

Appendix 2 - Revised Ship Design Tables

SHIP DESIGN PARADIGMS

The ship design system is adapted from standard reference manuals.

The PU production per turn is equal to the base fuel for PP's, and they can store 3x that. (2 per letter)

MD require PU equal to the base production of a PP of the same rating.

JD require 3x the base production of a PP of the same rating

Turret Pulse Lasers cost 1PU/shot

Turret Beam Lasers cost 2PU/shot

Turret PAs cost 3PU/Shot

Basic operation costs 1PU/1000Td.

Crew

(Add Computer Model to TL for all crew calculations)

Command: Crew/TL (excl. Adm & Cmd) ↓

Pilot: 1, 2 if military or >1000Td

Navigator: 1 if 200Td+

Engineers: Td Drives/(3xTL) ↑

Gunners: 1 per turret, 2 per Bbt

Medic: 1/(10*TL) pass ↑

Steward: HP/4 + MP/10 ↑

Maint: Td/(TL*100) ↓

Admin: 1/(TL*2) crew (excl. Cmd) ↓

GEN		PP			MD	JD	
EFF	LTR	PU	STO	F/W	PU	PU	F/J
200	A	2	6	1	2	6	20
400	B	4	12	2	4	12	40
600	C	6	18	3	6	18	60
800	D	8	24	4	8	24	80
1000	E	10	30	5	10	30	100
1200	F	12	36	6	12	36	120
1400	G	14	42	7	14	42	140
1600	H	16	48	8	16	48	160
1800	J	18	54	9	18	54	180
2000	K	20	60	10	20	60	200
2200	L	22	66	11	22	66	220
2400	M	24	72	12	24	72	240
2600	N	26	78	13	26	78	260
2800	P	28	84	14	28	84	280
3000	Q	30	90	15	30	90	300
3200	R	32	96	16	32	96	320
3400	S	34	102	17	34	102	340
3600	T	36	108	18	36	108	360
3800	U	38	114	19	38	114	380
4000	V	40	120	20	40	120	400
4200	W	42	126	21	42	126	420
4400	X	44	132	22	44	132	440
4600	Y	46	138	23	46	138	460
4800	Z	48	144	24	48	144	480
5000	AA	50	150	25	50	150	500
5200	AB	52	156	26	52	156	520
5400	AC	54	162	27	54	162	540
5600	AD	56	168	28	56	168	560
5800	AE	58	174	29	58	174	580
6000	AF	60	180	30	60	180	600
6200	AG	62	186	31	62	186	620
6400	AH	64	192	32	64	192	640
6600	AJ	66	198	33	66	198	660
6800	AK	68	204	34	68	204	680
7000	AL	70	210	35	70	210	700
7200	AM	72	216	36	72	216	720

