

CAPITAL SHIP CREWS

A capital ship can have several hundred or thousand crewmen, far too many to keep track of individually. Instead, a capital ship crew is measured by two characteristics:

Crew Strength: The size of the crew relative to the ship is measured on the Crew Strength scale. An understrength crew may still be able to operate the ship, but with penalties to skill rolls or more slowly. An overstrength crew gives no bonuses, but is able to absorb more casualties and has a bonus during boarding actions.

Crew Strength	% of full crew	Skill DM	
Dead	0%	–	Cannot act
Survivors	1% to 10%	–4	May only fire once every five rounds
Skeleton	11% to 25%	–2	May only fire once every three rounds
Half	26% to 50%	–1	May only fire once every two rounds
Weakened	51% to 75%	+0	
Full	76% to 90%	+0	
Battle	91% to 120%	+0	
Overstrength	121% to 150%	+0	
Massively Overstrength	151%+	+0	

If a ship is noted as being able to fire once every two or more rounds, then this applies to each individual weapon. For example, a ship armed with a pulse laser bank, a particle beam bank, and a spinal meson gun could fire a half-strength barrage from its pulse lasers together with a meson gun blast. Next round, it could fire another half strength pulse laser barrage and the particle beams, but could not fire the other half of the pulse lasers or the meson gun again.

Crew Skill: A starship crew is assumed to have average to good Characteristics and to have mastered the following skills: Pilot, Gunner, Discipline, Mechanic, Engineer, Sensors and Medic. All these skills are at the level of their Crew Skill characteristic. Obviously, some individual crewmen will have greater or lesser skills, but the average is the Crew Skill and is used for all skill checks made by the crew.

Crew Skill	Skill Check DM
Green	+0
Average	+1
Experienced	+2
Elite	+3
Legendary	+4

A crew may have an especially skilled officer. If the officer has a skill level of 4 or more, he gives a +1 DM to all matching skill checks. An officer may only give a bonus to one skill roll each round, and a skill may only benefit from one officer bonus.

For example, the gunnery officer on the Invidious is an especially skilled gunner (Gunner (turrets) 5 levels) and a strict disciplinarian (Discipline 4). He may give a +1 DM to one Gunner or Discipline check made on board each round. The captain also has Discipline 4, and so may give a +1DM to one Discipline check per round. However, the two may not combine their bonuses to give a +2DM to a Discipline check.

ENDURANCE

Ships are able to operate for one month without needing to go into a spaceport for maintenance, assuming an adequate supply of fuel. This is increased by one month for every 1% of total tonnage dedicated to cargo. If fleet support vessels are in attendance then another three months can be added to the time needed before maintenance is required.

CAPITAL SHIP DESIGN EXAMPLE

Julia wants to design a Heavy Cruiser for the Imperial Navy. She decides that it should be resilient to damage, be heavily armed and capable of high performance and capable of a range of military operations. As it is for the Imperial Navy, she can use tech level 15 systems if she chooses to do so.

Step 1 – Choosing a Hull

For her heavy cruiser, Julia chooses a CP Hull (75,000 tons) and a cone configuration, giving a hull cost of MCr 8,250. A 75,000 ton ship has 4 sections on the section hit table. Reviewing the options available from the capital ship design section, the expanded spacecraft design section and the core rulebook, Julia decides to make the hull from TL15 materials. This increases the cost by MCr 4,125, but increases both hull and structure points from 1,500 to 2,143.

Now Julia decides to add armour. She decides on 10 points of bonded super dense armour. This takes up (10/6 x 5%) 6,250 tons of the ship at a cost of MCr (7,500/2 x 1.1 x 10/6) MCr 6,875.

SUMMARY SO FAR

	Tons	Price
Hull	(75,000)	7,500
Configuration – Cone		750
TL 15 materials		4,125
Armour 10pts	6,250	6,875
Running Total	(68,750)	19,250

FIGHTER FLIGHTS

A large number of spacecraft can be combined into a *flight*, which allows them to act in concert and act as a single unit, concentrating their attacks into a barrage. The skill level of the flight is the average skill of the craft in the flight; the thrust of the flight is equal to the lowest Thrust of the craft in the flight – with the proviso that the flight must remain together at all times. (Of course, the flight can then become a single target for barrages, so life could be short...)

