

# Spacecraft Design Table

Version 1.25a

TL	Spacecraft	dST/dHP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	dDR	Range	Cost
9	Corvette	150	-2 / 5	13	1.01G / 360 mps	10,000	367.4 [1]	+10	24ASV [2]	60/30/30 [3]	1x	\$1.085 B

Length: 100 yd. (300 ft.) Crew Requirement: 23 [4] Power Points: +2 / -2 Air Performance: Speed: 300 mph / 1.01G / 360 mps Hnd/SR: -2 / 5

Space Performance: FTL-1

## Ship Systems

Front Hull Systems		Center Hull Systems		Rear Hull Systems	
[1-2]	<b>Armor - Advanced Metallic Laminate</b> 30 dDR each [3]	[1]	<b>Armor - Advanced Metallic Laminate</b> 30 dDR [3]	[1]	<b>Armor - Advanced Metallic Laminate</b> 30 dDR [3]
		[2]	<b>Fuel Tank - Hydrogen</b> 500 Tons of Hydrogen	[2-3]	<b>Fuel Tank - Hydrogen</b> 500 Tons of Hydrogen each
[3]	<b>Comm/Sensor Array - Tactical</b> Array Level: 10 [4]	[3!]	<b>Weapon Battery - Major</b> 1 Weapon Mount [4]		
[4]	<b>Weapon Battery - Major</b> 1 Weapon Mount [4]	[4]	<b>Weapon Battery - Major</b> 1 Weapon Mount [4]	[4-5]	<b>Reaction Engine - Nuclear Thermal Rocket</b> 0.5G each / 1.35 mps [4]
[5]	<b>Defensive ECM</b> -2 to Hit/Detect [4]	[5!]	<b>Power Plant - Fusion</b> 2 Power Points (50 yr Fuel) [4]		
[6]	<b>Hangar Bay</b> Launch: 100 Tons/min / SM+6 / Cap.: 300 Tons [4]	[6]	<b>Habitat</b> 60 Cabins [4]	[6]	<b>Reaction Engine - Antimatter Plasma Rocket</b> 0.01G / 360 mps [4] (TL10)
[Core]	<b>Control Room</b> Computer: C8 Comm/Sensor: 8 Stations: 10 [4]			[Core!]	<b>Stardrive - Jump</b> FTL-1 (TL^)

User Notes:

**Design Switches,** 6 Airlocks (Capacity: 6 people each), SHIP OPTIONS: Spin Gravity (Maximum 0.2G), NOTES: [1] Load Includes: 17.4 tons of Crew & Passengers, 50 tons of Steerage Cargo, 300 tons Hangar Bay Capacity, [2] **Features, & Notes:** Plus 150 in Hibernation Chambers, [3] All Armor is Hardened, [4] Crew Requirement: 10 Control Stations, 13 Workspaces (1 per system), FUEL USE: [5] Hydrogen

## Habitat Modules

Unused Cabins: 0.5 ( 0 / 0.5 / 0 )

Available Cabins: 60 ( 0 / 60 / 0 )

Qty	Location	Type	Notes	Qty	Location	Type	Notes	Qty	Location	Type	Notes
150	C	Hibernation Chamber	150 chambers								
12	C	Cabin	24 person								
10	C	Steerage Cargo	50 tons								

## Weapon Systems

Available Mounts: Major: 3 ( 1 / 2 / 0 )

Turn Length: 20-sec

Range Scale: Basic Combat Ranges

Qty	Mount	Weapon	Options	Size	Damage	sAcc	Rcl	RoF	Shots	MPS	Range
1	Front - Major - Fixed	Missile Launcher		48 cm	6dx12 cr (2)	+4 [1]	1	1	50	20	5G X
1	Center - Major - Turret	Laser		3 GJ	3dx10 burn (2)	+0	1	1			L
1	Center - Major - Turret	Conventional Gun	Very Rapid Fire	6 cm	9d cr (2)	-10	3	200 [2]	10,000	1	C

[1] Includes +2 for Fixed Mount, [2] Includes x2 for Improved