Generating / Pricing a ship

Step 1: Choose a general size of the vessel. The *Ship Size* chart will give you information about the average ship weight, its class (Starfighter or Capital), its size category (from 1 to 9), its base Hull value (this is the absolute minimum hull that a ship of this size would have - more hull dice can be added later), the base number for the crew (which can modified depending on installed systems and automation) and the basis number of Construction Points (CPs) required for a ship of this length.

For each system installed on the ship, keep track of the crew required and the CP cost. The crew value may be either a percent of the base crew (round down after adding all percentages) or a flat number. **First** tally the base totals, and **then** apply percentage modifiers. Do not follow the order of operations your math teacher taught you. For example: If a ship has a base crew of 5, and additional systems require a flat 5 crew members, and +20% and +25% percentage increases, final crew is: (5 + 5)+45=14.

Keep a running tally of the CPs for the type of ship.

Keep a running total of the required crew for the ship.

Step 2: Decide whether the ship is to be capable of faster-than-light travel. If so, choose a hyperdrive. Consider whether your ship will be equipped with a backup hyperdrive in case of emergency.

Add the CPs and crew for hyperdrives (if any) to your running totals.

Step 3: Nearly every ship has some sort of storage aboard it. Some ships also have hangar space. At this time, you need to determine if your ship will have storage, hangars, or both.

If the ship has *Storage*, choose the amount of cargo that your ship can carry (limited by its size). Cargo space requires no additional crew.

If you want your ship to be able to carry smaller vessels, choose a *Hangar size*, as well as the number of vessels it can carry. See the notes under the hangar section for information about the quality of hangars. Add the final CPs and crew required for the hangars and cargo bays to your running totals.

Step 4: Now choose the general staying power of your vessel from the *Consumables* table. Consumables are the amount of food, air, water, and whatever else is used and needs to be replenished periodically. It is assumed that the amount of consumables will cover the needs of all the crew and passengers aboard your ship. Note that small ships have restrictions on the amount of consumables they can carry.

Add the CPs and crew (if any) required for the consumables to your running totals

Step 5: After that, look at the *Life Support* table. The cost of life support for gunners and crew are factored into the cost of those systems. Choose a number of passengers that the ship can support, if any. Note that the size of life support systems is restricted by the size of the ship, so make sure that the life support requirements for your ship fall within the restrictions.

Add the CPs and crew (if any) required for the life support to your running totals.

Step 6: Determine the maximum sublight speed your want your vessel to travel and refer to the *Sublight Engines* chart. Bear in mind that maneuverability is limited by maximum sublight speeds. If you want a highly agile craft, take a peek at the *Maneuverability* chart to verify that your chosen sublight drive will be powerful enough to drive your vessel through violent maneuvers.

Add the CPs and crew (if any) required for your sublight drive to your running totals.

Step 7: Your ships ability to maneuver is based on its maximum sublight speed. Typically, the faster the ship goes, the more powerful the engines, and the more maneuverable it can be. Depending on the speed of your ship, you can choose any *Maneuverability* up to the amount defined by your speed.

Add the CPs and crew required for the maneuvering systems to your running totals.

Step 8: Ships normally have some sort of *Sensors* on them. You must purchase both aspects of a sensor suite for each sensor mode. Construct a sensor suite for your vessel by choosing ranges and powers for the passive, scan, search, and focus modes.

After you have chosen both the range and the power, add the numbers of increments and pips and multiply the total by 100 (by 1000 for Capital ships). This is the cost of the mode. Add together the cost of all four modes to find the total cost of your sensor suite. This value (in credits) will be added to the final price of the ship.

Step 9: Now you must determine the structure of your ship. This will give you a final Hull Dice number for your ship. Go to the *Structure* chart and choose how many hull dice you want your ship to have, in addition to the "base hull" value representing the ship's size. Add the "base hull" to the amount of hull dice that you choose from the structure chart. The ship's hull is inert and requires no extra crew to operate.

Add the CPs for the structure to your running total.

Add the chosen structure and the base hull together to get your final Hull Dice for the vessel.

Step 10: Next decide whether your ship is equipped with shields. If so, use the *Shielding* chart to determine their power.

