

Using the Stat Tables

This is a guide for using the [stat tables](#). Follow the steps and your ship will be finished in no time.

0. Decide your ship name

Name your ship class!

For Example

The Demonstration Class is intended to be a small example ship to show off the stat table system.

Ship Class	Structure Points	STL Engines	CDD (FTL)	ptp FTL	Weapons	Shields	Utility
Demonstration Class							

1. Decide your ship's size

A ship has an amount of SP determined by its size which represents how massive a ship is. The first step is to decide how big your new starship will be. Make your best estimate as to where your ship is on the scale between 10 and 50, with 50 being for lumbering, massive, starships and 10 being for smaller escorts better suited for quickly solving small tasks.

Type	Base SP	Min Length	Max Length
Small Escorts	10	30 meters	100 meters
Destroyers	20	100 meters	250 meters
Cruisers	30	250 meters	500 meters
Carriers, Heavy Cruisers	40	500 meters	1000 meters
Battleships	50	750 meters	1500 meters

For Example

The Demonstration Class is a small ship, large enough for a small plucky crew of 6-7 individuals to go out and save the universe. It will have 10SP because it is so small.

Ship Class	Structure Points	STL Engines	CDD (FTL)	ptp FTL	Weapons	Shields	Utility
Demonstration Class	10						

2. Spend your points

Each SP can be assigned to a system, Engine, Shield, Weapon, CDD, Point to point FTL, and utility. This represents how much of your ship is devoted to that system and should be reflected by your ship's

image. For example if you want a really fast ship, most of your points would go to your STL engines, or if you want lots of guns you would put most of your points into weapons. Don't worry about how you spend your points right now, as you can adjust them later. Remember this assignment is based on a ship's picture, so try to illustrate these functions as well as you can. It is common to use large, flatish surfaces for FTL systems.

For Example

The Demonstration Class needs to be able to do everything, and will be running into a lot of combat so Weapons and Shields are very important! 3 points are assigned to each of these values.

Ship Class	Structure Points	STL Engines	CDD (FTL)	ptp FTL	Weapons	Shields	Utility
Demonstration Class	10			3	3		

With 4 points left, one can be spent on each remaining category.

Ship Class	Structure Points	STL Engines	CDD (FTL)	ptp FTL	Weapons	Shields	Utility
Demonstration Class	10	1	1	1	3	3	1

3. Determine Stats

You've determined how your ship is built by allocating your points. Now it is time to see the maximum values your ship can have for its systems. Look up the value on the stat tables using the column for your ship's size if applicable.

For Example

The Demonstration class has the following stats:

Ship Class	Structure Points	STL Engines	CDD (FTL)	ptp FTL	Weapons	Shields	Utility
Demonstration Class	10	1	1	1	3	3	1

Going to the Stat Tables we first look at STL engines. 1 point in STL for a 10SP ship is **.15c**.

1 point in CDD for a SP 10 ship is: **.18,750c**

1 point in point to point FTL for a 10 size ship is: **.0.4 ly/m**

Weapons, Shields, and Utility are slightly different. Ship speeds are affected by its size, with larger ships needing larger engines to keep up with smaller ships. Weapons, Shields, and Utility don't work this way and have the same values for a ship of any size.

3 points were put into weapons for a maximum of: **.16 SDR**

3 points were put into shields for : **15 shield, 1 mitigation**

And finally one point was put in utility so this ship can hold **one shuttle**

4. Tweak your ship

If you don't like a value you got for one of your systems, now is the time to tweak your ship and re-spend points until you get something you like.

For example, say you want your ship to go faster, you should remove one point from a system and add it to your engines.

For Example

The Demonstration class needs more speed. To do this a point has to be removed from shields so one can be added to STL engines. This changes the shield rating to 10 shield 1 mitigation but increases the STL speed to .3c

Ship Class	Structure Points	STL Engines	CDD (FTL)	ptp FTL	Weapons	Shields	Utility
Demonstration Class	10	2	1	1	3	2	1

5. Apply your values

Once you are happy with your values, you can use them on the standard starship template. Simply fill in the numbers the stat tables provide where appropriate on the starship template.

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