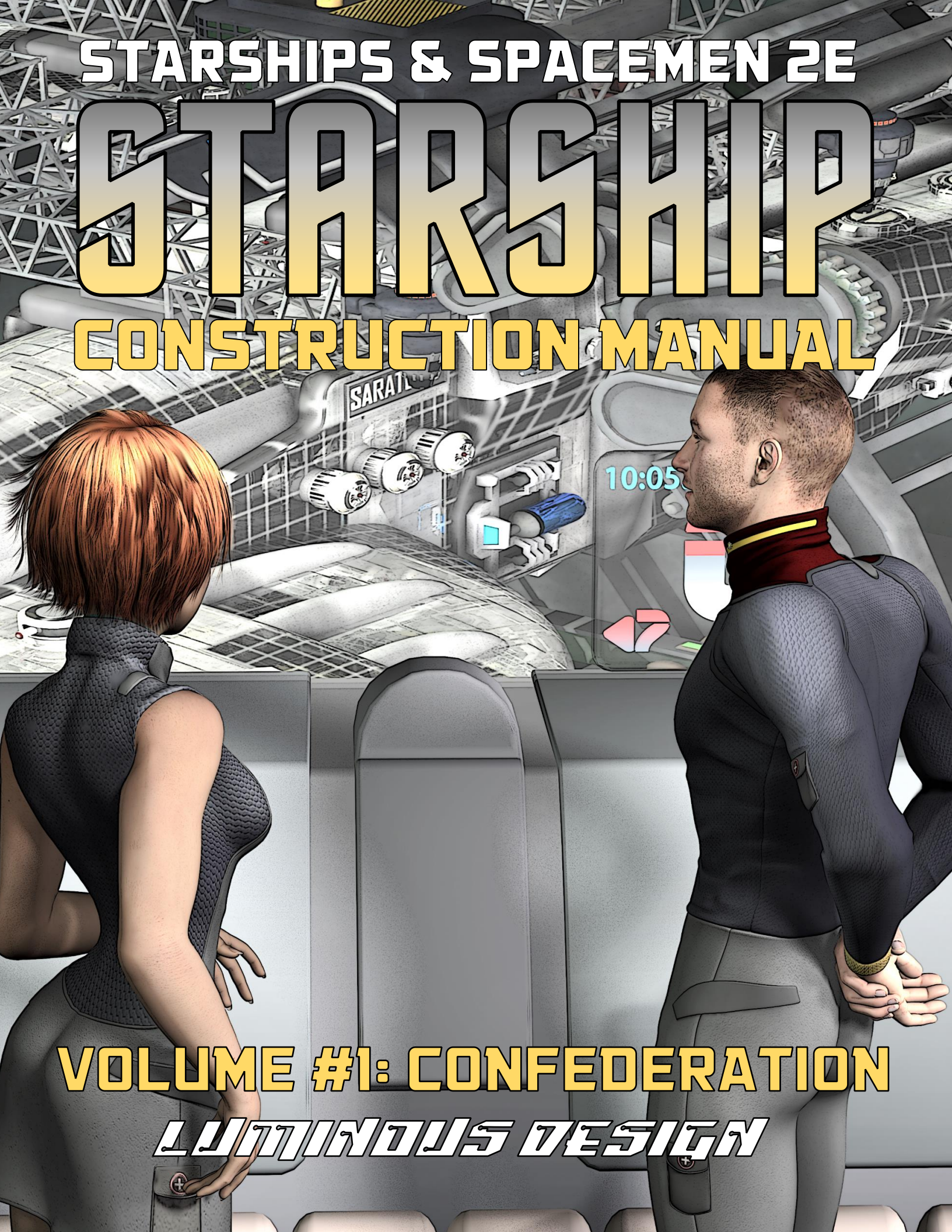
STARSHIPS & SPACEMEN 2E

STARSHIP CONSTRUCTION MANUAL



VOLUME #1: CONFEDERATION

LUMINOUS DESIGN

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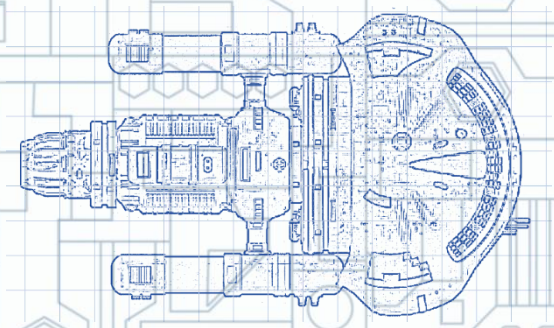

CREDITS

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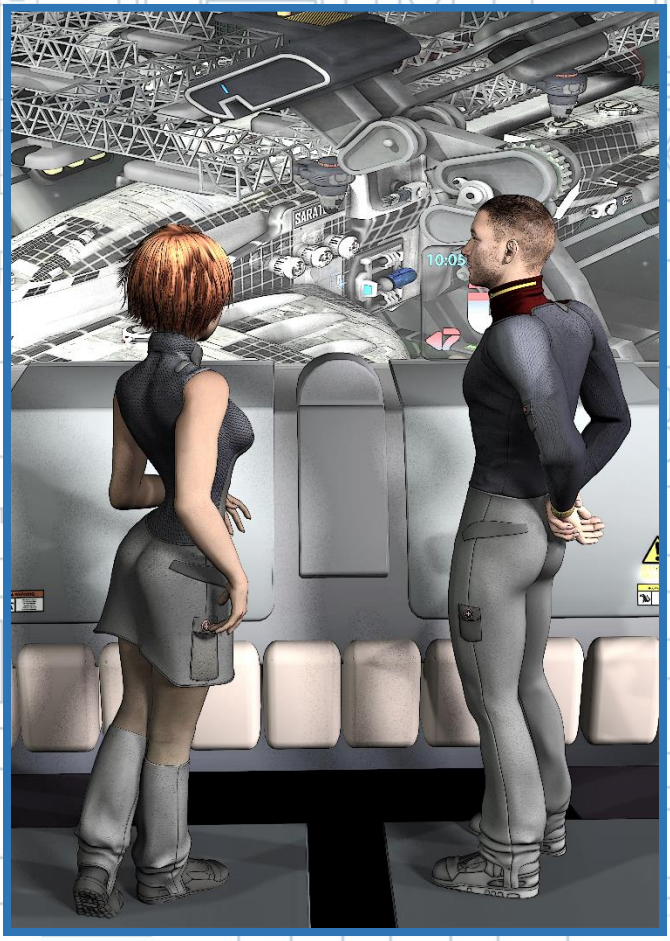
INTRODUCTION

The Starship Construction Manual, Volume #1: Confederation, is a rules supplement resource for designing and building starships for use in Goblinoid Games' Starships & Spacemen 2nd Edition role playing game. These rules are an optional expansion of the existing ones for using starships in the game and are not required in order to play. This manual is designed as a resource to help you in designing your own Galactic Confederation starships for use in the game. Smaller non-interstellar craft such as system ships, space fighters, and shuttles will be addressed separately. This supplement can be used by both Space Masters and Players, but it is at the Space Masters discretion whether a new ship design will be allowed into the game or available for a player to command.

NEW GAME STATS

Three new statistical scores are introduced in this supplement to help you organize and manage your starship construction projects. They include Hull Size (HS), Construction Points (CP), and Design Budget (DB). The starship construction rules presented here are a simple resource management system similar to that already used for starship operation in the 2nd Edition rulebook.



HULL SIZE (HS)

This is a conceptual score that indicates the size of a spacecraft's superstructure ranging from tiny (HS-1) to massive (HS-6). Hull Size scales will adjust comparatively over time. For example, a Frigate in the 24th Century may be considerably larger than a ship of the same class in the 22nd Century (or vice versa). The ship classes remain the same, but the size scale adjusts to fit the technology of the time period.

