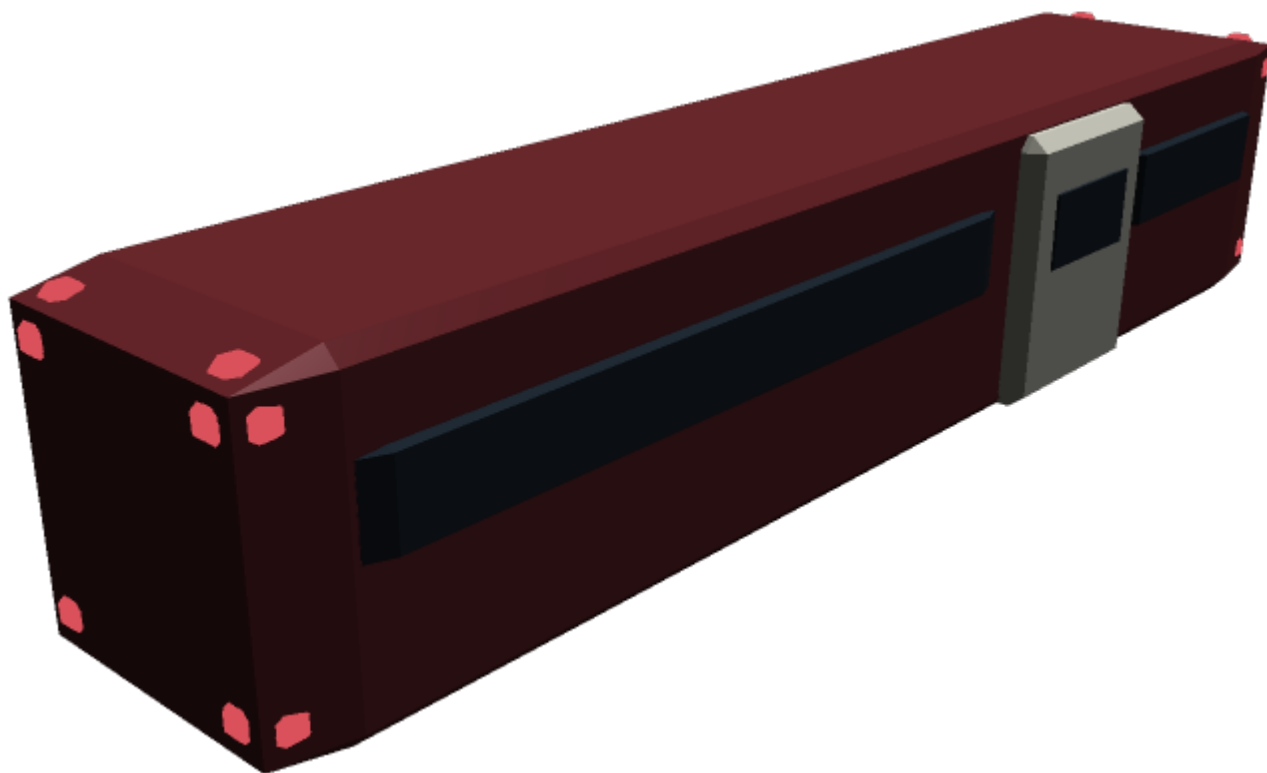


# SSCC-XL Passenger Module

The SSCC-XL Passenger Module is one of the [SSCC-XL Prefab Modules](#) made out of an [SSCC-XL](#) and is specifically designed to carry extra passengers. It was designed by [Kage Yaichiro](#) for various purposes in [YE 40](#) for sale by the [Sunflower Corporation](#). It costs 3000 [KS](#) (6000 [DA](#)), though discounts can drop this price to as low as 2040 [KS](#) (4080 [DA](#)).



## About the SSCC-XL Passenger Module

Built as one of the [SSCC-XL Prefab Modules](#) for the [Hauler-class Logistics Ship](#), the Passenger Module was designed with a simple function. It was to act as a means of rapidly expanding the passenger capacity of the vessel to let it fill a transport niche. It was soon realized, however, that the module could be used for more than this or turning cargo trains into passenger trains - it could also serve as a meeting room, classroom, or even as a movie theater in bunkers or prefab buildings like the [SSCC-XL Living Complex](#).

## Key Features

The amenities for the Passenger Module are somewhat spartan, as it is not meant to hold a large number of people for long periods as much as serve as short-term transport between [star systems](#). It has a pair of toilets and a power generation system based on a civilian [Star Army Fabrication Chamber, Type 39](#) which also 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](#)-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 is notable that using these Passenger Modules to convert a cargo train into a passenger one effectively gives the train turrets. It can also act as an escape pod in space with its light STL maneuverability.

## Mission Specialization

The Passenger Module is meant to serve as a means of transporting people from one place to another rather cheaply and efficiently, allowing for businesses centered around moving people to be more readily created. It can also be used as a meeting or classroom setting if needed. This module is not only capable of attaching to the [Hauler](#), but it can also link to other components or modules. Situations this module serves in include:

- Mounted to a [Hauler-class Logistics Ship](#)
- Mounted to other modules to form larger structures for classrooms or theaters
- Standalone classrooms or theaters
- Cargo space to armed passenger space conversion for [SSCC-XL](#)-carrying trains or vehicles
- Use in a [SSCC-XL Living Complex](#)

## Appearance

Being built from two [SSCC-XL Cargo Containers](#), one solid external one and another cut up for internal bulkheads, the Passenger 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, though these can also act as video screens. The doors on either side have power and plasma hookups, and open to reveal ten rows of three seats. 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.