Attacks By Flights

Flights can combine their weapons in barrages as normal.

Attacks On Flights

Attacks can be made on individual craft in the flight as normal.

Barrage attacks on flights suffer a –4 DM, representing the difficulty of hitting a distributed set of targets. Barrage damage is assumed to inflict a number of hits equal to the barrage total. Flights lose a number of craft whose combined Hull and Structure total is equal to the barrage total; any excess barrage damage is applied as normal hits. The flight will lose a maximum number a craft based on the lower of the number of mounts firing or the average gunnery crew for that weapon system. Ship designers are encouraged to provide sufficient gunners for turret weapons to maximise their anti-fighter defences.

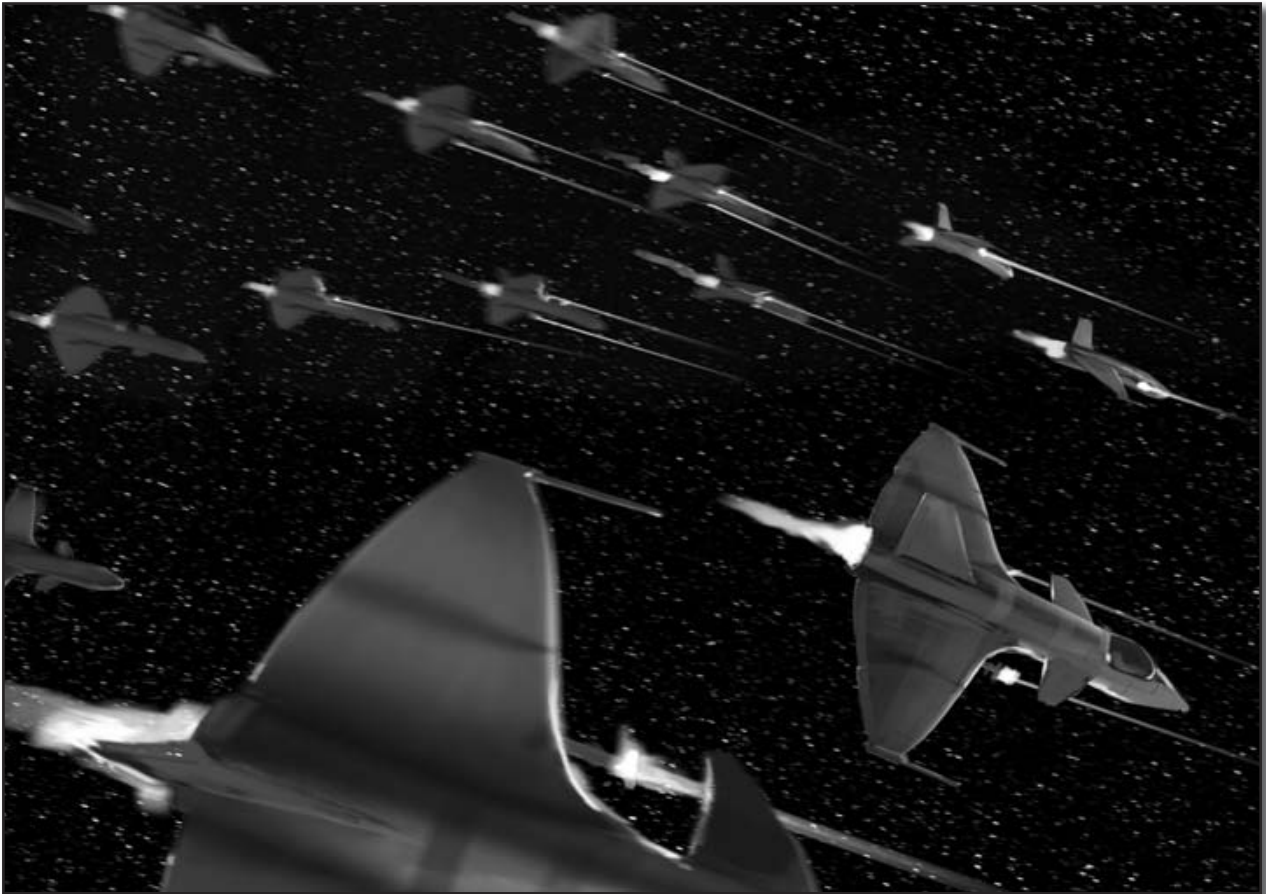
For example, a flight of 300 fifty-ton fighters (Hull 1, Structure 1) is hit by a 200 point barrage. Rolling for barrage effectiveness, the attacker rolls a 10, –4 for targeting a flight for a result of 6, or 75% effectiveness. The resulting total is 150 points of barrage damage. Each fighter can absorb two points of barrage damage, so 75 fighters would be destroyed. However, for this weapon system the ship has the equivalent of 60 gunners, so despite the damage only 60 fighters are destroyed.