STARSHIP CLASS	SIZE	HS	PPB
Runabout (PT)	Tiny	1	25
Frigate (FG)	Small	2	50
Light Freighter (LF)	Small	2	50
Space Tug (TT)	Medium	4	100
Med Freighter (MF)	Medium	3	100
Destroyer (DD)	Medium	3	100
Heavy Freighter (HF)	Large	4	200
Cruiser (CS)	Large	4	200
Battle Cruiser (BC)	Huge	5	300
Star Carrier (CV)	Huge	5	300
Dreadnought (DN)	Massive	6	400

CONSTRUCTION POINTS (CP)

This is a conceptual score that determines the construction cost of a spacecraft based on the amount of energy required to build and operate the vessel.

DESIGN BUDGET (DB)

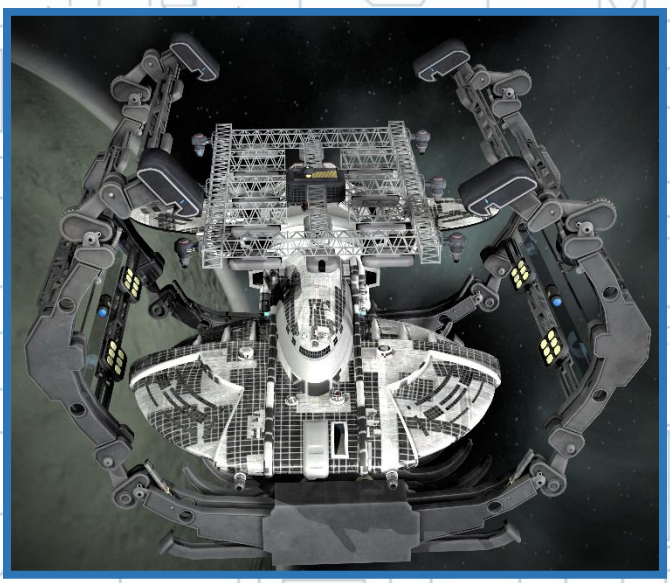
This is a conceptual score that indicates the maximum number of construction points that a starship design can use. A starship design can be under its total Design Budget score but must not exceed it.

METRIC SYSTEM

The standard units of measurement in the 2nd Edition rulebook are described using the English System of measurement. If you prefer to use the metric system, simply exchange or convert any measurements to the metric system to suit your personal preference.

DESIGN WORKSHEET

This game supplement includes a Starship Design Worksheet page for you to use to organize and record your design progress. You can print out a copy of this form for use in the design of your starship. If your design requires more space than what is provided on the form, you can use the back side of the paper or additional sheets of paper to make notes and entries.

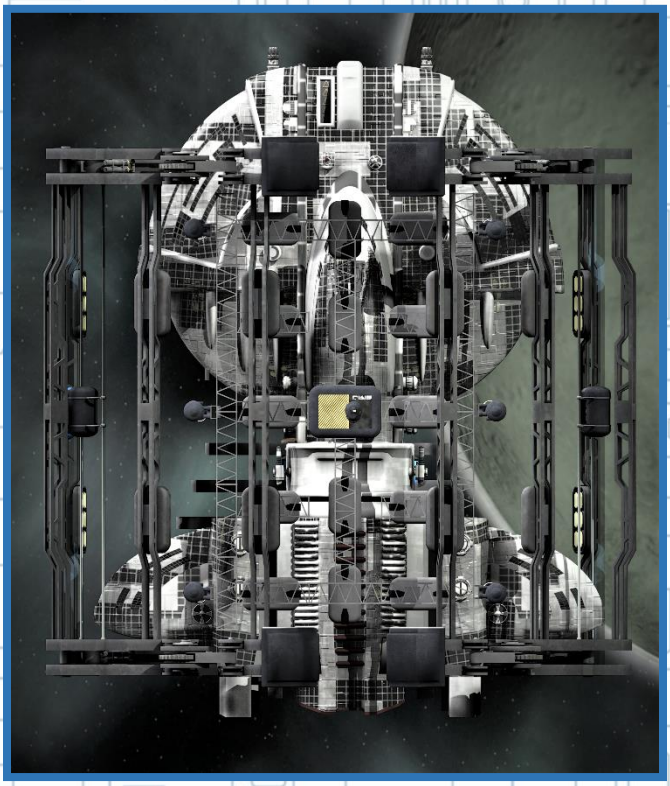


CONFED SHIPYARDS

Shipyards are massive orbital or terrestrial facilities used to build, repair, and upgrade spacecraft. The shipyards of the Galactic Confederation Space Fleet are normally found near large Starbases where supplies and resources are plentiful. Most shipyards are orbital facilities that take advantage of low and zero gravity fabrication processes. However, some shipyards can be found on Class H Planets where the climate and

resources are favorable for large scale construction projects. Shipyards come in a variety of different configurations that all share a similar open box frame and cradle design. Orbital shipyards that are not attached to a Starbase have their own nuclear drives for orbit adjustment maneuvering. Confederation Shipyards are equipped with screens just like starships, but they typically do not have any armaments of their own. They rely on local patrol ships and Starbases for their defense and protection. Shipyards have their own power plants which generate enough power for construction and to operate full screens if needed. There are three classifications of shipyards in the Galactic Confederation. Each can construct various kinds of spacecraft up to the shipyard's Hull Size (HS) capacity. Class A shipyards can produce small spacecraft up to Hull Size 2. Many shuttle ships, runabouts, and frigate class vessels are built at these facilities. Class B shipyards can construct small to medium sized spacecraft up to Hull Size 4. Class B facilities are the most plentiful and are commonly used to produce destroyer and cruiser class vessels. Class C facilities are rare to find and can produce small to large sized spacecraft. These massive facilities are used to build anything from frigates to dreadnoughts and everything in between. The number of spacecraft that any given shipyard can construct, or repair is equal to its maximum hull size limit. This capacity represents the total number of docking bays that the facility has for building or servicing spacecraft. For example, a Class B Shipyard can build or repair a total of 4 vessels at a time up to Hull Size 4. The maximum capacity of a shipyard cannot be changed by splitting the hull size and increasing the number of ships in each bay. Like Starbases, shipyards can repair and refuel spacecraft up to their full class capacity at a rate of 25 EU's per day.

ROLL	CLASS	MAX HS	CAPACITY
1-4	Class A	Hull Size 2	2 Ships
5-7	Class B	Hull Size 4	4 Ships
8-0	Class C	Hull Size 6	6 Ships



You can assign the class of shipyard you want at a specific location or Roll 1D10 on the table above for a random result.

Damaged starship's seeking repair that are larger than the shipyard's Hull Size limit will not be able to use that facility. It is fair to assume that most Starbases will have a Class C shipyard located either at the Starbase or nearby in orbit. Here is an example of typical shipyard placement using the Galactic set-up provided in the 2nd Edition rulebook on Pages #88-90.

EXAMPLE SHIPYARD PLACEMENT		
LOCATION	**SECTOR**	**SHIPYARD**
Earth	SOL	Class C
Mars	SOL	Class B
Centauri Colony	SOL	Class A
Sirius Colony	SOL	Class A
Starbase Alpha	SOL	Class C
Starbase Beta	SOL	Class B

ENERGY IS THE KEY

Whether you are building the Great Pyramids of Egypt or a Capital Class Starship the essence of any technological construct can be distilled to time, labor, resources (i.e. raw materials), and energy (i.e. power or fuel). Since the advent of advanced robotics and molecular fabrication technologies in the 22nd Century, time and energy have become the only remaining resources still in demand. Energy is required to power the fabrication process from raw material synthesis to final production assembly. Economics have changed too, molecular fabrication has all but eliminated the need for profit, money, or credit. Designers, engineers, and builders who once worked for economic reward now ply their trades in the pursuit of personal or professional excellence. So, energy has become the new economy in that it is the only external resource required to produce any of the things we want or need.

Since the late 21st Century Energy has progressively become cleaner, more accessible, and more abundant. Solar, Nuclear Fusion, and Antimatter Collision have become the most common forms of energy production in the Confederation. While energy in its universally transferable form, commonly called EU, is plentiful it is not unlimited.