## 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. Creating a module for the passenger niche was a foregone conclusion, though Yaichiro's preference for versatility sought to make the unit able to rotate its seats and be used as a classroom or as a movie theatre. It was also deemed important to let the module retain its armaments and propulsion systems not just to act as an escape pod but also to let the craft be a drop-in armed passenger module for [SSCC-XL](#)-compatible trains and vehicles.

## Price

The price of the Passenger Module is 3000 [KS](#) (6000 [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
Passenger	3000 KS (6000 DA)	2100 KS (4200 DA)	2640 KS (5280 DA)	2040 KS (4080 DA)

## Statistics and Performance

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-M4001
- Type: Civilian Personnel Transport Module
- Designers: [Kage Yaichiro](#)
- Manufacturer: [Sunflower Corporation](#)
- Fielded by: Civilians and assorted [factions](#)

### Passengers

This module is only capable of transport and is not meant to hold its occupants unsupported for an extended period of time beyond what could be expected from an escape pod.

- **Occupants:** 0-30 occupants, though not intended for sleeping 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<sup>1)</sup>
- Width: 2.5 meters<sup>2)</sup>
- Height: 3 meters<sup>3)</sup>
- Decks: 1 (2.5 meters each)<sup>4)</sup>

## 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<sup>5)</sup>
- **Sublight Engines (Atmosphere/Hovercar):** 160.9 kilometers/hour<sup>6)</sup>
- 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.

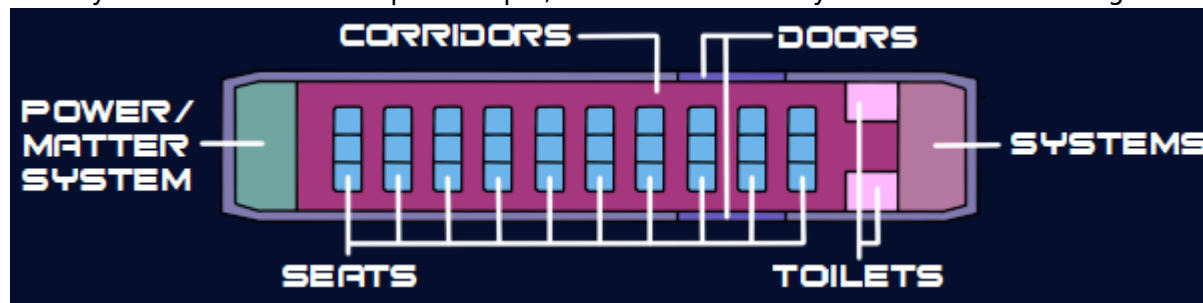
- **DRv3 Tier:** [Tier 7, Light Mecha](#)

## Inside the Passenger Module

The interior of the module is simply some systems at the ends of the module in their own rooms, walls with displays, 30 seats, and a couple of bathrooms. Nothing more.

## 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.

### Seating Area

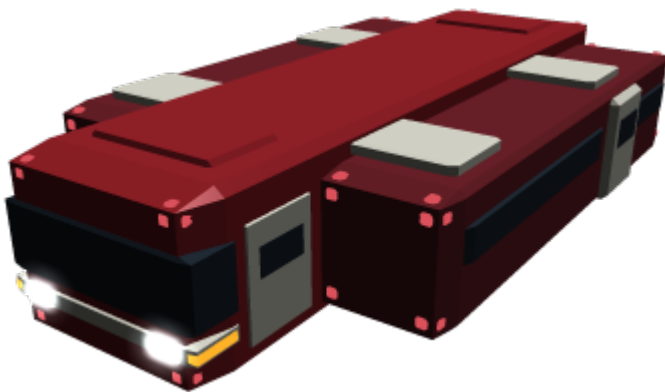
The seating area is simply 30 passenger seats in ten rows of three. These seats come with a small fold-out desk surface with a screen and headphones and have the added capability of reclining and even rotating 90 degrees left or right if unlocked from their standard position. They are even capable of reclining to a degree and have four-point seat belts. Each is notable for having a one-size-fits-all space suit and survival gear tucked under the seat. There is even a small inflatable carrying container for protecting pets and infants.

### Toilets

The toilets are a very simple affair with a toilet, a washbasin, a mirror, and a cabinet for storing things like toilet paper and plungers. There is a waterproof touchscreen on the wall to control the escape pod functionality of the craft and help communicate with any attached vessel. These are labeled “Male” and “Female” sometimes by the operator of the module, though the distinction is entirely optional.

## Module Systems

The systems in the Passenger 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 Passenger 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 2018/10/23 15:14; [approved](#) it (using the [checklist](#)) on 2018/11/18 18:24.

Products & Items Database	
Product Categories	small craft
Product Name	SSCC-XL Passenger Module
Nomenclature	SC-Y1-M4001
Manufacturer	<a href="#">Sunflower Corporation</a>
Year Released	<a href="#">YE 40</a>
Price (KS)	3,000.00 KS

<sup>1)</sup>

Roughly equivalent to 49.2 feet.

<sup>2)</sup> <sup>4)</sup>

Roughly equivalent to 8.2 feet.

<sup>3)</sup>

Roughly equivalent to 9.84 feet.

<sup>5)</sup>

Roughly equivalent to 7,494.8 kilometers/second or 4,657.05 mile/second.

<sup>6)</sup>

Equivalent to 100 miles/hour.

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