ORDERS

This section presents a set of optional rules for space combat, where the commander of a space vessel can issue one or more orders to his crew each round. Each order temporarily reduces the ship's Initiative by a certain amount, which also reduces the number of reactions the ship can take. A commander may issue any number of orders, as long as the orders do not bring the ship's Initiative below 0. Each order can only be issued once per round unless otherwise noted.

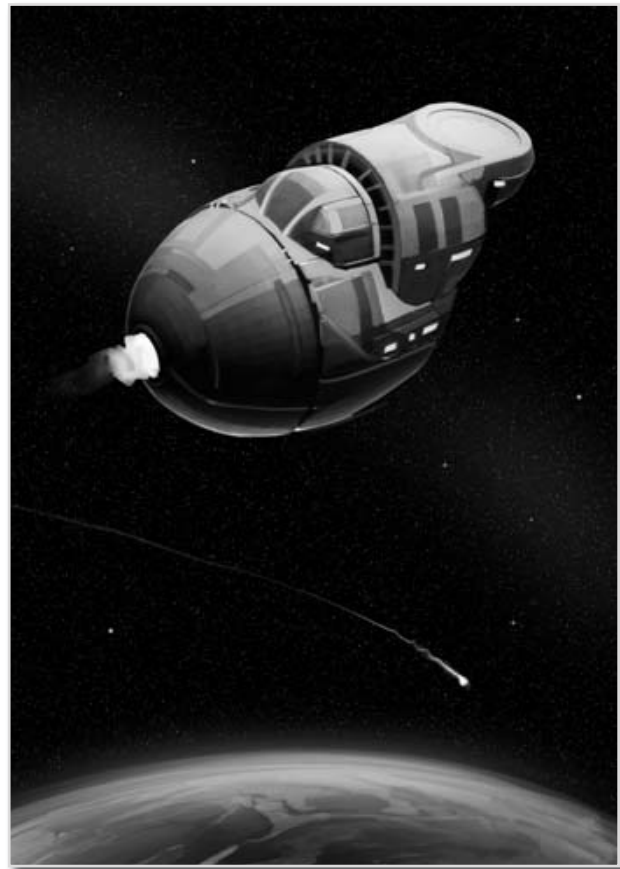
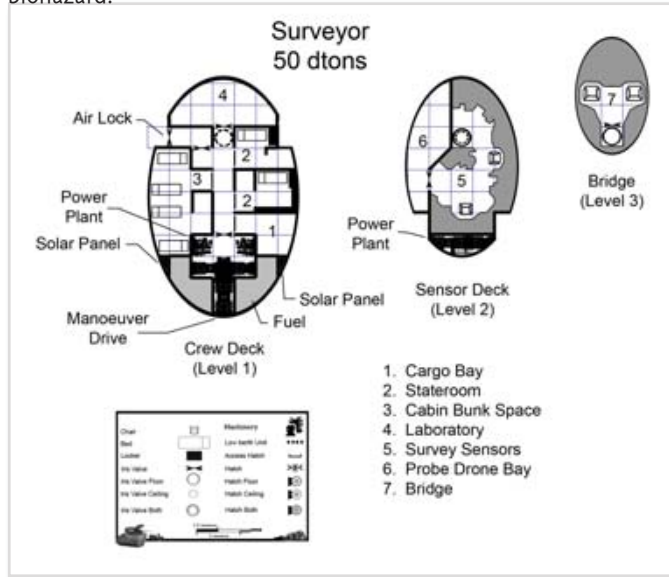
Initiative	Reactions
0–4	1
5–8	2
9–12	3
13+	4