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	JD		MD9		MD11 RMD7		MD13 RMD9		MD15 RMD11		FuPP9 ½ FIPP7		FuPP11 ½ FIPP9		FuPP13 ½ FIPP11		FuPP15 ½ FIPP9	
	Td	MCR	Td	MCR	Td	MCR	Td	MCR	Td	MCR	Td	MCR	Td	MCR	Td	MCR	Td	MCR
A	10	10	2.4	3	2	4	1.6	5	1.2	6	5	7	4	8	3.5	9	3	10
B	15	20	3.6	6	3	8	2.4	10	1.8	12	9	14	7	16	6	18	5	20
C	20	30	6	9	5	12	4	15	3	18	13	21	10	24	8.5	27	7	30
D	25	40	8.4	12	7	16	5.6	20	4.2	24	17	28	13	32	11	36	9	40
E	30	50	10.8	15	9	20	7.2	25	5.4	30	21	35	16	40	13.5	45	11	50
F	35	60	13.2	18	11	24	8.8	30	6.6	36	25	42	19	48	16	54	13	60
G	40	70	15.6	21	13	28	10.4	35	7.8	42	29	49	22	56	18.5	63	15	70
H	45	80	18	24	15	32	12	40	9	48	33	56	25	64	21	72	17	80
J	50	90	20.4	27	17	36	13.6	45	10.2	54	37	63	28	72	23.5	81	19	90
K	55	100	22.8	30	19	40	15.2	50	11.4	60	41	70	31	80	26	90	21	100
L	60	110	25.2	33	21	44	16.8	55	12.6	66	45	77	34	88	28.5	99	23	110
M	65	120	27.6	36	23	48	18.4	60	13.8	72	49	84	37	96	31	108	25	120
N	70	130	30	39	25	52	20	65	15	78	53	91	40	104	33.5	117	27	130
P	75	140	32.4	42	27	56	21.6	70	16.2	84	57	98	43	112	36	126	29	140
Q	80	150	34.8	45	29	60	23.2	75	17.4	90	61	105	46	120	38.5	135	31	150
R	85	160	37.2	48	31	64	24.8	80	18.6	96	65	112	49	128	41	144	33	160
S	90	170	39.6	51	33	68	26.4	85	19.8	102	69	119	52	136	43.5	153	35	170
T	95	180	42	54	35	72	28	90	21	108	73	126	55	144	46	162	37	180
U	100	190	44.4	57	37	76	29.6	95	22.2	114	77	133	58	152	48.5	171	39	190
V	105	200	46.8	60	39	80	31.2	100	23.4	120	81	140	61	160	51	180	41	200
W	110	210	49.2	63	41	84	32.8	105	24.6	126	85	147	64	168	53.5	189	43	210
X	115	220	51.6	66	43	88	34.4	110	25.8	132	89	154	67	176	56	198	45	220
Y	120	230	54	69	45	92	36	115	27	138	93	161	70	184	58.5	207	47	230
Z	125	240	56.4	72	47	96	37.6	120	28.2	144	97	168	73	192	61	216	49	240
AA	130	250	58.8	75	49	100	39.2	125	29.4	150	101	175	76	200	63.5	225	51	250
AB	135	260	61.2	78	51	104	40.8	130	30.6	156	105	182	79	208	66	234	53	260
AC	140	270	63.6	81	53	108	42.4	135	31.8	162	109	189	82	216	68.5	243	55	270
AD	145	280	66	84	55	112	44	140	33	168	113	196	85	224	71	252	57	280
AE	150	290	68.4	87	57	116	45.6	145	34.2	174	117	203	88	232	73.5	261	59	290
AF	155	300	70.8	90	59	120	47.2	150	35.4	180	121	210	91	240	76	270	61	300
AG	160	310	73.2	93	61	124	48.8	155	36.6	186	125	217	94	248	78.5	279	63	310
AH	165	320	75.6	96	63	128	50.4	160	37.8	192	129	224	97	256	81	288	65	320
AJ	170	330	78	99	65	132	52	165	39	198	133	231	100	264	83.5	297	67	330
AK	175	340	80.4	102	67	136	53.6	170	40.2	204	137	238	103	272	86	306	69	340
AL	180	350	82.8	105	69	140	55.2	175	41.4	210	141	245	106	280	88.5	315	71	350
AM	185	360	85.2	108	71	144	56.8	180	42.6	216	145	252	109	288	91	324	73	360

