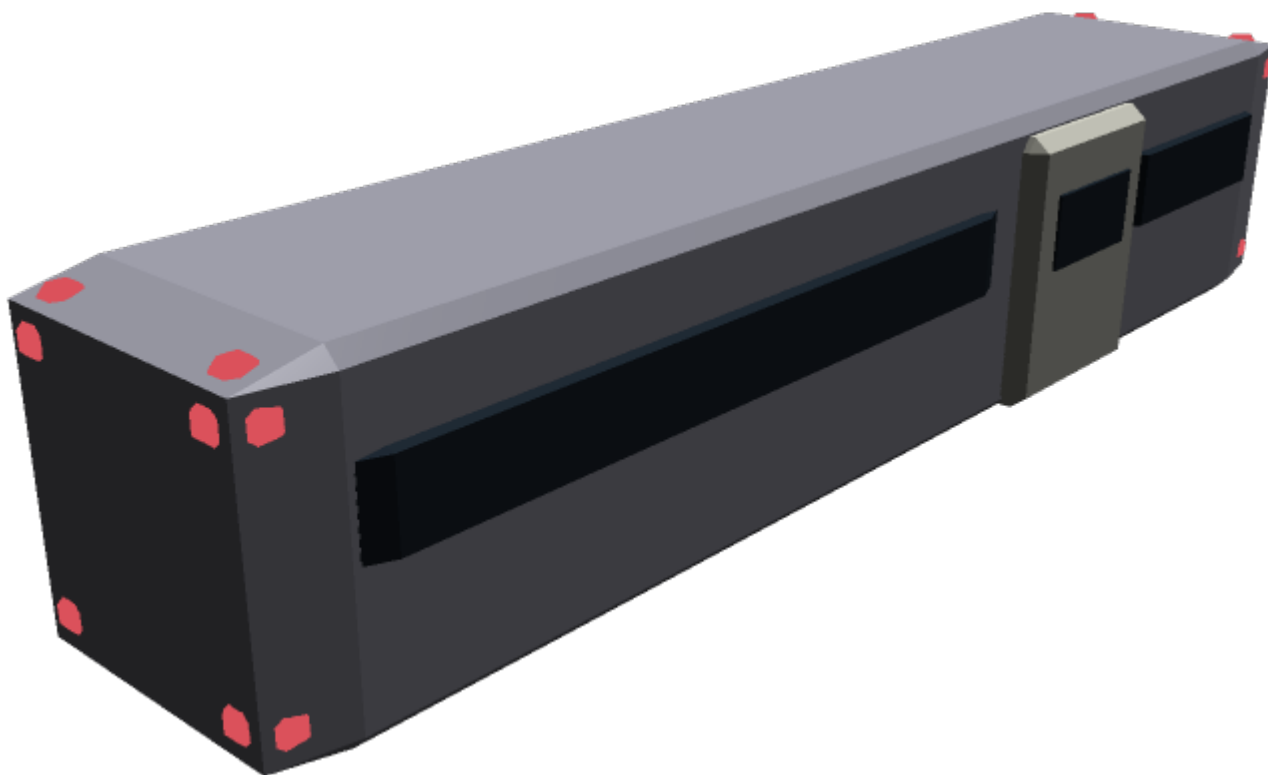# SSCC-XL Living Module

The SSCC-XL Living Module is a low-cost residence 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 4500 KS (9000 DA), though discounts can drop this price to as low as 3060 KS (6120 DA). It can be attached to ships, used as a stand-alone residence, as a buried bunker, or even as part of a larger modular building like the SSCC-XL Living Complex.

About the SSCC-XL Living Module

Initially intended as one of the SSCC-XL Prefab Modules for the Hauler-class Logistics Ship, it was soon realized that the Living Module had an assortment of other roles. Its ability to process matter into energy or re-sequence it into other forms of matter lent it well to off-the-grid living, and a portable residence could easily fit the Sunflower Corporation's goal of making cost-effective options for living and business purposes. With this realization, along with the knowledge that the SSCC-XL it was built into could readily be stacked ten high, the Living Module was made as a full-blown residence and construction option.

