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STARSHIP CONSTRUCTION RULES

These rules are designed to allow the player to have the widest variety of choices possible in starship construction. You will be able to do just about anything you can think of, but if you want a ship that has both shields and PA panels then you should expect it to have a very high BPV. These rules will allow you to make any standard warship you want, and be accurate to +/- 10% of the BPV. Although I am not certain, I feel that ADB probably uses a similar system, and then adjusts the BPV up or down during playtesting. There are many factors to consider when designing a starship, and hopefully these rules will be comprehensive enough, and accurate enough to be playable. These rules will be given to you in a step-by-step fashion starting with step 1 then step 2 etc.

Table 1. Ship Construction Outline

1. Select Hull Class (BB, CA etc.)
2. Select Hull Specifications (turn mode, shields, PA's etc.)
3. Select Basic Equipment (hull size, # of bridge boxes etc.)
4. Select Weapons Array (Phaser type and number, weapon arcs etc.)
5. Select Power Additions (extra BTTY, APR, etc.)
6. Review design and make sure to consult the special configuration table
7. Add up BPV total

STEP 1

The first part of ship construction is selecting a hull class. This is the core of this set of construction rules, as each hull class has a base number of systems, I.e. bridge boxes, hull boxes, etc. These come as a package at a certain cost, and removing systems will lower the BPV and adding systems will raise the base BPV. Of special interest is the fact that you can't purchase the base internals in the package piece by piece and get the same BPV as the base hull class BPV. The base hull class packages cost a certain amount of BPV each, what you add or take away after that adds or subtracts BPV according to Table # 8 ship system BPV cost.

As an aside I added the Battlestar Hull Class. This is one size larger than a battleship hull class and is a size class 1 vessel. A fully outfitted battlestar would be as powerful as a starbase, but a lot more fun to run!

Table 2. Base Hull Class Packages (bhcp)

	Hull Class							
Base Ship Systems	**B Star**	**BB**	**DN**	**BCH**	**CA**	**CL**	**DD**	**FF**
Hull	60	40	30	18	16	12	9	6
Lab	12	8	6	4	4	3	2	1
Shuttle	12	8	6	4	4	3	2	1
Tractor	12	6	4	4	2	2	1	1
Transporter	12	8	6	6	4	3	2	1
Probe	2	2	1	1	1	1	1	1
Bridge	4	3	2	2	2	2	2	1
Auxiliary	4	3	2	2	2	2	1	1
Emergency	4	3	2	2	2	1	1	1
Flag Bridge	4	3	2	2	0	0	0	0
Battery	18	12	8	7	4	3	2	1
APR	16	10	6	2	2	1	1	1
Impulse	12	8	6	4	4	3	2	2
Warp	90	60	45	30	30	24	16	12
Move Cost	3	2	1 ½	1	1	2/3	½	1/3
Total Base Internal	264	174	126	88	77	60	42	30
Maximum Internal Space	400	264	192	120	120	92	64	48
PACKAGE COST	**300**	**200**	**130**	**90**	**90**	**70**	**45**	**35**

Total Base Internal- This is the amount of internal spaces included in the base hull class package.

Maximum Internal Space- The maximum number of spaces that can be put on that specific hull size. If you go over this, then the ship must pay the next highest movement cost.

>Minimum hull per size class is one half the listed hull on the bhcp chart. Units cannot have less hull.

>Warp engines should be evenly placed i.e. 50% left warp, 50% right warp etc. Only size class 4 or smallerships can have all of their warp boxes as center warp. A ship may have a larger center warp engine or a smaller center warp engine, but the left and right warp engines must have the same number of boxes and total 50% or more of the ships warp engine boxes . All c-warp past 50% of the total warp boxes costs a surcharge of .3 BPV per box.

>Hull boxes should be evenly placed i.e. 50% forward hull, 50% aft hull. A ship with any center hull must pay a surcharge of .2 BPV per center hull box.