Add the CPs and crew for the shielding to your running totals.

Step 11: In order to determine the number and power of weapon emplacements that a ship is capable of mounting, you must now go to the *Weapons Suite* chart. The number of "emplacement points" will show a rough estimate of how many weapons the ship can have. Obviously, the larger the weapon, the more space and energy it will take up. Once the number of emplacements has been determined, following the restrictions of the size of your ship (you can mount more weapons on a ship on Size smaller than the restriction, but at double CP cost) you can purchase weapons.

Note that Starfighter scale weapons mounted on Capital ships count a fifth of their number of emplacements. Capital scale weapons mounted on Starfighter scale ships count five times their number of emplacements.

The crew required for the weapon systems includes the gunners.

Add the CPs and crew required for the weapon mounts to your running total.

Add the cost of the weapons to the final price of the ship.

Step 12: Now, you must compute how many crew your ship would require if there wasn't any automation. Add up whole number crew requirements, and add the percentage increases together. Then add the total percentage increase to the whole number crew total to find your overall crew requirement. Then go to the *Automation* table and choose a multiplier to apply to your overall crew requirements, to determine your final crew total (how many people it actually takes to operate the ship). This isn't the total number of people that can be aboard, just the number of people that it takes to run the ship. CP cost can vary depending on the amount of automation.

Add the CPs for the automation to your running total, and note the final crew total of your ship

Step 13: The total CPs you now have is the final amount. Compare the total with the *Pricing* chart to see the cost for producing your ship. Find the number that is closest to your CP total without going over. So if you have 37 CPs for your ship, look at the 30's to determine part of the amount. That would equal 55,000. There are still 7 CPs to go, however, so for each one, look at the +1 following the 30s. Each CP is worth 1500. Therefore, 7 CPs would equal 10,500. Add that to the 55,000. The total of the ship, without counting the cost of the weapons and sensors, is 65,500 credits.

Now add the cost of the weapons or any other purchased systems to determine the final cost of your ship. So if you spent 14,000 on weapons, 4,500 on sensors and another 6,000 on special modifications (hidden cargo holds, long range communicator, etc.), that would add 20,000 to the 65,500 resulting in a grand total of 90,000 in order to produce the ship.

Step 14: Name the ship and fill in the "chrome" for it, including whatever you feel is important; where it was made, who flies it, where it's been, or any other relevant information.

Your ship is now complete!

- The complete Starship Construction System by Fallon Kell 2011, based off of Star Wars Starship Pricing by Krapou 2011, in turn based on original Starship Generation created by Grimace 2002, weapon construction module adapted from original system by atgxtg 2011. Starship systems are based loosely on the format originally listed in *WOTC's Starships of the Galaxy. Weapons systems based loosely on WEG's Galaxy Guide 6: Tramp Freighters* -

Size:

Class	Length	Base Hull	Size	CPs	Crew
	<5	1pip	1	1	1
	5-10		2	1	1
Starfighter	11-20	2 pips	3	2	2
	21-30	1D	4	3	3
	31-50			4	5
	51-100	1pip	5	10-20	10
	101-150			20-30	15
	151-250	2 pips	6	30-40	40
	251-350			40-50	75
Capital	351-500	1D	7	50-60	175
	501-750			60-75	350
	751-1000	1D+1	8	75-90	750
	1001-1500			90-110	1250
	1501-2500	1D+2	9	110-150	2000
	>2500	2D	10	150-175	2500

Hyperdrive:

Cost ÷2 for Starfighter scale

Hyperdrive Class	Construction Points	Crew
x15	2	-
x10	4	-
x6	6	-
x4	8	-
x3	10	+10%
x2	15	+25%
x1	25	+50%
x0.5	50	+100%

Storage/Hangar:

Cargo Capacity	Hangar Size	Fighter Bay Crew	Size Restrictions	Construction Points
100kg	-	-	-	1
500kg	-	-	-	2
1 ton	-	-	2+	3
5 tons	-	-	2+	4
10 tons	-	-	2+	5
25 tons	Tiny 1	3	3+	6
50 tons	Tiny 2	5	3+	7
100 tons	Tiny 3 Small 1	7	4+	8
150 tons	Tiny 4 Small 2	10	4+	9
200 tons	Small 4	15	4+	10
500 tons	Small 6	20	4+	12
1000 tons	Small 8 Med 4	25	5+	14
2500 tons	Small 12 Med 8	30	5+	16
5000 tons	Med 12	35	5+	18
10 kilotons	Med 18 Large 12	40	5+	20
15 kilotons	Med 24 Large 18	55	5+	25
25 kilotons	Large 36	85	5+	30
40 kilotons	Large 48	110	6+	35
55 kilotons	Large 72 Huge 60	165	6+	40
75 kilotons	Huge 90	225	6+	45
100 kilotons	Huge 120	285	6+	50

Consumables:

Duration	Size Restrictions	Construction Points	Crew
1 day	-	-	-
3 days	-	1	-
1 week	2+	2	-
2 weeks	2+	3	-
3 weeks	3+	4	-
1 month	3+	5	-
2 months	4+	6	-
3 months	4+	8	+5%
6 months	4+	10	+10%
9 months	5+	12	+15%
1 year	5+	14	+20%
2 years	5+	16	+30%
4 years	6+	18	+40%
6 years	6+	20	+50%

Life Support:

Passengers	Size Restrictions	Construction Points	Crew
2	-	1	-
5	2+	2	-
10	2+	3	-
25	3+	4	-
50	3+	6	-
100	4+	8	1
250	4+	10	2
500	5+	12	3
1,000	5+	14	5
2,500	6+	16	10
5,000	6+	18	15
10,000	7+	20	25
25,000	7+	25	50
50,000	8+	30	75

Sublight Drive:

Cost x2 for capital ships

Speed	Size Restrictions	Construction Points	Crew	
			SF	Capital
3	-	2	-	-
4	-	3	-	+5%
5	-	4	-	+10%
6	-	6	-	+20%
7	-	8	-	+25%
8	-	10	+5%	+30%
9	4-	12	+10%	-
10	4-	15	+15%	-
15	3-	30	+25%	-
20	2-	50	+50%	-

Maneuverability:

Cost x2 for capital ships

Maneuverability	Speed Required	CPs	Crew
1D	-	3	+5%
1D+1	-	4	+10%
1D+2	-	5	+15%
2D	-	6	+20%
2D+1	5+	8	+25%
2D+2	6+	10	+30%
3D	7+	12	+35%
3D+1	8+	15	+35%
3D+2	9+	18	+35%
4D	10+	20	+40%
5D	12+	30	+45%
6D	15+	50	+50%

Sensors

Increments:	**Max Increments: 10**
Passive: 5	**Cost per increment: 100 credits**
Scan: 10	
Search: 20	**Max Sensor Power: 6D**
Focus: 1	**Cost per pip: 100 credits**

Hull:

+Hull	Starfighter Size Restrict.	Starfighter CPs	Capital Size Restrict.	Capital CPs
+1D	1+	1	5+	2
+1D+1	1+	2	5+	4
+1D+2	1+	3	5+	6
+2D	1+	4	5+	8
+2D+1	1+	5	5+	10
+2D+2	1+	6	5+	12
+3D	2+	7	5+	14
+3D+1	2+	8	5+	16
+3D+2	2+	10	5+	18
+4D	2+	12	5+	20
+4D+1	3+	14	5+	22
+4D+2	3+	16	5+	24
+5D	3+	18	6+	26
+5D+1	3+	20	6+	28
+5D+2	3+	25	6+	30
+6D	4+	30	7+	35
+6D+1	-	-	7+	40
+6D+2	-	-	7+	45
+7D	-	-	8+	50
+7D+1	-	-	8+	55
+7D+2	-	-	8+	60
+8D	-	-	9+	65

Shields:

Strength	Size Restrict.	Starfighter C Points	Starfighter Crew	Capital C Points	Capital Crew
1D	-	1	-	4	+15%
1D+1	-	2	-	6	+20%
1D+2	-	3	-	8	+25%
2D	-	4	-	10	+35%
2D+1	2+	6	-	12	+40%
2D+2	2+	8	-	14	+45%
3D	2+	10	1	16	+50%
3D+1	3+	15	1	18	+65%
3D+2	3+	20	1	20	+70%
4D	3+	25	2	22	+75%
4D+1	4+	30	3	24	+80%
4D+2	4+	35	4	26	+85%
5D	4+	40	5	28	+90%
5D+1	5+	-	-	30	+95%
5D+2	5+	-	-	32	+100%
6D	6+	-	-	34	+105%
6D+1	6+	-	-	36	+110%
6D+2	7+	-	-	40	+115%
7D	7+	-	-	45	+125%
7D+1	8+	-	-	50	+150%
7D+2	8+	-	-	55	+175%
8D	9+	-	-	60	+200%
8D+1	9+	-	-	65	+225%

Weapons Suite:

Emplacements	Size Restrictions		CPs	Crew
	Normal	Double Points		
4	-	-	1	-
8	-	-	2	-
12	2+	1	4	-
16	2+	1	7	-
25	3+	2	10	1
35	3+	2	13	2
50	3+	2	18	5
75	4+	3	24	10
100	4+	3	30	25
150	5+	4	35	50
250	5+	4	40	100
500	6+	5	50	300
750	6+	5	60	450
1000	7+	6	70	600
1250	7+	6	80	750
1500	8+	7	90	900
1750	8+	7	100	1050
2000	9+	8	110	1200
2250	9+	8	120	1350
2500	9+	8	135	1500

Automation:

Crew Multiplier	CPs	
	Capital	SF
1000%	-15	-5
500%	-10	-2
250%	-5	-1
100%	-	-
90%	1	1
75%	5	2
65%	10	3
55%	15	4
45%	20	5
35%	30	7
25%	40	9
20%	50	10
15%	60	15
10%	75	25

Pricing

10	*+1*	**20**	*+1*	**30**	*+1*	**40**	*+1*	**50**	*+1*	**60**	*+1*	**70**	*+1*	**80**	*+1*
40k	*0.9k*	**49k**	*1k*	**59k**	*1.6k*	**75k**	*2.5k*	**100k**	*3k*	**130k**	*4.5k*	**175k**	*6.5k*	**240k**	*9k*
90	*+1*	**100**	*+1*	**110**	*+1*	**120**	*+1*	**130**	*+1*	**140**	*+1*	**150**	*+1*	**160**	*+1*
330k	*11k*	**440k**	*16.5k*	**605k**	*22k*	**825k**	*27.5k*	**1.1m**	*33k*	**1.43m**	*38.5k*	**1.815**	*44k*	**2.25m**	*50k*
170	*+1*	**180**	*+1*	**190**	*+1*	**200**	*+1*	**210**	*+1*	**220**	*+1*	**230**	*+1*	**240**	*+1*
2.75m	*55k*	**3.3m**	*65k*	**3.95m**	*75k*	**4.7m**	*88k*	**5.6m**	*100k*	**6.6m**	*110k*	**7.7m**	*120k*	**8.9m**	*140k*
250	*+1*	**260**	*+1*	**270**	*+1*	**280**	*+1*	**290**	*+1*	**300**	*+1*	**310**	*+1*	**320**	*+1*
9.3m	*150k*	**10.8m**	*175k*	**12.55**	*200k*	**14.55**	*220k*	**16.75**	*245k*	**19.2m**	*265k*	**21.85**	*285k*	**24.7m**	*330k*
330	*+1*	**340**	*+1*	**350**	*+1*	**360**	*+1*	**370**	*+1*	**380**	*+1*	**390**	*+1*	**400**	*+1*
28m	*385k*	**31.85**	*440k*	**35.25**	*500k*	**40.25**	*550k*	**45.75**	*600k*	**54.5m**	*650k*	**61m**	*700k*	**68m**	*750k*
410	*+1*	**420**	*+1*	**430**	*+1*	**440**	*+1*	**450**	*+1*	**460**	*+1*	**470**	*+1*	**480**	*+1*
75.5 m	*825k*	**83.75**	*875k*	**92.5**	*925k*	**102m**	*1m*	**112m**	*1.1m*	**123m**	*1.2m*	**135m**	*1.3m*	**148m**	*1.45m*
490	*+1*	**500**	*+1*	**510**	*+1*	**520**	*+1*	**530**	*+1*	**540**	*+1*	**550**	*+1*	**560**	*+1*
152m	*1.5m*	**167m**	*1.6m*	**183m**	*1.75m*	**201m**	*1.9m*	**220m**	*2m*	**240m**	*2.2m*	**262m**	*2.5m*	**287m**	*2.75m*
570	*+1*	**580**	*+1*	**590**	*+1*	**600**	*+1*	**610**	*+1*	**620**	*+1*	**630**	*+1*	**640**	*+1*
315m	*2.8m*	**343m**	*2.9m*	**372m**	*3m*	**402m**	*3.2 m*	**434m**	*3.4m*	**468m**	*3.6m*	**504m**	*3.8m*	**542m**	*4m*
650	*+1*	**660**	*+1*	**670**	*+1*	**680**	*+1*	**690**	*+1*	**700**	*+1*	**800**	*+1*	**1000**	*+1*
582m	*4.2m*	**624m**	*4.4m*	**668m**	*4m*	**708m**	*4.2m*	**750m**	*4.5m*	**795m**	*5m*	**1295m**	*5.5m*	**2395m**	*10m*

