Starship Sizes
changing the assumptions

The *WOIN Starship Construction Manual* assumes a range of ship sizes and weights roughly based on a *Star Trek*-ish model. Vessels are measured in thousands of tons, and operate mainly like sailing vessels of old; indeed the rules refer frequently to a Navy.

Other games or settings use different core assumptions. In *Traveller*, a trader vessel will probably be measured in tens or hundreds of tons, not thousands. In other games, vessels are large enough to eclipse moons. This simple set of rules allows you to modify the core assumptions to create vessels of larger and smaller sizes. This is accomplished by the use of scale categories.

By default, ships are standard scale, whatever their class. The scale category denotes the scale being used. However, the scale can be increased or decreased by factors of ten as follows.

Scale	Tonnage	Prefix
Micro	1/100	m
Undersized	1/10	u
Standard	x1	-
Oversized	x10	o

To use these scale categories, simply adjust the tonnage (and hull cost) indicated by the vessel's class accordingly. An undersized Class V ship, therefore, instead of being in the 40,000 - 60,000 ton range, is in the 4,000 - 6,000 ton range. You should also modify the crew by the same multiplier (with a minimum of 1), as well as the *final* - not starting - cargo space available (both CU and tons).

Component Sizes

To accommodate these ship scales, different sized components are required. Using the existing ship components, apply the same scale multiplier to the component's cost. You do not need to adjust the space value - this automatically scales with the ship. The component's designation gains the prefix indicated in the table.

For example, an oversized version of the Narita Maltech SLP-1 Blackbuster Pulse Laser changes to an oSLP-1.

The rest of the component's values stay the same.

Off-Scale Components

Generally speaking, you cannot mount off-scale components on a ship. An oversized weapon cannot be mounted on a standard scale vessel.

Different Scales

When ships from different scales interact, the following rules apply.

- A ship weapon does a maximum of 1d6 damage to a ship of a larger scale. A larger scale ship does double damage to one of a smaller scale.
- A ship weapon does a maximum of 1 damage to a ship two scales larger. A ship two scales larger destroys a ship two scales smaller on a hit.
- A larger scale ship suffers a -1d6 penalty to attack a smaller scale ship.
- Micro vessels get +2d6 INITIATVE bonus, undersized vessels get +1d6, and oversized vessels suffer a -1d6 penalty.

Crews of 4 or less are not affected by LUXURY scores.

Class	Micro	Undersized	Standard	Oversized
I	10-50	100-500	1,000-5,000	10,000-50,000
II	50-150	500-1,500	5,000-15,000	50,000-150,000
III	150-250	1,500-2,500	15,000-25,000	150,000-250,000
IV	250-400	2,500-4,000	25,000-40,000	250,000-400,000
V	400-600	4,000-6,000	40,000-60,000	400,000-600,000
VI	600-800	6,000-8,000	60,000-80,000	600,000-800,000
VII	800-1,000	8,000-10,000	80,000-100,000	800,000-1M
VIII	1,000-1,200	10,000-12,000	100,000-120,000	1M-1.2M
IX	1,200-1,400	12,000-14,000	120,000-140,000	1.2M-1.4M
X	1,400-1,600	14,000-16,000	140,000-160,000	1.4M-1.6M
XI	1,600-1,800	16,000-18,000	160,000-180,000	1.6M-1.8M
XII	1,800-2,100	18,000-21,000	180,000-210,000	1.8M-2.1M
XIII	2,100-2,400	21,000-24,000	210,000-240,000	2.1M-2.4M
XIV	2,400-3,000	24,000-30,000	240,000-300,000	2.4M-3M
XV	3,000-3,500	30,000-35,000	300,000-350,000	3M-3.5M
XVI	3,500-4,000	35,000-40,000	350,000-400,000	3.5M-4M
XVII	4,000-4,500	40,000-45,000	400,000-450,000	4M-4.5M
XVIII	4,500-5,000	45,000-50,000	450,000-500,000	4.5M-5M

Fury Class 1 Starfighter

Weight 25.2 tons; Cargo Units 0.5 (0.3 available; capacity 15.5 tons)
Hull Class I; micro (INIT +2d6)
Crew 1 (cost 200cr/m); Troops 0; Passengers 0 (0 standard, 0 luxury)

Command & Control Systems
Computers 1x Highwatch mSM-1 Command Computer (CPU cycles: 8; max FTL: 2; checks: +0d6)
Sensors Chen-Collins mSS-1 (range 2; check +0d6)

Engine & Propulsion Data
Subluminal 2x Satellite Concepts mSI-1 Ion Engine (power 7 ea; SPEED 14.0; fuel efficiency 1.4)
FTL 1x Warpdyne Asteroid Mining mSA-1 Antimatter Engine (power 6 ; FTL 2.0; fuel efficiency 1)
Backup FTL -
Operational Range 1 parsec

Defensive Data
Superstructure 3 **DEFENSE** 20 **E-DEFENSE** 10
Armor -
Shields 1x DayCorp Systems mSSN-2 Navigational Shield Generator (power 1 ea; SOAK 1)
Point Defenses -

Weapons Data
2x Narita Maltech mSLP-1 Blackbuster Pulse Laser (range 2; damage 2d6 heat; attack +0d6)
1x Long-Summers Industries mSPPx-1 Stingstorm Photonic Torpedo (range 2; damage 1d6 heat; attack +1d6)

Facilities
Luxury -
Facilities -

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

Hangars & Bays
Shuttles 0 ( )
Fighters 0 ( )
Vehicles 0 ( )

Market Value 0.73 MCr