>Note: The BCH and CA have the same maximum internal space because a BCH is really just a maxed Out CA. The reason that both have the same BPV base is because BCH's have been "tweaked" to have certain BPV's (around 180-192). The only way a starship can use the BCH base hull class package is if the ship ends up with a BPV of 180 or greater, otherwise it MUST use the CA bhcp.

All ship classes have a base sensor, scanner, excess damage and damage control ratings. These ratings will be given as a string of numbers, each one representing one box on the appropriate track. Excess damage will simply be a number, that number being the base number of excess damage boxes on that starship class.

TABLE 3: SENSOR,SCANNER, DAMMAGE CONTROL AND EXCESS DAMAGE

Ship Class	Sensor track	Scanner track	Dam Con	Excess Dmg
Bstar	6,6,6,6,6,65,4,3,2,1,0	0,0,0,0,0,0,1,2,3,4,5,6,9	12,12,10,10,8,8,6,4,2,0	20
BB	6,6,6,6,5,4,3,2,1,0	0,0,0,0,1,2,3,4,5,6,9	8,8,6,6,4,4,2,2,2,0	14
DN	6,6,6,6,5,4,3,2,1,0	0,0,0,0,1,2,3,4,5,9	6,6,4,4,4,2,2,2,0	12
BCH	6,6,5,3,2,0	0,0,1,2,4,9	6,4,4,2,2,2,0	6
CA, CL	6,6,5,3,1,0	0,0,1,3,5,9	4,4,2,2,2,0	6
DD, FF	6,5,3,1,0	0,1,3,5,9	2,2,2,0	4

Hull Specifications

SHIELDS AND POWER ABSORBERS

TABLE 4. SHIELDS AND POWER ABSORBERS

All hull classes start out with either a base number of shields or PA panels.

Battlestar- Shields: #1-96, #2,6,- 64, #3,4,5 - 48	PA panels FH-20, RH-15
Battleship- Shields: #1-64, #2,6- 48, # 3,4,5- 36	PA panels FH-16, RH-12
Dreadnought- Shields: #1-48, #2,3,4,5,6-36	PA panels FH-13, RH-8
Heavy Battlecruiser-Shields: #1-36, #2,6-30, # 3,4,5-26	PA panels FH-8, RH-6
Heavy Cruiser- Shields: #1-30, #2,3,4,5,6-24	PA panels FH-8, RH-6
Light Cruiser Shields: #1-28, #2,3,4,5,6-22	PA panels FH-6, RH-4
Detroyer Shields: #1-24, #2,3,4,5,6-20	PA panels FH-4, RH-3
Frigate Shields: #1-20, #2,3,4,5,6-18	PA panels FH-4, RH-3

The above systems come standard, no cost, for each appropriate bhcp. Power absorber panels are an additional 60% of the base hull cost, I.e. a CA bhcp with standard power absorbers would cost 144 points. Shields and power absorbers can be combined on the same ship, but the base hull cost would increased by 120%, and one of the two systems is only at half the standard level.
I.e. a CA bhcp with both PA's and Shields would have a base cost of 198 points, plus either the PA's would be at half standard strength, or the shields would be. If both systems are at half standard levels, then only a 0% surcharge is added. Ships with both systems will be very expensive, but incredibly well defended.

Six shield boxes cost 1 BPV, ship classes can increase their standard shield strength by up to 30%. (round .5 or higher up) Shields must be symmetrical, i.e. #2 and #6 must be equal, #4 and 5 must be equal. #1 and #4 do not matter.
1 Power absorber panel costs 12 BPV, ship classes can increase their standard PA strength by up to 20%. (round .5 or higher up)

Table 5: Shield and Power Absorber Energy Cost Chart

Ship Class	Shield cost (minimum/full)	PA cost (normal/Maximum)
Bstar	2+5	18/34
BB	1+3	14/26
DN	1+3	10/18
BCH,CA	1+1	6/10
CL	1+1	5/8
DD	½ + ½	4/6
FF	½ + ½	3/4

Note: ships with half strength PA's pays half the cost +1 (round .5 down), shield cost is the same regardless of shield strength.

