

STARSHIP CONSTRUCTION FORM

HULL CLASS	MIN. CREW	CU BUDGET	COST	CPU BUDGET
DEFENSE:	BASE SS:	ADD SS:	INITIATIVE:	FUEL:
MODEL and No. CU CPU COST LUX DATA				
CONTROL COMPUTER				
				CPU: Crew: Checks: FTL:
				Rng Inc: DEF: SOAK: E-DEF:
SENSOR SYSTEM				
				Rng Inc: DEF: Checks:
FTL ENGINES				
				Power: Fuel Eff:
				Power: Fuel Eff:
				Power: Fuel Eff:
SUB-L ENGINES				
				Power: Fuel Eff:
				Power: Fuel Eff:
WEAPONS				
				Range: Damage: Attack:
				Range: Damage: Attack:
				Range: Damage: Attack:
				Range: Damage: Attack:
				Range: Damage: Attack:
				Range: Damage: Attack:
				Range: Damage: Attack:
SHIELDS & ARMOR				
				Power/Amount:
				Power/Amount:
				Power/Amount:
POINT DEFENSES				
				Amount:
				Amount:
TROOP & PASSENGER CAPACITY				
Troops				Capacity:
Passengers (std)				Capacity:
Passengers (lux)				Capacity:
SHUTTLE & FIGHTER CAPACITY				
Shuttles				
Fighters				
FACILITIES & EQUIPMENT				
TOTALS				
	CU	CPU	COST*	LUX

*Add hull cost from top of sheet

STATISTIC	FORMULA	VALUE
SPEED	Total SUB-L Power / Hull Class	
FTL	Total FTL Power / Hull Class*	
Shield SOAK	Total Shield Power / Hull Class	
Armor SOAK	Total Armor / Hull Class	
Point Defence Bonus	Total Point Defenses / Hull Class	
Operational Range	Fuel Capacity x FTL Fuel Efficiency	
LUXURY	Total LUXURY / CREW x 100%	
Cargo Capacity	Max CU Budget - Total CU	
Tonnage	See Text	

*To a maximum allowed by the control computer

STARSHIP RECORD SHEET

Class _____

Weight _____ tons **Cargo Units** _____ (_____ available)

Hull Class _____ (INIT _____) **Length** _____ m **Width** _____ m **Height** _____ m

Crew _____ (cost _____ Cr/m) **Troops** _____ **Passengers** _____ (_____ stnd, _____ lux)

Command & Control Systems

Computer _____ (CPU cycles _____ max FTL _____ checks _____)

Sensors _____ (range _____ checks _____)

Engine & Power Data

Subluminal _____ (power _____ SPEED _____ fuel efficiency _____)

FTL _____ (power _____ FTL _____ fuel efficiency _____)

Backup _____ (power _____ FTL _____ fuel efficiency _____)

Operational Range _____ parsecs

Defensive Data

Superstructure _____ **DEFENSE** _____ **ELECTRONIC DEFENSE** _____

Armor _____ (amount _____ SOAK _____)

Shields _____ (power _____ SOAK _____)

Point Defenses _____ (amount _____ DEFENSE _____)

Weapons Data

_____ (range _____ damage _____ attack _____)

_____ (range _____ damage _____ attack _____)

_____ (range _____ damage _____ attack _____)

Facilities

Luxury _____ % (_____)

Facilities / Other Systems

_____ (_____) _____ (_____)

_____ (_____) _____ (_____)

_____ (_____) _____ (_____)

_____ (_____) _____ (_____)

Shuttles _____ (_____) **Fighters** _____ (_____)

Market Value _____ MCr