

Spacecraft Design Table: Honeycomb-Class Escort Carrier (Honeycomb-Class Ultra-Light Escort Carrier) Version 2.0 RC 9

PILOTING/TL11 (HIGH-PERFORMANCE SPACECRAFT)

TL	Spacecraft	dST/dHP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	dDR	Range	Cost
11^	Honeycomb-Class Escort Carrier	50	-1/5	13	2G/c	300	66.9 [1]	+7	14ASV [2]	20/13/20 [3]	2x	\$46.48M

Length: 30 yd. (90 ft.) Crush Depth: 65.7 Atmospheres (2,167 ft.) Power Points: +4 / -7
 Space Performance #1: sAccel: 2Gs FTL Rating: FTL-2 Space Performance #2: sAccel: 3Gs
 Air Performance #1: aAccel: 2Gs (44 mph/s) aSpeed: 350 mph (0.1 mps) Hnd/SR: -1/5 Air Performance #2: aAccel: 3Gs (66 mph/s) aSpeed: 430 mph (0.12 mps) Hnd/SR: -1/5

Ship Systems

Front Hull Systems		Center Hull Systems		Rear Hull Systems	
[1]	Armor - Diamondoid dDR 20	[1]	Smaller SM Systems SM+6	[1]	Armor - Diamondoid dDR 20
		[a-b]	Armor - Diamondoid dDR 13		
		[c]	Cargo Hold 5 Tons / SM+1 Bay Doors		
[2-4]	Hangar Bay Cap.: 30 Tons / SM+4 / Launch: 20 Tons/min	[2-4]	Habitat 6 Cabins	[2-4]	Hangar Bay Cap.: 30 Tons / SM+4 / Launch: 20 Tons/min
[5!]	Weapon Battery - Mixed Med/Sec/Tert 1 Med / 3 Sec / 11 Tert Weapon Mounts	[5-6!]	Stardrive - Jump FTL-2 [7]	[5]	Engine Room 1 Control Station / 1 Workspace
[6]	Control Room Comp: C8 / Comm/Sensor: 7 / 3 Stations			[6!]	Reactionless Engine - Hot 2Gs / 3Gs w/Extra Power Point [5,6,7,8]
		[Core!]	Force Screen - Heavy dDR 50 / dDR 100 w/Extra Power Point [3]	[Core!]	Power Plant - Super Fusion Reactor 4 Power Points / 400 yr Fuel [4]

User Notes: The primary mission of this Carrier is to be able to jump in close, launch it's fighters, then support them. Secondary missions include Scouting and convoy escort. This ship is not intended for long term occupancy, with crews regularly being rotated out at a home base or carrier. Typical crew is 6 Fighter Pilots and two shifts of 1 Pilot, 1 Comm/Sensor Operator, 1 Gunner, and 1 Engineer.

Design Switches, Features, & Notes: 3 Airlocks (Capacity: 3 people each), Ammunition Cost: \$6,166,690, Food Supplies: \$2,600
 SHIP OPTIONS: Artificial Gravity, Gravitic Compensators, Stealth Hull (-10 to Detect), Dynamic Chameleon (-4 to Detect w/ordinary vision)
 [1] Load includes: 1.4 tons of Crew & Passengers, 2.6 tons of Standard Food (1,300 man-days / 92 days), 2.9 tons of Cargo Hold, 60 tons of Hangar Bay
 [2] Crew Requirement (10 total): 4 Control Stations (1 Captain/Navigator/Gunner, 1 Comm/Sensor Operator, 1 Pilot/Gunner, 1 Engineer), 6 Auxiliary Craft Crew
 [3] Plus dDR 50 Force Screen (100 if reinforced with extra Power Point)
 FUEL USED: [4] Hydrogen/Helium Isotopes
 PERFORMANCE PROFILES: [5] Air Profile #1, [6] Air Profile #2, [7] Space Profile #1, [8] Space Profile #2
 ALTERNATE TROOP STRENGTH (TS): 10,060 (+52,158 TS for Auxiliary Craft / 62,218 TS Total) CLASSES: Air, Space FEATURES: Night, Sealed

Available Auxiliary Capacity: 60 Tons					Total Cost: \$27.658M				
					Auxiliary Craft Crew: 6				
Quantity	Ship	Cost	Mass	Crew	Quantity	Ship	Cost	Mass	Crew
6	Hornet-Class Light Fighter	\$27.658M	60	6					

Available Cabins: 6 (0 / 6 / 0) Crew Accomodations: 14					Normal Life Support				
Quantity	Location	Type	SM	Notes	Quantity	Location	Type	SM	Notes
1	Center [2]	Bunkroom: Cramped	+0	2 person	2	Center [2]	Steerage Cargo: Partial	+0	0.5 tons
1	Center [2]	Bunkroom	+0	4 person	2	Center [2]	Life Pod	+0	8 person
					2	Center [4]	Sickbay: Automated	+0	2 bed automated