DESIGN BUDGET

Since the economy of the Galactic Confederation is not based on the exchange of currency the cost of building a starship is measured in the amount of resources required. Specifically, the resource of energy, since all systems used to fabricate a starship require it. Distilled down to its purest essence the direct cost in energy to build any given starship is determined by the total energy that its power plant will produce for its PPB. In other words, the cost of constructing a Starship is equal to its Power Pile Base. So, the first step in designing a starship for use in the game is to determine what kind of

power plant you want it to have. However, use caution because if you expend too much of your Design Budget on your engine you will not be able to afford anything else. For example, a Frigate with a PPB of 50 points will have a Design Budget (DB) of 50 construction points (CP) for use in its construction. In most cases, a starship's final construction cost will equal its budget. Starship designers can complete their projects under budget but never over. Designs that are over budget exceed the ship's power production and distribution systems ability to operate. The disastrous result would be a starship whose systems would be competing against each other for power. Good design is a precise balance that forms a marriage of art and science.

BUILD TIME

The time required to build a starship from blueprint to final shake-down cruise is based on the size of the ship. Each Hull Size (HS) represents one full year of design, fabrication, and testing. The bigger the starship the longer it will take to build the vessel. Unfortunately, there is no safe way to fast track the process because short cuts in the shipyard can have disastrous consequences once a ship leaves the safety of Spaceport for open space.

STARSHIP CLASS	SIZE	TIME
Runabout (PT)	HS 1	1 Year
Frigate (FG)	HS 2	2 Years
Light Freighter (LF)	HS 2	2 Years
Space Tug / Tender (TT)	HS 3	3 Years
Medium Freighter (MF)	HS 3	3 Years
Destroyer (DD)	HS 3	3 Years
Heavy Freighter (HF)	HS 4	4 Years
Cruiser (CS)	HS 4	4 Years
Battle Cruiser (BC)	HS 5	5 Years
Star Carrier (CV)	HS 5	5 Years
Dreadnought (DN)	HS 6	6 Years

COMMAND RANK

The minimum command rank to requisition a new starship design is based on the size of the ship. The larger and more complex a vessel is the more experience is required to effectively command it. The privilege of command is achieved through

hard work, experience, and accomplishments in the field. These attributes earn a commanding officer the respected trust of both Space Fleet and their crew.

HS	CLASS	MINIMUM RANK
1	Runabout	Ensign
2	Frigate	Lieutenant
2	L- Freighter	Lieutenant
3	Space Tug	Commander
3	M-Freighter	Commander
3	Destroyer	Commander
4	H-Freighter	Captain
4	Cruiser	Captain
5	Battlecruiser	Commodore
5	Star Carrier	Commodore
6	Dreadnought	Rear Admiral

REQ AUTHORITY

Starship construction projects are significant endeavors that require massive amounts of energy, resources, and manpower. The Confederation Space Fleet entrusts the authority to commission such tasks to command level officers who have obtained the rank of Commander or higher. Command experience is an important factor in how big of a project Space Fleet will entrust to an officer. As an officer advances in rank their respect, reputation, and requisition authority within Space Fleet also grows. Not all command level officers will choose to exercise these privileges during their career due to the intensive investment of time required to personally oversee the construction of a starship. Most command level officers would rather be out exploring the galaxy then managing the minutia of a ship build. In the famous words of renowned starship designer Dylan Winslett, “Frankly, It’s just not everyone’s cup of Earl Grey Tea”.

RANK	CLASS	CP
Commander	Runabout	25
Captain	Frigate	50
Captain	Light Freighter	50
Commodore	Space Tug	100
Commodore	Med. Freighter	100
Commodore	Destroyer	100
Rear Admiral	Heavy Freighter	200
Rear Admiral	Cruiser	200
Vice Admiral	Battle-Cruiser	300
Vice Admiral	Star Carrier	300
Admiral	Dreadnought	400

BENEFITS OF RANK

Under this rule the Space Master can award an additional 1D12 PPB and Construction Points per Hull Size for commissions that are below the Officer’s level of Requisition Authority. For example, Commodore Dradis would like a new Frigate class ship commissioned for a three-year exploration mission. Since a Frigate class vessel is below his requisition authority the shipyard crew wants to make a good impression with the Commodore and build the best Frigate to ever grace the shipyard. Due to the Commanding Officer’s

personal involvement and interest in the build the Design Budget will receive an additional 2D12 PPB and CP (Hull Size 2 x 1D12). These points can be used to purchase additional system components for the ship. For example, the Space Master or Player rolls an 8 and a 6 resulting in 14 additional points to be added to the Frigate's Design Budget for a total of 64 Construction Points.

STARSHIP SYSTEMS

The technologies incorporated into the design of a new Starship are called Systems and are classified as either Compulsory or Mission Specific. Compulsory systems are those technological components that are necessary for the starship to function safely. They include everything from the ship's hull structure to life support. All starship designs are required to have these systems installed prior to leaving the shipyard. Mission specific systems are all of the technologies needed for the ship to fulfill its design parameters and include everything from weapons to laboratories. Mission specific systems are not necessary for the ship to function safely but are needed in order for the crew and ship to perform their mission.

COMPULSORY SYSTEMS

The compulsory systems are those required for every starship to function. Without any of these systems the ship would either simply not go anywhere or be too dangerous for the crew to operate. The compulsory systems are required to be included in every new starship design regardless of the size or the complexity of the build. These systems include…

- Hull Structure
- Hyperdrive Pod
- Nuclear Drive
- Command Bridge
- Life Support Systems
  - Environmental
  - Artificial Gravity
  - Inertial Dampening
  - Food / Provisions
- Living Quarters
- Defense Screen Grid
- Computer Core
  - Sensors
  - Astro-Navigation
  - Communications
  - Universal Translation

SYSTEM COST

For ease of explanation, a list of the most common Compulsory and Mission Specific Systems found on Confederation Starships has been compiled here. Each item in the list has been assigned a construction point (CP) value based on the amount of energy required to fabricate it and the amount of energy it will require to operate. High energy items such as hyperdrive pods and defense screen grids will cost the design

budget more construction points than others that use less energy.

SHIP'S SYSTEM	CP COST
Quantum Drive	15 CP / HS
Full Size H-Drive Pod	15 CP Each
½ Size H-Drive Pod	10 CP Each
Shuttle Ship	6 CP Each
¼ Size H-Drive Pod	5 CP Each
Cargo Pod	5 CP Each
Hull Structure	5 CP / HS
Cloaking Shield	4 CP / HS
Beam Array	4 CP Each
Holo Simulator	4 CP Each
Quantum Capacitor	4 CP Each
Nuclear Drive	3 CP / HS
Defense Screen Grid	3 CP / HS
Computer Core	3 CP / HS
Starship Automation	3 CP / HS
Teleporter	3 CP / Person
Sick Bay	3 CP / Person
Tractor Beam Emitter	3 CP Each
Capacitor Torpedo	3 CP Each
Beam Bank	3 CP Each
Command Bridge	2 CP / HS
Life Support System	2 CP / HS
Hull Plating Armor	2 CP / HS
Beam Cannon	2 CP Each
Ion Torpedo	2 CP Each
Science Probe	2 CP Each
Security Brig	2 CP Each
Officer's Club	2 CP Each
Executive Quarters	2 CP Each
Science Lab	2 CP Each
Engineering Lab	2 CP Each
Ship's Locker	1 Pt. / HS
Plasma Torpedo	1 Pt. Each
Cryo-Tube	1 Pt. Each
Living Quarters	1 Pt. Each
Hydroponics Lab	1 Pt. Each
Patterson Cannon	1 Pt. Each

NEW SYSTEMS

This game supplement introduces several new compulsory and mission specific systems for use in your starship designs. Like in the system cost table these starship systems have been organized in descending order from highest to lowest in terms of construction point (CP) cost. Items that are listed in the table but do not have a description here are ones that have already been introduced in the 2nd Edition rulebook.

QUANTUM DRIVE (15 CP/HS)

This propulsion system, also known as a Q-Drive, is an experimental dimensional jump drive that allows a starship to instantaneously travel vast distances through quantum entanglement with an organic hyphae network that spans throughout the known universe and psionic plane. While the jump itself is near instantaneous, plotting a course through the filament network requires one hour of

calculations per light year to be travelled. For example, the time needed to plot a course and jump ten light years would be ten hours. Use of the drive is risky and each quantum jump has a 40% chance of causing a mishap. The Space Master can roll 1d10 on the table below to randomly determine the result of a jump mishap if one occurs.

