

Alternate Systems

Version 1.38

Armor: Spread dDR	This design feature spreads out the dDR of all installed armor systems across all three hull sections, giving extra points first to the Front, then Rear, then Center sections. Spread dDR is most useful for ships that are designed to be lightly armored; having only one or two armor systems for the entire ship. e.g. if a ship has one Steel Armor System giving dDR 5, with spread dDR it would have dDR 2/1/2 for Front/Center/Rear hull sections.										
Comm/Sensor Arrays	Three identical Arrays in the same Hull section may be considered a single array of one SM larger. This gives +1 to array level. If any one section is disabled or destroyed the entire array is considered disabled or destroyed.										
Habitat	SM+4 or SM+5 craft may have Habitats; each Habitat in a SM+4 craft contains 0.1 slots; a SM+5 Habitat contains 0.3 slots. Multiple Habitat systems may/must be combined to allow for the installation of standard Cabins.										
Structural Reinforcement [Any]	Some ships are designed with a great deal of structural reinforcement such as supports, extra bulkheads, etc. Each Structural Reinforcement installed doubles dHP (so two would give x4 HP, three x8 HP, etc). Multiple systems must be spread evenly between the Front, Center, and Rear locations. This does not affect dST.										
SM	+5	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15
Cost (\$)	6k	20k	60k	200k	600k	2M	6M	20M	60M	200M	600M
Vehicle Dock [Hull]	A vehicle dock is similar to a hangar bay, but it only accepts one specific vehicle; "a SM +8 shuttle is not specific enough, but "a Wilting Flower-class shuttle" is. This is not a true internal system -- it is a recessed area in the hull with which the smaller vehicle mates (think Serenity and its shuttles). As with hanger bays, vehicle docks may be combined to hold one large vehicle or split among multiple smaller ones. Docking time is the same for a vehicle dock as for a hanger bay, though there is no "launch rate" -- each dock can launch its vehicle in one minute. If a vehicle dock is targeted in combat and no vehicle is present, use the dDR of the larger spaceship; a disabled system prevents future docking. If the carried vehicle is present, the spaceship's dDR does not protect it! Treat the attack as a general attack against the vehicle, usually against the front or central hull (work this out when designing the spaceship or roll randomly). The spaceship itself does not take any damage from this attack unless it overpenetrates.										
SM	+5	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15
Capacity (Tons)	1.5	5	15	50	150	15	1,500	150	15,000	1,500	150,000
Workspaces	0	0	0	0	0	1	3	10	30	100	300
Cost (\$)	1k	3k	10k	30k	100k	300k	1M	3M	10M	30M	100M
Weapon Battery - Peripheral	This system is only available for ships of SM+8 or larger. Very large ships sometimes mount a large number of relatively small weapons for anti-fighter or anti-missile defense. These weapons stay a constant size equivalent in size to a SM+7 Tertiary Battery; the number of mounts depends on ship SM. Ships should normally be limited to one Peripheral Mount, due to surface area restrictions.										
SM	+8	+9	+10	+11	+12	+13	+14	+15			
Capacity (Tons)	100	300	1,000	3,000	10,000	30,000	100,000	300,000			
Weapon Battery - Mixed	A mixed weapon battery contains weapons mounts of several different sizes. This is particularly useful for non-combat ships which may only need to mount a single mixed battery, giving it more weapon options taking up fewer ship systems, or for larger ships which may wish to flesh out their defense grid. Mixed Peripheral Mounts are measured by the percentage of mounts they have from a whole system of the same SM (see above).										
	Medium	Secondary	Tertiary	Peripheral							
Mixed Med/Sec	2	3									
Mixed Med/Tert	2		10								
Mixed Med/Per	2			33.3%							
Mixed Med/Sec/Tert	1	3	11								
Mixed Med/Sec/Per	1	5		16.7%							
Mixed Med/Tert/Per	1		14	20.0%							
Mixed Med/Sec/Tert/Per	1	2	8	20.0%							
Mixed Sec/Tert		5	15								
Mixed Sec/Per		8		20.0%							
Mixed Sec/Tert/Per		4	12	20.0%							
Mixed Tert/Per			24	20.0%							

Alternate Habitats

Teleport Projector	Teleport projectors may be installed in 0.5 slot increments, each capable of transporting 1 person or 0.1 tons.
Teleport Projector - Cargo Only	This projector cannot transport living matter; x0.5 cost of normal projector. Can be combined with Send Only or Receive Only options for x0.25 cost.
Bunkroom: Cramped	A small bunkroom large enough for only two people. Uses 0.5 Habitat slots.
Cabin: Cramped	A small cabin large enough for only one person. Uses 0.5 Habitat slots.
Steerage Cargo: Partial	0.25 tons of steerage cargo. Uses 0.05 Habitat slots.
Life Pod	An Escape Pod capable of carrying 4 people. Takes up 0.2 Habitat slots. TL 9, \$100,000. Adapted from the Spaceships Designers Notes.

Weapon Options

High-Thrust Missiles	Have twice the Accel but half the Delta-V
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