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TURRET SLOT WEAPONS							
WEAPON	TL	OPTIMUM RANGE	DAMAGE	AF DICE	AMMO	COST (MCR.)	PU
Pulse Laser	7	Short	1d6	2	PU	0.5	1
Beam Laser	7	Medium	1d6	0	PU	1	2
Particle Beam	8	Long	3d6 + crew hit	0	PU	4	3
Missile Rack	6	Special	by missile	0	1 + mag	0.75	0
Sandcaster	7	Special	Special 0.25	0	1+mag	0.25	0
BARBETTE WEAPONS							
WEAPON	TL	OPTIMUM RANGE	DAMAGE	AF DICE	AMMO	COST (MCR.)	PU
Pulse Laser	7	Short	2d6	2	PU	0.5	3
Beam Laser	7	Medium	2d6	0	PU	1	6
Particle Beam	8	Long	4d6 + crew hit	0	PU	4	12
Missile	6	Special	by 3 Missile Flight	0	20 flights		
Heavy Missile	9	Special	by missile	0	1+Mag	0.75	0
Railgun	9	Short	3d6	0	20	0.25	0
50 TON BAYS							
WEAPON	TL	OPTIMUM RANGE	DAMAGE	AF DICE	AMMO	COST (MCR.)	PU
Missile Bank	6	Special	12 Missile Flight	0	20 flights	12	0
Particle Beam	8	Long	6d6 + 2 crew hits	0	PU	20	40
Fusion Gun	12	Medium	5d6	0	PU	8	50
Meson Gun	11	Long	5d6 + crew hit	0	PU	50	50
Meson Flicker	13	Long	1d6+ crew hits	4	PU	80	50
Heavy Missile	9	Special	by 3 missile flight	0	6 flights	12	0
Railgun Bay	9	Short	3d6	8	200	30	20
Ortillery Railgun	9	Short	8d6	0	50	30	20
100 TON BAYS							
WEAPON	TL	OPTIMUM RANGE	DAMAGE	AF DICE	AMMO	COST (MCR.)	PU
Large Meson Flicker	13	Long	2d6 +1 crew hits	4	PU	160	100
Heavy Missile Bay	9	Special	By 6 missile flight	0	6 flights	24	0
Large Railgun Bay	9	Short	3d6	12	400	60	40
Large Ortillery Railgun	9	Short	12d6	0	50	60	40
MISSILES							
TYPE	TL	ACCEL & ENDUR	DAMAGE	AF DICE	TONS EA	COST KCR	
Standard	6	10G 10T	1d6	N/A	0.05	15 per 12	
Nuclear	8	10G 10T	4d6	N/A	0.05	45 per 12	
Long Range	9	15G 7T	1d6-1	N/A	0.05	30 per 12	
Multi-warhead	7	8G 10T	1d6 hits 1d6-1 ea	N/A	0.05	30 per 12	
HEAVY MISSILES							
TYPE	TL	ACCEL & ENDUR	DAMAGE	AF DICE	TONS EA	COST KCR	
Heavy Conventional	7	10G 10T	4d6	N/A	2.5	5 ea	
Heavy Nuclear	7	10G 10T	6d6 + Crew hit	N/A	2.5	15 ea	
Bomb-Pumped Laser	9	10G 10T	6d6 Laser	N/A	2.5	18 ea	
Ortillery	9	1G 2T	8d6	N/A	2.5	12 ea	

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FITTINGS				
EXTERNAL SYSTEMS				
SYSTEM	TL	TONNAGE	MCR	NOTES
Breaching Tube	10	3 tons	3	DM+1 to board if not aiming for Airlock
Docking Clamp	8	3% Capacity	0.5*Td	Clamped vessel carried externally, can be jumped with at reduced performance
Grappling Arm	8	2	1	250m remote manipulator arm system
Rad Shielding				
HULL MODIFICATIONS SYSTEMS				
SYSTEM	TL	TONNAGE	MCR	NOTES
Aerodyne	7	5% of ship	0.01*HullTD	DM+2 Piloting in Atmosphere, aerodynamic lift.
Distributed Hull		0	-10% Hull	Ship may not enter atmosphere nor land.
Fuel Scoops	8	0	1	Allows skimming fuel
Heat Shielding	7	0	0.1*HullTd	Non-powered Reentry Easy, 10-60 min
Self-Sealing Hull	9	0	0.01*HullTd	prevents decompression
Stealth Coat	11	0	0.1*HullTd	DM-4 to be detected by Radar/Lidar
Streamlined Hull	7	0	+10% Hull	Ship may enter atmosphere reliably
Auxiliary Drives				
SYSTEM	TL	TONNAGE	MCR	NOTES
Solar Panels	8	2*PU	0.2*PU	Generates power when NSpace, & ≤0.1G thrust. Huge surface area; approximately 1000m ² per PU
Solar Sail	8	5%	0.1*HullTD	0.01G, Huge surface area; 1km ² per td of sail.
Reaction MD	7	See Tables	See Tables	burns 2.5% hull per G-hour.
Emergency Power	9	10%	10%	+4 PU/step, can be drawn on after plant out but not destroyed.
Power Storage	7	0.3*PU	0.1*PU	Additional PU storage.
Fission PP	7	See Tables	See Tables	Fuel is per year in fissionables; Higher TL's smaller
Fuel Purification	9	1	0.05	process 20Td fuel per day
INTERNAL				
SYSTEM	TL	TONNAGE	MCR	NOTES
Armory	10	2	0.5	1 per 50 crew, marines count 5 crew each.
Briefing room	8	4	0.5	DM+1 tactics
Hangar	8	1.3x Craft	0.2*tons	Repairs allowed on subcraft.
Laboratory	12	4	1	1 scientist, 1 field
Launch Tube		25x Craft Td		launch 10 per 6m turn. (instead of 1 per 30min)
Library	8	4	4	Extra training in jump. 5 pers. may take 1 week per jump.
Vault	14	12	6	6Td capacity, 4HP, 4 SP.
INTERNAL - HABITATION				
SYSTEM	TL	TONNAGE	MCR	NOTES
Stateroom	8	4	0.5	quarters for 1-2 persons
Long Term Life Sup.	8	20	2	provides indefinite LS (food, air, water) for 1 person by hydroponics and aeroponics.
Luxuries	8	1	0.1	Counts as 1 level steward skill (2 HP or 5MP)
Low Berth	9	0.5	0.05	1 person capacity
Emergency LB	9	1	0.1	4 person capacity.