ROLL	JUMP MISHAP ENCOUNTERED
01	Malfunction destroys the drive.
02	Arrive in the psionic plane.
03	Arrive 1D6 months ahead in time.
04	Arrive 2D10 light years off course.
05	Arrive 1D6 months back in time.
06	Ship and crew are duplicated.
07	Drive does not function at all.
08	Arrive in an alternate reality.
09	Arrive but causes crew amnesia.
10	Arrive but PPB is exhausted.

Unlike H-Drive, a Q-Drive does not produce EU's and must be used in conjunction with hyperdrive. Like the nuclear drive, the Q-Drive is in the ship's saucer and only one unit is needed to function costing 10 EU's per LY. Adding additional units will not improve the drive's performance or reduce the chance of a jump mishap.

¼ SIZE HYPERDRIVE POD (5 CP)

The quarter size hyperdrive pod contains the drive energy production components for small starships. This hyperdrive pod produces 25 EU's per day and can be used in conjunction with other pods if a starship design requires additional energy resources.

CARGO POD (5 CP)

Cargo Pods come in variety of shapes and sizes but the most common ones in use with Confederation freighters and tugs are 40 meters by 200 meters cylinders. Cargo Pods are capable of carrying a wide range of freight and can be jettisoned in the event of an emergency.

CLOAKING SHIELD (4 CP/HS)

After the Zangid War the development of cloaking shield technology was prohibited under treaty by the Galactic Confederation. Recognizing the invaluable advantage that this technology provided the Videni some unsanctioned elements in Space Fleet continued to develop their own versions in secret. While possession of such a device would result in a serious diplomatic incident and certain court martial necessary circumstances may grant an exception to or review of the treaty. The cloaking shields described here function identically to those used by the Videni in the 2nd Edition rulebook.

BEAM BANK ARRAY (4 CP)

The beam bank array uses a large arc shaped array composed of multiple beam emitters embedded into a starship's hull. This upgrade allows the vessel to fire both beams at the same target or one beam at two different targets. If used against two

targets the damage is divided in half between the two targets. If both beams are fired at the same target the emitter functions as a normal beam bank. The improved energy distribution system of the beam array provides 1d6x6 damage per beam.

HOLO SIMULATOR (4 CP)

The holo simulator is a specially designed compartment that uses the ship's computer, holographic image emitters and the teleporter mechanism to create a temporary life-like virtual environment. Holo simulators may be used for learning or improving skills, simulate various environments, or recreation. Characters who use the simulator to improve their skills towards promotion will earn 200 experience points per day of use. While the character is training inside the simulator they cannot participate in any other action for the remainder of the day without leaving the simulator. Characters must complete the entire day of training in order to receive the experience points towards promotion. The Holo Simulator costs 5 EU per day to operate, can accommodate up to 8 people, and requires resources from several of the ship's systems. While the Holo Simulator is running the teleporter and ship's computer cannot be used. Due to its power usage and resource demands the use of a ship's holo simulator requires authorization from the Command Officer. The Command Officer can abort a Holo Simulator session at any time if the compulsory resources it requires are needed for other priority functions.

QUANTUM CAPACITOR (4 CP)

A quantum capacitor is an EU storage device that allows a starship to retain up to 10 EU's of surplus energy for 24 hours per unit. Quantum Capacitors cannot generate energy on their own and must have an EU surplus from the ship's hyperdrive in order to operate. Energy stored by a quantum capacitor cannot be used during construction towards the ship's overall CP or Design Budget.

COMPUTER CORE (3 CP/HS)

It was a commonly held misconception that early models of starship computers were "stupid" due to limitations on their interaction subroutines. However, the misconception was partially correct in that the computers of the time were only as smart as those who programed them. Data

engineers designed these older systems to provide information within the limited parameters of specified inquiries to prevent Space Fleet Officers from relying too much on computer data over their own judgement. Like most things, this "conventional wisdom" eventually gave way to new ideas with the advancement of technology. New starship computers still require specific data inquiries but are now more intuitive and user friendly than their predecessors. The Space Masters' rules for computer usage have not changed but they now can allow the ship's computer to consider open ended questions.

STARSHIP AUTOMATION (3 CP/HS)

This component system allows the computer core to automate many of the ships functions so that they do not require individual crew to operate them. Starship automation systems can help lower the cost of starship construction by reducing the overall required crew compliment by 50%, eliminating half of the required living quarters, and reducing the cost of the life support systems to 1 construction point per hull size. The downside to starship automation is that its complex integrated nature hampers damage control efforts. With a successful skill check Engineering Officers will only be able to repair their level x2 for total PPB restored per day and technical enlisted men at their level for total PPB restored per day when conducting repairs on a starship with automated systems.

CAPACITOR TORPEDO (3 CP)

The capacitor torpedo is an unusually devious weapon developed on Rigel. It does not cost EU to use, has the same range as an ion torpedo, and has a limited ammo capacity that must be checked off the ship sheet after each use. However, unlike Ion torpedoes this weapon carries a quantum capacitor instead of a warhead. When the torpedo strikes its intended target, it bores into the ship's hull and begins siphoning ten EU's per turn from the ship's PPB slowly building up to an overload. The torpedo will exceed its capacitor's storage and overload in 1d10 turns. Upon overload the capacitor will explode releasing all of its stored energy at once into the target ship. Engineering officers and technical enlisted men can make a skill check to attempt to disable the weapon before it reaches overload. Capacitor torpedoes can only be used against spacecraft, space stations, or Starbases. They have no effect on space-born life forms and are useless for planetary bombardment. The capacitor torpedo is solely a weapon of war and the Confederation discourages its use but has not yet prohibited it all together.

COMMAND BRIDGE (2 CP/HS)

The Command Bridge is the control center that coordinates and oversees all activity on a starship. The command bridge on Confederation ships is traditionally located either at the top of, or in the center of, the saucer module. It is a compulsory system that is required on all Confederation Starships. A starship can have more than one Command Bridge with the second one acting as a redundant back-up in case of emergency. Each Command Bridge on a starship provides a +1 bonus to all PC and NPC skill checks as it aids in the coordination of all operational systems on the ship. To determine the maximum number of Command Bridge facilities that a starship design can support divide the ship's HS in half and round up for fractions.

HULL PLATING ARMOR (2 CP/HS)

While not as effective as screens, polarized hull plating armor absorbs 10 EU points of damage per hull size. Unlike screens, hull armor does not use energy, so it is a logical choice for small vessels with limited energy production capabilities. During combat the hull armor takes any damage points first until depleted. Once depleted hull armor plating has been destroyed and cannot be repaired or regenerated.

BEAM CANNON (2 CP)

A beam cannon is a scaled down version of a beam bank and uses a single emitter. Beam cannons have the same range as beam banks, cost 3 EU per shot, and deliver 1d6x5 points of damage per shot. A beam cannon can only fire one beam at a time at one individual target from its emitter. These weapons are useful for smaller vessel designs where space and energy are at a premium.

SCIENCE PROBE (2 CP)

Science probes are autonomous sensor drones used to survey, detect, and record scientific data. They do not cost EU to use and have the same delivery vehicle systems as an ion torpedo. Science probes have the same range as ion torpedoes and can provide players with data unobtainable by sensor scans alone. Science probes can be tasked to gather information from anything within their range. Once a probe reaches the limit of its range it will become depleted and is lost. Probes cannot detect cloaked ships or cause damage, but they can be used to lift the "fog of war" with intelligence about enemy units. Science Probes relay their gathered information directly to a starship's computer core providing one additional computer inquiry question per probe used.

SECURITY BRIG (2 CP)

The ship's security brig is a specialized living quarters accommodation designed for holding prisoners. This compartment has two reinforced holding cells with force field emitters that can house one prisoner each. The security brig contains a kiosk station and workspace that can serve as a security office or monitoring station.

OFFICER'S CLUB (2 CP)

This compartment is a recreation area for the Ship's Officers and can accommodate up to ten people at a time. The officer's club contains a small bar, lounge, food dispensary, and game table. Enlisted crew are not normally allowed in this area without an invitation or pass.