Generating / Pricing a starship weapon system

Step 1: Choose the scale of your weapon system (Capital or Starfighter) and view the appropriate set of tables.

Step 2: Select a basic type of weapon system. Weapons have two basic attributes, range and damage dealt. Various types of systems offer different blends of these attributes for differing financial, energy, and mass costs. Blasters are generally short-ranged and draw little power. Lasers offer more range and lighter mounts, but at a higher power cost. Turbolasers are powerful, long-ranged, and costly in terms of both power and finances. Ion cannons are light, inexpensive, and power-efficient, but non-lethal, though in some applications, this is an advantage.

Also available are warhead launchers for weapons such as concussion missiles and proton torpedoes. Warhead launchers have limited ammo capacity, but draw little power and weigh less for the damage they can deal. Warheads can be configured differently for different applications. More powerful warheads are available at premium prices on disreputable worlds, while missiles of greater range can be had at the cost of explosive power.

All weapons have theoretical "Range Number" or RN values which players or GMs can tinker with to create customized engagement envelopes. They are derived from the addition of all values of point blank, short, medium and long-range brackets. For example, a standard laser cannon has a range rating of 1-3/12/25. 1+3+12+25=41, giving a laser cannon an RN of 41. If a player wishes to buy custom laser cannons wit an extended medium range bracket, he may opt for something along the lines of a 1-2/18/20 range system, sacrificing close and long range values, for his extended medium range. Alternately, a GM may wish to field a bounty hunter with special long-range laser cannons, with a value of 1-2/3/35. Any range values that all add up to the correct RN are acceptable.

Write down the stats of your weapon, including cost and point value. Record the weight of the system too, if you wish to require cargo space be sacrificed to mount the weapon. Keep running tallies.

Step 3: You can now increase the RN value of your chosen directed energy weapon, if you wish. Doing so will increase the cost in terms of credits, weight, and emplacement points. Refer to the *Range* table to determine the cost of the appropriate RN value.

Record the additional costs (if any) of your range-boost to your running tallies.

Step 4: Now consider whether this will be a lone weapon, or a multi-weapon system. Multi-barreled weapons offer increases in hitting power and fire control, at increased weight, emplacement point, and financial cost. Use the *Multi-Barreled Weapons* table to determine whether your weapons will be double, triple, or quad-mounted.

Record any additional weight, credit, and point costs for multiple barreled weapons to the running tallies.

Step 5: Calculate the current cost in credits of the weapon system. Do the same with the emplacement point cost.

Step 6: If you wish, weapons can be fire-linked to one another, for bonuses in damage and fire control, at the additional cost of 100 credits per weapon. Multi-barreled weapons can still be fire-linked. For example, the Z-95 headhunter uses two fire-linked triple blasters.

Add the financial costs of fire-linking together with the cost of the multiple weapons. Next, add together the point cost of all the fire-linked weapons. This is the total cost in emplacement points your weapon system will draw against your ship's weapons suite. Tally up the total weight of all your fire-linked weapons.