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SENSORS						
SYSTEM	CODE	TL	TONNAGE	MCR	DM	INCLUDES
Standard	Std	8	0	0	DM-4	Radar, Lidar, Visual
Basic Civil	BCiv	9	1	0.05	DM-2	Std+ Thermal
Basic Milspec	BMil	10	2	1	DM+0	BscCiv+ Jammer
Advanced Milspec	AMil	11	3	2	DM+1	BscMil+ Densitometer
Very Advanced Milspec	VAMil	12	5	4	DM+2	Adv+ NAS
Survey	Svy	12	10	10	DM+1	Adv + Drones, etc, Faster survey
Counter-Measure	CM	13	7	6	DM+4	Adv
Military Counter-Measure	MCM	15	20	25	DM+6	Adv
SENSOR UPGRADES						
SYSTEM		TL	TONNAGE	MCR	DM	NOTES
Improved Signal Processing	ISP	11	+1	4	Add'l DM+2	+1 range band (ex. NAS), x2 Jamming
Enhanced Signal Processing	ESP	13	+2	8	Add'l DM+4	+2 Range band (ex NAS)
Distributed Array	DstA	11	x3	x3		Min 5000Td Hull; increased ranges
Extended Array	ExA	11	x3	x3		Increased ranges, +2 to be detected.

Armor Table					
Armor Type	TL	Max	Protection	Cost	Notes
Titanium Steel	7	Lower of TL or 9	2 per 5%	5%	Armour does not need to be added in 5% elements, but it must be added in whole armour point values. No Retrofit.
Crystaliron	10	Lower of TL or 13	4 per 5%	20%	
Bonded Superdense	14	TL	6 per 5%	50%	
Reflec	10	3	3, takes 0%	0.1/Td	

BRIDGE TYPES				
SYSTEM	TL	TONNAGE	MCR	NOTES
Basic	6	2%, min 10	0.5 per 100Td	No DM's
Command	12	x2	x1.5	DM+1 Tactics and Initiative
Compact	8	x.75	x1	DM-1 all rolls
Detachable	10	x1.5	x1.5	0.1G Lifeboat mode. 2 weeks fuel, soft-landing capable
Hardened	12	x1	x1.25	1000 Rad protection, no EMP.
Holographic	13	x1	x1.25	DM+2 Initiative