Orders are written down secretly by each ship commander, and revealed simultaneously at the start of each round.

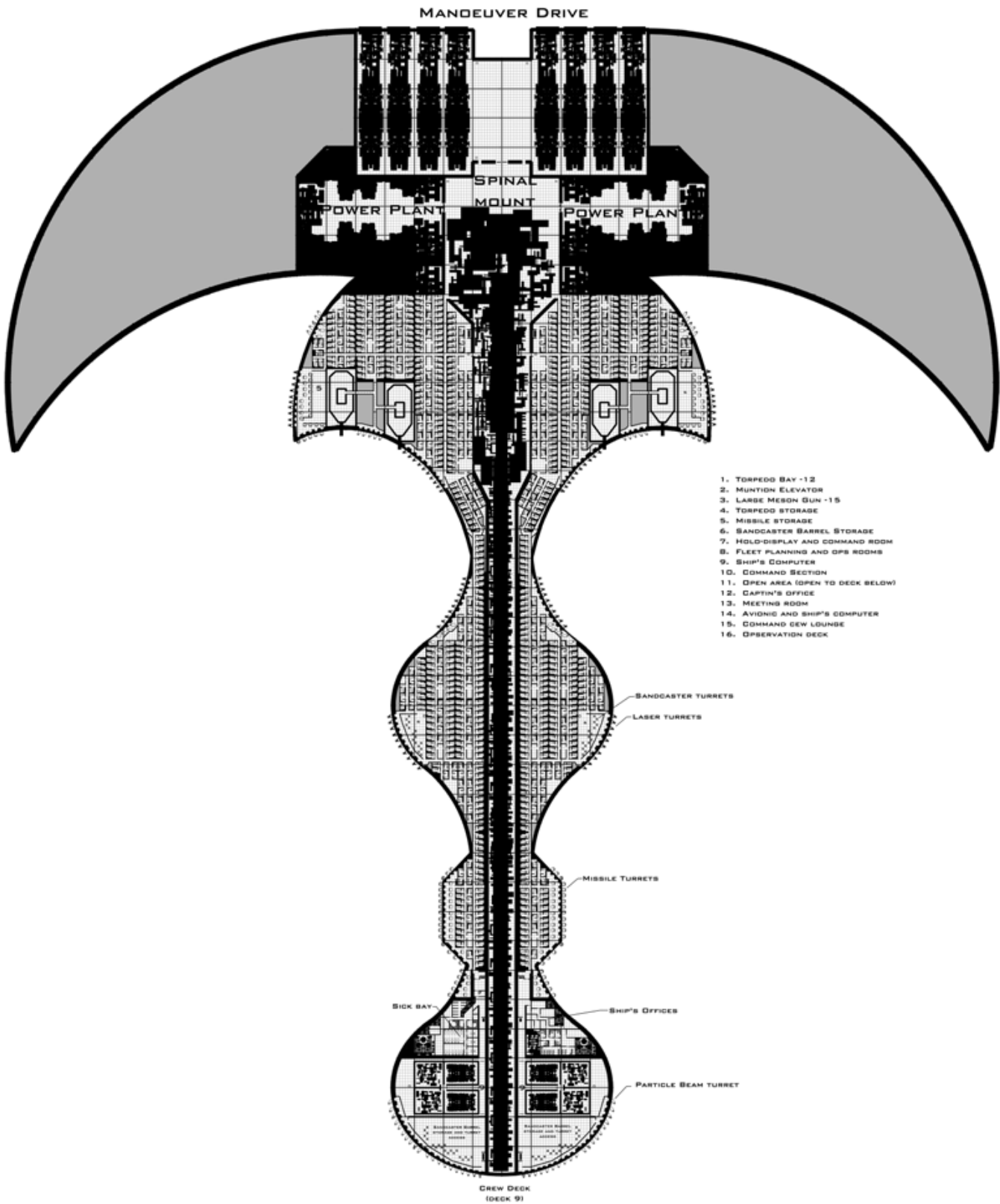


Surveyor

The planetary surveyor is a long-endurance small craft designed for exploring planetary systems. It carries a full suite of probe drones and an advanced sensors suite, requiring the presence of an extra crew member as a sensor operator. As survey missions often take place over several weeks, the craft has a pair of staterooms for the crew, and most surveyors carry six or nine crew members working in shifts. The air in a surveyor often qualifies as a low-level biohazard.



Surveyor			Tons	Price (MCr)
Hull	50 Tons	Hull 1		1.65
	Streamlined	Structure 1		
	Radiation shielding			12.5
Armour	None			
Manoeuvre Drive	sE	Thrust 2	2.5	4
Power Plant	sE	Rating 2	2.4	5
	Solar Panels		0.24	0.024
Bridge	Control cabin for 2		6	0.2
Computer	Model/3	Rating 15		2
Electronics	Survey Sensors	DM+1	10	10
	Improved Signal Processing		1	4
Weapons	None			
Fuel	3 tons	4 weeks of operation	3	
Cargo	1.86 tons		1.86	
2 Staterooms			8	1
Extras	Air Lock		1	0.2
	20 Probe Drones		4	2
	Laboratory		4	1
	Cabin space for 4		6	0.3
Software	Manoeuvre/o			
	Intellect			1
	Library/o			
Total Tonnage & Cost			50	44.874



ESCORT

Escort vessels are intended to protect and assist larger vessels. They are capable of independent action, but are usually assigned to support battleships and cruisers.

P.F. Sloan class Fleet Escort

