

Tables

Contents

	Page
Anvenson Naval Starship List	6
Beam Weapons (ship)	1
Boarding	2
Critical Hit	1
Federation Starship List	4
Federation Tac-craft List	4
Grappling	2
Ground Vehicles	2
Independent Starship List	6
Location Detection Table	1
Miscellaneous Equipment List	6
Missile Warhead Ground Effects	2
Missile Weapons (ship)	1
Ship Internal Damage	1
Torque	3
Troops	2
Turning	2
Yan Imperium Starship	6

© 2006 Steven Lorenz 04/8/2006

Location and Detection Table		
Type	Detect	Locate
Ship under 2 mass factors	2000	1000
Ship mass 2-20 mass factors	2500	1250
Ship 20-100 mass factors	3000	1500
Ship 100-200 mass factors	5000	2000
Ship 200-400 mass factors	10000	3000
Ship 400-800 mass factors	37500	4000
Object 800+ mass factors	500k	50,000
Ships and objects assumed to be in empty space. Stealth reduces detection and location to 50% of listed value.		

Ship Beam Weapon Table				
Type	Hit Die	Eff Range	Max Range	Damage Pts
L1	D6	600	1000	1
L2	D6	600	1000	2
L5	D6	600	1000	5
L6	D6	600	1000	6
L10	D10	1000	1500	10
L12	D10	1000	1500	12
L20	D10	1000	1500	20
Effective Range is range that laser can hit without needing to roll overs. Max Range is range that need the best possible to-hit roll.				

Ship Missile Weapon Table							
Type	Hit Die	Hit Number			Thrust	BP per missile	Damage/Lethal
		C	T	M			
M1	D6	3	5	7	50	3	1/1
M10	D10	2	3	5	150	5	10/20
M20	D10	2	3	5	140	6	20/30
M30	D10	2	3	5	130	8	30/30
M40	D10	2	3	5	120	9	40/30
M50	D10	2	3	5	110	10	50/30
Hit Numbers -C=Capital ship, T=tac-craft, M=other missiles Damage - Damage factors/Lethal distance need to cause damage. Missiles themselves have an armor of 4.							

Ship Internal Damage Table (Roll one D10 per IDH)			
D10	Section Destroyed	D10	Section Destroyed
0	Life	6	Guidance
1	Hull	7	AMS
2	Hull	8	Weapon B/M (1-6)
3	Hull	9	Engine
4	Hull	10	Reserve
5	Bay(1-6) Cargo/ Tac	11	Critical Hit Table

(1-6) one to six of these are KO. Roll D6.

B/M - Either beam battery or number of missiles KO.

Critical Hit Table	
D10	Section
1-2	Special system (G1,G2,T1,T2,Stealth)
3-5	one Fire Control Section KO
6	Anti-proton fuel storage. Ship takes (1-10) more IDH.
7	Missile magazine. Ship takes an additional IDH per missile.
8	All beam weapon systems burn out. All KO
9	Matter anti-matter reactor. Ship takes (1-100) more IDH.
10	if BHB in the ship. Ship takes (1-1000) more IDH.

IDH - Internal Damage Hit.

Turning Table									
Current Speed	Thrust up to								
	5	25	50	75	100	125	150	175	200
0	180	180	180	180	180	180	180	180	180
25	10	45	65	90	120	180	180	180	180
50	5	25	45	55	65	90	120	180	180
100	5	15	25	35	45	50	55	60	65
150	0	10	20	25	35	40	45	50	55
200	0	5	15	20	25	30	35	40	45
250	0	5	10	15	20	25	30	35	40
300	0	5	10	15	20	25	25	30	35
350	0	5	10	10	15	20	25	25	30
400	0	5	5	10	15	15	20	25	30
450	0	5	5	10	15	15	20	20	25
500	0	5	5	10	10	15	15	20	20
600	0	0	5	5	10	10	15	15	20
700	0	0	5	5	10	10	10	15	15
800	0	0	5	5	5	10	10	10	15
900	0	0	5	5	5	10	10	10	15
1000	0	0	5	5	5	5	10	10	10