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Drive Code	Eff	Gravitic M-Drive		Reaction M-Drive		Fusion P-Plant		Chemical P-Plant	
		Tonnage	MCr	Tonnage	MCr	Tonnage	MCr	Tonnage	MCr
sA	20	0.5	1	0.25	0.5	1.2	3	2	1
sB	40	1	2	0.5	1	1.5	3.5	2.5	1.25
sC	60	1.5	3	0.75	1.5	1.8	4	3	1.5
sD	80	2	3.5	1	2	2.1	4.5	3.5	1.75
sE	100	2.5	4	1.25	2.5	2.4	5	4	2
sF	120	3	6	1.5	3	2.7	5.5	4.5	2.25
sG	140	3.5	8	1.75	3.5	3	6	5	2.5
sH	160	4	9	2	4	3.3	6.5	5.5	2.75
sJ	180	4.5	10	2.25	4.5	3.6	7	6	3
sK	200	5	11	2.5	5	3.9	7.5	6.5	3.25
sL	220	6	12	2.75	5.5	4.5	8	7	3.5
sM	240	7	14	3	6	5.1	9	7.5	3.75
sN	260	8	16	3.25	6.5	5.7	10	8	4
sP	280	9	18	3.5	7	6.3	12	8.5	4.25
sQ	300	10	20	3.75	7.5	6.9	14	9	4.5
sR	320	11	22	4	8	7.5	16	10	5
sS	340	12	24	4.5	9	8.1	18	11	5.5
sT	360	13	26	5	10	8.7	20	12	6
sU	380	14	28	5.5	11	9.3	22	13	6.5
sV	400	15	30	6	12	9.9	24	14	7
sW	420	16	32	6.5	13	10.5	26	15	7.5
sX	440	17	34	7	14	11.1	28	16	8
sY	460	18	36	7.5	15	11.7	30	17	8.5
sZ	480	19	38	8	16	12.3	32	18	9

Tons	MCr	Personal		Ship Scale		Ship Hulls				Capital Ship Hulls				
		HP	SP	HP	SP	Hull	MCr	HP/SP	Bridge	Hull Td	MCr	HP/SP	Bridge	Drives
10	1	2	4	0	1	100	2	2	5	2250	225	45	45	2
15	1.1	3	5	0	1	200	8	4	5	2500	250	50	50	2
20	1.2	4	6	0	1	300	12	6	6	2750	275	55	55	2
25	1.25	5	7	0	1	400	16	8	8	3000	250	50	60	2
30	1.3	6	8	0	1	500	32	10	10	3250	325	65	65	2
35	1.35	7	9	1	1	600	48	12	12	3500	350	70	70	2
40	1.4	8	10	1	1	700	64	14	14	4000	400	80	80	2
45	1.45	9	10	1	1	800	80	16	16	4500	450	90	90	3
50	1.5	10	10	1	1	900	90	18	18	5000	500	100	100	3
55	1.55	11	11	1	1	1,000	100	20	20	5500	550	110	110	3
60	1.6	12	12	1	1	1,100	110	22	22	6000	600	120	120	3
65	1.65	13	13	1	1	1,200	120	24	24	6500	650	130	130	4
70	1.7	14	14	1	1	1,300	130	26	26	7000	700	140	140	4
75	1.75	15	15	1	1	1,400	140	28	28	7500	750	150	150	4
80	1.8	16	16	1	1	1,500	150	30	30	8000	800	160	160	4
85	1.85	17	17	1	1	1,600	160	32	32	8500	850	170	170	5
90	1.9	18	18	1	1	1,700	170	34	34	9000	900	180	180	5
95	1.95	19	19	1	1	1,800	180	36	36	9500	950	190	190	5
100	2	20	20	2	2	2000	200	40	40	10000	1000	200	200	5

Appendix 3 - Currency Table

SP:	A	B	C	D	E	F
F	1.43	1.36	1.29	1.21	1.14	0.00
E	1.36	1.29	1.21	1.14	1.07	0.00
D	1.29	1.21	1.14	1.07	1.00	0.00
C	1.21	1.14	1.07	1.00	0.93	0.00
B	1.14	1.07	1.00	0.93	0.86	0.71
A	1.07	1.00	0.93	0.86	0.79	0.64
9	1.00	0.93	0.86	0.79	0.71	0.57
8	0.93	0.86	0.79	0.71	0.64	0.50
7	0.86	0.79	0.71	0.64	0.57	0.43
6	0.00	0.71	0.64	0.57	0.50	0.29
5	0.00	0.64	0.57	0.50	0.43	0.14
4	0.00	0.50	0.43	0.36	0.29	0.00
3	0.00	0.00	0.29	0.14	0.14	0.00
2	0.00	0.00	0.14	0.07	0.00	0.00
1	0.00	0.00	0.00	0.01	0.00	0.00
0	0.00	0.00	0.00	0.00	0.00	0.00

A variation of ± 0.05 from table is allowed.

Some currencies are multiplied before conversion.

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