

The *Starship Construction Manual* provides rules for building vessels of 1,000 metric tons or larger. These are designed to emulate the classic starships of the final frontier, with the smallest size being a 1,000-ton Class I vessel with a crew of 4.

However, ships can be much smaller than that! *Serenity* weights about 140 tons, and the *Millennium Falcon* under 100 tons. And that's not counting fighters and shuttles, all under 50 tons.

# SMALL SHIPS

This article details smaller hull classes, crews, and micro-sized components designed for ships smaller than Class I.

# CLASS O SHIPS

Class 0 vessels are those between 0 and 1,000 metric tons. They are subdivided into three categories, as shown on the table below. Class 0-I ships include single or two-person fighters and similar craft, while Class 0-II and 0-III ships include ships like the *Falcon* and *Serenity*.

For ships this small, the crew requirements generally include a pilot, and possibly an engineer. Navigation tends to fall under the pilot's purview. Gunners and medical crew are less essential.

# CHEN-ZUA CORPORATION

The components in this article all come from the Chen-Zua corporation. There are, of course, many other companies producing components for Class 0 ships.

Class	Tonnage	Cost	Crew	Max CU	DEFENSE	FUEL	INITIATIVE	SS	Cargo
0-1	0-50	1	1	10	30	1	+2d6	1	1%
0-11	50-200	2	2	15	28	1	+1d6	2	1%
0-111	200-500	3	3	20	26	1	+1d6	2	10%
0-IV	500-800	4	3	30	24	1	+1d6	3	50%
0-V	800-1,000	5	4	40	22	1	+1d6	3	50%

Control Computers						
Computer	Cost	Space	Max FTL	CPU	Rng Inc	
Chen-Zua mT-1 Targeting Computer	1	0.1	1	2	3	
Chen-Zua mT-2 Targeting Computer	3	0.1	1	3	3	
Chen-Zua mT-3 Targeting Computer	8	0.1	2	4	3	
Chen-Zua mM-1 Flight Avionics Unit	2	0.5	2	5	3	

Sensor Systems							
Sensor System Cost Space Range Range Inc							
Visual Only	0	0	1	1			
Chen-Zua mS-1	1	0.2	1	2			

Subluminal Engines						
Sub-luminal Engine	Cost	Space	CPU	Power	Fuel Off	
Chen-Zua mL-1 Micro Rocket	1	1	0.2	2	0.7	
Chen-Zua mSI-1 Micro Ion Engine	1	0.5	0.3	2	1.0	
Chen-Zua mF-1 Turbo Fusion Engine	1	0.6	0.3	3	0.8	

FTL Engines						
FTL Engine	Cost	Space	CPU	Power	Fuel Off	
Chen-Zua mSH-1 Micro Hyperdrive	2	1	1	1	0.5	
Chen-Zua mSA-1 Micro Antimatter Engine	3	1.5	2	2	0.9	
Chen-Zua mTT-1 Tachyon Sail	3	3	1	2	1.0	

Deflector Shields							
Deflector Shield	Cost	Space	CPU	Power			
Chen-Zua mSS-1 Fighter Deflector Screen	1.5	0.1	0.1	1			
Chen-Zua mSN-1 Micro Navigational Screen	1	0.2	0.2	0.5			

Weaponry						
Weapon System	Cost	Space	CPU	Range	Damage	
Chen-Zua mLC Laser Cannon	1	0.1	0.1	1	1 heat	
Chen-Zua mB-1 Micro Blaster	3	0.5	0.3	1	1d6 heat	
Chen-Zua mR-1 Mini Railgun	1	0.5	0.2	1	1d6 ballistic	
Chen-Zua mPR-1 Proton Torpedo	2	1	0.5	2	1d6 heat	
Chen-Zua mJM-1 Bayonet Missile	3	1	0.4	3	1d6 heat	

Facilities						
Facility	Cost/crew	Space/crew	Notes			
Cabin, Shuttle	0.1	0.1	Seating area only			

# LUXURY

Vessels smaller than Class I are not affected by their LUXURY score. These vessels tend to have a cockpit rather than a bridge.

