Ship Size

Class	Length	Mass	Base Hull	Size	CPs
Starfighter	< 5 m	<3 mt	1 pip	1	1
	5-10 m	12.5 mt	1 pip	2	1
	11-20 m	110 mt	2 pip	3	2
	21-30 m	325 mt	1D	4	3
	31-50 m	1500 mt	1D	4	4
Capital	51-100 m	12,500 mt	1 pip	5	10-20
	101-150 m	40,000 mt	1 pip	5	20-30
	151-250 m	200,000 mt	2 pip	6	30-40
	251-350 m	550,000 mt	2 pip	6	40-50
	351-500 m	1,500,000 mt	1D	7	50-60
	501-750 m	5,000,000 mt	1D	7	60-75
	751-1000 m	12,500,000 mt	1D+1	8	75-90
	1001-1500 m	40,000,000 mt	1D+1	8	90-110
	1501-2500 m	200,000,000 mt	1D+2	9	110-150

Consumables

Duration	Size Restrictions	CPs
1 day	–	0
3 days	–	1
1 week	2 +	2
2 weeks	2 +	3
3 weeks	3 +	4
1 month	3 +	5
2 months	4 +	6
3 months	4 +	8
6 months	4 +	10
9 months	5 +	12
1 year	5 +	14
2 years	5 +	16
4 years	6 +	18
6 years	6 +	20

Life Support

Life Support	Size Restrictions	CPs
2	–	1
5	2 +	2
10	2 +	3
25	3 +	4
50	3 +	6
100	4 +	8
250	4 +	10
500	5 +	12
1000	5 +	14
2500	6 +	16
5000	6 +	18
10000	7 +	20
25000	7 +	25
50000	8 +	30

Storage / Hangar

Cargo Capacity	Hangar Size			Size Restrictions	CPs
100 kg	–			1 +	1
500 kg	–			1 +	2
1 mt	–			2 +	3
5 mt	–			2 +	4
10 mt	–			2 +	5
25 mt	Tiny1			3 +	6
50 mt	Tiny2			3 +	7
100 mt	Tiny3	Small1		4 +	8
150 mt	Tiny4	Small2		4 +	9
200 mt		Small4		4 +	10
500 mt		Small6		4 +	12
1000 mt		Small8	Med4	5 +	14
2500 mt		Small12	Med8	5 +	16
5000 mt		Med12		5 +	18
10,000 mt		Med18	Large12	5 +	20
15,000 mt		Med24	Large18	5 +	25
25,000 mt		Large36		5 +	30
40,000 mt		Large48		6 +	35
55,000 mt		Large72	Huge60	6 +	40
75,000 mt		Huge90		6 +	45
100,000 mt		Huge120		6 +	50

Notes:

Tiny Hangar:	Docking port or vessel hook only (no interior hangar space)
Small Hangar:	Up to 10 crafts held internally with extremely limited repair/refuel area
Medium Hangar:	Ranges from 4 to 24 crafts held internally with decent facilities
Large Hangar:	Up to 72 crafts held internally with good facilities and refit areas
Huge Hangar:	Up to 120 crafts held internally with very good facilities and extensive refit/storage area

Automation

Crew Size	Ship Size							
	2	3	4	5	6	7	8	9
1	1	2	8	–	–	–	–	–
2	0	1	4	–	–	–	–	–
5	–	0	2	–	–	–	–	–
10	–	–	1	70	–	–	–	–
25	–	–	0	50	–	–	–	–
50	–	–	–	35	–	–	–	–
100	–	–	–	20	–	–	–	–
150	–	–	–	10	–	–	–	–
250	–	–	–	0	90	–	–	–
500	–	–	–	–	55	–	–	–
1000	–	–	–	–	40	–	–	–
1500	–	–	–	–	25	100	–	–
2500	–	–	–	–	10	75	–	–
3500	–	–	–	–	0	45	120	–
5000	–	–	–	–	–	25	85	–
7500	–	–	–	–	–	10	55	140
10,000	–	–	–	–	–	0	30	90
15,000	–	–	–	–	–	–	15	60
25,000	–	–	–	–	–	–	0	35
35,000	–	–	–	–	–	–	–	15
50,000	–	–	–	–	–	–	–	0

Sublight Engines

Speed Maximum	Size Restrictions	CPs
3	–	2
5	–	4
6	–	6
7	–	8
8	–	10
9	4 -	12
10	4 -	15
15	3 -	30
20	2 -	50

