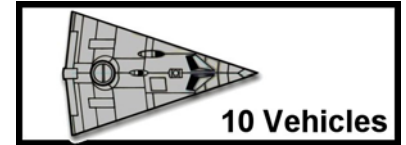


Vehicles and Small Craft

Starships carry vehicles or small craft (or both) for local travel on or near world surfaces.



VEHICLES

Starships may carry vehicles for local travel where using the ship itself is impractical or too risky.
Any vehicle created using VehicleMaker may be assigned to a starship.

As Cargo

The vehicle is carried in the cargo hold of the ship. There are no special fittings or brackets.

Hull Niche

A compartment in the hull opens directly to the outside; the vehicle fits neatly in place and is covered by retractable doors.

Usually placed on the underside of the hull (for ground or watercraft). Placed on upper surface for flyers.

ATTACHED OBJECTS

A ship can attach objects (vehicles, small craft, other ships, cargo pods, fuel tanks) to its exterior provided the ship is equipped with a Jump Bubble.

Jump Potential Is Recalculated. The performance of the ship is recalculated based on the total tonnage including the attached object(s) rounded to the next larger hull size.

Drop Tanks. Fuel Tanks which are discarded after feeding their fuel to the drives, but before jump, are a risky system for increasing overall performance.

Drop Modules. Modular independent detachable ship components (usually for Cargo or Passenger Modules; less frequently Manufacturing or Research Modules) can be carried by a ship.

Drop Modules are ship hulls without drives. The performance of the ship can be recalculated when the Drop Module(s) are detached.

Requires Jump Bubble. Drop objects require Jump Bubble.

SMALL CRAFT

Starships may carry small craft or smaller ships.
Any small craft created using VehicleMaker may be assigned to a ship. A smaller ship designed using ACS may be assigned to a ship.

Hangars

A Hangar is an internal open space within a ship in which small craft and vehicles are stored.

Minimal. A Minimal Hangar can contain a specific small craft or vehicle. Minimal hangars are snug fitting.

Spacious. A Spacious Hangar can contain any reasonably configured small craft of the designated tonnage.

Attached

A Bracket is a mechanical fitting which securely holds a vehicle or small craft on the outside of a hull.

Standard Bracket. Holds a small craft securely, but without creating a streamlined configuration.

Streamlined Bracket. Holds a small craft securely in a depression within the hull. The hull configuration is unaltered (streamlined remains streamlined; lifting body remains lifting body).

Docking Ring. Holds the inserted nose of a small craft securely; the craft trails behind the docking ring.

For any Configuration, but atmospheric flight is not possible which a craft is docked.

A Docking Ring is a fitting into which the nose of a small craft can be inserted. The ring holds the small craft tightly, and the body of the craft trails.

Enclosed (For Ships)

The ship is carried inside a ship. Internal braces hold the ship firmly while in flight.

Grappled (For Ships)

The ship carries the ship (or ships) attached to the hull with heavy duty grapples.

CARRYING VEHICLES, SMALL CRAFT, AND SHIPS

	Type	Tonnage	Config	Cost	HLT	Requires
Vehicle	As Cargo	cargo hold		no	HL= Cargo	
	Hull Niche	Vehicle + 1	USAL	MCr 1	any Open Location	
Small Craft	Minimal Hangar	Small Craft +1		MCr 0.1	HL= Cargo	Folding Wings*
	Spacious Hangar	Small Craft x 2		MCr 0.1	HL= Cargo	Folding Wings*
	Standard Bracket	1 ton	CBU	MCr 1	any Open Location	
	Streamlined Bracket	1 ton	SAL	MCr 0.1	any Open Location	
	1.5 m Docking Ring	Small Craft minus 1 ton		MCr 0.1	any Open Location	Jump Bubble
	3.0 m Docking Ring	Small Craft minus 1 ton		MCr 0.1	any Open Location	Jump Bubble
Ship	4.5 m Docking Ring	Small Craft minus 7 tons		MCr 0.5	any Open Location	Jump Bubble
	Enclosed	Ship x 1.5		no	HL= Cargo	
	Grapple	1 ton per 100 tons carried		MCr 1	any Open Location	Jump Bubble
Drop Objects	Grapple	1 ton per 100 tons carried		MCr 1	any Open Location	Jump Bubble

If a winged Small Craft (Config=A or Config=S with W) requires Folding Wings.

Exceeding original hull tonnage. If the addition of vehicles, small craft, ships, drop objects, or modules exceeds the original hull tonnage, recalculate hull tonnage (round up to the next higher 100-ton increment).

HLT= Hit Location Table. Object is carried in a designated Hit Location.

