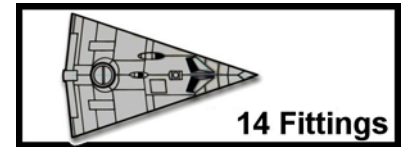


Fittings

Ships have a variety of miscellaneous components filling a variety of functions.



LANDING GEAR		Standard on	Add
J	Landing Skids	Config-U	+ MCr1
K	Landing Legs	Config-S	+ MCr1 and +1 ton
L	Landing Wheels	Config-A, L	+ MCr1 and +1 ton
G	Grapples	No	+ MCr1 and +1 ton
Z	Lifters	Config-U, S	+ MCr1

Code Description

J Landing Skids. Retractable horizontal bars bear the ship's weight. Requires bedrock or tarmac landing site. Config-U Standard.

K Landing Legs With Pads. Retractable legs end in pads. Can tolerate uneven landing terrain. Config-S Standard.

L Landing Wheels. Retractable legs end in wheels. Allows glide landing / takeoff from airstrip. Config-A and L Standard.

G Grapples. Retractable grasping claws to interface with other ships. Allows mating with another ship also equipped with Grapples.

Z Lifters. Grav Plates provide limited hover capability.

FLOTATION HULL		Standard On	Add
D	Flotation Hull	Config-L	+ MCr1 and +1 ton
E	Submergence Hull	No	+ MCr2 and +1 ton

Code Description

D Flotation Hull. Sealed to protect against prolonged water or fluid exposure. Allows glide landing and takeoff from water.

E Submergence Hull. Hull is sealed to protect against prolonged water or fluid exposure. Includes ability to submerge and resurface. Allows glide landing and takeoff from water. Doubles the Pressure the hull (based on its Armor) can withstand.

FUEL ACCESSORIES		Standard on	Add
F	Fuel Scoops	No	+ MCr1
W	Purifier	No	+ MCr1 and + 1 ton

Code Description

F Scoops. Intake raw fuel from gas giant atmospheres. Intakes water from lake or ocean.

W Purifier. Transforms raw fuel into purified fuel at about 100 tons per day per ton of purifier.

FUEL TANKAGE

Allocate Fuel Tankage for the ship based on the drives carried.

Power Plant (per week) = $P \times H$

Anti-Matter Plant (per year) = 1 ton console.

Collector = not required.

Jump Drive (per jump) = $J \times H / 10$

J= Jump Number.

P= Power Plant Drive Potential.

H= Hull Number (= tons /100).

WINGS AND FINS		Standard	
F	Fins		+ MCr1 and + 1 ton
W	Wings (and Fins)	Config-A	+ MCr1 and + 1 ton
K	Folding Wings	No	+ MCr1 and + 1 ton
L	Lifting Body	Config-L	cannot be added

* per 100 tons

Code Description

F Fins. Increase performance in atmosphere.

W Wings (and Fins). Increase performance of drives in atmosphere. Includes Fins.

K Folding Wings. Installed wings (and fins) can be folded for storage.

L Lifting Body. Assumes the advantages of Fins and Wings.

How Wings and Fins Work

The performance of ships operating **in atmosphere** (Atm= 2+, or P=1 or greater) is improved by Fins, Wings, and Wheeled Landing Gear.

Fins on a ship operating **In Atmosphere** increase Agility +1.

Wings on a ship operating In Atmosphere increase Maneuver Drive performance +1 G.

Wheeled Landing Gear is required when Wings are used for Liftoff and Landing.