Missile Warhead Ground Effects				
Warhead Size	Number of D10 Hits at range			
	Fireball	Blast	Rads	Burns
10 kiloton	100/10	200/6	400/3	600/1
20 kiloton	240/15	480/10	640/5	1500/2
100 kiloton	200/15	400/10	800/5	1200/2
1 megaton	800/15	1600/10	1100/5	5200/2
2 megaton	1000/20	2000/10	1200/5	6000/2
10 megaton	3000/30	4000/10	1600/5	8000/2

n1/n2
First number is range. Second number is attack factors on each element within the range.

Boarding Table		
Ship Armor	Shock Team	Backup Team
1-4	4	1
5-6	5	2
7	6	3
8	7	4
9	8	5
10	9	6
11	10	7

Ground Vehicles										
Type	Beam	Missile	Armor	AMS	Bays	Size	Move	Climb	Tons	BP
Scout hover			4	1	.5	1	700	20°	5	11
IFV wheel	1		6	3	3	4	220	30°	34	27
IFV track	1		7	3	4	5	350	45°	65	42
IFV walker	1		7	3	4	5	210	70°	48	35
IFV hover	1		5	3	2	3	550	20°	31	26
Hover tank	2	4	7	4		2	500	20°	60	42
Nike tank	2	6	8	4		2	300	45°	59	44
Raptor tank	3	8	9	5	1	2	200	45°	72	51
Dragon tank	4	10	10	5	2	3	150	45°	105	65
Crawler tank	2	20	10	5	3	4	100	60°	110	68
Walker tank	4	10	9	5		2	130	70°	78	54

IFV - Infantry Fighting Vehicle

Troops							
Type 10-man squad	Armor	Melee	Weapon	Aux	Move	Size	BP
Civilian	0	0	-	-	20	.25	-
Technician	1	1	S1	-	20	1	1
Crew	2	2	S2	-	20	1	2
Security	3	3	X3	-	25	1	2
Marine	4	4	X4	G/L	50	1	3
Ranger	5	5	X5	G/L	75	1	4
Guard	6	6	X6	G/K	100	1	5
Centurion	7	7	X7	G/K	100	1	6
Robotic Support							
Light	5	5	X7	G	300	1	6
Medium	7	7	X7	G/K	200	1.5	8
Heavy	8	8	K	G	150	2	9

S1,S2 - Sidearms - light lasers or KE weapons.

X3-X8 - Light man-portable lasers.

Aux - At least one member of the squad is armed with:

G - Grenades and Grenade launchers of various types.

L - Light Plasma guns

K - Heavy Kinetic Energy Gauss guns

Grapple/Tractor Systems			
Type	Maximum Shear	Size in bay factors	Build Points
G1 - Grapple	300	.5	15
G2 - Grapple	600	1	25
T1 - Tractor	500	.5	25
T2 - tractor	1000	1	40

Torque Table																
Individual Momentum	Angle °															
	0	5	10	15	20	30	45	60	75	90	105	120	135	150	165	180
50	0	2	4	7	9	13	19	25	30	35	40	43	46	48	50	50
100	0	4	9	13	17	26	38	50	61	71	79	87	92	97	99	100
200	0	9	17	26	35	52	77	100	122	141	159	173	185	193	198	200
300	0	13	26	39	52	78	115	150	183	212	238	260	277	290	297	300
400	0	17	35	52	69	104	153	200	244	283	317	346	370	386	397	400
500	0	22	44	65	87	129	191	250	304	354	397	433	462	483	496	500
750	0	33	65	98	130	194	287	375	457	530	595	650	693	724	744	750
1000	0	44	87	131	174	259	383	500	609	707	793	866	924	966	991	1000
1250	0	55	109	163	217	324	478	625	761	884	992	1083	1155	1207	1239	1250
1500	0	65	131	196	260	388	574	750	913	1061	1190	1299	1386	1449	1487	1500
1750	0	76	153	228	304	453	670	875	1065	1237	1388	1516	1617	1690	1735	1750
2000	0	87	174	261	347	518	765	1000	1218	1414	1587	1732	1848	1932	1983	2000
2500	0	109	218	326	434	647	957	1250	1522	1768	1983	2165	2310	2415	2479	2500
3000	0	131	261	392	521	776	1148	1500	1826	2121	2380	2598	2772	2898	2974	3000
4000	0	174	349	522	695	1035	1531	2000	2435	2828	3173	3464	3696	3864	3966	4000
5000	0	218	436	653	868	1294	1913	2500	3044	3536	3967	4330	4619	4830	4957	5000
6000	0	262	523	783	1042	1553	2296	3000	3653	4243	4760	5196	5543	5796	5949	6000
7000	0	305	610	914	1216	1812	2679	3500	4261	4950	5553	6062	6467	6761	6940	7000
8000	0	349	697	1044	1389	2071	3061	4000	4870	5657	6347	6928	7391	7727	7932	8000
9000																
10000																

