

Stars!

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BEAM WEAPONS

Stars! Technical Reference



	Laser	X-Ray Laser	Yakimora Light Phaser	Phaser Bazooka	Colloidal Phaser	Mini Blaster	Mark IV Blaster	Heavy Blaster
Power	10	16	26	26	26	66	66	66
Range	1	1	1	2	3	1	2	3
Initiative	9	9	9	7	5	9	7	5
Mines Swept	10	16	26	104	234	66	264	594
Mass	1kT	1kT	1kT	2kT	2kT	1kT	2kT	2kT
Weapons	--	3	6	8	10	12	14	16
Boronium	6kT	6kT	8kT	8kT	14kT	10kT	12kT	20kT
Resources	5	6	7	11	18	9	15	25



	Blackjack	Bludgeon	Blunderbuss	Pulsed Sapper	Phased Sapper	Syncro Sapper	Streaming Pulverizer	Anti-Matter Pulverizer
Power	90	231	592	82	211	541	433	433
Range	0	0	0	3	3	3	1	2
Initiative	10	10	11	14	14	14	9	8
Mines Swept	--	--	--	--	--	--	433	1732
Mass	10kT	10kT	10kT	1kT	1kT	1kT	1kT	2kT
Weapons	7	13	19	9	15	21	24	26
Energy	--	--	--	5	8	11	--	--
Boronium	16kT	22kT	30kT	--	--	--	20kT	22kT
Germanium	--	--	--	4kT	6kT	8kT	--	--
Resources	7	9	13	12	16	21	16	27
Race Requirement	--	--	WM	--	--	--	--	--
Restrictions	--	--	--	SO	SO	SO	--	--



	Myopic Disruptor	Disruptor	Mega Disruptor	Mini Gun	Gatling Gun	Gatling Neutrino Cannon	Big Mutha Cannon
Power	169	169	169	13	31	80	204
Range	1	2	3	2	2	2	2
Initiative	9	8	6	12	12	13	13
Mines Swept	169	676	1521	208	496	1280	3264
Mass	1kT	2kT	2kT	3kT	3kT	3kT	3kT
Weapons	18	20	22	5	11	17	23
Boronium	14kT	16kT	30kT	16kT	20kT	28kT	36kT
Resources	12	20	33	10	13	17	23
Race Requirement	--	--	--	IS	--	WM	--
Special Abilities	--	--	--	MT	MT	MT	MT

TORPEDOES

Stars! Technical Reference



	Alpha Torpedo	Beta Torpedo	Delta Torpedo	Epsilon Torpedo	Rho Torpedo	Upsilon Torpedo
Power	5	12	26	48	90	169
Range	4	4	4	5	5	5
Accuracy	35%	45%	60%	65%	75%	75%
Initiative	0	1	1	2	2	3
Mass	25kT	25kT	25kT	25kT	25kT	25kT
Propulsion	--	1	2	3	4	5
Weapons	--	5	10	14	18	22
Ironium	9kT	18kT	22kT	30kT	34kT	40kT
Boranium	3kT	6kT	8kT	10kT	12kT	14kT
Germanium	3kT	4kT	5kT	6kT	8kT	9kT
Resources	5	6	8	10	12	15



	Omega Torpedo	Jihad Missile	Juggernaut Missile	Doomsday Missile	Armageddon Missile
Power	316	85	150	280	525
Range	5	5	5	6	6
Accuracy	80%	20%	20%	25%	30%
Initiative	4	0	1	2	3
Mass	25kT	35kT	35kT	35kT	35kT
Propulsion	6	6	8	10	10
Weapons	26	12	16	20	24
Ironium	52kT	37kT	48kT	60kT	67kT
Boranium	18kT	13kT	16kT	20kT	23kT
Germanium	12kT	9kT	11kT	13kT	16kT
Resources	18	13	16	20	24

Missiles do twice the stated damage if the target ship has no remaining shields.

MINE LAYERS



	Mine Dispenser 40	Mine Dispenser 50	Mine Dispenser 80	Mine Dispenser 130	Heavy Dispenser 50	Heavy Dispenser 110	Heavy Dispenser 200
Per Engine Damage	100	100	100	100	500	500	500
Ram Scoop Damage	125	125	125	125	600	600	600
Min. Damage to Fleet	500	500	500	500	2000	2000	2000
Min. Ram S. Damage	600	600	600	600	2500	2500	2500
Hit Chance per L.Y.	0.3%	0.3%	0.3%	0.3%	1%	1%	1%
Mines Laid per Year	40	50	80	130	50	110	200
Max. Safe Speed	4	4	4	4	6	6	6
Mass	25kT	30kT	30kT	30kT	10kT	15kT	20kT
Energy	--	2	3	6	5	9	14
Biotechnology	--	4	7	12	3	5	7
Ironium	2kT	2kT	2kT	2kT	2kT	2kT	2kT
Boranium	10kT	12kT	14kT	18kT	20kT	30kT	45kT
Germanium	8kT	10kT	10kT	10kT	5kT	5kT	5kT
Resources	45	55	65	80	50	70	90
Race Requirements	SD	--	SD	SD	SD	SD	SD



