



# Space Sensors

The basic details of available space weapons are shown here.

# Space Sensors-2

## K Analyzer / Sniffer

(Electronics, Biologics. Passive). The Analyzer detects volatiles in space and (more usually) in atmosphere.

## L Life Detector

(Magnetics. Passive). A Life Detector senses the presence of organisms (based on the principles of Perception).

## M Mass Sensor

(Gravitics. Passive). A Mass Sensor detects masses. It is a less sensitive version of the Grav Sensor.

## N Neutrino Detector

(Gravitics. Passive). Neutrino Detectors sense neutrinos, primarily as the byproduct of fusion reactions: positive readings reflect the presence of stars, starship or world fusion reactors, or nuclear activity.

Because neutrinos are almost impossible to shield, Neutrino Detectors are effective in sensing ships through their Power Plants (although not A-Plants or Collectors). They can also detect Fusion+ modules.

Ships frustrate Neutrino Detectors by turning the Power Plant off, or by approaching with the local star directly behind them.

## P Proximeter

(Electronics. Passive). A Proximeter senses objects close to the hull of a starship. It serves as an accurate close-up altimeter, and as an alert device when objects (people) approach.

## Q Stealth Mask

(Polymers. Passive). Stealth Mask is a signal absorber. The device (actually an external hull coating) absorbs or diverts Active sensor signals. Stealth Mask can be switched On and Off.

The value or effectiveness of Stealth mask is TL the sum of (TL + Mod – Space Range). Stealth Mask is a negative Mod on the attempting **Active** Sensor Task.

## R Radar

(Electronics. Passive/Active). Radar projects radio pulses in sweeping scans of an area and interprets the returned signals (echoes) for information about an object's size, distance, and speed.

## S Scanner

(Electronics. Passive/Active). Scanner is an advanced form of Electromagnetic Sensor.

## T Scope

(Photonics. Passive). Scope is vision screen with distance and enhancement capabilities. It acquires images and magnifies them for interaction, navigation, and analysis.

## V Visor

(Photonics. Passive). Visor is the basic visual sensor. It uses external cameras with telescopic enhancements to view images.

## W CommPlus

(Gravitics. Passive/Active). CommPlus is an advanced version of Communicator which uses particles (primarily neutrinos) to carry information. CommPlus can transmit through objects (worlds, planets, stars).

CommPlus is incompatible with Communicators. Neither can receive and transmit to the other system.

CommPlus operate otherwise in the same manner as Communications (Broadcast, Beamcast, Burst).

## Y Sound Sensor

(Electronics. Passive). Sound Sensor is an external audio pickup capable of sensing a wide variety of sounds. It operates only in atmosphere (or under water).

## MULTIPLE SENSORS

A ship may install any number of sensors, subject only to tonnage restrictions. More than one of a specific sensor (multiples of the same model, or several different models) may be installed for redundancy.

## EXTENDABLE SENSORS

Sensors may be mounted on Extendable Stalks.

## DEPLOYABLE SENSORS

Sensors may be installed in Deployable Hardpoints; they may be moved and operated at a distance from the ship. Deployable Sensors are installed in the Weapons section.

## STANDARD SENSOR PACKAGES

Package	TL	MCr	Components			Consoles	Tons
Standard-9	9	5.5	Surf LR Comm-9	Surf AR Scope-9	Ant AR Radar-9	3	+2
Standard-10	10	5.5	Imp Surf LR Comm-10	Imp Surf AR Scope-10	Ant LR Radar-10	3	+3
Standard-11	11	4.0	Adv Surf LR Comm-11	Adv Surf AR Scope-11	Imp Ant LR Radar-11	3	+3
Standard-12	12	3.5	Adv Surf LR Comm-11	Adv Surf AR Scope-11	Ant AR Scanner-12	3	+2
Standard-13	13	3.0	Adv Surf LR Comm-11	Adv Surf AR Scope-11	Imp Ant AR Scanner-13	3	+2
Standard-14	14	4.5	Adv Surf LR Comm-11	Surf AR Visor-14	Imp Ant LR Scanner-14	3	+3
Standard-15	15	4.0	Adv Surf LR Comm-11	Imp Surf AR Visor-15	Adv Ant LR Scanner-15	3	+3

Each Sensor requires a 1-ton console on the Bridge (which includes its associated Local Computer) and a Mount places somewhere on the hull or on a weapons mount.