

S3.3 MODIFYING SHIPS

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WARNING: This is the original text, copyright © 1984 ADB. Experience proved these rules to be unworkable (they were dropped from the later Doomsday Edition). Numerous loopholes allowed the construction of ridiculous ships which broke the game and ruined everyone's fun. These rules are no longer valid in SFB and their use (if all players agree) will all but certainly ruin your campaign. Some proofreading updates are in Red.

Players can make certain modifications to their ships to balance scenarios or create a special purpose ship. Bases can receive the same modifications as ships of their size class. PFs cannot be modified except as noted in the published rules. Note that, from time to time, modified ships may be published which exceed the limits specified in this section. The game design staff, with access to more information, are better able to determine the feasibility of such variants.

(S3.31) Annex #6A lists the point value of various weapons and other systems and can be used to modify the ships presented in the game. The use of foreign technology is strictly limited by (U7.0) or the rules of your local campaign. When using the Standard Victory Conditions (S2.2) the cost of modifying ships changes their BPV for use in Step B.

(S3.32) Modification of ships is under certain restrictions. The BPV of the ship may not be increased by more than 20%. (If the BPV of the ship is 50 or less, the maximum change is 10 points. If the BPV of the ship is 150 or more, the maximum change is 30 points.) No more than four boxes (not counting shields, sensor, scanner, or damage control) may be added to the SSD of a size class 2 ship; no more than three boxes may be added to the SSD of a size class 3 ship; no more than two boxes may be added to the SSD of a size class 4 ship. No more than four weapons (see Annex #7D) can be added to a ship of size class 2 or 3; no more than three weapons can be added to a ship of size class 4. These are net changes after removing systems as shown below. The total value of new systems added, including those that replace old systems, cannot exceed 30% of the ship's BPV. (If the BPV of the ship is 50 or less, the maximum change is 15 points. If the BPV of the ship is 150 or more, the maximum change is 45 points.) No more than 10% of the hull or cargo boxes of a ship may be converted to other systems.

(S3.33) Boxes may be removed from a ship to make room for additional modifications. In that case, the point value of the old box you removed is deducted from the ship's BPV and the point value of the new system box is added. The ship's BPV might actually be less after modifications are complete, but it cannot be reduced by more than 10% in any case.

(S3.34) Note, in the case of ships with variants (such as the Federation CA/CC or Romulan WB/WE), the changes from the base hull to the variant can be purchased on a box-by-box basis even if doing so violates these limits. However, ships of different classes combined for the convenience of the older SSD sheets (such as the Kzinti CS/CL) are not included in this condition.

(S3.35) The following systems can be removed or added, but cannot be replaced with anything else if removed: damage control, sensor, scanner, ability to control drones equal to double the sensor rating, warp engines.

(S3.36) Certain systems are large and count as two boxes when adding, removing, or replacing boxes. ESG, PPD, SFG, IPG.

A type-S plasma launcher is 1.3 boxes; a plasma-F is 0.7 boxes. Three plasma-Fs are 2.1 boxes and take 3 boxes.

A type-R plasma launcher counts as four spaces when adding or removing weapons.

Phaser-4s count as two spaces, but cannot be installed on anything other than a base. Phaser-3s count as 1/2 of a space when removed, but as a full space when added.

(S3.37) ADDITIONAL RESTRICTIONS

(S3.371) Damage control is per point; a box with a "6" in it costs six points to add and counts as one box.

(S3.372) When replacing a shuttle with a fighter, the two-point cost includes the ready rack and one deck crew but not the

fighter. The cost of the shuttle is deducted from the cost of the fighter (or MRS), but is not deducted from the cost of the ready racks or an F-rack.

(S3.373) The addition of modules (PF, hangar, power, etc.) to a base is not within the limits specified in (S3.32), but any modification of those modules is under the limits specified.

(S3.374) If shuttles are added to a ship, the first two are not considered within the "no more than four weapons" limit; others are within that limit. If shuttles are replaced with F-racks, the racks are included within the "four weapons" limit (S3.32).

(S3.375) Any percentage increase in crew quality or a cloaking device is not limited by (S3.32). The increase is calculated on the value of the ship after all other modifications.

(S3.376) Special sensors can only replace weapons.

ANNEX 6A

This list has had some minor edits and deletions regarding things no longer in the rules and was reformatted for space.

REPLACEMENTS

Replace A/F-rack with B-rack or C-rack 1
Replace A/F-rack with E-rack or G-rack.....2
Replace two A/F-racks with D-rack2
Replace one shuttle with F-rack2
Replace ADD with G-rack.....2
Replace one shuttle with fighter (plus cost of fighter).....2
Replace plasma-G with plasma-S (not on size 4 ships)5
Replace APR with AWR 1

CONVERSIONS AND IMPROVEMENTS

Add swivel to plasma-S/G3
Add swivel to plasma-F2
Add mech link to tractor beam..... 1
Replace web with snare3
Adding cloaking device (minimum 10).....15%
Add one "6" box to sensor2
Add one "0" box to scanner2
Improve ADD-6 to ADD-12 1.5
Improve seeking weapon control from 1/2 to full3
Improve seeking weapon control from full to double5
Improve Klingon drone launch rate from 1/2 to 1/13

CREW QUALITY, OFFICERS

Legendary captain25
Legendary engineer/weapons officer 15
Legendary Navigator/Marine 8
Legendary science officer.....6
Legendary doctor.....3
Poor Crew.....-20%
Outstanding Crew..... +50%
Ace Pilot (of fighter BPV)..... +50%
Green Pilot (of fighter BPV)..... -33%
Computer controlled ship (of BPV) +67%

EQUIPMENT

Tractor0.5
Battery, Cargo, Hull, shuttle, trans, Probe, Ph-3 1
ADD 6, Phaser-2, Probe-10..... 1.5
APR, ready rack, Lab, Fusion-120°, mine rack, ph-12
Bridge, Impulse engine, AWR, Web, ADD-12, Disr-15.....3
Disruptor-22, Drone Rack A, Warp, Ph-4, Plas-F.....4
Photon, Disruptor-30 5
Disruptor-40, Snare, Ion Cannon.....6
Plasma-D rack (cost is for two racks, opposite 180° arcs)6
ESG, Hellbore-120°, Ion Pulse Generator.....8
Plasma-G, special sensors..... 10
Web Caster, plasma-S (not on size class 4), SFG 15
Plasma-R.....20

Aegis/limited: 1 point per weapon

Shields: six boxes for one point (max 30 boxes)

Phasers are listed with 120° arcs; 180° are 125%, 240° are 150%, 360° are 200% of these costs. Phaser-4s on bases include 240° arcs. Plasma costs do not include swivel mounts. Heavy weapons are limited to 120° arcs.

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