

Star Fighter design supplement. V 1.0
Starship design rules.

Standard terms:

RP	Research Points
TL	Tech Level
ULF	Ultra Light Fighter
LF	Light Fighter
MF	Medium Fighter
HF	Heavy Fighter
SHF	Super Heavy Fighter

To find the base tech level of a designed races fighters, one must look at the TL purchased for the corresponding items for the star ship design. Half that level is the base line for fighter TL.

Example: A race has purchased hull size 4 (capital ship 2)@ 300pts;
reactor 3 @ 200pts.
engine 3 @ 300pts.
Sensor 3 @ 200pts.
Particle weapon B @ level 2. 100pts.

It's base TL for fighters is:

Size level 2 100pts.

Reactor 2 100pts.

Engine 3 150pts.

Fire Control 2 100pts.

Weapon 1 50pts.

Fighter Size Table:

Hull Size	ULF	LF	MF	HF	SHF	Defense Mod's	
TL	RP	(11)	(12)	(14)	(16)	(18)	
0	0	---	3-6	6-9	9-12	13-24	+2
1	50	4	4-7	7-10	10-13	14-24	+1
2	100	3-4	4-7	7-10	10-14	15-24	0
3	150	3-5	5-8	8-11	11-15	16-24	0
4	200	3-5	5-8	8-12	12-16	17-24	-1
5	300	3-6	6-9	9-12	12-17	18-24	-2
6	400	2-6	6-9	9-13	13-18	19-24	-3

Base defense value (#) is divide into Fore/Aft defense & Port/Stb'd defense.
Defense mod's are added/subtracted after the base is divided as designer sees fit.
Minimum value for either F/A or P/S is ULF 1, LF 2, MF 3, HF 5, SHF 7.

Fighter Component Table:

TL	RP	Reactor Power	Engine Thrust	Fire Control	Weapon Damage
0	0	3	5	0	D6+0
1	50	4	10	+1	D6+1
2	100	5	15	+2	D6+2
3	150	6	20	+3	D6+3
4	200	8	25	+4	D6+4
5	300	10	30	+5	D6+5
6	400	12	40	+6	D6+6

In cross referencing the fighter tech chart one will see the race has the following capabilities without spending more RP to raise the TL of the item.

Size: ULF 3-4 spaces; LF 4-7 spaces; MF 7-10 spaces; HF 10-14 spaces and SHF 15-24 spaces.

Reactor has 5 power units.

Engine has 20 thrust units.

Fire control is +2

And best fighter sized weapon is 1D6+1.

Fighter size and components may be purchased higher with beginning RP, or researched during campaign games.

Fighter spaces are used just like starship spaces with the following rules:

<u>Item:</u>	<u>Spaces:</u>	
Pilot	1	
Navigator	1	
Remote control	.5	Needed for H/K or drone or RC fighters.
Weapon System	1	Per two energy weapons. Missile rails = TL.
Stream Lining	.5 ULF/ 1 LF-HF/ 2 SHF	
One weapon	.5	TL -2 rating
Reactor	.5	Minimum
Engine	.5	Minimum
Added Armor	.5	+2 points of armor. Note: P/S armor has to be added separately. Beware asymmetrical designs!
Silhouette Reduction	1	-1 from either F/A or P/S defense value.

Fighter Armor:

Use the races Starship TL for light Armor, with the following mods.

Note: Ignore – armor values, treat as 0 (zero).

<u>Size</u>	<u>Armor F/P-S/A</u>
ULF	-1/-1/-2
LF	0/-1/-1
MF	0/ 0/-1
HF	+1/ 0/ 0
SHF	+1/+1/0

Reactor power usage:

The reactor power is used by energy weapons and engine modules.

Each energy weapon uses 1 point of power.

Each engine module uses 1 point of power.

FC and life support are minimal compared to these.

The One Weapon -2 TL uses .5 power.

Engine Thrust:

The total engine thrust is calculated as follows:

of engine modules X thrust out put + left over power units divided by fighter size in spaces.

Round fractions off.

Turn Cost, Turn Delay, Accel/decel, Pivot & roll will all use standard fighter values from AoGW.
I.e. 1/3 – 0 – 1 -1 - 1

One Weapon -2 TL:

In some cases, like ULFs, space and/or power may not be availed for two weapons.

In these cases, a single, low powered weapon may be installed. It does damage at 2 TL lower then the races current weapon TL.

Example: If one is designing a small fighter, and has a base TL of 3 (d6+3) weapon, a half powered, lower damage weapon would be TL 1 for d6+1.

Sample design:

Lets build a MF with the available TL from the example above. We will use an armor TL 3, along the lines of the majority of the other TL.

Base size:	9 spaces.	
Pilot	-1 space	
(2) d6+1 guns	-1 space	-2 power
Streamlining	-1 space	
Reactor	-2 spaces	+10 power
<u>Engine modules</u>	<u>-4 spaces</u>	<u>-4 power</u>
Total left	0 spaces	+4 power

So we now have a fighter with 9 hit boxes (1 per space)

(2) 1d6+1 weapons.

Atmospheric capability.

Armor is Forward: 2, Port/Stbd: 2, Aft: 1

Ramming factor is 16.

Thrust is $(20 \times 4) + 4 / 9 = 9$

Defense factor is (14) so in this case we'll break it up as.

Fore/Aft 6

Port/Stbd 8.

Fighter Point Values:

The fighters point value is based on the following table.

Ramming factor:	Total	16	
Thrust:	Total	9	
Defense profile:	18-F/A+P/S Def	4	
Fire control	Total	3	
Weapon damage	Total max damage / range mod.	2	
Imitative	Imitative -14	4	ULF 22, LF 20, MF 18, HF16
	Total	38pts	

Listed below is a sample data block for the sample fighter.

Year in service is conjecture.

Sample Medium Fighter

SPECS

Class: Medium Fighter
 In Service: 2232
 Point Value: 38 each
 Ramming Value: 16
 Jinking Limit: 8 Levels

MANEUVERING

Turn Cost: 1/3 Speed
 Turn Delay: 0
 Accel/Decel Cost: 1 Thrust
 Pivot Cost: 1 Thrust
 Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 6
 Stb/Port Defense: 8
 Free Thrust: 9
 Offensive Bonus: +3
 Initiative Bonus: +18

WEAPON DATA

Ultra Light Particle Beam
 Number of Guns: 2 (Linked)
 Class: Particle
 Damage: 1D6+1
 Range Penalty: -2 per hex
 Fire Control: n/a
 Rate of Fire: Once per turn

