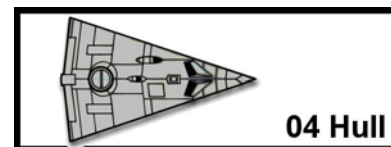


# Starship Hulls

The Hull is the basic container for the contents of a starship. The challenge is to fill all required (and desired) components within the hull tonnage limitation.



## HULL SIZES

Hulls are built in standard 100 ton increments ranging from 100 to 2400 tons.

	Tons	Configuration Costs MCr-----						Total Squares	Total Cubes	A	B
		C	B	U	S	A	L				
A	100	1	2	2	3	4	4	200	400	2	10
B	200	4	6	8	10	12	16	400	800	2	10
C	300	6	8	12	15	18	24	600	1200	2	20
D	400	8	11	16	20	24	32	800	1600	2	20
E	500	15	20	30	35	40	60	1000	2000	3	20
F	600	24	32	48	54	60	96	1200	2400	3	20
G	700	32	43	64	71	78	128	1400	2800	3	20
H	800	40	54	80	88	96	160	1600	3200	3	20
J	900	45	60	90	99	108	180	1800	3600	4	20
K	1000	50	67	100	110	120	200	2000	4000	4	30
L	1100	55	74	110	121	132	220	2200	4400	4	40
M	1200	60	80	120	132	144	240	2400	4800	4	40
N	1300	65	87	130	143	156	260	2600	5200	5	40
P	1400	70	93	140	154	168	280	2800	5600	5	40
Q	1500	75	100	150	165	180	300	3000	6000	5	40
R	1600	80	107	160	176	192	320	3200	6400	5	40
S	1700	85	114	170	187	204	340	3400	6800	6	40
T	1800	90	120	180	198	216	360	3600	7200	6	40
U	1900	95	127	190	209	228	380	3800	7600	6	40
V	2000	100	134	200	220	240	400	4000	8000	6	60
W	2100	105	140	210	231	252	420	4200	8400	7	60
X	2200	110	147	220	242	264	440	4400	8800	7	60
Y	2300	115	154	230	253	276	460	4600	9200	7	60
Z	2400	120	160	240	264	288	480	4800	9600	7	60

Hull I and O are omitted to avoid confusion with 1 and 0.

## STARSHIP TONS

Hulls are measured in Tons: displacement tons equal to 13.5 cubic meters.

One ton allows two deck plan squares when creating deck plans (with a 3 meter deck separation).

### Configuration Costs

Hull costs in the table are pre-calculated based on the Configuration Cost formulas below..

### Configuration Costs (in MCr)

- C= U / 2
- B= U / 1.5
- U= Base Cost
- S= U + MCr1 per 100 tons
- A= U + MCr2 per 100 tons
- L= U x 2

**Squares**= Expected Deck Plan squares (1.5 meters square) for this hull size.

**Cubes**= Expected cubes (1.5 meters on a side) for this hull size.

**A**= armor tons per layer (after the first).

**B**= minimum Bridge tons.

**Hardpoints**. Hull automatically has one Hardpoint per 100 tons.

## CONFIGURATION

Type	Gs	Atm	Skim	Land	Comment
C Cluster	1	No	No	No	An accumulation of compartments.
B Braced	3	No	No	No	A Cluster braced for higher acceleration.
U Unstreamlined	9	No	Yes	No*	An enclosure whose protrusions increase drag.
S Streamlined	9	Yes	Yes	Yes	An enclosure with cowlings and fairings to decrease drag.
A Winged Streamlined	9	Yes	Yes	Yes	A winged enclosure with better performance in atmosphere.
L Lifting Body	9	Yes	Yes	Yes	An enclosure with lifting surfaces for best performance.

Gs= Maximum acceleration possible. Atm= Can the ship enter Atmosphere 2+?

Skim= Can the ship skim Gas Giants for Fuel? Land= Can the ship land on a world surface (\*= yes if Atm 0 or 1)?

## JUMP READINESS

Type	Available	Comment	Cost
X Jump Bubble	Standard	Jump Field centered on Jump Drive.	No Cost
Y Jump Grid	Option for Config-USAL	Jump Field conforms to the Hull.	Hull Tons x KCr

## BRIDGE

Type	Crew	Tons	Cost
B1 Half Bridge	3	10	MCr1
B2 Bridge	4	20	MCr1
B3 Expanded Bridge	6	30	MCr2
B4 Double Bridge	10	40	MCr3
B5 Triple Bridge	14	50	MCr4

The Bridge is the control center for the ship and contains the primary crew operating positions for a starship.

**Bridge Contents**. The Bridge contains the Ship's Computer and a 1-ton console per installed Sensor.

Half of Bridge Tonnage remains open for crew and free space. The minimum Bridge required is shown on the Hulls Table.

**Auxiliary Bridge**. More than one Bridge may be installed.