Step 7: Most starship weapons have the benefit of advanced targeting systems and/or swivel mounts to aid in hitting enemy craft. Refer to the *Fire Control* table to determine the cost of the desired fire control systems. Add this to any bonuses from rapid fire, multiple barrels, or fire-linking.

Add the cost in credits to the running tally for your weapon system.

Step 8: Many starships, especially the larger ones, mount their weapons on turrets to allow them to engage targets in multiple fire arcs. Choose the appropriate fixed or mobile mount for your weapons, and tally the credit and weight costs. This is the final cost and weight of your weapon system.

Starfighter Scale:

BLASTERS

Base Range* 1-5/10/17 (RN 33, with RN being the max number of each range band PB+CL+MD+LN)

Damage	Cost	Weight	Points
1D	250	1	1
1D+1	350	1.25	1
1D+2	400	1.75	2
2D	500	2	2
2D+1	650	2.25	2
2D+2	850	2.75	3
3D	1000	3	3
3D+1	1150	3.25	3
3D+2	1350	3.75	4
4D	1500	4	4
4D+1	1850	4.25	4
4D+2	2200	4.75	5
5D	2500	5	5

AUTOBLASTERS

Base Range: 1-3/10/20 (RN 33)

Damage and Cost: Blaster + 750 credits (+1D Fire Control for fire rate)

LASERS

Base Range: 1-3/12/25 (RN 41)

Damage	Cost	Weight	Points
1D	250	1	2
1D+1	350	1.25	2
1D+2	400	1.25	2
2D	500	1.5	2
2D+1	650	1.5	3
2D+2	850	1.75	3
3D	1000	2	3
3D+1	1150	2.5	4
3D+2	1350	2.75	4
4D	1500	3	4
4D+1	1850	3.5	5
4D+2	2200	3.75	6
5D	2500	4	7

ION GUNS

Base Range: 1-3/7/36 (RN 47)

Damage	Cost	Weight	Points
1D	500	0.25	1
1D+1	600	0.5	1
1D+2	650	0.5	1
2D	750	0.5	2
2D+1	850	0.75	2
2D+2	950	1	2
3D	1000	1	3
3D+1	1100	1.5	3
3D+2	1150	1.75	3
4D	1250	2	4

TURBOLASERS

Base Range: 1-10/25/50 (RN 86)

Damage	Cost	Weight	Points
4D	3500	3	7
4D+1	4000	3.25	8
4D+2	4500	3.75	9
5D	5000	4	10
5D+1	5500	4.25	11
5D+2	6000	4.5	13
6D	6500	4.5	15
6D+1	7000	4.75	18
6D+2	7500	4.75	21
7D	8000	5	25
7D+1	8500	5.25	30
7D+2	9000	5.5	40
8D	9500	6	50

RANGE

Can be altered from the base range. Doing so adjust the cost and weight of the weapon.

Range	Cost	Weight	Points
+10%	+5%	0.25	1
+20%	+10%	0.5	1
+30%	+15%	0.75	1
+40%	+20%	1	2
+50%	+25%	1.25	2
+60%	+30%	1.5	2
+70%	+35%	1.75	3
+80%	+40%	2	3
+90%	+45%	2.25	3
+100%	+50%	2.5	4
+110%	+55%	2.75	4
+120%	+60%	3	5
+130%	+65%	3.25	5
+140%	+70%	3.5	6
+150%	+75%	3.75	6
+160%	+80%	4	7
+170%	+85%	4.25	7
+180%	+90%	4.5	8
+190%	+95%	4.75	9
+200%	+100%	5	10
+210%	+105%	5.25	11

CONCUSSION MISSILES
Light Concussion Missile Launcher (8 missiles, max, 1500 Credits, 1 ton)
-Light Concussion Missiles (5D damage, 250 credits each)

Small Concussion Missile Launcher (8 missiles max, 2000 credits, 1.5 tons)
Concussion Missile Launcher (16 missiles max, 3000 credits, 3 tons)
Custom Capacity Launchers

