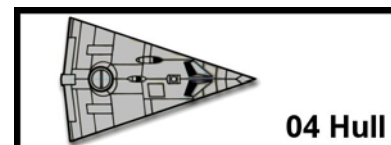


Starship Hulls

The Hull is the basic container for the contents of a starship. The challenge is to fill all required (and desired) components within the hull tonnage limitation.



HULL SIZES

Hulls are built in standard 100 ton increments ranging from 100 to 2400 tons.

HULL COSTS----- Configuration Costs MCr-----								Total	Total		
	Tons	C	B	U	S	A	L	Squares	Cubes	A	B
A	100	1	2	2	3	4	4	200	400	2	10
B	200	4	6	8	10	12	16	400	800	2	10
C	300	6	8	12	15	18	24	600	1200	2	20
D	400	8	11	16	20	24	32	800	1600	2	20
E	500	15	20	30	35	40	60	1000	2000	3	20
F	600	24	32	48	54	60	96	1200	2400	3	20
G	700	32	43	64	71	78	128	1400	2800	3	20
H	800	40	54	80	88	96	160	1600	3200	3	20
J	900	45	60	90	99	108	180	1800	3600	4	20
K	1000	50	67	100	110	120	200	2000	4000	4	30
L	1100	55	74	110	121	132	220	2200	4400	4	40
M	1200	60	80	120	132	144	240	2400	4800	4	40
N	1300	65	87	130	143	156	260	2600	5200	5	40
P	1400	70	93	140	154	168	280	2800	5600	5	40
Q	1500	75	100	150	165	180	300	3000	6000	5	40
R	1600	80	107	160	176	192	320	3200	6400	5	40
S	1700	85	114	170	187	204	340	3400	6800	6	40
T	1800	90	120	180	198	216	360	3600	7200	6	40
U	1900	95	127	190	209	228	380	3800	7600	6	40
V	2000	100	134	200	220	240	400	4000	8000	6	60
W	2100	105	140	210	231	252	420	4200	8400	7	60
X	2200	110	147	220	242	264	440	4400	8800	7	60
Y	2300	115	154	230	253	276	460	4600	9200	7	60
Z	2400	120	160	240	264	288	480	4800	9600	7	60

Hull I and O are omitted to avoid confusion with 1 and 0.

STARSHIP TONS

Hulls are measured in Tons: displacement tons equal to 13.5 cubic meters.

One ton allows two deck plan squares when creating deck plans (with a 3 meter deck separation).

Configuration Costs

Hull costs in the table are pre-calculated based on the Configuration Cost formulas below..

Configuration Costs (in MCr)

$$C = U / 2$$

$$B = U / 1.5$$

$$U = \text{Base Cost}$$

$$S = U + \text{MCr1 per 100 tons}$$

$$A = U + \text{MCr2 per 100 tons}$$

$$L = U \times 2$$

Squares= Expected Deck Plan squares (1.5 meters square) for this hull size.

Cubes= Expected cubes (1.5 meters on a side) for this hull size.

A= armor tons per layer (after the first).

B= minimum Bridge tons.

Hardpoints. Hull automatically has one Hardpoint per 100 tons.

CONFIGURATION

Type	Gs	Atm	Skim	Land	Comment
C Cluster	1	No	No	No	An accumulation of compartments.
B Braced	3	No	No	No	A Cluster braced for higher acceleration.
U Unstreamlined	9	No	Yes	No*	An enclosure whose protrusions increase drag.
S Streamlined	9	Yes	Yes	Yes	An enclosure with cowlings and fairings to decrease drag.
A Winged Streamlined	9	Yes	Yes	Yes	A winged enclosure with better performance in atmosphere.
L Lifting Body	9	Yes	Yes	Yes	An enclosure with lifting surfaces for best performance.

Gs= Maximum acceleration possible. Atm= Can the ship enter Atmosphere 2+?

Skim= Can the ship skim Gas Giants for Fuel? Land= Can the ship land on a world surface (*= yes if Atm 0 or 1)?

JUMP READINESS

Type	Available	Comment	Cost
X Jump Bubble	Standard	Jump Field centered on Jump Drive.	No Cost
Y Jump Grid	Option for Config-USAL	Jump Field conforms to the Hull.	Hull Tons x KCr

BRIDGE

Type	Crew	Tons	Cost
B1 Half Bridge	3	10	MCr1
B2 Bridge	4	20	MCr1
B3 Expanded Bridge	6	30	MCr2
B4 Double Bridge	10	40	MCr3
B5 Triple Bridge	14	50	MCr4

The Bridge is the control center for the ship and contains the primary crew operating positions for a starship.

Bridge Contents. The Bridge contains the Ship's Computer and a 1-ton console per installed Sensor.

Half of Bridge Tonnage remains open for crew and free space.

The minimum Bridge required is shown on the Hulls Table.

Auxiliary Bridge. More than one Bridge may be installed.