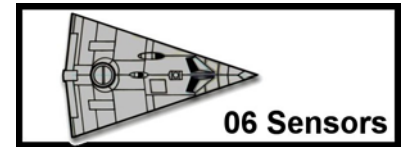# Sensors

Sensors are the eyes and ears of the ship, or of explorers. They gather information and present it to users in an understandable form. Create sensors as needed from this page.

06 Sensors

SENSOR DESCRIPTION

Model	LongName = Stage Range Mount Type -TL (C+S)

The basic information required to <u>describe</u> and <u>use</u> a sensor.

IDENTIFYING SPACE SENSORS

R= or S=

Stage	Range	Mount	Type	-TL	(C+S)

Early DS Ant Radar -9 (10)

SPACE SENSORS

	Type	TL	Mount	S=	R=	MCr
A	Activity Sensor	11	Surf		7	0.1
B	Deep Radar	9	Surf		7	0.1
C	Communicator	8	Surf	7		1.0
D	Densitometer	10	Surf		7	0.1
E	EMS	12	Ant	7		1.0
F	Field Sensor	12	Surf		7	0.1
G	Grav Sensor	13	Surf	7		1.0
H	HoloVisor	18	Surf	7		1.0
J	Jammer	8	Surf	7		1.0
K	Analyzer / Sniffer	9	Surf		7	0.1
L	Life Detector	10	Surf		7	0.1
M	Mass Sensor	8	Surf		7	0.1
N	Neutrino Detector	10	Surf	7		1.0
P	Proximeter	10	Surf		7	0.1
Q	Stealth Mask	12	Surf	7		1.0
R	Radar	9	Ant	7		1.0
S	Scanner	19	Ant	7		1.0
T	Scope	9	Surf	7		1.0
V	Visor	14	Surf	7		1.0
U						
W	CommPlus	17	Surf	7		1.0
X						
Y	Sound Sensor	10	Surf		7	0.1
Z						

C+S CHARACTERISTIC PLUS SKILL

Characteristic Use C4 or C5.
Skill Use Skill= Sensors.

SPACE SENSOR RANGE EFFECTS   (applies to Mount)

S=	Range	TL	S=	Tons	Cost
2 FR	Fighter Range	- 2	7		/2
5 SR	Short Range	- 1	10		/2
7 AR	Attack Range	0	12		
9 LR	Long Range	+1	14	+1	x3
12 DS	Deep Space	+2	17	+2	x5

THE SENSOR TASK

		TL	Char	Skill	Mod
nD	$<$	T	$+C$	$+S$	$+M$

n =
Range

Uncertain (1D)

Use: C4 C5   Use: Sensor   Passive Benchmark Mount

SENSOR MOUNTS

	Mount Type	Tons	Mod	Skill	MCr
T1	Turret	1	0	Sensor	0.2
B1	Barbette	3	+1	Sensor	3.0
De	Deployable	+2		Sensor	3.0
Bay	Bay	50	+5	Sensor	5.0
LBay	Large Bay	100	+8	Sensor	10.0
M	Main	200	+10	Sensor	20.0
Surf	Surface	0	0	Sensor	0.0
(blank)	Surface	0	0	Sensor	0.0
Ant	Antenna	1	+1	Sensor	0.5
Ext	Extendable	2	+3	Sensor	1.0

Sensors may be installed in weapon **Hardpoints** or in Sensor Mounts. Surface, Antenna, or Extendable.
Deployable. In addition to Turret or Barbette costs.

STAGE EFFECTS   (applies to Sensor)

	Stage	TL	QREBS	Mod	Tons	Cost
Ex	Experimental*	- 3	Full	-4	+3	x10
Pr	Prototype**	- 2	3 of 5	-3	+2	x3
Er	Early	- 1	1 of 5			x2
	(Standard)	+0				
Im	Improved	+1	+1 of 5			/ 2
Ad	Advanced	+2	+3 of 5	+1		/ 2

Tons in addition to 1-ton Bridge Console; may be anywhere.

WORLD SENSOR RANGE EFFECTS   (applies to Mount)

R=	Range	TL	R=	Tons	Cost
5 L	Long 1000 m	- 2	B		/2
6 D	Distant 5 km	- 1	1		/2
7 Vd	Vdistant 50 km	0	2		
8 Or	Orbit 500 km	+1	3	+2	x3
9 Fo	Far Orbit 5000 km	+2	4	+3	x5
10 G	Geo 50,000 km	+3	5	+4	x8

Each Sensor requires a 1-ton Console on the Bridge (which also holds its Local Computer) which is not part of the Sensor tonnage. Stage and Range Effects do not apply to Mounts.

 Sensor Types