

## Starship Basics

### Size

<u>Ship Type</u>	<u>Min.</u>	<u>Max.</u>
Cruisers	4	9
Destroyers	4	7
Escorts	2	6
Explorers	6	10+
Frigates	3	7
Scouts	2	4
Specialized	2	10+
Support/Aux.	1	8
Warships	1	10+

### Crew

<u>Ship Type</u>	<u>Mult.</u>
Battleship, Dreadnought	15-20
Cruiser	15-25
Destroyer, Fast Attack Ship	1-10
Escort, Specialized	5-15
Explorer	10-25
Frigate	10-20
Scout	1-5
Station/Base	20-50
Support/Aux.	1-10

### Cargo Units

If size  $\geq 3$  CU=Size x 10. Additional CU = 1 Space for 5 CU.

If size  $< 3$  CU=Size. Additional CU = 1 Space for 1 CU.

### Shuttles/Shuttlebay

1 Shuttlebay with Size worth shuttles = 2 Space

### Tractor/Grapplers

1st is free. Additional = 1 Space Each.

### Transporters

Start with Size/2 (rd) in Personnel/Cargo/Emergency for free.

Additional = 1 Space Each.

### Atmosphere Capable

Only ships of Size 6 or less. Cost = Size/2 (rd)

### Separation Systems

<u>Type</u>	<u>Space</u>	<u>Notes</u>
Emergency	1	May not reconnect without facility.
Standard	2	
Multivector	+3/ship 2373+;	See "STARSHIPS" pgs 10-11 for details.