Table 6: Life Support Cost

Ship Class	Life support cost
Bstar	3
BB	1 + ½
DN	1 + ½
BCH, CA, CL	1
DD,FF	½

Table 7: Crew Units and Boarding Parties

Ship Class	Base Crew Units	Base Boarding Parties
Bstar	75	34
BB	65	26
DN	55	20
BCH,CA	45	14
CL	40	10
DD	28	8
FF	20	6

All units have a minimum crew unit amount of 4.
(see commander's options for extra boarding party and commando rules.)

TURN MODES AND BREAKDOWN RATINGS

All ship classes start with a base turn mode and breakdown rating, depending on the size class of the vessel. To change this costs +/-5% of the bhcp depending on whether you make the turn mode or breakdown rating better or worse. No Ship may increase/decrease its base turn mode over three categories. I.e. a BStar could not have a better turn mode than C.

Table 8: TURN MODES

Size class	Base turn mode	Base Breakdown Rating	
Bstar	F	2-6	+/- 3% of the ships bhcp to
BB	E	3-6	add an HET bonus or subtract
DN	D	4-6	the HET bonus.
CA/BCH	C	5-6	
CL	B	5-6	
DD	A	6	
FF	AA	6	

NIMBLE- A starship can also be nimble, this costs 5% of the bhcp, but the ship must already have a turn mode of at least B to be eligible for this benefit.

ACCELERATION- All starships start with a standard acceleration of 10. It costs +/- 5% of the bhcp to increase or decrease the ships acceleration by 5 points. Note a nimble ship with the extra 5 point benefit would accelerate by 20 points, not 15.

SECURITY STATIONS: Having security stations deducts points from a starships' BHCP. Having a ratio of 1 security station to 2 control boxes is an 8% deduction, having a ratio of 2 security stations to every 3 control boxes is a 4% deduction. There is no cost for the security station box, but it does count towards the maximum internal space a hull class can have.

STEALTH BONUS: Having a stealth bonus adds points to a ships base BHCP. The base bpv cost is +10% of the ships bhcp, in addition the ship has a 20% reduction in shock allowance due to the stealth hull. (in other words a ship that has stealth capabilities looses it ability to carry the maximum heavy weapons array for its hull class.)

SHIP SEPARATION- This does not effect a ships combat BPV because it does not make a difference if it can separate or not, but it would increase the economic BPV. Ship separation that would allow the various parts to operate independently, and effectively, has not been made for Star Fleet Battles yet.

BASIC EQUIPMENT

The bulk of the basic equipment any starship has will be purchased with the bhcp.
Any additional equipment or removed equipment adds or subtracts the number of bpv points listed on table 5.
Note: the weapons systems will be found in the weapons array section.

Table 9: Equipment name	BPV cost (per box)
ARMOR	2 for first point, 1 point for each one after, every five points of armor count as one point of internal space.
HULL	.5
CARGO	.5
BARRACKS	1(allows the purchase of up to 5 more boarding parties and increases max commando limits by 2)
REPAIR	1
LAB	.5
TRANSPORTER	1 (3 BPV after 10 boxes and 6 BPV after 15 or more boxes)
TRACTOR BEAM	1
TRACTOR MECH LINK	1
PROBE	1
SHUTTLE	2 (includes shuttle, Add 1 BPV for a GAS shuttle)
BRIDGE	1.5
AUXILIARY CONTROL	1.5
EMERGENCY CONTROL	1.5
FLAG BRIDGE	1.5
BATTERY	1
ANDROMEDAN BATTERY	5 (all of a ships batteries must be either normal or Andro.)
[2 space item]	
APR	2
AWR	3
IMPULSE	3
"BOOM" IMPULSE	2.5 (can only be used for movement when the ship part separates from the main hull)
WARP	4
"BOOM" WARP	3.5 (can only be used for movement when the ship part separates from the main hull)
FIGHTER BAY	1 (does not include the fighter)
FIGHTER BAY LAUNCH TUBE	.5
SENSOR	3 (Adds one box of the ships maximum sensor rating. Maximum increase from standard, +25%)
SCANNER	3 (Adds one box of the ships maximum scanner rating. Maximum increase from standard, +25%)
DAMAGE CONTROL	2 (Increases maximum damage control rating by one, Maximum increase from standard 100%)
EXCESS DAMAGE	2 (Per extra box. Maximum increase from standard +20%)