Combined Momentum Table																
Total Momentum	Angle °															
	0	5	10	15	20	30	45	60	75	90	105	120	135	150	165	180
50																
100																
200																
300																
400																
500																
750																
1000																
1250																
1500																
1750																
2000																
2500																
3000																
4000																
5000																
6000																
7000																
8000																
9000																
10000																

Federation Star Ship Data Table																				
Category	Type	Shields	Beam Weapons	Missile racks	crew sect.	Bay		Sections								Armor	Hulls	Mass	Thrust	Build Points
						Car	Tac	FC	AMS	LS	GS	RS	MAR	BHB	Eng					
Corvette	CU	20	L6(3)	M10(6)	4	8		3	2(+2)	2	2	2	1	-	2	6	5	24	120	210
Destroyer	DD	25	L6(4)	M10(10)	5	10		4	1(+2)	2	2	2	1	-	2	6	6	28	100	255
Frigate	FR	30	L6(5)	M10(10)	6	20		5	1(+2)	3	2	3	1	-	2	7	7	34	85	280
Star Cruiser	LC	50	L10(2x2)	M10(6)	8	20	1	4	2(+2)	3	3	4	1	-	3	7	11	64	65	365
Missile Cruiser	CM	40	L10(2)	M10(40)	8	10	1	4	2(+3)	3	3	4	1	-	2	7	8	48	60	455
Old type Heavy Cr.	CA	70	L10(3x2)	M10(4)	10	25	2	4	2(+3)	4	4	5	1		2	8	15	102	30	480
New type Heavy Cr.	CA	75	L10(3x2)		10	25	2	4	2(+3)	4	4	5	1		3	8	15	106	40	470
Battle Cruiser	BC	80	L10(4x2)		16	30	4	5	2(+4)	5	4	6	1		4	9	20	163	35	640
Battle star	BS	125	L12(3x3)	M10(10)	24	40	6	5	4(+4)	6	5	8	2		5	10	30	283	25	955
Transport carrier	CT	50	L6(4)		30	50	20	4	2(+3)	4	3	4	1		3	7	19	106	25	445
Missile carrier	CM	50	L6(2)	M10(100)	30	10	20	4	2(+4)	4	3	4	1		2	7	13	76	40	845
Fleet carrier	CV	60	L6(8)		50	10	50	8	4(+4)	5	4	5	1		4	7	25	138	30	545
Pocket Battle carrier	PX	80	L10(2x2)	M10(6)	30	25	15	5	3(+3)	5	4	5	1		3	8	19	133	20	565
Battle carrier	BX	100	L10(3x2)	M10(10)	50	40	40	6	4(+4)	6	5	6	2		4	9	30	244	25	840
Attack carrier	AX	120	L10(4x2)	M10(20)	50	40	30	6	4(+4)	6	5	8	2		5	10	32	302	20	965
Dreadnought	DX	200	L12(4x3)	M10(30)	25	30	12	6	4(+5)	6	6	10	2		6	10	38	354	25	1325
Repair ship	R	10	-		10	50				2	1	1	1		1	6	8	62	10	300
Transport	T		-		1	50			1(+1)	1	1	1	1		1	6	8	39	10	180
Super Transport	TS				2	200			1(+1)	1	1	1	1		4	6	31	142	15	460
Armed Cargo ship	AK	10	L6(1)		1	50*		1	1(+1)	1	1	1	1		1	6	3	14	35	115
Factory ship	Fac	10	-		10	100*				2	1	1	1		1	5	4	15	30	610
Orbiting Fort	FO	50	L10(6)		10	50	20	6	3(+5)	3	1	6	2		1	10	25	231	2	695
Deep Space Fort	FS	150	L10(10)		10	150	20	10	3(+5)	5	1	6	2		1	10	48	449	5	1230
Space Port	SP	100	L10(10)		50	500	50	10	3(+5)	10	1	6	2		1	6	118	546	5	1740
BHB ship	BH	200	-		10	10		-	1(+5)	1	1	40	10	1	4	6	45	325	20	3250
Minesweeper	MS		L6(1)		2	6		2	1(+4)	1	1	1	1		1	6	2	7	70	85
Bulk Transport	KK		-		1	400*			1(+1)	1	1	1	1		1	5	12	42	10	190

