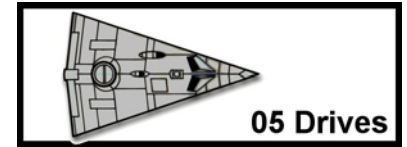


Starship Drives

The drives for a ship determine its ability to move and maneuver. Select the Interstellar (J) drive, the Interplanetary (M, G) drive, and the Power Supply (P).



DRIVE TONNAGE

Drive Letter	Rating EP	J Drive	M Drive	P Plant	G Drive
A	100	10	2	4	9
B	200	15	3	7	18
C	300	20	5	10	27
D	400	25	7	13	36
E	500	30	9	16	45
F	600	35	11	19	54
G	700	40	13	22	63
H	800	45	15	25	72
J	900	50	17	28	81
K	1000	55	19	31	90
L	1100	60	21	34	99
M	1200	65	23	37	108
N	1300	70	25	40	117
P	1400	75	27	43	126
Q	1500	80	29	46	135
R	1600	85	31	49	144
S	1700	90	33	52	153
T	1800	95	35	55	162
U	1900	100	37	58	171
V	2000	105	39	61	180
W	2100	110	41	64	189
X	2200	115	43	67	198
Y	2300	120	45	70	207
Z	2400	125	47	73	216
N2	2600	140	50	80	234
P2	2800	150	54	86	252
Q2	3000	160	58	92	270
R2	3200	170	62	98	288
S2	3400	180	66	104	306
T2	3600	190	70	110	324
U2	3800	200	74	116	342
V2	4000	210	78	122	360
W2	4200	220	82	128	378
X2	4400	230	86	134	396
Y2	4600	240	90	140	414
Z2	4800	250	94	146	432

THE BASIC DRIVES

The basic available drives are:

Jump Drive. The interstellar drive. Jumps are measured in parsecs; one Jump (regardless of distance) requires one week.

A Jump Drive requires 10% of Hull Tonnage per Jump number (subject to PPlant Overclock). A Jump Drive can perform any length Jump up to its maximum Potential.

Maneuver Drive. Performance is measured in Gs (= 10 meters per second per second). Because it interacts with gravity sources, it must be within 1000 D of a gravity source (beyond 1000 D, it operates at 1% Performance).

Requires a supporting Power Plant.

Power Plant. A Fusion Power Generator with OverClock capabilities. A Power Plant requires 1 ton of fuel times Drive Potential times Hull Number per week to support normal operations.

Gravitic Drive. A near-world drive. Performance is measured in Gs. Because it interacts with gravity sources, it must be within 10 D of a gravity source.

G-Drive includes an integral Power Source.

DRIVE POTENTIAL

Each Drive has a Potential (an Output Rating) based on the interaction of Drive Tonnage and Hull Tonnage. Drive Potential is calculated from the Drive Potential Table and influences fuel usage and ship performance.

STAGE EFFECTS

Stage	TL	QREBS	OC	Tons	Cost
Ex Experimental*	- 3	Full	50	x3	x10
Pr Prototype**	- 2	3 of 5	80	x2	x3
Er Early	- 1	1 of 5	90		x2
(Standard)	+0		100		
Im Improved	+1	+1 of 5	110		
Ad Advanced	+2	+3 of 5	120		

OC= Overclock (for Power Plants only; ignore Tons).

DRIVE COSTS

Drive	Cost per Ton
Jump Drive	MCr 1.0
Maneuver Drive	MCr 2.0
Power Plant	MCr 3.0
Gravitic Drive	MCr 0.5

Drive TL One Table. Lookup maximum output potential for a drive by Tech Level.

* Maneuver Drive is further restricted by Power Plant availability.

Drive TL Two Table. Lookup TL by Drive Potential.

DRIVE TL ONE

TL	J	M	P	G
8	-		1	4
9	1	4*	2	7
10	1	7*	3	9
11	2	9*	4	-
12	3	-	5	-
13	4	-	6	-
14	5	-	7	-
15	6	-	8	-
16	6	-	9	-
17	7	-	-	-
18	7	-	-	-
19	8	-	-	-
20	8	-	-	-
21	9	-	-	-

OVERCLOCK

Overclock is a measure of the efficiency of a Power Plant. A standard Power Plant operates with Overclock= 100 for Potential based on Tech Level. Power Plants at other TLs have different Overclock. Overclock affects Power Plant tons and Jump Fuel tons.

$$\text{True Power Plant tons} = \text{P- Plant Tons} / (\text{OC}/100)$$

$$\text{True Jump Fuel tons} = \text{Fuel} / (\text{OC}/100)$$

DRIVE TL TWO

Potential=	1	2	3	4	5	6	7	8	9
M M-Drive	9	9	9	9	10	10	10	11	11
G G-Drive	8	8	8	8	9	9	9	10	10
P P-Plant	8	9	10	11	12	13	14	15	16
J J-Drive	9	11	12	13	14	15	17	19	21