note: sensor/scanner suits can not be increased past the 6/0 points. The sensor, scanner, excess damage, and damage control abilities can always be increased by at least one level/box. The same abilities may not be decreased below the standard levels per ship class for the sensor/scanner tracks, one excess damage box, and a damage control rating of one.

WEAPONS ARRAY

The heart of Star Fleet Battles is of course ship to ship combat and therefore the weapons array selection is one of the most important parts of ship construction. There are many things to be considered when choosing a weapons array for a ship. Some of these are firing arcs, power usage, weapon type interaction e.g. hellbores and ESG's might not be such a good idea etc. These will be detailed after the weapons cost table. The most important thing to be aware of is when you design a ship, try to keep it reasonable I.e. 12 gatling phasers on a cruiser would probably not be "reasonable", but the main thing is to have fun, both you and your opponent!

Table 10: Weapons

Weapon Type	BPV Cost	Space Requirement	Shock Value
Disruptor Rng 40	6	1	3
Disruptor Rng 30	5	1	3
Disruptor Rng 22	4	1	2
Disruptor Rng 15	3	1	2
Disruptor Rng 10	2	1	1
Photon Torpedo	6	1	4
Hellbore	8	1	4
Implosion Bolt	10	1	4
Antimatter Cannon	4	1	3
Fusion Beam	2	1	1
	(1 BPV without capacitor)		
Particle Cannon	4	1	1
Axion Torpedo	5	1	3
Option Mount	1	1	[depends on weapon]
	(Add weapon cost from this chart, not the option mount chart, to ships BPV when selected)		
Web Caster	12	1	4
Shield Cracker	1	1	0
ESG	6	2	0
	(5 BPV without capacitor)		
PPD	20	2	6
Heavy Rail Gun	24	4	6
Medium Rail Gun	18	2	4
Light Rail Gun	4	1	1
Heavy TR beam	12	2	6
Light TR beam	6	1	3
Phaser 1	3	1	1 [phaser shock]
Phaser 2	1.5	1	.5 [phaser shock]
Phaser 3	.75	.5	.25 [phaser shock]
Phaser 4	20	4	9
Phaser G	4	1	2 [phaser shock]
Heavy Phaser (Kreen)	4	1	1.25 [phaser shock]
Burst Phaser (Kreen)	3.5	1	1
ADD (6 count)	1.5	.5	0
ADD (12 count)	3	.5	0

Table 10 continued: Weapons

Weapon Type	BPV cost	Space Requirement	Shock Value
Plasma R [WG]	20/28[28]	4	10
Plasma M [WG]	18/25[25]	3	8
Plasma A [WG]	17/22[22]	2	6
Plasma S [WG]	15/18[18]	2	6
Plasma G [WG]	5/7[7]	1	3
Plasma F [WG]	3/5[5]	1	1
Plasma D rack	4/6	1	0
(the second number after the / is the BPV cost for a torpedo with a swivel mount, the first number does not include the swivel. The number in [ ] is the cost for a wire-guided torp, no swivels.)			
Super-Heavy Implosion Torp.	18	4	8
Heavy Implosion Torp	12	2	5
Medium Implosion Torp	6	1	3
Light Implosion Torp	3	1	1
(all implosion torps come with a 180° launching arc)			
Heavy Energy Torp	11	2	5
Medium Energy Torp	7	1	3
Light Energy Torp	4	1	1
(all energy torps come with a 180° launching arc)			
Drone Rack-A	1	1	0
Drone Rack-B	2	1	0
Drone Rack-C	2	1	0
Drone Rack-E	2	1	0
Drone Rack-G	2	1	0
Drone Rack-H	7	5	0
	(starbase type drone rack with multiple magazines)		
Hyperdrone	8	3	2
Missile Rack	4	1	0
Mine Rack	2	1	0
	(does not include the cost of the mines)		
Displacement Device	15	2	0
Stasis Field Generator	12	2 or 3	0
Special Sensor	10	1	0
Trans-Mortar	5	1	0
Chaff Thrower	2	1	0
SCIDS	5	2	0
Antimatter Cloud Generator	4	1	0
AFD	5	1	0