Fleet escorts are designed for routine fleet security and support and to mop up damaged enemy vessels, or to deal with smaller hostile ships. They are not made to take on other capital ships. Fleet escorts are assigned in quantity for local or system defence any time that several squadrons or a fleet are present. If it is remembered that *Sloans* are lightly armed and armoured, then their performance can be seen as admirable, although they cannot withstand major engagements. It should be noted that apart from the TL15 sensor suite, the ship can be built at TL12–13, increasing the number of yards capable of building and supporting this vessel.



				Tons	Price (MCr)
Hull	5,000	Cylinder TL 12 hull			500
	2 sections each	Hull 50 Structure 50			
Armour	Crystaliron	6 points		375	150
Jump Drive	Jump 4			250	500
Manoeuvre Drive	Thrust 6			162.5	81.25
Power Plant	Rating 6			187.5	468.75
Bridge				50	50
	Holographic Controls				12.5
Computer	Core/6 fib x2	Rating 70 (hardened v EMP)			150
Electronics	Military Counter Measures	Enhanced Signal Processing and Distributed Arrays		66	99
Weapons	Bays	10 x Missile-9		310	240
	Turrets	10 x Triple Particle Beam-11	Accurate, High Yield	10	250
		20 x Triple Beam Laser-10	Accurate, High Yield	20	140
		10 x Triple Sandcaster		10	17.5
	Screens	Level 2 Nuclear Damper		40	60
		Level 2 Meson Screen		100	140
Fuel	2,250 tons	One Jump-4, four weeks of operation		2,250	
Cargo	Ammunition	2,880 missiles		240	
		720 barrels		36	
	Cargo	141.75 tons		141.75	