Magazine	Cost	Weight	Points
1	250	0.25	1
2	500	0.5	1
3	750	0.5	1
4	1000	0.75	2
5	1250	1	2
6	1500	1.25	2
7	1750	1.5	3
8	2000	1.5	3
9	2150	1.75	3
10	2250	2	4
11	2400	2	4
12	2500	2.25	4
13	2650	2.5	5
14	2750	2.75	5
15	2900	3	5
16	3000	3	6

-Concussion Missile (8D damage, 500 credits each)
-Heavy Concussion Missile (9D damage, 750 credits each)

RANGE

All missile weapons (except smart/savant missiles) have a base range of 1/3/7 (RN11). Range for missile weapons can be increased

The range of missiles can be increased by adding additional fuel to the torpedo. Unfortunately this requires the use of a smaller (and less powerful) warhead.

Currently, it looks like about +40% range per Damage Die sacrificed, based on the stats given for ships with long range missiles.

ENERGY TORPEDOES (from D0)
Energy Torpedo Launcher (6 torpedoes max, 3500 credits, 1.5t)
Custom

Magazine	Cost	Weight	Points
1	2000	1	1
2	2500	1.25	1
3	2750	1.5	1
4	3000	1.5	2
5	3250	1.5	2
6	3500	1.5	2
7	3550	1.75	3
8	3600	1.75	3
9	3650	1.75	3
10	3700	1.75	4
11	3750	2	4
12	3800	2	4
13	3850	2	5
14	3900	2	5
15	3950	2	5
16	4000	2	6

-Energy Torpedo (9D Damage, 600

PROTON TORPEDOES
Small Proton Torpedo Launcher (4 torpedoes, 1500 credits, 1.5 tons)
Proton Torpedo Launcher (16 torpedoes, 2000 credits, 2 tons)
Custom

Magazine	Cost	Weight	Points
1	1000	1	1
2	1250	1.25	1
3	1375	1.5	1
4	1500	1.5	2
5	1625	1.5	2
6	1750	1.5	2
7	1775	1.75	3
8	1800	1.75	3
9	1825	1.75	3
10	1850	1.75	4
11	1875	2	4
12	1900	2	5
13	1925	2	5
14	1950	2	6
15	1975	2	6
16	2000	2	7

-Proton Torpedo (9D Damage, 800 credits each)
-Heavy Proton Torpedo (10D damage, 2000 credits each)

MULTI BARRELED WEAPONS

Multiple barrels that share several components, including the fire control computer. This is similar to linking weapons, but cheaper due to use of some common components for all the weapons. The final weapon is considered a single weapon, and the entire weapon can be disabled as one hit.

Mounting:	Damage Bonus	Fire Control Bonus	Cost	Weight	Point Cost
Double	1D	-	150%	+0.5 ton	+75%
Triple	1D	1D	200%	+0.75 ton	+150%
Quad	2D	1D	250%	+1 ton	+250%

Capital Scale:

LASERS

Base Range: 1-3/12/25 (RN 41)

Damage	Cost	Weight	Points
1D	1500	2	1
1D+1	1750	2.25	1
1D+2	2000	2.5	1
2D	2500	2.75	1
2D+1	3000	3	2
2D+2	4000	3.25	2
3D	5000	3.5	2
3D+1	6500	2.5	3
3D+2	8000	2.75	3
4D	10,000	3	3
4D+1	12,000	3.5	4
4D+2	15,000	3.75	5
5D	18,000	4	6

ION GUNS

Base Range: 1-10/25/50 (RN 86)

Damage	Cost	Weight	Points
1D	2500	2	1
1D+1	3000	2	1
1D+2	3250	2.25	1
2D	3750	2.5	2
2D+1	4250	2.75	2
2D+2	4750	3	2
3D	5000	3.25	3
3D+1	5500	3.5	3
3D+2	5750	3.75	3
4D	6250	4	4

ASSAULT CONCUSSION MISSILES

Magazine	Cost	Weight	Points
5	2500	7	5
10	2750	13	6
15	3000	19	7
20	3500	25	8
25	4000	30	10
30	4500	35	12
35	5000	40	15