It is comparable to the Ge-Y1-M3500 - Building Module but is far smaller and simpler.

Key Features

The Living Module offers a complete (though compact) set of amenities and has its own power generation system based on a civilian [Star Army Fabrication Chamber, Type 39](link), which allows for the creation of materials from that which can be found on site including trash and waste. It is also capable of using its small [Plasma Projection System](link)-based plasma verniers and graviton beam projectors to position itself, hover, or even move at low speeds for self-placement. Once positioned, these verniers can function as plasma-based point defense weapons. It can also act as an escape pod in space with its light STL maneuverability.

Mission Specialization

The Living Module is intended to provide a living option in assorted situations, including those in which self-sufficiency and even light defense may be required. This module is not only capable of attaching to the [Hauler](link), but it can also link to other components or modules. Situations this module serves in include:

- Mounted to a [Hauler-class Logistics Ship](link)
- Mounted to other modules to form bunkers or apartment buildings
- Standalone residences
- Underground bunkers
- Homestead, colonist, or refugee housing
- Use in a [SSCC-XL Living Complex](link)

Appearance

Being built from two [SSCC-XL Cargo Containers](link), one solid external one and another cut up for internal bulkheads, the Living Module retains the basic shape of the original container. The dark components that appear to be windows are actually armored sensor panels with hull under them. 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](link) for propulsion and light thrust, though they can also be used for hovering and placement.

History and Background

When creating the [Hauler-class Logistics Ship](link) for the [Sunflower Corporation](link) in [YE 40](link), [Kage Yaichiro](link) elected to develop modules which could be used with the vessel to increase its versatility. Interested in low-cost and highly versatile options, he looked into other possibilities, including those related housing. Realizing he could use the modules for housing, construction, and bunkers, Yaichiro elected to diversify the unit into those roles as well. The resultant module was intended for a wide array of markets and use cases in a cost-effective manner by using the [SSCC-XL](link) as a base.

Price

The price of the Living Module is 4500 KS (9000 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
Living	4500 KS (9000 DA)	3600 KS (7200 DA)	3960 KS (7920 DA)	3060 KS (6120 DA)

Statistics and Performance

For a living area built into a cargo container, the site is quite suitable. The module is not capable of high speeds - only able to act as an escape pod with some maneuvering in space - and is certainly not capable of moving too quickly in an atmospheric environment.

General

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-M4002
- Type: Civilian Residence Module
- Designers: Kage Yaichiro
- Manufacturer: Sunflower Corporation
- Fielded by: Civilians, assorted factions

Passengers

The module is rather small and efficient. It is comparable to a microapartment but has the ability to support more people.

- **Occupants:** 1-4 occupants
- Maximum Capacity: Each Living Module can comfortably sleep 4 people, but can house 6 if another bunk bed is brought in.

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 meters[1]
- Width: 2.5 meters[2]
- Height: 3 meters[3]
- Decks: 1 (2.5 meters each)[4]

Propulsion and Range

This module is only capable of light slower-than-light travel and navigation in an atmospheric environment. It is not rated for unaided travel over interstellar distances.

- **Sublight Engines (Space):** 0.025c[5]
- **Sublight Engines (Atmosphere/Hovercar):** 160.9 kilometers/hour[6]
- Range: Reliant on external systems for travel.
- Lifespan: 50 years, extendable by maintenance.
- Refit Cycle: 20 years in cases of heavy use.

Damage Capacity

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

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

Inside the Living Module

The interior of the module is profoundly simple but contains the amenities necessary for living. It is comparable to a microapartment.