MAULERS

Maulers cost +50% of the ships bhcp BPV. This includes the mauler weapon, one arc (the #1 shield) and the batteries. The number of batteries is detailed on table 7 below.

Table 11: Mauler Batteries

Ship Size Class	Number of Batteries
Bstar	90
BB	60
DN	45
CA	30
CL	20
DD	15
FF	10

A mauler comes with one firing arc, through the #1 shield. For +5 BPV a second firing arc, through a different shield could be added. I.e. for +10 BPV a ship could have a mauler that fired through 3 shields (obviously 6 shield max).

The mauler itself does not count towards the maximum hull space requirements, but the batteries do count. Note: A mauler with Andromedan batteries would be very powerful, but also horrifyingly expensive as all of the batteries would have to be Andromedan batteries. A ship may instead pay double the cost for up to 36 Andromedan batteries to receive a mauler weapon, (a minimum of 6 batteries must be purchased). [The maximum number of btty. a ship class with Andromedan btty. can have is 40% of the btty numbers above. So a BStar outfitted with a max Andro. Btty mauler would have 36 batteries and cost 180 BPV.]

WEAPONS ARRAY SPECIFICATIONS/SPECIAL RULES

WEAPON ARCS: All weapons, with the exception of maulers, and those listed, come with a 120° arc as standard. To increase this arc will cost you a certain percentage of the weapons base BPV. 180° +25%, 240° +37.5, 300° +50%, 360° +75%. So a 360° phaser 1 would cost 5.25 BPV points. Arc cost increases are always added after the cost reductions for non overlapping heavy weapon arcs and rear arc weapons. (60° is one hexside)
Note: a 60° arc would be a 25% BPV reduction, a mauler firing arc (expanded for range) would be -50%.

NON-OVERLAPPING HEAVY WEAPON ARCS: If a ship has half of its compliment of heavy weapons firing in arcs that do not overlap with the other half of the ships weapons then deduct 20% of the heavy weapons BPV. I.e. a ship has 2 LF/F and 2 RF/R hellbores. Note: this applies only to heavy weapons, not phasers.
Phaser 4's would be considered a heavy weapon.

REAR FIRING WEAPON ARCS: If a weapon does not fire into the LF or RF arcs then deduct 50% of the weapons bpv. To receive this deduction at least 50% of all the ships weapons must fire into the LF or RF firing arc. All expanded weapon arc costs are calculated after the 50% deduction. Note: if a ships weapons arcs are expanded into the LF/RF arcs, then the BPV deduction is revoked and the improved weapon arc cost is recalculated.

RAIL GUN WEAPON ARCS: Due to the special nature of warp augmented rail guns only a certain number may fire into the same arc. The number depends on the hull class of the ship.

Table 12: Rail Gun Arcs

Ship Class	number of rail guns allowed in one arc Heavy/Medium
Bstar	4
BB	3
DN	2
CA/BCH/CL	1

size class 4 ships can not carry heavy or medium rail guns
light rail guns have no arc restrictions

HELLBORE SPECIAL RULES: Hellbores have a few special rules. 1) for each hellbore purchased a ship receives 1.5 free APR boxes. I.e. a ship with 4 hellbores receives 6 free APR boxes. .5 of an APR box deducts 1 BPV from the purchase of the second box. No BPV deductions are given if a ship does not use the free APR. The APR boxes still count to the maximum internal space allowance. Hellbores and ESGs-if used together subtract 15% of the bpv of both weapon types. Hellbores and PPDs or Trans-Mortars- increase the BPV of both weapon types by 25%.