Note: double cost for Capital Ships

Sensors

Increments :	**Max #Increments = 10**
Passive: 5	Cost per incr. = 100 credits
Scan: 10	
Search: 20	**Max Sensor Power = 6D**
Focus: 1	Cost per pip = 100 credits

Note : cost×10 for Capital Ships

Hyperspace Travel

Hyperdrive Speed	CPs
x15	1
x10	2
x6	3
x4	4
x3	5
x2	8
x1	12
x0.5	25

Note: double cost for Capital Ships

Maneuver Systems

Maneuvrability	Speed Requirements	CPs
1D	–	3
1D+1	–	4
1D+2	–	5
2D	–	6
2D+1	5 +	8
2D+2	6 +	10
3D	7 +	12
3D+1	8 +	15
3D+2	9 +	18
4D	10 +	20
5D	12 +	30
6D	15 +	50

Note: double cost for Capital Ships

Weapon Mounts

Emplacements	Size Restrictions		CPs
	Normal	Double CP	
4	–	–	1
8	–	–	2
12	2 +	1	4
16	2 +	1	7
25	3 +	2	10
35	3 +	2	13
50	3 +	2	18
75	4 +	3	24
100	4 +	3	30
150	5 +	4	35
250	5 +	4	40
500	6 +	5	50
750	6 +	5	60
1000	7 +	6	70
1250	7 +	6	80
1500	8 +	7	90
1750	8 +	7	100
2000	9 +	8	110
2250	9 +	8	120
2500	9 +	8	135

Structure

	Starfighter		Capital	
	Size Restrict.	CPs	Size Restrict.	CPs
+1D	1 +	1	5 +	2
+1D+1	1 +	2	5 +	4
+1D+2	1 +	3	5 +	6
+2D	1 +	4	5 +	8
+2D+1	1 +	5	5 +	10
+2D+2	1 +	6	5 +	12
+3D	2 +	7	5 +	14
+3D+1	2 +	8	5 +	16
+3D+2	2 +	10	5 +	18
+4D	2 +	12	5 +	20
+4D+1	3 +	14	5 +	22
+4D+2	3 +	16	5 +	24
+5D	3 +	18	6 +	26
+5D+1	3 +	20	6 +	28
+5D+2	3 +	25	6 +	30
+6D	4 +	30	7 +	35
+6D+1	–	–	7 +	40
+6D+2	–	–	7 +	45
+7D	–	–	8 +	50
+7D+1	–	–	8 +	55
+7D+2	–	–	8 +	60
+8D	–	–	9 +	65

Shielding

Strength	Size Restriction	CPs Starfighter	Capital
+1D	–	1	4
+1D+1	–	2	6
+1D+2	–	3	8
+2D	–	4	10
+2D+1	2 +	6	12
+2D+2	2 +	8	14
+3D	2 +	10	16
+3D+1	3 +	15	18
+3D+2	3 +	20	20
+4D	3 +	25	22
+4D+1	4 +	30	24
+4D+2	4 +	35	26
+5D	4 +	40	28
+5D+1	5 +	–	30
+5D+2	5 +	–	32
+6D	6 +	–	34
+6D+1	6 +	–	36
+6D+2	7 +	–	40
+7D	7 +	–	45
+7D+1	8 +	–	50
+7D+2	8 +	–	55
+8D	9 +	–	60
+8D+1	9 +	–	65

Pricing

10	+1	20	+1	30	+1	40	+1	50	+1	60	+1	70	+1	80	+1
37k	0.8k	45k	1k	55k	1.5k	70k	2k	90k	3k	120k	4k	160k	6k	220k	8k

90	+1	100	+1	110	+1	120	+1	130	+1	140	+1	150	+1	160	+1
300k	10k	400k	15k	550k	20k	750k	25k	1m	30k	1.3m	35k	1.65m	40k	2.05m	45k

170	+1	180	+1	190	+1	200	+1	210	+1	220	+1	230	+1	240	+1
2.5m	50k	3m	60k	3.6m	70k	4.3m	80k	5.1m	90k	6m	100k	7m	110k	8.1m	120k

250	+1	260	+1	270	+1	280	+1	290	+1	300	+1	310	+1	320	+1
9.3m	140k	10.7m	160k	12.3m	180k	14.1m	200k	16.1m	220k	18.3m	240k	20.7m	260k	23.3m	300k

330	+1	340	+1	350	+1	360	+1	370	+1	380	+1	390	+1	400	+1
26.3m	350k	29.8m	400k	33.8m	450k	38.3m	500k	43.3m	550k	48.8m	600k	54.8m	650k	61.3m	700k