-Concussion Missile (8D damage, 1750 credits each)
-Heavy Concussion Missile (9D damage, 2500 credits each)

TURBOLASERS

Base Range: 3-15/35/75 (RN 128)

Damage	Cost	Weight	Points
1D	6,750	3	1
1D+1	7,100	3.25	1
1D+2	7,500	3.5	1
2D	7,750	4	2
2D+1	8,400	4.25	3
2D+2	9,000	4.5	3
3D	9,750	5	4
3D+1	10,400	5.25	5
3D+2	11,000	5.5	5
4D	11,750	6	6
4D+1	13,750	6.5	7
4D+2	15,750	7	8
5D	17,750	8	10
5D+1	20,000	8.5	11
5D+2	22,500	9	13
6D	24,750	10	15
6D+1	30,000	11	16
6D+2	35,500	12	18
7D	39,750	13	20

ASSAULT PROTON TORPEDOS

Magazine	Cost	Weight	Points
5	3000	10	7
10	3500	15	8
15	4000	25	9
20	4500	30	10
25	5000	35	12
30	5500	40	15
35	6000	50	18

-Light Proton Torpedo (9D damage, 3000 credits each)
-Proton Torpedo (10D damage, 5000 credits each)

RANGE
Can be altered from the base range. Doing so adjust the cost and weight of the weapon.

Range	Cost	Weight	Points
+10%	+5%	.5	1
+20%	+10%	1	1
+30%	+15%	1.5	1
+40%	+20%	2	2
+50%	+25%	2.5	2
+60%	+30%	3	2
+70%	+35%	3.5	3
+80%	+40%	4	3
+90%	+45%	4.5	3
+100%	+50%	5	4
+110%	+55%	5.5	4
+120%	+60%	6	5
+130%	+65%	6.5	5
+140%	+70%	7	6
+150%	+75%	7.5	6
+160%	+80%	8	7
+170%	+85%	8.5	7
+180%	+90%	9	8
+190%	+95%	9.5	9
+200%	+100%	10	10
+210%	+105%	10.5	11

LINKED WEAPONS (100 credits per weapon)
2 weapons: +1D Damage
3 weapons: +1D Damage, +1D Fire Control
4 weapons: +2D Damage, +1D Fire Control

[Optional]: Linking weapons with different Fire Control or damage stats: Average the values for all the weapons linked and then apply the link bonus to the average.

MULTI BARRELED WEAPONS
Multiple barrels that share several components, including the fire control computer. This is similar to linking weapons, but cheaper due to use of some common components for all the weapons. The final weapon is considered a single weapon, and the entire weapon can be disabled in one hit.

Mounting:	Damage Bonus	Fire Control Bonus	Cost	Weight	Point Cost
Double	1D	-	150%	+1.5 ton	+75%
Triple	1D	1D	200%	+2.5 ton	+150%
Quad	2D	1D	250%	+5 ton	+250%

[Optional]: The firing cycle for linked and multi-barreled weapons can be adjusted so that weapons cycle individually, in pairs, treys, all fours, or even in a staggered rate. This allows the gunner to shift some or all of the extra damage dice over to fire control. For example, setting an X-Wing to fire it's laser cannons individually, will raise the Fire Control to 5D, but reduce damage down to 4D.

ALL WEAPONS

GUN MOUNTINGS AND TURRETS [Optional]
This keeps everyone from always using 360 degree turrets.

Fixed Mount: Can fire in one arc. Cost: x1, Weight: x1. Fire Control: 0D

Swivel Mount: Guns have a limited traverse, making it easy to acquire and keep a target. Cost: +250, Weight: x1.5

180 Degree Turret: Can fire in two adjacent fire arcs. Cost: +1000 credits, Weight: x2

270 Degree Turret: Can Fire in three adjacent fire arcs. Cost +1250 credits, Weight x3.

360 Degree Turret: Can fire in all four fire arcs. Cost: +1500 credits, Weight: x4

FIRE CONTROL

Fire Control	Cost
+1	75
+2	150
1D	250
1D+1	325
1D+2	425
2D	500
2D+1	675
2D+2	850
3D	1000
3D+1	1250
3D+2	1500
4D	1750