Available Mounts: Medium: (1 / 0 / 0), Secondary: (3 / 0 / 0), Tertiary: (11 / 0 / 0)												Accel	SM	Projectile	Range
Quantity	Location	Weapon	Mount	Options	Size	Damage	sAcc [1]	Rcl	RoF	Shots	MPS				
1	Front [5] - Medium	X-Ray Laser	Fixed		30 MJ	6d(5) burn sur	+2 [2]	1	1						S/L
3	Front [5] - Secondary	X-Ray Laser	Turret	Very Rapid Fire	100 kJ	1d(5) burn sur	+0 (+7)	1	100						S
10	Front [5] - Tertiary	Missile Launcher	Fixed		25KT Nuke	16 cm	4dx1,000 burn ex rad sur	+5 (+2) [2]	1	10 [3]	50	10	5G	-1	X
	Front [5] - Tertiary	Missile Launcher	Fixed			16 cm	3dx1,000 cr ex								
	Front [5] - Tertiary	Missile Launcher	Fixed			16 cm	6dx4(2) cr	+5 [2]	1	1		10	5G	-1	X
1	Front [5] - Tertiary	Missile Launcher	Fixed	Sensor Probe		16 cm	Array Level: 2		1	1	15	10	5G	-1	X

[1] Parenthetical value is the Rapid Fire bonus (p. SS1:60), [2] Includes +2 sAcc for Fixed Mount, [3] Already multiplied by number of mounts

Spacecraft Design Table:

Hornet-Class Light Fighter

Version 2.0 RC 9

PILOTING/TL11 (HIGH-PERFORMANCE SPACECRAFT)

TL	Spacecraft	dST/dHP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	dDR	Range	Cost
11^	Hornet-Class Light Fighter	15	+0/4	12	4G/c	10	0.1 [1]	+4	1SV [2]	14/7/7 [3,4]	—	\$3.443M

Length: 10 yd. (30 ft.) Crush Depth: 106 Atmospheres (3,500 ft.)

Space Performance #1: sAccel: 4Gs

Space Performance #4: sAccel: 306Gs/75 mps

Air Performance #2: aAccel: 6Gs (132 mph/s) aSpeed: 610 mph (0.17 mps) Hnd/SR: +0/4

Power Points: +8 / -10

Space Performance #2: sAccel: 6Gs

Air Performance #1: aAccel: 4Gs (88 mph/s) aSpeed: 500 mph (0.14 mps) Hnd/SR: +0/4

Air Performance #4: aAccel: 306Gs (6,732 mph/s) aSpeed: 4,400 mph (1.22 mps) Hnd/SR: +2/4

Ship Systems

Front Hull Systems		Center Hull Systems		Rear Hull Systems	
[1-2]	Armor - Diamondoid dDR 14 / Hardened	[1]	Armor - Diamondoid dDR 7 / Hardened	[1]	Armor - Diamondoid dDR 7 / Hardened
		[2]	Fuel Tank 0.5 Tons of Water	[2!]	Weapon Battery - Spinal (Rear)
[3]	Control Room Comp: C7 / Comm/Sensor: 4 / 1 Station	[3!]	Weapon Battery - Major 1 Weapon Mount	[3]	Reaction Engine - Super Fusion Torch 300Gs / 75 mps / 41.03 sec Fuel [5,8,9,10]
[4-5]	Weapon Battery - Major 2 Weapon Mounts	[4-5]	Defensive ECM -4 to Hit	[4-5!!!!]	Reactionless Engine - Hot 4Gs / 6Gs w/Extra Power Point
[6!]	Weapon Battery - Spinal (Front)	[6!!]	Force Screen - Heavy dDR 15 / dDR 30 w/Extra Power Point [4,6]	[6, Core****]	Power Plant - Super Fusion Reactor 8 Power Points / 400 yr Fuel [7]
		[Core!]	Weapon Battery - Spinal (Core) 1 Weapon Mount		

Design Switches, Ammunition Cost: \$1,166,670, Refueling Cost: \$10

Features, & Notes: SHIP OPTIONS: Gravitic Compensators, Stealth Hull (-10 to Detect), Dynamic Chameleon (-4 to Detect w/ordinary vision), Emergency Ejection Seat

[1] Load includes: 0.1 tons of Crew & Passengers

[2] Crew Requirement: 1 Control Station (1 Pilot)

[3] All Armor Hardened, [4] Plus dDR 15 Force Screen (30 if reinforced with extra Power Point)

[5] High-Thrust

[6] FORCE SCREEN OPTIONS: Hardened

FUEL USED: [7] Hydrogen/Helium Isotopes, [8] Water (0.5 tons)

PERFORMANCE PROFILES: [9] Air Profile #4, [10] Space Profile #4

ALTERNATE TROOP STRENGTH (TS): 8,693 CLASSES: Air, Space FEATURES: Night, Sealed

Weapon Systems												Available Mounts: Spinal: (1 / 0 / 1), Major: (2 / 1 / 0)		Accel	SM	Projectile	Range
Quantity	Location	Weapon	Mount	Options	Size	Damage	sAcc [1]	Rcl	RoF	Shots	MPS	Turn Length:	Range Scale:				
1	Front [6] - Spinal	X-Ray Laser	Spinal		10 MJ	4d(5) burn sur	+2 [2]	1	1						S/L		
1	Center [3] - Major	X-Ray Laser	Turret	Rapid Fire	300 kJ	1d+2(5) burn sur	+0 (+2)	1	10						S		
1	Front [4] - Major	Missile Launcher	Fixed		25kT Nuke	4dx1,000 burn ex rad sur	+5 [2]	1	1	5	10	5G	-1		X		
1	Front [5] - Major	Missile Launcher	Fixed		25kT Nuke	4dx1,000 burn ex rad sur	+5 [2]	1	1	5	10	5G	-1		X		
	Front [5] - Major	Missile Launcher	Fixed		16 cm	3dx1,000 cr ex											
					16 cm	6dx4(2) cr	+5 [2]	1	1		10	5G	-1		X		

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