LIVING QUARTERS (2 CP)

There are commonly two types of living quarters used on Confederation starships. These are classified as either Crew Quarters or Executive Quarters. The crew quarters are very Spartan in nature and can accommodate up to four people in bunk bed style berths. The Executive Quarters are a semi private accommodation for two people with a divided privacy partition. Executive quarters are considered luxurious in comparison to the standard crew accommodations. Executive Quarters can also be converted into a VIP stateroom to provide private quarters for a visiting dignitary.

SCIENCE LAB (2 CP)

The science laboratory is a compartment where the ship's science team develops innovative solutions to the ship's scientific problems. Any character who has a science skill will receive a +1 to this skill check if they have access to a science lab on their ship. The science lab also grants a +1 bonus for the technical skill roll to get on line with the computer and a +1 bonus to the results of the computer inquiry roll.

ENGINEERING LAB (2 CP)

The engineering laboratory is a compartment where the ship's engineering team develops innovative solutions to the ship's technological problems. Any character who has a technical skill will receive a +1 bonus to this skill check if they have access to an engineering lab on their ship. The engineering lab is also where the ship's molecular fabricator is located. This device can synthesize a variety of substances and objects from its supply of catalytic provisions. The engineering lab also grants a +1 bonus for the technical skill roll to get on line with the computer and a +1 bonus to the results of the computer inquiry roll.

PLASMA TORPEDO (2 CP)

The plasma torpedo is a modern redesigned version of the Ion torpedo's predecessor of the same name. The economy of this weapon's design has given it a new lease on life with innovative improvements in the plasma containment and delivery systems. The original design suffered from high dissipation rates that dramatically reduced the effectiveness of the weapon. The redesigned plasma torpedo does not cost EU to use, has the same range as an Ion torpedo, and delivers 1d6x5 damage. Upon detonation of the torpedo the released plasma will continue to burn on contact for an additional 1d6 points of damage for 1d4 turns. Like Ion Torpedoes, these weapons have a limited ammo capacity and have to be checked off of the ship sheet after each use. One advantage to carrying these weapons is that they are considerably smaller than their ion counterparts. A starship can carry two plasma torpedoes in the same amount of space required for one ion torpedo. The advantage of a larger torpedo capacity means an increased chance of hitting an intended target by volume of available ammo to fire at it.

HYDROPONICS LAB (1 CP)

The hydroponics laboratory is a compartment designed for growing various kinds of plant life for the purpose of producing oxygen and food. Any starship equipped with a hydroponics laboratory can reduce the cost of their life-support system by a total of 2 EU to operate.

PATTERSON CANNON (1 CP)

The Patterson Cannon, named after its inventor Dr. Remar Patterson, is an anachronistic projectile weapon that fires a depleted osmium borite slug with a binary chemical propellent. Originally designed as asteroid busters these elegantly un-complicated weapons have the advantage of being able to be fired without the expenditure of EU from the starship's PPB. So, even if main power is offline, i.e. after a hyperdrive pod ejection, a starship armed with a Patterson Cannon can still defend itself without incurring additional permanent damage from deficit EU usage. Patterson Cannons have seen a recent surge in popularity being requisitioned for smaller starships such as runabouts that have limited power resources to expend on beam weapons. Like torpedoes, the Patterson Cannon has a limited number of slugs that can be carried in its internal magazine which must be checked off after each use. The capacity of the cannon's magazine is determined by multiplying the ship's Hull Size by 10. Each osmium borite slug that hits its target does 1d6x3 damage. The Patterson Cannon has a limited range of 160,000 miles so it has to be used at close range to be most effective. Each Patterson Cannon mounted on the ship can only be directed at one target at a time and can fire as often as desired until its ammo supply has been depleted. Changing targets with the same cannon requires the calculation of a new firing solution and the weapon must disengage for one turn of combat to acquire the new target.

TO HIT	TARGET RANGE
16	10,000 Miles
15	20,000 Miles
14	30,000 Miles
13	40,000 Miles
12	50,000 Miles
11	60,000 Miles
10	70,000 Miles
09	80,000 Miles
08	90,000 Miles
07	100,000 Miles
06	110,000 Miles
05	120,000 Miles
04	130,000 Miles
03	140,000 Miles
02	150,000 Miles
01	160,000 Miles

SYSTEM UPGRADES

Some starship systems can have their components upgraded to enhance their performance. These upgrades are available for requisition at the shipyard during construction. There are three levels of upgrade available for Hull Armor, Hyperdrives, Computer Cores, Beam Weapons, and Torpedoes. Each upgrade level represents new scientific innovations that enhance the systems normal abilities.

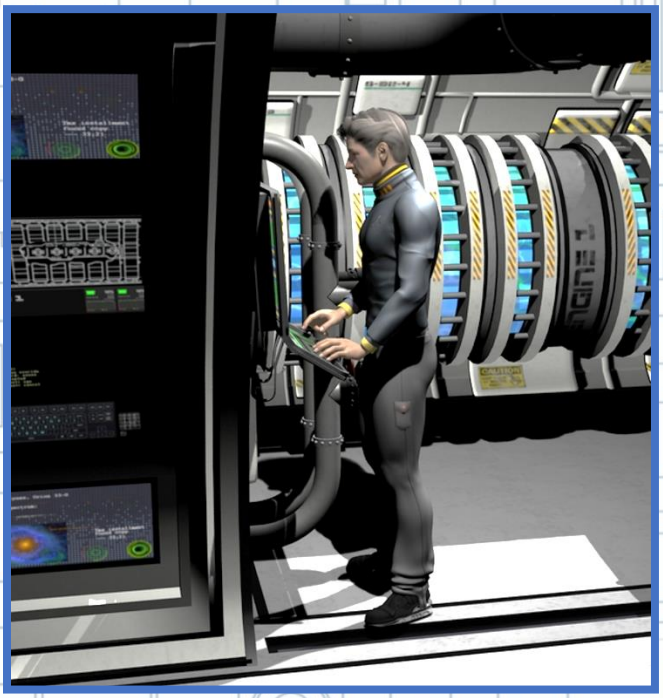
HULL ARMOR UPGRADES

Improvements in self-regenerative hull plating materials allow the ship to absorb 5 additional points of EU damage per Hull Size for each level of upgrade. For example, a starship equipped with Hull plating armor that purchases the Mark I upgrade will be able to absorb 15 EU's of damage per Hull Size.

LEVEL	MODIFIER	COST
Mark I	Additional 5 EU Dmg.	5 CP
Mark II	Additional 10 EU Dmg.	10 CP
Mark III	Additional 15 EU Dmg.	15 CP

HYPERDRIVE UPGRADES

Starship designers can improve their ship's overall performance by investing in a hyperdrive upgrade. The three upgrades available at the shipyard provide an additional 1d10 EU's each to the ship's final PPB score. These modifiers cannot be applied to the ship's design budget as they are only a benefit to performance once the design is completed and all components installed. Hyperdrive upgrades should be recorded as a "System" on the Starship Design Worksheet.



LEVEL	MODIFIER	COST
Mark I	+1d10 to PPB	5 CP
Mark II	+2d10 to PPB	10 CP
Mark III	+3d10 to PPB	15 CP

COMPUTER CORE UPGRADES

Upgrades to the ships computer will allow it to respond to inquiries from the crew in a faster more efficient manner. Each upgrade level allows the player to add one additional question to each inquiry. Additionally, each upgrade provides a +1 per upgrade level to the technical skill check required to get on-line with the computer.

LEVEL	MODIFIER	COST
Mark I	+1 Inquiry / +1 Skill	5 CP
Mark II	+2 Inquiries / +2 Skill	10 CP
Mark III	+3 Inquiries / +3 Skill	15 CP

BEAM WEAPON UPGRADES

New developments in beam emitter technology and power distribution systems have resulted in three levels of upgrades available for requisition on all beam weapon systems. Each level of upgrade will add an additional 1d6 points of damage and a +1 modifier to the skill check required to hit the target.