410	+1	420	+1	430	+1	440	+1	450	+1	460	+1	470	+1	480	+1
68.3m	750k	75.8m	800k	83.8m	850m	92.3m	900m	102m	1m	112m	1.1m	123m	1.2m	135m	1.3m

490	+1	500	+1	510	+1	520	+1	530	+1	540	+1	550	+1	560	+1
148m	1.4m	162m	1.5m	177m	1.6m	193m	1.7m	210m	1.8m	228m	1.9m	247m	2m	267m	2.1m

570	+1	580	+1	590	+1	600	+1	610	+1	620	+1	630	+1	640	+1
288m	2.2m	310m	2.4m	334m	2.6m	360m	2.8m	388m	3m	418m	3.2m	450m	3.4m	484m	3.6m

650	+1	660	+1	670	+1	680	+1	690	+1	700	+1	800	+1	1000	+1
520m	4m	560m	4.5m	605m	5m	655m	5.5m	710m	6m	770m	7m	1520m	10m	3520m	20m

Starfighter Weaponry

Laser Weaponry	Damage	Fire Control	Range	Emplacements	Cost
Light Laser Cannon	3D	2D	1-3 / 12 / 25	3	1,500
Laser Cannon	4D	2D	1-3 / 12 / 25	4	2,500
Heavy Laser Cannon	5D	2D	1-3 / 12 / 25	7	4,000
Double Heavy Laser Cannon	6D	2D	1-3 / 12 / 25	12	7,000
Assault Cannon	7D	1D	1-3 / 12 / 25	25	15,000

Blaster Weaponry	Damage	Fire Control	Range	Emplacements	Cost
Light Blaster	2D	1D	1-5 / 10 / 17	3	500
Triple Blaster	3D	1D	1-5 / 10 / 17	5	1,000
Blaster Cannon	4D	2D	1-5 / 10 / 17	7	2,000
Heavy Blaster Cannon	5D	2D	1-5 / 10 / 17	10	3,000

Ionic Weaponry	Damage	Fire Control	Range	Emplacements	Cost
Light Ion Cannon	2D	2D	1-3 / 7 / 36	2	1,000
Ion Cannon	3D	2D	1-3 / 7 / 36	3	1,500
Heavy Ion Cannon	4D	2D	1-3 / 7 / 36	4	2,500

Missile Weaponry	Damage	Fire Control	Range	Emplacements	Cost
Concussion Missile Launcher (×10)	-	1D	-	4	3,500
Concussion Missile	8D	-	1-2 / 8 / 15	-	500
Heavy Concussion Missile	9D	-	1-2 / 8 / 15	-	1,200
Proton Torpedo Launcher (×12)	-	2D	-	5	2,500
Proton Torpedo	9D	-	1 / 3 / 7	-	800
General Purpose Warhead Launcher	-	3D	-	6	8,500
Heavy Rocket	10D	-	1 / 2 / 5	-	2,000
Heavy Proton Bomb	11D	-	1 / 2 / 5	-	5,000

Beam Weaponry	Damage	Fire Control	Range	Emplacements	Cost
Light Tractor Beam	4D	2D	1-3 / 12 / 20	2	2,000
Tractor Beam	5D	2D	1-3 / 12 / 20	3	3,500
Heavy Tractor Beam	6D	2D	1-3 / 12 / 20	5	5,000

Weapon Systems	Damage	Fire Control	Range	Emplacements	Cost
Turret	-	-	-	-	+50%
Fire Control	-	+1 pip	-	-	1,000

Capital Ship Weaponry

Laser Weaponry	Damage	Fire Control	Range	Emplacements	Cost
Laser Cannon	3D	2D	1-3 / 12 / 25	3	8,000
Heavy Laser Cannon	4D	2D	1-3 / 12 / 25	5	10,000
Light Turbolaser	3D	2D	3-15 / 35 / 75	4	10,000
Turbolaser	4D	2D	3-15 / 35 / 75	6	12,000
Heavy Turbolaser	5D	2D	3-15 / 35 / 75	10	18,000
Double Turbolaser	6D	2D	3-15 / 35 / 75	15	25,000
Turbolaser Battery	7D	1D	3-15 / 35 / 75	20	40,000
Heavy Turbolaser Battery	10D	0D	3-15 / 35 / 75	25	60,000

Ionic Weaponry	Damage	Fire Control	Range	Emplacements	Cost
Light Ion Cannon	3D	2D	1-10 / 25 / 50	3	8,000
Ion Cannon	4D	2D	1-10 / 25 / 50	5	10,000
Heavy Ion Cannon	5D	2D	1-10 / 25 / 50	8	15,000

