

SHIP ENERGY SYSTEM

<u>Ship Type</u>	<u>Power Pile Base</u>
Scout	50
Destroyer	100
Heavy Cruiser	200

The heart of a ship's operation is its Power Pile Base (or PPB). The PPB has a capacity for energy production per day, expressed in Energy Units (or EUs). The PPB is, simply stated, the number of EUs which can be regenerated in one day without any permanent deduction from a ship's power plant.

EUs must be expended for almost any ship action: movement, life support, teleportation, and combat. In addition, any damage a ship receives is expressed in terms of EUs. Players must keep track of how many EUs a ship expends in one game-day. If this total is less than or equal to the ship's PPB, the ship can totally regenerate its power for the next day, and does not suffer any loss. If the total is greater than the PPB, the difference between the amount spent and the PPB is permanently subtracted from the ship's PPB.

For example, a destroyer has a PPB of 100 EUs. If the ship spends, say, 90 EUs, it is under its PPB limit, and it still has the same 100 capacity for the next day. If the ship instead overspends, say 120 EUs, 20 EUs (the difference between the total spent and the PPB) are subtracted from the PPB permanently, the next day, and from then on, that ship has a PPB of only 80.

As a result of this, a ship which spends double its PPB (or suffers such a loss in combat) is considered destroyed. This is because the entire PPB is lost, and the ship does not even have enough power left the next day to maintain life support systems. In the above example, if the cruiser spent 200 EUs, it would have a PPB of 0, and would be considered destroyed. When a ship is lost, all members of the crew are considered dead (unless they managed to get off the ship via teleporter or shuttle ship before the ship incurred the final EU loss).

It should be obvious from the above that ships must be very careful in their energy expenditure, especially if space combat is a possibility. PPB may be restored to full capacity only by docking for repairs at a starbase.

ENERGY COST TABLE

1. Galactic travel - 5 EUs per warp factor on warp drive
2. Intrasystem travel - 5 EUs for any travel at impulse drive (per day)
3. Galactic travel - 5 EUs per hex side turned (no cost at impulse drive)
4. Entering a planet's orbit - 5 EUs
5. Leaving a planet's orbit - 5 EUs
6. Life support systems - 5 EUs per day (mandatory)

- 7. Teleportation - 10 EUs per energize each way
- 8. Phaser Fire - 5 EUs per phaser bank (each bank consists of 2 phasers)
- 9. Photon Torpedoes - free
- 10. Tractor or Pressor Beam - depends on distance - 1 EU/20,000 km
- 11. Deflector Shields:

	<u>Half Shields</u>	<u>Full Shields</u>
Scout	15	30
Destroyer	30	60
Heavy Cruiser	60	120

Shields used for any part of a day incur the total cost for the day.

- 12. "Priming" Shuttlecraft - 5 EUs (if instantaneous; 1 hour delay, free)

WARP SPEEDS

Interstellar travel is expressed in terms of warp factors, which yield speeds most practically expressed in terms of light years travelled per day. A ship travelling from Earth to Alpha Centauri at Warp Factor 1 would arrive in 5 days. A ship travelling from Earth to Rigel at Warp Factor 6 would require a journey of more than two months. *Hermes*-class Scout vessels receive a speed boost (at the cost of a very low overall PPB and few armaments).

EU expenditure	WF	LY/day	SC WF	SC LY/day
5	1	1	1	1
10	2	2	2	2
15	3	3	3.5	4
20	4	5	4.5	6
25	5	8	5.5	10
30	6	13	6.5	17
35	7	21	7.5	28
40	8	36	9	60
45	9	60	10	100
50	10	100	11	166

Max. Safe Cruising Speed

Emergency Speed