LEVEL	MODIFIER	COST
Mark I	+1d6 Dmg / +1 Skill	5 CP
Mark II	+2d6 Dmg / +2 Skill	10 CP
Mark III	+3d6 Dmg / +3 Skill	15 CP

ION TORPEDO UPGRADES

Innovations in ion torpedo design have resulted in three levels of upgrades available for requisition at the shipyard. Any Ion torpedoes present on the ship or reloaded after the upgrade will automatically be at the new level without additional charge. These upgrades do not apply to Plasma or Capacitor Torpedoes.

LEVEL	MODIFIER	COST
Mark I	+1d6 Dmg / +1 Skill	5 CP
Mark II	+2d6 Dmg / +2 Skill	10 CP
Mark III	+3d6 Dmg / +3 Skill	15 CP

RETROFIT

Over time your starship's systems may begin to grow obsolete and require a return trip to the shipyard for retrofit. This is a complete overhaul and replacement of any two systems that no longer support the efficient operation of the vessel. Retrofits, while necessary to keep a starship at peak performance on mission, are very arduous and take a toll on the vessel. Starships can only support a limited number of retrofits throughout the life of their service. To determine the number of retrofits a starship is eligible for simply divide the ship's hull size in half, rounding any fractions up. For example, a cruiser with a hull size of four can under go two retrofits during its service life providing an upgrade for two of its systems each time. A starship that enters the shipyard for retrofit can

upgrade any two systems to the next level without construction point cost but will have to remain out of service for the duration of the procedure. Retrofits can only upgrade systems already installed on the ship and cannot add entirely new systems to a starship design. To determine the time required to complete the retrofit for a starship multiply the ship's Hull Size by three months.

COMPLETE REFIT

A refit is a one-time only complete redesign of a starship from the ground up in order to extend its service life. Any starship undergoing a refit will begin the entire design process over from scratch. In essence you will be fabricating an entirely new ship on the bones of the old one. Refits allow you to modernize an old design with the latest technologies. Starships which have suffered a catastrophic disaster resulting in Hyperdrive ejection will have to undergo a refit in order to restore all systems. Ships undergoing a refit may improve their existing upgradeable systems by one level without CP cost but will have to remain out of service for the duration of the procedure. During a refit, designers are permitted to swap out old systems for new ones of equal value so long as they do not exceed the ship's Design Budget. To determine the time required to complete the refit multiply the ship's Hull Size by six months.

TELEPORTER & SICKBAY

The default teleporter and sickbay capacity on a new starship design is equal to the ship's Hull Size score. So, a Frigate with a Hull Size of 2 will be built with a teleporter room and sick bay that can each handle two people at a time. Additional capacity can be purchased as an add-on with your available construction points.

CREW SIZE

To determine the crew compliment of your starship design, use the following formula Hull Size x PPB / 20 = the total crew compliment (round up any fractions). For example, the formula for a new dreadnought would look like this HS 6 x PPB 400 = 2400 / 20 = 120. So, the crew compliment of your new design would be a total of 120. Now your crew will need a place to sleep and work, so you will need

to build living quarters into your design to accommodate your crew. Each living quarters unit can house up to four crew members, so for the example given here you will need to add 30 living quarters components at a cost of 30 construction points. Upgraded semi-private accommodations cost twice as much and house only two crew members each. Most ship designs will incorporate both kinds of crew accommodations with a limited number of executive quarters. In extremely rare cases a starship may offer VIP staterooms for dignitaries and honored guests. These accommodations are executive quarters that have been converted or upgraded for use by a single occupant.

CINEMATIC CREW

If your game style is more cinematic in nature you may wish to use this optional rule to expand the crew compliment and fill out your ship. To expand the crew size of any given ship class listed in the 2nd Edition rulebook simply consider the listed crew compliment to represent the ship's minimum command crew required to operate the vessel. This minimum crew is 10% of the total number of crew or passenger the ship can support. For example, a Destroyer class starship with a listed crew compliment of 20 would have a minimum command crew of 20 and a maximum crew or passenger capacity of 200. The average operational crew compliment of the ship would be somewhere in the middle around 50% of the maximum capacity. For example, the same Destroyer class vessel would normally operate with a standard crew of 100 officers and enlisted personnel at any given time. This number would cover all essential positions and still allow additional room to accommodate passengers or troops.

STARSHIP CLASS	MIN	MAX
Runabout (PC)	2	20
Frigate (FG)	10	100
Light Freighter (LF)	10	100
Space Tug / Tender (TT)	15	150
Medium Freighter (MF)	15	150
Destroyer (DD)	20	200
Heavy Freighter (HF)	20	200
Cruiser (CS)	50	500
Battle Cruiser (BC)	100	1000
Carrier (CV)	100	1000
Dreadnought (DN)	150	1500

STARSHIP DECKS

A Deck on a starship is the interior area inside the hull where the ship's crew live and work. To determine the maximum number of decks available for your design multiply the ship's hull size by 6. For example, a Frigate with a hull size of two would have up to 12 decks. Since not all ship designs are the same for the same type of vessel you can choose the number of decks that best fit your design up to the maximum number of decks allowed for the Hull Size. For example, some designs may be longer in length than in height and require fewer number of decks because each deck is larger length-wise. If you would like to randomize this number simply roll 1D6-2 and subtract the result from the maximum number of decks allowed for the Hull Size. If your roll result is 2 or lower read the result as a roll of 1.

SHIP'S LOCKER

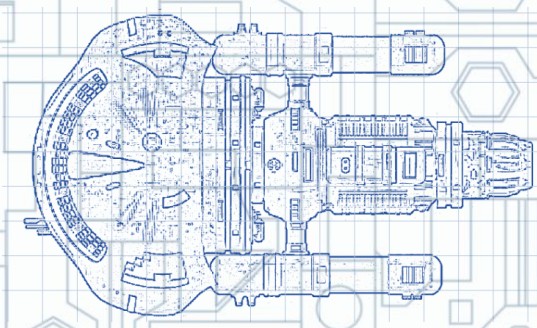
Provided here is the Ship's Locker stats for all of the starships found in this supplement using the optional Ship Locker ruled found on Page #20 of the 2nd Edition rulebook.

STARSHIP CLASS	UNITS	MAX
Runabout (PC)	4	3
Frigate (FG)	6	3
Light Freighter (LF)	6	3
Space Tug / Tender (TT)	10	4
Medium Freighter (MF)	10	4
Destroyer (DD)	10	4
Heavy Freighter (HF)	14	-
Cruiser (CS)	14	-
Battle Cruiser (BC)	20	-
Carrier (CV)	20	-
Dreadnought (DN)	26	-

If you wish to build your own Ship's locker for your starship design, you can use the following optional rules formula. To determine the total number of Units of equipment the locker can hold multiply the starships Hull Size by 3 and then add 1 to the total (HSx3+1). For example, a destroyer class vessel with a Hull Size of 3 would have enough space to store up to a total of 10 Units (3x3,+1=10). To determine the maximum unit value that can be securely stored in the Locker add 1 to the starship's Hull Size (HS+1). For example, a frigate class vessel with a Hull Size of 2 would have a maximum unit value of 3 that can be stored in its Ship's Locker. Since five units is the ceiling in the 2nd Edition rulebook any result that is five or higher indicates that any item regardless of unit value can be securely stored in the Locker up to the total number of units allowed.

DESIGN FLAWS

Each ship designed and produced at a shipyard is a unique work of technology and artistic craftsmanship. While two ships of the same class may have the same specifications, they will individually be unique with their very own quirks and personality. New ship designs are bound to come out of the shipyard with some flaws. The longer a vessel is under construction at a shipyard the greater the chance that some flaws will creep their way in. Whether it is a matter of too many people involved in the process or an oversight, flaws will happen. After all, even the best engineers have been known to make a mistake or a compromise from time to time to meet a deadline. For every year that a new ship spends under construction in the shipyard Roll 1d20 to select one random design flaw from the table. For example, a Hull Size 4 Cruiser will be under construction for four years so roll 4 times on the table for the design flaws that end up in the ship. If the design flaw is serious enough to warrant repair your ship's engineering team and enlisted technical men can attempt to repair the issue.