# SHUTTLE CABINS

The Passenger Capacity of a vessel refers to long-term sleeping capacity. For Class 0, this will typically be zero, although some small ships might be able to carry one or two passengers. For shorter trips where a number of passengers sit onboard (like on a bus), do not use the Passenger Capacity. Instead, purchase the Shuttle Cabin facility for the number of people you wish to transport. This does not include the crew.

# CLASS CALCULATIONS

For calculations where a value is divided by the ship's class (SPEED, FTL, SOAK, etc.), a Class 0 vessel is treated as a Class I vessel.

# CARGO CAPACITY

Once cargo capacity in tons has been determined, multiply it by the percentage in the Cargo column on the hull class table.



#### NEWTON CLASS O-I SHUTTLE

Weight 12 tons; Cargo Units 10 (7.6 available; capacity 3.8 tons) Hull Class O-I (INIT +2d6) Traits -Crew 1 (cost 200cr/m); Troops 0; Passengers 0 (0 standard, 0 luxury)

#### COMMAND & CONTROL SYSTEMS

**Computers** 1x Chen-Zua mM-1 Flight Avionics Unit (CPU cycles: 4; max FTL: 2; checks: +0d6) **Sensors** Chen-Zua mS-1 (range 1; check +0d6)

#### ENGINE & PROPULSION DATA

Subluminal 2x Chen-Zua mSI-1 Micro Ion Engine (power 2 ea; SPEED 4; fuel efficiency 1) FTL -Operational Range 0 parsecs

## DEFENSIVE DATA

Superstructure 1 DEFENSE 26 E-DEFENSE 10 Armor -Shields 2x Chen-Zua mSN-1 Micro Navigational Screen (power 0.5 ea; SOAK 1) Point Defenses -

### WEAPONS DATA

None

## FACILITIES

Luxury 0% (Spartan: -2d6) Facilities Cabin, Shuttle (6)

#### GENERAL SYSTEMS

Fueling -Electronic Warfare -Tractor Beams -Cloaking Device -Engineering -

MARKET VALUE 7.6 MCr

## STINGRAY CLASS O-II FREIGHTER

Weight 88 tons; Cargo Units 20 (4.8 available; capacity 24.0 tons) Hull Class O-II (INIT +1d6) Traits Hauler Crew 2 (cost 400cr/m); Troops 0; Passengers 0 (0 standard, 0 luxury)

#### COMMAND & CONTROL Systems

**Computers** 1x Chen-Zua mM-1 Flight Avionics Unit (CPU cycles: 4; max FTL: 2; checks: +0d6) **Sensors** Chen-Zua mS-1 (range 1; check +0d6)

#### ENGINE 5 PROPULSION DATA

Subluminal 2x Chen-Zua mF-1 Turbo Fusion
Engine (power 3 ea; SPEED ; fuel efficiency 0.8)
FTL 1x Cui-Green Alliance SH-1 Hyperdrive (power 4 ; FTL 2.0; fuel efficiency 0.8)
Operational Range 0.8 parsecs

## DEFENSIVE DATA

Superstructure 2 DEFENSE 24 E-DEFENSE 10 Armor -Shields 2x Chen-Zua mSN-1 Micro Navigational Screen (power 0.5 ea; SOAK 1) Point Defenses -

## WEAPONS DATA

2x Chen-Zua mLC Laser Cannon (range 1; damage 1 heat; attack +0d6)

#### FACILITIES

Luxury 100% (Adequate: +0d6) Facilities Hidden Storage (1), Messhall (2),

## GENERAL SYSTEMS

Fueling -Electronic Warfare -Tractor Beams -Cloaking Device -Engineering -

MARKET VALUE 29 MCr