	Speed Trap 20	Speed Trap 30	Speed Trap 50
Hit Chance per L.Y.	3.5%	3.5%	3.5%
Mines Laid per Year	20	30	50
Safe Speed	5	5	5
Mass	100kT	135kT	140kT
Propulsion	2	3	5
Biotechnology	2	6	11
Ironium	30kT	32kT	40kT
Germanium	12kT	14kT	15kT
Resources	60	72	80
Race Requirements	IS / SD	SD	SD

Mine layers are unavailable with the War Monger trait.

Chance of hitting a mine goes up by the % listed for EACH warp by which you exceed the safe speed.

BOMBS

Stars! Technical Reference



	Lady Finger Bomb	Black Cat Bomb	M-70 Bomb	M-80 Bomb	Cherry Bomb	LBU-17 Bomb	LBU-32 Bomb
Population Kill %	0.6	0.9	1.2	1.7	2.5	0.2	0.3
Minimum Kill	300	300	300	300	300	--	--
Installations	2	4	6	7	10	16	28
Mass	40kT	45kT	50kT	55kT	52kT	30kT	35kT
Weapons	2	5	8	11	14	5	10
Electronics	--	--	--	--	--	8	10
Ironium	1kT	1kT	1kT	1kT	1kT	1kT	1kT
Boranium	20kT	22kT	24kT	25kT	25kT	15kT	24kT
Germanium	--	--	--	--	--	15kT	15kT
Resources	5	7	9	12	11	7	10



	LBU-74 Bomb	Retro Bomb	Smart Bomb	Neutron Bomb	Enriched Neutron Bomb	Peerless Bomb	Annihilator Bomb
Population Kill %	0.4	--	1.3	2.2	3.5	5.0	7.0
Installations	45	--	--	--	--	--	--
Mass	45kT	45kT	50kT	57kT	64kT	55kT	50kT
Weapons	15	10	5	10	15	22	26
Electronics	12	--	--	--	--	--	--
Biotechnology	--	12	7	10	12	15	17
Ironium	1kT	15kT	1kT	1kT	1kT	1kT	1kT
Boranium	33kT	15kT	22kT	30kT	36kT	33kT	30kT
Germanium	12kT	10kT	--	--	--	--	--
Resources	14	50	27	30	25	32	28
Race Requirement	--	CA	--	--	--	--	--
Restrictions	--	--	NIS	NIS	NIS	NIS	NIS
Special Abilities	--	UT	AD	AD	AD	AD	AD

Race Requirements	Restrictions		Special Abilities	
	CA	Claim Adjustor	UT	Unterraforms 1% AD May Avoid Defenses

ARMOR



	Tritanium	Crobmrium	Carbonic Armor	Strobnum	Organic Armor	Kelarium
Armor Value	50	75	100	120	175	180
Mass	60kT	56kT	25kT	54kT	15kT	50kT
Construction	--	3	--	6	--	9
Biotechnology	--	--	4	--	7	--
Ironium	5kT	6kT	--	8kT	--	9kT
Boranium	--	--	--	--	--	1kT
Germanium	--	--	5kT	--	6kT	--
Resources	10	13	15	18	20	25

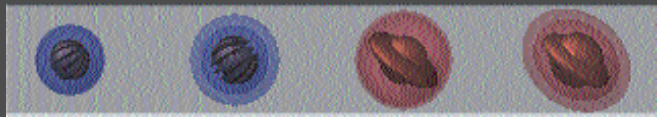


	Fielded Kelarium	Depleted Neutronium	Neutronium	Valanium	Superlatanium
Armor Value	175	200	275	500	1500
Mass	28kT	50kT	45kT	40kT	30kT
Constuction	10	10	12	16	24
Electronics	--	3	--	--	--
Energy	4	--	--	--	--
Ironium	10kT	10kT	11kT	15kT	25kT
Boranium	--	--	2kT	--	--
Germanium	2kT	2kT	1kT	--	--
Resources	28	28	30	50	100
Race Requirement	IS	SS	--	--	--
Restrictions	NBS	--	--	--	--
Special Abilities	SH	CL	--	--	--

Race Requirements		Restrictions		Special Abilities	
SS	Super Stealth	NBS	Not available with Regenerating Shields	SH	Also a 50dp shield
IS	Inner Strength			CL	Also a 25% cloak