DRONE CONTROL: A ship with 4 or fewer drone racks can control a number of drones equal to its sensor rating. A ship with 5 or more drone racks can control a number of drones equal to double its sensor rating. You may add or subtract 50% of the BPV of the drone racks on a ship to improve or reduce the drone control rating. (this does not include the drone load BPV in the racks)

DISRUPTOR BOLT SPECIAL RULES: For every 2 disruptors a ship has it receives one free APR box. If the APR is not used the BPV is not reduced. Every disruptor added to a starship gets one of the following bonuses:

a) a 180 degree firing arc for no BPV cost
b) 1.25 points towards a UIM purchase (one UIM module costs 1.25 BPV per disruptor)
c) 1.5 points towards special drone percentages
d) a 20% reduction in the BPV of the disruptor cannon

DRONE PERCENTAGES: All ships that utilize drones use the Klingon special drone percentages. For +6 BPV a ship may use Kzinti special drone percentages. For +18 BPV a ship can have unlimited special drone use. If the next level of special drone percentages is purchased deduct the cost of the first level. I.e. a ship with Kzinti special drone percentages purchases the Unlimited (100%) special drone percentages, it would cost the ship 12 BPV, not 18.

SHOCK NUMBERS

All starship classes have a heavy weapon shock number and a phaser shock number. These numbers are the number of shock points allowed on the starships hull class before the shock effects start to occur. Most races do not deliberately build ships that go over this shock number, because of the possible deleterious effects to the ship. This is a good "check" on shipbuilding, because you can't get too out of hand if you stay within the shock limits. These tables are here to provide logical limits to a ships weapons array.

Table 13: Heavy Weapon Shock Ratings

Ship Class	Shock Number	over the shock number	Shock Rating	Mauler Rating
Bstar	66	1-10/11-20+	18/9	30
BB	45	1- 8/9-16+	18/9	24
DN	30	1-6/7-12+	18/9	20
BCH,CA	20	1-4/5-8+	18/9	17
CL	16	1-3/4-6	18/9	13
DD	12	1-2/3-4	18/9	10
FF	8	1-2/3-4	18/9	8

Note: Only a ship's heavy weapons provide shock, the amounts are found on the weapons array table. This total amount should be equal to or less than the shock rating of the ship class. Note: P-4's are considered heavy weapons for this rule.

PHASER SHOCK RULES
While phasers do not produce "shock" in the same sense as heavy weapons, they do tax the capabilities of a ship. Phaser "shock" works the same way as heavy weapon shock, except that if more phasers are added to a unit than the shock rules allow then subtract double the extra phaser shock from the heavy weapon shock total. For example a CA with 16 phaser 1's is 2 points over its phaser shock rating and therefore has its heavy weapon shock rating reduced by 4 for a max of 16 instead of 20. Note: P-4's are considered heavy weapons for this rule.

Table 14: Phaser Shock Ratings

Ship Class	Phaser Shock Number
Bstar	32
BB	24
DN	18
BCH,CA	14
CL	11
DD	9
FF	7

SHOCK RULES: If a starship is built with enough shock causing weapons to make it go over the shock number for its size class, then shock effects must be rolled for. The number of shock points over the shock number determines how severe the shock effects are going to be. A ship in the first column of numbers I.e. a CA with a 21-24 shock number would roll 1 die every time it fired enough weapons to be over its shock number. I.e. a CA that mounts 6 photon torpedoes could fire 5 photons in one turn (a shock number of 20) and not have to make a shock rating die roll, but if it fires the 6th photon it would have to make the die roll. If the ship is in the second column it must make 2 die rolls every time it fires enough weapons to be in that column, if a ship is in the + column (1 or more points past the highest number in the second column) then it must roll 3 dice. The total of all of the dice rolled are added up and when they exceed the ships shock rating then the ship suffers the effects of shock breakdown. Maulers have a special rating as they are designed to take more abuse. The ship still retains its normal shock number if equipped with a mauler.