ROLL	DESIGN FLAWS
01	Slow to jump to hyperwarp.
02	Environmental control runs cold.
03	Attracts Pod Pippit Infestations.
04	Glitchy / Lagging Computer Core.
05	Unidentifiable unpleasant odor.
06	Elevators arrive at wrong decks.
07	Unfinished interior: panels missing.
08	Bad vibrations during hyperwarp.
09	Annoying loud engine noises.
10	Intermittent gravity plate failures.
11	Unidentifiable rattle in air vents.
12	Unfinished interior: carpet missing.
13	Security lock-out protocol.
14	Environmental control runs hot.
15	Uncomfortable furniture.
16	Leaky water pipes.
17	Intermittent lighting failures.
18	Attracts space lice infestations.
19	Intermittent door failures.
20	Power Drain: Lose 5 EU from PPB.

(01) SLOW JUMP

This design flaw results from a poorly networked data connection in the helm control that delays the bridge's command to enter hyperwarp to the engine room by 1d6 rounds.

(02) ENVIRONMENT RUNS COLD

A faulty regulator in the ship's life support system causes the temperature inside the ship to remain at a brisk 40 Degrees Fahrenheit regardless of how many times the engineering team attempts to adjust it.

03) POD PIPPIT INFESTATION

A bulk provisions canister in the ship's cargo bay contains an infestation of Pod Pippits that were attracted by the food stored inside. Once aboard the ship the animals escape the container and find their way into the inner hull and crawl spaces.

(04) GLITCHY COMPUTER CORE

A glitch in the computer core results in an uncomfortably long and awkward silence lasting 1d10 rounds when requesting information from the computer.

(05) UNIDENTIFIED ODOR

Nick named "new ship smell", this intensely unpleasant foul chemical, or biological, odor lingers throughout the entire ship. Over time the odor can build up becoming an irritant that causes headaches, dizziness, and disorientation among the crew.

(06) ELEVATORS AT WRONG DECKS

The on-board control mechanisms for the elevator lifts are constantly misreading the floor locations and sending the lifts to the wrong floor.

(07) MISSING PANELS

Several interior areas of the ship were left unfinished before the ship had to go into service. These open sections of corridor and compartment increase the risk of fall or injury to anyone in them.

(08) BAD VIBRATIONS

A faulty hyperspace harmonics induction coil causes the ship to noticeably shake every time the ship goes to hyperwarp. Each increasingly higher hyperwarp factor raises the intensity of the vibration.

(09) LOUD ENGINE NOISES

Operation of the ship's nuclear drive causes an annoyingly loud engine sound inside the ship every time it is activated.

(10) GRAVITY FAILURES

The artificial gravity plating embedded below the ship's flooring has a fault that causes areas of high, low, or zero gravity to occur inside the ship. Space Masters should roll 1d6 to determine how an area is affected. A roll of 1 or 2 indicates reduced gravity on the deck. A roll of 3 or 4 indicates no gravity on the deck. A roll of 5 or 6 indicates elevated gravity on the deck.

(11) UNIDENTIFIED RATTLE

There is a persistent quiet rattle coming from the air handlers that will not go away. While the rattle does not affect the environmental condition inside the ship the constant noise will slowly drive the crew mad with aggravation.

(12) CARPET MISSING

All Confederation starships are equipped with special non-conductive, non-slip, carpet-like flooring tiles. For some reason portions of your ship were not installed

with this feature. Roll 1d6 x Hull Size to determine how many decks are missing their floor covering. Crew members will have a 40% risk of falling when walking or running on these surfaces.

(13) SECURITY LOCK OUT

A faulty processing node in the ship's computer core accidentally enables a random security lock-out protocol that prevents the crew from controlling the ship. The Space Master should roll 1d6 with all computer inquiries made and any odd numbered roll results in the security lock-out. The problem can temporarily be resolved with a computer system reset by a technical officer or enlisted man that will require 1d10 turns to complete. After the computer reset the computer will function correctly for the inquiry until the next time the computer is accessed by a new user.

(14) ENVIRONMENT RUNS HOT

A faulty regulator in the ship's life support system causes the temperature inside the ship to remain at an uncomfortable 104 Degrees Fahrenheit regardless of how many times the engineering team attempts to adjust it.

(15) UNCOMFORTABLE FURNITURE

The furniture on the ship is stiff and uncomfortable to use for long periods of time resulting in discomfort and aggravation for the crew.

(16) LEAKY WATER PIPES

In the enclosed environment of a starship surrounded by sensitive electronics the presence of a minor water pipe leak is more than just a nuisance. The water leak increases the chance of a fall while walking or running by 40% and will cause glitches in nearby electronics and computer terminals. The Space Master will roll 1d10 on the table below to determine what temporary glitch is caused by the leak and how many turns the glitch will last until the effected systems find a bypass. If the roll results in a flaw that the ship already has the Space Master should re-roll to determine a new glitch.

ROLL	TEMPORARY GLITCH
01	Unidentifiable rattle in air vents.
02	Environmental control runs hot.
03	Intermittent lighting failures.
04	Intermittent door failures.
05	Environmental control runs cold.
06	Elevators arrive at wrong decks.
07	Security lock-out protocol.
08	Intermittent gravity plate failures.
09	Unidentifiable unpleasant odor.
00	Bad vibrations during hyperwarp.

(17) INTERMITTENT LIGHTING

A glitch in the power regulation system for the ship's internal lighting controllers is causing intermittent lighting failures that randomly leave areas of the ship in darkness upon a random 1d6 check by the SM that results in an odd number.

(18) SPACE LICE INFESTATION

Incorrect installation of the ship's food processing units causes a protein line leak that attracts an infestation of Rigellian space lice.

(19) DOOR FAILURES

A faulty control module in the ship's door sensors causes all interior doors in the ship to open or close randomly. Whatever state the door is in when the fault occurs will be reversed causing the door to suddenly open or shut without warning. Upon any Character or NPC approaching an interior door the Space Master will roll 1d6 and even numbered results will trigger the flaw. Exterior airlocks and hatches are on a separate safety protocol and are not affected.

(20) POWER DRAIN

A fault in the ship's power distribution network is causing a minor power drain from the ship's hyperdrive that consumes 5 EU's per day.

HERO SHIP

One of the most rewarding experiences in table-top Sci-Fi gaming is for players to develop their own hero ship for use in their game. A hero ship is a vessel that is as much a character in the story as the player characters themselves. It has a certain animistic personality all its own and becomes more than just a vehicle to get from point A to point B. All too often Galactic Confederation starships are viewed as mass produced cookie-cutter clones because of their standardization and uniformity in design. However, this does not have to be the case, your personal starship design can be a unique expression that screams hero ship the moment it leaves the shipyard. Even with the strict structure of Confederation Space Fleet Regulations every good Commanding Officer knows how to find the loopholes. Overtime the longer a starship traverses the black void of deep space the more its appearance will begin to change. Micro-meteor pocks in the hull, battered emblem markings, patch-work repairs, and impromptu engineering modifications all add to the look, feel, and character of your ship. A visit to the local starbase shipyard for repair, retrofit, or complete refit can clean up a lot of these issues but not all wounds heal without leaving scars. The best ways to give your ship design more character is through careful deliberate

design, unique traits such as custom systems or design flaws, and a detailed description of its appearance. You can use the Description & Notes Section on the back side of the Starship Design Worksheet to work up a detailed description or image of your hero ship to help invoke a clear picture of your design.

THE SAUCER MODULE

The Galactic Confederation Space Fleet is well known for its exceptional starship designs that feature a prominent saucer or disc shaped hull. There are many theories for the reason behind this design convention but the one thing that is for certain is that it has withstood the test of time. The use of other hull configurations is less common among Confederation designs, but they are not un-heard of. Spheres, deltas, and cylinder-shaped hulls have also been used extensively in starship designs throughout Confederation history. When using one of these less common starship configurations you can use the term command module instead of saucer.