Missile Weaponry	Damage	Fire Control	Range	Emplacements	Cost
Proton Torpedo Tube (×10)	-	3D		3	8,000
Assault Proton Torpedo	6D	-	2-12 / 30 / 60	-	1,500
Concussion Missile Tube (×10)	-	2D		8	12,000
Assault Concussion Missile	9D	-	2-5 / 30 / 60	-	2,000

Beam Weaponry	Damage	Fire Control	Range	Emplacements	Cost
Light Tractor Beam	4D	2D	1-5 / 15 / 30	3	8,000
Tractor Beam	5D	2D	1-5 / 15 / 30	5	15,000
Heavy Tractor Beam	6D	2D	1-5 / 15 / 30	8	20,000
Gravity Well Projector	special	4D	1-5 / 15 / 30	300	2,000,000

Weapon Systems	Damage	Fire Control	Range	Emplacements	Cost
Turret	-	-	-	-	+50%
Fire Control	-	+1 pip	-	-	2,000

Generating / Pricing a ship

Step 1: Choose a general size of the vessel. The *Ship Size* chart will give you information about the average ship weight, its class (Starfighter or Capital), its size category (from 1 to 9), its base Hull value (this is the absolute minimum hull that a ship of this size would have - more hull dice can be added later) and the basis number of Construction Points (CPs) required for a ship of this length.
     Keep a running total on the number of CPs for the type of ship.

Step 2: Go to the *Automation* table to determine how many people it takes to operate the ship. This isn't the total number of people that can be on the ship, just the number of people that it takes to run the ship (excluding gunners and hangar personnel if you have manned gunnery and hangar space). Note that certain ship sizes require a minimum amount of personnel to operate.
     Add the CPs for the automation to your running total.

Step 3: After the number of people is determined to operate the ship, look at the *Life Support* table. Choose a number of people that the ship can support. The minimum amount of life support necessary is the amount equal to the crew. If you want your ship to be able to carry more than just the crew, choose a number that fits what you desire. Note that certain ship types (sizes) cannot have excessive life support systems, so make sure that the life support requirements for your ship fall within the restrictions.
     Add the CPs for the life support to your running total.

Step 4: Nearly every ship has some sort of storage aboard it. Some ships also have hangar space. At this time, you need to determine if your ship will have storage, hangars, or both.
     If the ship has *Storage*, compare the size of your ship with the restrictions. Pick the amount of cargo that your ship can carry. Add the CPs for the cargo to your running total.
     If you want your ship to have the ability to carry smaller vessels, choose a *Hangar* size, as well as the number of vessels it can carry. Reference the notes under the hangars to see the quality of the hangars. Add the CPs for the hangars to your running total.

Step 5: At this time, you must determine the general "range" of your ship. Determining the amount of *Consumables* aboard your vessel does this. Consumables are the amount of food, air, water, and whatever else is used and needs to be replenished. It is assumed that the amount of duration will cover the full amount of crew and passengers aboard your ship. Note that small ships have restrictions on the duration that they can operate.
     Add the CPs for the consumables to your running total.

Step 6: Now you must determine whether your ship is capable of achieving faster than light speed. If you want it to, you must look at the *Hyperspace Travel* chart. If you want backup hyperdrives, the cost is identical to standard hyperdrives. The larger the ship you have, the more CPs it will require to get the high quality drives. Therefore, if you have a Capital scale ship, multiply the CP cost of the hyperdrives you want by 2.
     Add the CPs for hyperdrives to your running total.

Step 7: Determine the maximum sublight speed your want your vessel to travel and refer to the *Sublight Engines* chart. Multiply the CP cost by 2 for Capital ships.
     Add the number of CPs for your vessels speed to your running total.

Step 8: Your ships ability to maneuver is based on its maximum sublight speed. Typically, the faster the ship goes, the smaller it is, and the more maneuverable it can be. Depending on the speed of your ship, you can choose any *Maneuverability* up to the amount defined by your speed. Multiply the CP cost of the Maneuvering Systems by 2 for Capital ships.
     Add the CPs for the maneuver systems to your running total.

Step 9: Now you must determine the structure of your ship. This will give you a final Hull Dice number for your ship. Go to the *Structure* chart and consult the size restriction for the ship you are constructing. Determine what level of hull dice you want your ship to have, not forgetting that you have a "base hull" for the type of ship you're building. Add the "base hull" to the amount of hull dice that you choose from the structure chart. Note the scales for the ship that you are constructing.
     Add the CPs for the structure to your running total.
     Total the chosen structure and the base hull together to get your final Hull Dice for the vessel.