Federation Tactical Craft Data Table													
Category	Type	Shields	Beam Weapons	Missile racks	AMS	crew men	Bays		Armor	Size	Mass	Thrust	Build Points
							Cargo						
Light Shuttle						1	1		2	3	.3	15	15
Heavy Shuttle						2	2		2	6	.6	10	20
Scout			L1		(+1)	2	1		6	2	1.1	110	50
Interceptor		-	L6(1)		(+2)	2	-		6	1	.9	130	55
Fighter		-	L6(1)	M10(4)	(+2)	3	-		6	1	1.1	110	75
Lander		-	L1			3	8		6	10	4.9	25	65
Assault Lander		-	L6(2)		(+2)	6	8		8	10	12	20	100
Heavy Lander		-	L1(2)		(+2)	6	24		6	25	12	20	85

Beam weapons = number x multiple weapon mounts, i.e. 3 is a triple laser mount

AMS = sections of (+ level).

Mass in 1000 metric tons. (Depending on cargo mass may vary.)

* = no life support for bay sections.

Independent Star Ship Data Table																				
Category	Type	Shields	Beam Weapons	Missile racks	crew sect.	Bay		Sections								Armor	Hulls	Mass	Thrust	Build Points
						Car	Tac	FC	AMS	LS	GS	RS	MAR	BHB	Eng					
Free Trader					1	40*				1	1	1	1		1	5	2	9	55	80
Corporate Trader			L1		2	60*		1		1	1	1	1		1	6	3	14	50	105
Armed Merchant			L1(2)		2	50*		1		1	1	1	1		1	6	3	15	30	115
Express Liner					10	40				5	1	1	1		4	6	11	50	55	210
Super Express Liner					20	80				9	2	1	1		6	6	20	93	60	340
Q-ship I			L6	M10(6)	8	20	2	2		2	1	1	1		1	5	5	17	55	145
Q-ship II			L6,L2(2)		10	20	4	3		2	1	1	1		1	6	5	24	40	135
Raider Type I		10	L5		3	10		1	1(1)	1	1	1	1		2	6	4	17	85	125
Raider Type II		25	L6	M10(6)	4	20		1	1(2)	1	1	2	1		4	6	7	34	85	220

