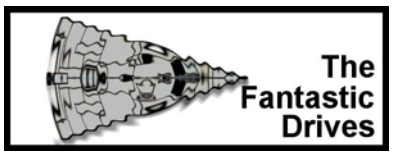
The Fantastic Drives

The Fantastic Drives are uncommonly encountered interstellar drives available only as artifacts or at extremely high Tech Levels.



DRIVE TONNAGE

Drive Letter	Rating EP	J J-Drive	H H-Drive	S S-Drive	N N-Drive
A	100	10	1	10	30
B	200	15	2	20	60
C	300	20	3	30	90
D	400	25	4	40	120
E	500	30	5	50	150
F	600	35	6	60	180
G	700	40	7	70	210
H	800	45	8	80	240
J	900	50	9	90	270
K	1000	55	10	100	300
L	1100	60	11	110	330
M	1200	65	12	120	360
N	1300	70	13	130	390
P	1400	75	14	140	420
Q	1500	80	15	150	450
R	1600	85	16	160	480
S	1700	90	17	170	510
T	1800	95	18	180	540
U	1900	100	19	190	570
V	2000	105	20	200	600
W	2100	110	21	210	630
X	2200	115	22	220	660
Y	2300	120	23	230	690
Z	2400	125	24	240	720
N2	2600	140	26	260	750
P2	2800	150	28	280	780
Q2	3000	160	30	300	810
R2	3200	170	32	320	840
S2	3400	180	34	340	870
T2	3600	190	36	360	900
U2	3800	200	38	380	930
V2	4000	210	40	400	960
W2	4200	220	42	420	990
X2	4400	230	44	440	1020
Y2	4600	240	46	460	1050
Z2	4800	250	48	480	1100

DRIVE TL

TL	J	H	S	N	TL	J	H	S	N
9	1	-	-	1	21	-	-	-	7
10	1	-	-	-	22	-	-	-	-
11	2	-	-	2	23	-	1	-	8
12	3	-	-	-	24	-	2	-	-
13	4	-	-	3	25	-	3	-	9
14	5	-	-	-	26	-	4	1	-
15	6	-	-	4	27	-	5	2	-
16	6	-	-	-	28	-	6	3	-
17	7	-	-	5	29	-	7	4	-
18	7	-	-	-	30	-	8	5	-
19	8	-	-	6	31	-	9	6	-
20	8	-	-	-	32	-	-	7	-

COSTS

Drive	MCr
Jump	1.0
Hop	5.0
Skip	5.0
NAFAL	1.0
Per Ton	

THE FANTASTIC DRIVES

Any of the Drives shown here must be supported by a Power Plant with Drive Potential at least equal to this Drive's Potential.

Jump Drive (shown for comparison). Jumps are measured in parsecs; one Jump (regardless of distance) requires one week.

The Mythical "Hop" Drive. Hops are measured in tens of parsecs; the ship Hops exactly that distance; one Hop takes about a day. Fuel usage is relatively small.

The Rumored "Skip" Drive. Skips are measured in hundreds of parsecs, but the final distance is inexact. One Skip (regardless of distance) requires several hours. Fuel usage is negligible. A Skip contaminates Jump Space in its originating system, and is subject to SkipScatter.

NAFAL. The **Not As Fast As Light** interstellar drive. The drive accelerates the ship perpendicular to a gravity source and decelerates the ship perpendicular to the destination gravity source. Acceleration is in Gs.

FUEL REQUIREMENTS

Drives require fuel to provide energy. Fuel is Hydrogen, stored under pressure and liquefied, fed from fuel tanks to the appropriate drive.

Hop Drive (per Hop). A Hop Drive requires 1% of Hull Tonnage per Hop number (subject to PPlant Overclock) per use. A Hop Drive can perform ONLY a Hop equal to its Potential.

Skip Drive (per Skip). A Skip Drive requires 1% of Hull Tonnage per Skip number (subject to PPlant Overclock) per use. A Skip Drive can perform ONLY a Skip equal to its Potential and is subject to Skip Scatter (1 parsec in a random direction from the destination hex).

NAFAL (per month). A NAFAL Drive requires 1% of Hull Tonnage per G number (subject to PPlant Overclock).

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).

OVERCLOCK

Standard P-Plant tonnage is based on Overclock= 100.

True P-Plant tons = Power Plant Tons / (OC/100)
True **Hop** Fuel Required= Fuel / (OC/100)
True **Skip** Fuel Required= Fuel / (OC/100)