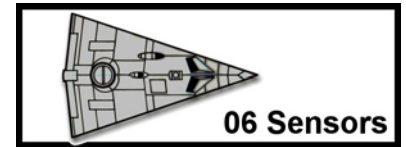


# Sensors

Sensors are the eyes and ears of the ship, or of explorers. They gather information and present it to users in an understandable form. Create sensors as needed from this page.



## SENSOR DESCRIPTION

|                                                                            |                                             |
|----------------------------------------------------------------------------|---------------------------------------------|
| Model                                                                      | LongName = Stage Range Mount Type -TL (C+S) |
|                                                                            |                                             |
| The basic information required to <u>describe</u> and <u>use</u> a sensor. |                                             |

## IDENTIFYING SPACE SENSORS

|                                   |       |       |      |     |       |
|-----------------------------------|-------|-------|------|-----|-------|
| R= or S=                          |       |       |      |     |       |
| Stage                             | Range | Mount | Type | -TL | (C+S) |
| <b>Early DS Ant Radar -9 (10)</b> |       |       |      |     |       |

## SPACE SENSORS

| Type | TL                 | Mount | S=   | R= | MCr |
|------|--------------------|-------|------|----|-----|
| A    | Activity Sensor    | 11    | Surf | 7  | 0.1 |
| B    | Deep Radar         | 9     | Surf | 7  | 0.1 |
| C    | Communicator       | 8     | Surf | 7  | 1.0 |
| D    | Densitometer       | 10    | Surf | 7  | 0.1 |
| E    | EMS                | 12    | Ant  | 7  | 1.0 |
| F    | Field Sensor       | 12    | Surf | 7  | 0.1 |
| G    | Grav Sensor        | 13    | Surf | 7  | 1.0 |
| H    | HoloVisor          | 18    | Surf | 7  | 1.0 |
| J    | Jammer             | 8     | Surf | 7  | 1.0 |
| K    | Analyzer / Sniffer | 9     | Surf | 7  | 0.1 |
| L    | Life Detector      | 10    | Surf | 7  | 0.1 |
| M    | Mass Sensor        | 8     | Surf | 7  | 0.1 |
| N    | Neutrino Detector  | 10    | Surf | 7  | 1.0 |
| P    | Proximeter         | 10    | Surf | 7  | 0.1 |
| Q    | Stealth Mask       | 12    | Surf | 7  | 1.0 |
| R    | Radar              | 9     | Ant  | 7  | 1.0 |
| S    | Scanner            | 19    | Ant  | 7  | 1.0 |
| T    | Scope              | 9     | Surf | 7  | 1.0 |
| V    | Visor              | 14    | Surf | 7  | 1.0 |
| U    |                    |       |      |    |     |
| W    | CommPlus           | 17    | Surf | 7  | 1.0 |
| X    |                    |       |      |    |     |
| Y    | Sound Sensor       | 10    | Surf | 7  | 0.1 |
| Z    |                    |       |      |    |     |

## C+S CHARACTERISTIC PLUS SKILL

Characteristic Use C4 or C5.  
Skill Use Skill= Sensors.

## SPACE SENSOR RANGE EFFECTS (applies to Mount)

| S= | Range            | TL  | S= | Tons | Cost |
|----|------------------|-----|----|------|------|
| 2  | FR Fighter Range | - 2 | 7  |      | /2   |
| 5  | SR Short Range   | - 1 | 10 |      | /2   |
| 7  | AR Attack Range  | 0   | 12 |      |      |
| 9  | LR Long Range    | +1  | 14 | +1   | x3   |
| 12 | DS Deep Space    | +2  | 17 | +2   | x5   |

## THE SENSOR TASK

|                |   |          |            |             |                         |
|----------------|---|----------|------------|-------------|-------------------------|
| nD             | < | TL       | Char       | Skill       | Mod                     |
| <b>nD</b>      |   | <b>T</b> | <b>+C</b>  | <b>+S</b>   | <b>+M</b>               |
| n =<br>Range   |   |          | Use: C4 C5 | Use: Sensor | Passive Benchmark Mount |
| Uncertain (1D) |   |          |            |             |                         |

## SENSOR MOUNTS

|                | Mount Type | Tons | Mod | Skill  | MCr  |
|----------------|------------|------|-----|--------|------|
| <b>T1</b>      | Turret     | 1    | 0   | Sensor | 0.2  |
| <b>B1</b>      | Barbette   | 3    | +1  | Sensor | 3.0  |
| <b>De</b>      | Deployable | +2   |     | Sensor | 3.0  |
| <b>Bay</b>     | Bay        | 50   | +5  | Sensor | 5.0  |
| <b>LBay</b>    | Large Bay  | 100  | +8  | Sensor | 10.0 |
| <b>M</b>       | Main       | 200  | +10 | Sensor | 20.0 |
| <b>Surf</b>    | Surface    | 0    | 0   | Sensor | 0.0  |
| <b>(blank)</b> | Surface    | 0    | 0   | Sensor | 0.0  |
| <b>Ant</b>     | Antenna    | 1    | +1  | Sensor | 0.5  |
| <b>Ext</b>     | Extendable | 2    | +3  | Sensor | 1.0  |

Sensors may be installed in weapon **Hardpoints** or in Sensor Mounts. Surface, Antenna, or Extendable.

**Deployable.** In addition to Turret or Barbette costs.

## STAGE EFFECTS

(applies to Sensor)

| Stage                   | TL  | QREBS   | Mod | Tons | Cost |
|-------------------------|-----|---------|-----|------|------|
| <b>Ex</b> Experimental* | - 3 | Full    | -4  | +3   | x10  |
| <b>Pr</b> Prototype**   | - 2 | 3 of 5  | -3  | +2   | x3   |
| <b>Er</b> Early         | - 1 | 1 of 5  |     |      | x2   |
| (Standard)              | +0  |         |     |      |      |
| <b>Im</b> Improved      | +1  | +1 of 5 |     |      | / 2  |
| <b>Ad</b> Advanced      | +2  | +3 of 5 | +1  |      | / 2  |

Tons in addition to 1-ton Bridge Console; may be anywhere.

## WORLD SENSOR RANGE EFFECTS (applies to Mount)

| R=          | Range             | TL  | R= | Tons | Cost |
|-------------|-------------------|-----|----|------|------|
| <b>5 L</b>  | Long 1000 m       | - 2 | B  |      | /2   |
| <b>6 D</b>  | Distant 5 km      | - 1 | 1  |      | /2   |
| <b>7 Vd</b> | Vdistant 50 km    | 0   | 2  |      |      |
| <b>8 Or</b> | Orbit 500 km      | +1  | 3  | +2   | x3   |
| <b>9 Fo</b> | Far Orbit 5000 km | +2  | 4  | +3   | x5   |
| <b>10 G</b> | Geo 50,000 km     | +3  | 5  | +4   | x8   |

Each Sensor requires a 1-ton Console on the Bridge (which also holds its Local Computer) which is not part of the Sensor tonnage. Stage and Range Effects do not apply to Mounts.