NAMING YOUR DESIGN

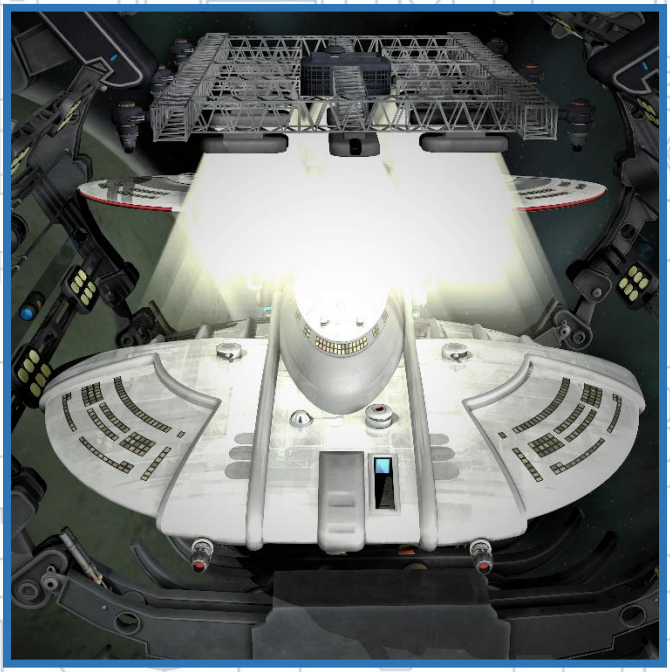
One of the last, but certainly not least, steps to designing your own starship will be to classify the design with a name and share it with others. By naming the class of your ship you identify the characteristics and design parameters that future ships of the same class will share with each other. Naming conventions are completely up to your imagination and should conjure thoughts and mental images that express the essence of the design itself.

99 POPULAR STARSHIP NAMES

Presented here is a sample of ninety-nine popular names for Galactic Confederation starships, in no particular order, for you to use for your designs. These names can also be used for a class of ship with the first ship in the class bearing the name of the design. It is always best to choose your own unique name for a hero ship, but this list can help inspire you if you get stuck. Most

Confederation starship classes included in the 2nd Edition rulebook have a uniform naming convention that describe what ships in that class are commonly named after. This can help you narrow down your own list of potential names for your ships or class designs. Space Masters and Players are encouraged in this supplement to expand on those naming conventions to add new possibilities and variety for their games.

99 POPULAR STARSHIP/CLASS NAMES		
Columbia	Aspire	Intrepid
Atlantis	Nimitz	Challenger
Freedom	Defiant	Independence
Daedalus	Phoenix	Osprey
Mercury	Albatross	Hermes
Annapolis	Constitution	Cheyenne
Farragut	Yorktown	Typhon
Constellation	Thunderbolt	Guardian
Antares	Reliant	Proteus
Cygnus	Pulsar	Altair
Atlas	Indomitable	Resolute
Calypso	Andromeda	Yeager
Einstein	Olympic	Prometheus
Odyssey	Polaris	Ambassador
Copernicus	Apollo	Newton
Nebula	Armstrong	Chimera
Aurora	Zodiac	Titan
Endeavour	Hyperion	Exeter
Atlas	Excalibur	Yamato
Hercules	Agamemnon	Valkyrie
Valiant	Victory	Lexington
Explorer	Horizon	Fearless
Hood	Trident	Dauntless
Calisto	Pathfinder	Oberon
Liberty	Cyclone	Europa
Ganymede	Wanderer	Saratoga
Tempest	Ranger	Achilles
Aries	Avenger	Hornet
Demeter	Bellerophon	Endurance
Eagle	Mayflower	Destiny
Magellan	Pacific	Galileo
Black Hawk	Midway	Concord
Iwo Jima	Nautilus	Ticonderoga



NEW SHIP CLASSES

In this supplement there are three new pre-generated Galactic Confederation starship classes and one sub class you can add to those already found in the 2nd Edition rulebook. These new vessels include the Runabout, the Space Tug, the Star Carrier, and the Starliner sub-class. Use of these new starships is optional and can add a new dimension to your game scenarios and space battles.

RUNABOUT (PC)

The Runabout, or Patrol Craft, is the smallest class of interstellar vessel in use by the Galactic Confederation. This multi-role, atmospheric flight capable, spacecraft comes in a variety of configurations and is used for everything from transporting cargo to deep space rescue missions. The ship was designed to be versatile with

mission specific hull modules that can be changed as needed. The ship's quarter size hyperdrive pod produces 25 EU's per day and requires some creative energy management skills to operate. Runabouts are named after Oceans, Seas, and Rivers such as Pacific, Aegean, and Yukon.

RUNABOUT (PT)		
Hull Size:		1
Construction Cost:		25 CP
Crew Compliment:		2/20
Command Rank:		Ensign
Power Pile Base:		25
Teleporter Capacity:		0
Beam Banks:		1
Ion Torpedoes:		0
Shuttle Ships:		N/A
Sick Bay Capacity:		N/A
Ship's Locker (Optional)	4	3

**Players should note that this class of spacecraft represents a broad category of design compared to what was seen on the iconic television show and movies that inspired this game.*

SPACE TUG / TENDER (TT)

A Space Tug or Tender is a multi-purpose support vessel about the same size as the Confederation Destroyer. Space Tugs are commonly used to tow disabled spacecraft or cargo modules like a freighter. When towing cargo modules, the Space Tug has the same capacity as a medium freighter. A Space Tug can tow one disabled spacecraft up to Hull Size 6. Space Tugs / Tenders are named after well-known historic seaports and spaceports such as Savanah, Jakarta, Mojave, White Sands, and Kodiak.

SPACE TUG / TENDER (TT)		
Hull Size:		3
Construction Cost:		100 CP
Crew Compliment:		15/150
Command Rank:		Lieutenant
Power Pile Base:		100
Teleporter Capacity:		2
Beam Banks:		2
Ion Torpedoes:		6
Shuttle Ships:		2
Sick Bay Capacity:		4
Ship's Locker (Optional)	10	4

STAR CARRIER (CV)

Confederation military design convention never widely embraced the use of carrier vessels or fighters like some of the other interstellar governments did. Encounters with Zangid and Videni carriers in battle revealed the tactical value of developing an attack platform that could deliver fast attack craft at a distance before committing starships to battle. The Confederation's investment in the development of carrier vessels is very limited and highly experimental. Only a few prototypes can be found in service and they are under constant scrutiny from the admiralty and Space Fleet Command.

For game mechanic simplicity space fighters based on the Star Carrier should be treated the same as the Zangid fighters found on Page #47 of the 2nd Edition rulebook. Each Confederation space fighter has a two-man crew that operates the craft independently of the carrier. The fighters only have nuclear drive and can travel up to 30,000 miles per turn. Each of these craft is equipped with one beam cannon and hull plating armor. They do not have screens and produce 15 EU's of power per day. This example space fighter has a Hull Size of ½ and costs 15 CP to build. The Star Carrier can transport up to eight fighters and launch or recover one fighter per turn. They are considerably more "expensive" in terms of CP than a shuttle due to the additional armor, armaments, and enhanced engines. Space fighters have enough power and provisions to remain in space for up to 48 hours. They must return to a carrier, space station, or starbase in order to reload, repair, and refuel. Space fighters are atmospheric flight capable and can land on planets just like a shuttle can. They are limited to inter-solar system flight and cannot jump to hyperspace unless on-board a carrier ship.

STAR CARRIER (CV)			
Hull Size:		5	
Construction Cost:		300 CP	
Crew Compliment:		100/1000	
Command Rank:		Commodore	
Power Pile Base:		300	
Teleporter Capacity:		2	
Beam Banks:		4	
Ion Torpedoes:		10	
Shuttles:	Fighters:	4	8
Sick Bay Capacity:		15	
Ship's Locker (Optional)		20	N/A

STARLINER SUB CLASS (ST)

Starliners are a sub class of freighter that have been designed, or converted, to accommodate passengers instead of bulk cargo. Statistically they are identical to freighters in every way except for the cargo carried. Space Tugs can also serve as a starliner, or troop transport, by towing a passenger pod instead of a cargo pod or disabled ship.

Starliners come in a variety of configurations with accommodations ranging from economic to luxurious. Starliners are found operating throughout the Confederation by Space Fleet, private enterprises, and corporations. They are commonly named after historic authors, artists, and inventors such as Davinci, Hemingway, Bell and Westinghouse.