POWER ADDITIONS/MOVEMENT

All ships classes come with a certain base amount of power as defined by their bhcp. Any additions/subtractions to this increase or reduce the amount of BPV it costs per power type. (see table 5: basic equipment) A starship may only increase its warp engine output by 20%. I.e. a CA could have 36 warp boxes max. (x-ships are an exception)

POWER DOUBLING: This ability allows a ship to double any power source, including APR and AWR. This ability degrades the power source when used- see Orion engine doubling rules, treating every 4 APR/AWR as an independent impulse engine. This costs 1 BPV per APR, AWR,IMP, or Warp doubled. ALL of a ships power sources must be able to double, or none can. I.e. a standard CA with 30 warp, 4 impulse and 2 APR would cost 36 points extra.

HOVERWARP: This ability costs +1 bpv per warp engine box that has this special ability. Only warp engine boxes can be modified to do this.

TRIAXIAN MOVEMENT: This ability cost +20% of a ships base bhcp. One High energy direction change comes free. It costs +5% bhcp to add another HEDC.

DISPLACEMENT DEVICE: Andromedan multiple displacement device interactions may or may not apply to newly constructed ships depending on player choice.

SPECIAL CONFIGURATIONS

CLOAKING- Cloaking costs +12% of a ships end BPV. I.e. a completed DD has a BPV of 100 points. To give this ship cloaking would cost +12 BPV.

Table 15: Cloaking Cost

Ship Class	Cloak Cost (with warp engines / without warp engines)
Bstar	55/40
BB	45/30
BCH	24/4
CA	20/4
CL	15/4
DD	8/2
FF	6/2

If you want to pay half of the above cloaking costs increase the BPV charge to 24% of the end BPV.

CARRIER: Any ship that has five or fewer fighter boxes is considered a casual carrier and can lend EW to its fighters, has a number of deck crews equal to the number of fighters, etc. i.e. most Hydran ships. A ship with six or more fighter boxes is considered a full carrier and has all of the benefits being a full carrier provides.

BALCONY AND TRACK/ TUNNEL BAY: To install a balcony and track system costs +20% of the bpv of all fighter/shuttle boxes that are part of the system. A tunnel bay costs 2 BPV/bay.

EXTRA SHUTTLES: +1.5 BPV points per extra shuttle. A maximum of one extra shuttle per shuttle box or fighter box may be purchased.

MULTIPLE SHUTTLE BAYS: +1 BPV per extra bay, a minimum of one shuttle box per bay is required.

PSEUDO FIGHTER TENDER (PFT): To gain the benefits of being a PFT, EW lending etc., a ship must have the following items: one or more special sensors, 4 mechanical links, and 4 repair boxes. If a ship has all of these then it could be considered a PFT.

POWER RATIO BPV REDUCTION: If the total cost of arming all of the ships weapons, including fully overloaded heavy weapons, exceeds the ships total power output by 20% or more then deduct 20% of the bpv cost of all weapons.

SEEKING WEAPON IMMUNITY: This special ability occurs when a ship has a large amount of a certain type of weapon, gatling phasers, ADD racks etc, that make it virtually immune to seeking weapons. To account for this new ability every weapon of the type specified below costs double the normal BPV after the fourth weapon of that type is added to the same ship and triple after every sixth weapon of that type is added to a ship. (For example: a ship with 8 gatling phasers, FA arc, would pay 4 BPV for each one for the first 4 gatlings, 8 BPV for the 5^{th} and 6^{th} (each) gatling and 12 BPV for the 7^{th} and 8^{th} (each) gatling for a total cost of 56 BPV.)

TABLE 15:WEAPONS THAT PROVIDE SEEKING WEAPON IMMUNITY

ADD racks, 6 or 12 count, Gatling Phasers, AFD systems, Type G drone racks

AEGIS FIRE CONTROL: Generally only used on escorts, Limited Aegis costs .5 BPV per weapon, and Full Aegis costs 1 BPV per weapon.