

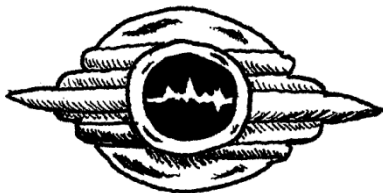
## SHIP RECORD

**Ship Name** \_\_\_\_\_  
**Ship Type:** \_\_\_\_\_  
**Commanding Officer** \_\_\_\_\_  
**Crew complement:** \_\_\_\_\_  
**Command Rank:** \_\_\_\_\_  
**Power Pile Base:** Max.    /    \_\_\_\_\_  
**Teleporter Capacity:** \_\_\_\_\_  
**Beam Banks:** \_\_\_\_\_  
**Ion Torpedoes:** \_\_\_\_\_  
**Shuttle Ships:** \_\_\_\_\_  
**Sick Bay Capacity:** \_\_\_\_\_

### Notable Crew

### Ship Locker

Energy Costs	
Activity	Cost
Galactic travel	5 EUs per warp factor on hyperdrive
Intrasystem travel	5 EUs for any travel at nuclear drive (per day)
Galactic travel	5 EUs per hex side turned (no cost at nuclear drive)
Entering a planet's orbit	5 EUs
Leaving a planet's orbit	5 EUs
Life support systems	5 EUs (mandatory)
Teleportation	5 EUs per person each way
Beam Fire	5 EUs per beam bank (each bank has 2 beams)
Ion Torpedoes	None
Tractor or Pressor Beam	Based on distance; 1 EU/12,500 miles
"Priming" Shuttle Ship	5 EUs if instantaneous; 1 hour delay is free



**Screens:**

	EUs/Day	
	Half Screens	Full Screens
Frigate	15	30
Destroyer	30	60
Cruiser	60	120
Battle Cruiser	120	240
Dreadnaught	240	360

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

Ship Skill	Range (miles)		
	Ion		
	Beams	Torpedoes	Fireballs
16	15,000	5,000	10,000
15	30,000	10,000	20,000
14	50,000	20,000	40,000
13	75,000	30,000	60,000
12	100,000	40,000	80,000
11	125,000	50,000	100,000
10	150,000	60,000	120,000
9	175,000	70,000	140,000
8	200,000	80,000	160,000
7	225,000	90,000	180,000
6	250,000	115,000	230,000
5	275,000	140,000	275,000
4	300,000	165,000	300,000
3	325,000	190,000	325,000
2	350,000	210,000	350,000
1	400,000	225,000	400,000