Step 10: Next would be to determine if your ship is going to have shields. Note the restrictions on the sizes of ships required to mount certain powers of shielding. Backup Shield cost half the listed price.
     Add the CPs for the shielding to your running total.

Step 11: Ships normally have some sort of *Sensors* on them. You must purchase two aspects for your sensors. The first is the range, which is bought in increments. For every increment, the sensors can reach as far as the number of units listed per increment. The various ranges per increment are listed for the types of scanning.
After determining the range of the sensors, determine the sensor power. This is how many dice or pips are added to the character's sensor skill to detect things.

After you have chosen both the range and the power, add the numbers of increments and pips and multiply the total by 100 (by 1000 for Capital ships). This value (in credits) will be added to the final price of the ship.

Step 12: In order to best determine the number of weapons that a ship is capable of mounting, you must now go to the *Weapon Mounts* chart. The number of "emplacements" will show a rough estimate of how many weapons the ship can mount. Obviously, the larger the weapon, the more space and energy it will take up. Once the number of emplacements has been determined, following the restrictions of the size of your ship (you can mount more weapons on a ship on Size smaller than the restriction, but at double CP cost) you can purchase weapons.
Note that Starfighter scale weapons mounted on Capital ships count a fifth of their number of emplacements. Capital scale weapons mounted on Starfighter scale ships count five times their number of emplacements.
Add the CPs for the weapon mounts to your running total.
Add the cost of the weapons to the final price of the ship.

Step 13: The total CPs you now have is the final amount. Compare the total with the *Pricing* chart to see the cost for producing your ship. Find the number that is closest to your CP total without going over. So if you have 37 CPs for your ship, look at the 30's to determine part of the amount. That would equal 55,000. There are still 7 CPs to go, however, so for each one, look at the +1 following the 30s. Each CP is worth 1500. Therefore, 7 CPs would equal 10,500. Add that to the 55,000. The total of the ship, without counting the cost of the weapons and sensors, is 65,500 credits.
Now add the cost of the weapons or any other purchased systems to determine the final cost of your ship. So if you spent 14,000 on weapons, 4,500 on sensors and another 6,000 on special modifications (hidden cargo holds, long range communicator, etc.), that would add 20,000 to the 65,500 resulting in a grand total of 90,000 in order to produce the ship.

Step 14: Name the ship and fill in the "chrome" for it, including whatever you feel is important; where it was made, who flies it, where it's been, or any other little things of note for it.
Your ship is now complete!

Pricing examples:

Ship	X-Wing		B-Wing		Ghtroc 720		YT 2000		Corellian Gunship		Imperial II Star Destroyer	
Length	12.5	2	16.9	2	35	3	29	3	120	24	1600	115
Crew	2	0	1	1	1	8	2	4	45	40	37,000	14
Life Support	1	1	1	1	12	3	8	3	90	8	47,000	29
Cargo	110 kg	1	45 kg	1	135	9	110	8	300	11	36,000	34
Hangar	-		-		-		-		-		75+	45
Consumables	1 week	2	1 week	2	2 months	6	2 months	6	8 months	12	6 years	20
Hyperdrive	×1	12	×2	8	×2 / ×15	9	×2 / ×12	10	×2 / ×16	18	×1 / ×8	28
Maneuverability	3D	12	1D+1	4	1D	3	1D+2	5	2D+1	16	1D	6
Speed	8	10	6	6	3	2	6	6	7	16	6	12
Hull	4D	8	3D	5	3D+2	6	4D	7	4D+2	20	7D+1	32
Shields	1D	1	2D	4	1D	1	1D	1	2D+1	12	2D+2	14
Weapon Emplacements		26		54		6		12		150		2500
CP cost		10		19×2		2		4		35		135
CP total		**59**		**72**		**52**		**57**		**201**		**484**
CP cost	117,000		172,000		96,000		111,000		4,480,000		140,200,000	
Weapon cost	37,200		49,200		3,000		15,000		329,000		5,580,000	
Sensors cost	3,600		3,900		3,300		2,900		21,000		69,000	
Total	**157,800**		**225,100**		**102,300**		**127,900**		**4,830,000**		**145,849,000**	
Official Price	**150,000**		**220,000**		**98,500**		**130,000**		**4,800,000**		**145,670,000**	