

Starship accessories

	Nominal cost	Power drain	Damage rating
*Weapons			
-Laser	1000Cr	4	18
-Mass Driver	1500Cr	6	26
-Meson Blaster	2500Cr	8	32
-Neutron Gun	5000Cr	18	62
-Particle Cannon	10000Cr	11	43
-Tachyon Cannon	20000Cr	8	50
-Ionic Pulse Cannon	40000Cr	15	54
-Plasma Gun	80000Cr	22	72
-Fusion Cannon	100000Cr	20	80
-Missile Launcher	10000Cr	-	-
-DF (Dumb Fire) Missile	200Cr	-	100
-HS (Heat Seeking) Missile	350Cr	-	100
-IR (Image Rec) Missile	750Cr	-	200
-FF (Friend or Foe) Missile	1000Cr	-	300
-Torpedo Launcher	2000Cr	-	-
-Proton Torpedo	150Cr	-	200/50
*Sensors/Targeting		<i>Sensors rating</i>	Functions
-B.S.			Fully Colour Coded
-Tripwire	40000Cr	7+	
-E.Y.E	70000Cr	6+	Target Lock
-Omniscience	100000Cr	4+	Target Lock. ITTS
-Hunter			F/F colour coded
-AW 6	30000Cr	8+	
-AW 6i	50000Cr	7+	Target lock
-Aw Infinity	80000Cr	6+	Target lock. ITTS
-Iris			
-Mk I	10000Cr	9+	
-Mk II	30000Cr	8+	Target lock
-Mk III	60000Cr	6+	Target lock. ITTS
*Defense			
-Shield Generators		<i>Energy Drain</i>	
-Level 1	10000Cr	10	
-Level 2	30000Cr	20	
-Level 3	50000Cr	30	
-Level 4	100000Cr	40	
-Level 5	150000Cr	50	
-Level 6	180000Cr	60	
-Level 7	200000Cr	70	
-Armour		Protection	
-Plasteel	1000Cr	60cm	
-Tungsten	1500Cr	100cm	
-Isometal	6000Cr	300cm	
-ECM		Modifier	
-Package 1	5000Cr	+2	
-Package 2	15000Cr	+4	
-Package 3	30000Cr	+6	

*Engines		<i>Energy Pool</i>	Regeneration
Standard Engine (<i>Tarsus, Talon</i>)	0Cr (with ship)	Varies (40)	Varies (15)
-Upgrade 1 (<i>Galaxy, Drayman</i>)	10000Cr	60	25
-Upgrade 2 (<i>Orion, Demon</i>)	30000Cr	100	40
-Upgrade 3	60000Cr	200	50
-Upgrade 4 (<i>Centurion</i>)	100000Cr	300	65
-Upgrade 5	150000Cr	400	75
-Upgrade 6	250000Cr	500	85
-Upgrade 7	350000Cr	600	95
-Speed Enhancer	240000Cr	+1 <i>Speed</i>	
-Thrust Enhancer	60000Cr	-1 <i>Manuever</i>	
-Jump Drive	10000Cr		
-Afterburners	3000Cr	Temporary +1 <i>Speed</i> at the expense of +1 <i>Manuever</i> . Costs [<i>Speed</i>] energy.	
*Other Accessories			
-Shield Regenerator	170000Cr	Additional recovery of 10cm/round	
-Turret	10000Cr	Allows installation of additional weapons or tractor beams	
-Tractor Beam	7500Cr	Used for handling non-motive objects such as cargo and debris.	
-Repair Droid	30000Cr	<i>Technician/Spaceship 8+</i> .	
-Advanced Droid	90000Cr	<i>Technician/Spaceship 6+</i> . Multitask.	
-Cargo Expansion	5000Cr	Extra cargo space. Volume varies by ship – not available for all models.	
*Navigation			
-Quadrant Map	2000Cr		
-Sector Map	5000Cr		