# SHIP RECORD

**Ship Name**

**Ship Type:**

**Commanding Officer**

**Crew complement:**

**Command Rank:**

**Power Pile Base:** Max.          /

**Teleporter Capacity:**

**Beam Banks:**

**Ion Torpedoes:**

**Shuttle Ships:**

**Sick Bay Capacity:**

### Notable Crew

### Ship Locker

| Energy Costs | |
|---|---|
| Activity | Cost |
| Galactic travel | 5 EUs per warp factor on hyperdrive |
| Intrasystem travel | 5 EUs for any travel at nuclear drive (per day) |
| Galactic travel | 5 EUs per hex side turned (no cost at nuclear drive) |
| Entering a planet's orbit | 5 EUs |
| Leaving a planet's orbit | 5 EUs |
| Life support systems | 5 EUs (mandatory) |
| Teleportation | 5 EUs per person each way |
| Beam Fire | 5 EUs per beam bank (each bank has 2 beams) |
| Ion Torpedoes | None |
| Tractor or Pressor Beam | Based on distance; 1 EU/12,500 miles |
| "Priming" Shuttle Ship | 5 EUs if instantaneous; 1 hour delay is free |
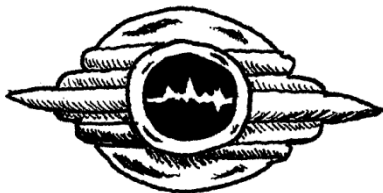


*Screens:*

| | EUs/Day | |
|---|---|---|
| | Half Screens | Full Screens |
| Frigate | 15 | 30 |
| Destroyer | 30 | 60 |
| Cruiser | 60 | 120 |
| Battle Cruiser | 120 | 240 |
| Dreadnaught | 240 | 360 |

Screens used for any part of a day incur the total cost for the day.

### Ship-to-Ship Combat Chart

| | | Range (miles) | |
|---|---|---|---|
| | | Ion | |
| Ship Skill | Beams | Torpedoes | Fireballs |
| 16 | 15,000 | 5,000 | 10,000 |
| 15 | 30,000 | 10,000 | 20,000 |
| 14 | 50,000 | 20,000 | 40,000 |
| 13 | 75,000 | 30,000 | 60,000 |
| 12 | 100,000 | 40,000 | 80,000 |
| 11 | 125,000 | 50,000 | 100,000 |
| 10 | 150,000 | 60,000 | 120,000 |
| 9 | 175,000 | 70,000 | 140,000 |
| 8 | 200,000 | 80,000 | 160,000 |
| 7 | 225,000 | 90,000 | 180,000 |
| 6 | 250,000 | 115,000 | 230,000 |
| 5 | 275,000 | 140,000 | 275,000 |
| 4 | 300,000 | 165,000 | 300,000 |
| 3 | 325,000 | 190,000 | 325,000 |
| 2 | 350,000 | 210,000 | 350,000 |
| 1 | 400,000 | 225,000 | 400,000 |