Deck Layout

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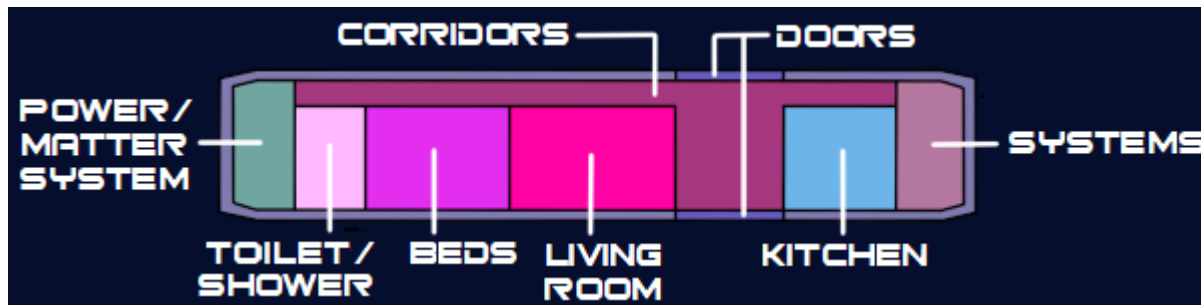
Compartment Layouts

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.

Bedroom

The bedroom is a basic one with two closets and two civilian variants of the Star Army Bunk Bed, Type 40. The bunk beds each have two bunks, a desk, and a chair each. A third bunk bed can be added to the middle of the room to increase occupancy if absolutely necessary. The outer wall opposite the door has one massive volumetric window that doubles as a screen.

Corridors

The corridors connect the two doors as an open space and from there provide access to the assorted rooms, though these corridors can be sectioned off and the area between the doors can be sealed to function as an airlock if needed.

Kitchen

The kitchen is intended as a place to cook and store food, thus the walls lined with the various counter-tops and cooking utensils required. It also has a small table with chairs along one of the walls, but this is meant for use as a workspace rather than eating. Strangely, the modest dishwasher is located next to a washer/dryer combo unit for laundry. There is also a refrigerator with an integrated freezer door, a stove, and a microwave. The stove, however, is special in that it is a small civilian Star Army Fabrication Chamber, Type 39 connected to the Power/Matter System which can provide many different types of food.

Trash is actually put into a hole in the wall that connects to the Power/Matter System as a source of materials.

Living Room

The living room is the main area for living and eating. It has a volumetric window that doubles as a screen along the side opposite the door. It typically has a table, two chairs, a couch, and a wall control panel from which the module's marginal flight and hovering capabilities can be controlled from.

Toilet/Shower

The toilet is a very simple affair with a toilet, a walk-in shower, a washbasin, a mirror, and a cabinet on the wall. There is a waterproof touchscreen on the wall to communicate with other areas, as this room can act as a panic room in case of damage or attack.

Module Systems

The systems in the Living 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.
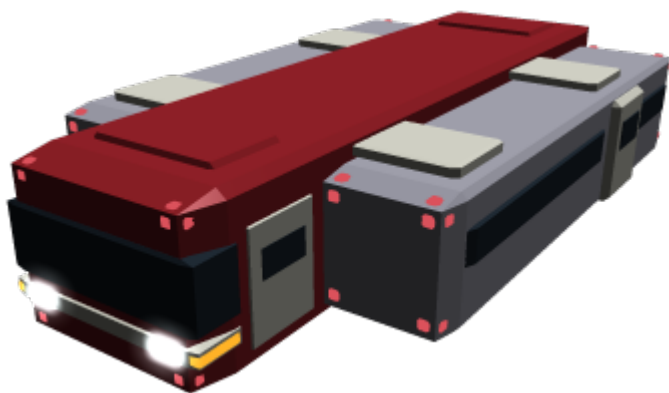
Two Living Modules attached to a Hauler-class Logistics Ship.

Weapons Systems

The module has only one weapon system array, though it has 360-degree coverage with significant overlap. While not useful for large targets, it is suitable for use against power armor, vehicles, and unauthorized personnel.

- 24 Tier 5 (Medium Anti-Armor) Plasma Projection System Plasma Guns (6 TEWGs)

OOC Notes

[Toshiro](#) created this article on 2018/07/17 17:21; [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 7,494.8 kilometers/second or 4,657.05 mile/second.

[6)](#)

Equivalent to 100 miles/hour.