Anvesson Star Ship Data Table																				
Category	Type	Shields	Beam Weapons	Missile racks	crew sect.	Bay		Sections								Armor	Hulls	Mass	Thrust	Build Points
						Car	Tac	FC	AMS	LS	GS	RS	MAR	BHB	Eng					
Escort Destroyer	DE	10	L6(3)		4	4		2	1(+1)	1	1	1	1		1	6	3	15	95	135
Destroyer	DD	25	L6(3)	M10(20)	5	10		3	1(+1)	2	2	2	1		2	6	6	29	100	255
AM Destroyer	DA	30	L6(6)		5			6	1(+4)	2	2	2	1	-	2	6	7	31	90	230
Light Cruiser	LC	50	L10(4)	M10(6)	8	20	1	4	2(+2)	3	3	4	1	-	3	7	11	64	65	365
Man o War	CA	70	L10(3x2)	M10(4)	20	25	2	4	2(+3)	4	4	5	1		3	8	16	105	40	495
Escort carrier	CE	60	L6(3)		50	10	25	3	4(+4)	2	1	2	1		1	7	9	43	35	240
Fleet carrier	CV	60	L6(8)		50	10	50	8	4(+4)	5	4	5	1		3	7	24	138	30	545
Battleship	BS	125	L10(5x3)	M10(10)	25	50		5	4(+4)	6	5	8	2		3	10	31	295	25	1010
Leviathan	LX	300	L10(6x2)	M10(100)	50	30	30	6	4(+4)	8	6	12	3	?	6	10	44	411	25	1855

Yan Imperium Star Ship Data Table																				
Category	Type	Shields	Beam Weapons	Missile racks	crew sect.	Bay		Sections								Armor	Hulls	Mass	Thrust	Build Points
						Car	Tac	FC	AMS	LS	GS	RS	MAR	BHB	Eng					
Junk					2	25*				1	1	1	1		1	5	2	7	25	70
Cutter	S	20	L6	M10(20)	4			2	1(+1)	2	1	1	1		1	6	3	14	100	230
Destroyer	DD	25	L6(3)	M10(20)	5	10		3	1(+1)	2	2	2	1	-	2	6	6	28	100	295
Light Cruiser	LC	50	L10(4)	M10(6)	8	20	1	4	2(+2)	3	3	4	1	-	3	7	11	64	65	375
Heavy Cruiser	CA	75	L10(6)		10	25	2	4	2(+3)	4	4	5	1		4	8	16	108	55	495
Fleet carrier	CV	60	L6(8)		50	10	50	8	4(+4)	5	4	5	1		4	7	25	140	40	560
Battlecarrier	BX	100	L10(3x2)	M10(10)	25	50	30	6		6	5	6	1		5	9	31	248	30	845
Battleship	BS	125	L12(3x3)	M10(10)	24	40	6	5	4(+4)	6	5	8	2		6	10	30	283	25	970
Juggernaut	JX	250	L20(8)	M20(20)	60	20	10	6	5(+4)	8	6	12	3		8	11	49	519	25	1730

Miscellaneous Equipment Build Point Value List		
Item	Build Point Cost	Size Bay factors
Technicians	1	1
Crew	2	1
Security	2	1
Marines	3	1
Rangers	4	1
Guards	5	1
Centurions	6	1
Light Robots	7	1
Medium Robots	8	1
Heavy Robots	9	1
Ground mount L1	5	2
Ground mount L2	10	2
M1 Missile silo hardened Armor 8 (10)	15	4
G1 - grappling unit	15	.5
G2 - grappling unit	25	1
T1 - tractor beam system	25	.5
T2 - tractor beam system	40	1
Stealth pod/Cloaking device (plus +1 BP per mass factor)	25	external
10 missile silos hardened to armor 8	25	5
Factory fabrication equipment only	500	50
Factory building - armor 4	10	10
Factory bunker - armor 8	50	50
Factory deep bunker - armor 10	200	
Low maintenance housing 10 squads	10	10
Medium housing 10 squads	20	30
Harsh environment housing 10 squads	40	40
Life support housing for 10 squads	50	50
Mining equipment - planet	25	
Resource conveyers	25	
Centrifugal tether elevator and dock. 20 tons/turn	25	20
Tunnel boring digger 'Mole' 20m/turn	100	38
Military Training Center	25	
Hydroponics food syn. unit for 1000	50	30*
Medical Emergency unit for 100	200	50
Organ and body part replacement unit	400	50
Human prison detention facility for 1000 (Not including security squads)	40	
Non-human prison detention facility for 1000 (Not including security squads)	80	
* Water is separate.		