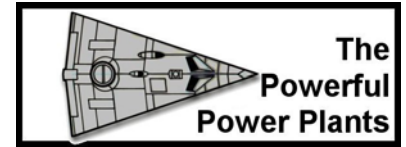


The Powerful Power Plants

The Powerful Power Plants are uncommonly encountered power sources suitable for installation on starships. The F Fusion Plant is shown for comparison.



DRIVE TONNAGE

Drive Letter	Rating EP	P	A	C	F
		P-Plant	A-Plant	Collector	Fusion Plant
A	100	4	31	10	400
B	200	7	32	20	700
C	300	10	33	30	1000
D	400	13	34	40	1300
E	500	16	35	50	1600
F	600	19	36	60	1900
G	700	22	37	70	2200
H	800	25	38	80	2500
J	900	28	39	90	2800
K	1000	31	40	100	3100
L	1100	34	42	110	3400
M	1200	37	44	120	3700
N	1300	40	46	130	4000
P	1400	43	48	140	4300
Q	1500	46	50	150	4600
R	1600	49	52	160	4900
S	1700	52	54	170	5200
T	1800	55	56	180	5500
U	1900	58	58	190	5800
V	2000	61	60	200	6100
W	2100	64	62	210	6400
X	2200	67	64	220	6700
Y	2300	70	66	230	7000
Z	2400	73	68	240	7300
N2	2600	80	70	260	8000
P2	2800	86	72	280	8600
Q2	3000	92	74	300	9200
R2	3200	98	76	320	9800
S2	3400	104	78	340	10400
T2	3600	110	80	360	11000
U2	3800	116	82	380	11600
V2	4000	122	84	400	12200
W2	4200	128	86	420	12800
X2	4400	134	88	440	13400
Y2	4600	140	90	460	14000
Z2	4800	146	92	480	14600

POWER TL

TL	P	A	C	F	TL	P	A	C	F
8	1	-	-	-	21	-	6	-	-
9	2	-	-	1	22	-	7	-	-
10	3	-	-	2	23	-	8	-	-
11	4	-	-	3	24	-	9	-	-
12	5	-	-	4	25	-	-	-	-
13	6	-	-	5	26	-	-	-	-
14	7	-	-	6	27	-	-	-	-
15	8	-	-	7	28	-	-	-	-
16	9	1	-	8	29	-	-	-	-
17	-	2	-	9	30	-	-	-	-
18	-	3	5	-	31	-	-	-	-
19	-	4	9	-	32	-	-	-	-
20	-	5	-	-	33	-	-	-	-

COSTS

Drive	MCR
P-Plant	1.0
A-Plant	2.0
Collector	0.5
Fusion	1.0
Per Ton	

THE POWERFUL POWER PLANTS

A Power Plant must have Drive Potential (from the Drive Potential Table) equal or greater than the Drive(s) it supports.

Power Plant (shown for comparison). A Fusion Power Generator with OverClock Capabilities.

Anti-Matter Power Plant. A Power Generator based on Matter-AntiMatter interactions.

Collector. A Power Collector system which accumulates stellar energy over time.

A Collector is half internal mechanism and half external Canopy.

Fusion Installation (shown for comparison). An industrial or community Fusion-based power source.

FUEL REQUIREMENTS

Drives require fuel to provide energy.

Power Plants and FusionPlants require Hydrogen, stored under pressure and liquefied, fed from fuel tanks.

Power Plant. A Power Plant requires 1 ton of fuel times Drive Potential per Hull Number (= tons / 100) per week to support normal operations (that feeds about a liter of liquid hydrogen per minute to the power plant per Potential per 100 tons of Hull).

Anti-Matter Plant. An AM Plant is fuelled by Anti-Matter slugs contained by magnetic or gravitic fields. A one-ton Console contains enough slugs to provide power for a year.

Collector. A Collector gathers energy (It gathers energy (a combination of photons and exotic particles) radiated from stars and Gas Giants).

STAGE EFFECTS

Stage	TL	QREBS	OC	Tons	Cost
Ex Experimental*	- 3	Full	50	x3	x10
Pr Prototype**	- 2	3 of 5	80	x2	x3
Er Early	- 1	1 of 5	90		x2
(Standard)	+0		100		
Im Improved	+1	+1 of 5	110		
Ad Advanced	+2	+3 of 5	120		

OC= Overclock (PPlants and AM Plants; ignore Tons).

OVERCLOCK

Standard P-Plant tonnage is based on Overclock= 100.
True Power Plant tonnage = Power Plant Tons / OC