	Mole-skin Shield	Cow-hide Shield	Wolverine Diffuse Shield	Croby Sharmor	Shadow Shield
Strength	25	40	60	60	75
Mass	1kT	1kT	1kT	10kT	2kT
Energy	--	3	6	7	7
Construction	--	--	--	4	--
Electrical	--	--	--	--	3
Ironium	1kT	2kT	3kT	7kT	3kT
Germanium	1kT	2kT	3kT	4kT	3kT
Resources	4	5	6	15	7
Race Requirements	--	--	--	IS	SS
Special Abilities	--	--	--	AR	CL



	Bear Neutrino Barrier	Gorilla Delagator	Elephant Hide Fortress	Complete Phase Shield
Strength	100	175	300	500
Mass	1kT	1kT	1kT	1kT
Energy	10	14	18	22
Ironium	4kT	5kT	8kT	12kT
Germanium	4kT	6kT	10kT	15kT
Resources	8	11	15	20

SHIELDS

Stars! Technical Reference

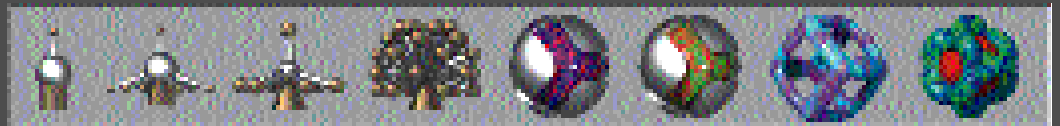
Race Requirements		Special Abilities	
SS	Super Stealth	AR	Also a 65dp armor
IS	Inner Strength	CL	Also a 35% cloak

ELECTRICAL

Stars: Technical Reference



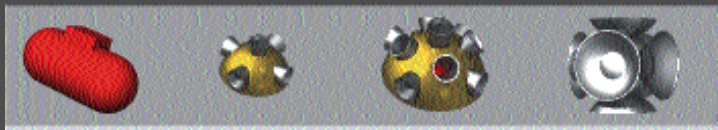
	Transport Cloaking	Stealth Cloak	Super-Stealth Cloak	Ultra-Stealth Cloak	Battle Computer	Battle Super Computer	Battle Nexus	Tachyon Detector
Cloaking %	75	35	55	85	--	--	--	-5
Accuracy	--	--	--	--	+20%	+30%	+50%	--
Initiative	--	--	--	--	+1	+2	+3	--
Mass	1kT	2kT	3kT	5kT	1kT	1kT	1kT	1kT
Electronics	--	5	10	12	--	11	19	14
Energy	--	2	4	10	--	5	10	8
Ironium	2kT	2kT	8kT	10kT	--	--	--	1kT
Boranium	--	--	--	--	--	--	--	5kT
Germanium	2kT	2kT-	8kT	10kT	15kT	25kT	30kT	--
Resources	3	5	15	25	6	14	15	70
Race Requirement	SS	--	--	SS	--	--	--	IS
Restrictions	UH	--	--	--	--	--	--	--



	Jammer 10	Jammer 20	Jammer 30	Jammer 50	Energy Capacitor	Flux Capacitor	Energy Dampener	Anti-matter Generator
Deflection %	10	20	30	50	--	--	--	--
Beam Damage	--	--	--	--	+10%	+20%	--	--
Battle Movement	--	--	--	--	--	--	-1	--
Fuel Generation	--	--	--	--	--	--	--	50mg
Mass	1kT	1kT	1kT	1kT	1kT	1kT	2kT	10kT
Weapons	--	--	--	--	--	--	--	12
Electronics	6	10	16	22	7	8	--	--
Energy	2	4	8	16	4	14	14	--
Biotechnology	--	--	--	--	--	--	--	7
Propulsion	--	--	--	--	--	--	8	--
Ironium	--	1kT	1kT	2kT	--	--	5kT	8kT
Boranium	--	--	--	--	--	--	10kT	3kT
Germanium	2kT	5kT	6kT	7kT	8kT	8kT	--	3kT
Resources	6	20	20	20	5	5	50	10
Race Requirement	IS	--	--	IS	--	HE	SD	IS
Special Abilities	--	--	--	--	--	--	AS	FT



	Colonization Module	Orbital Construction Module	Cargo Pod	Super Cargo Pod	Fuel Tank
Cargo Capacity	--	--	50kT	100kT	--
Fuel Capacity	--	--	--	--	250mg
Mass	32kT	50kT	5kT	7kT	3kT
Construction	--	--	3	9	--
Energy	--	--	--	3	--
Ironium	12kT	20kT	5kT	8kT	6kT
Boranium	10kT	15kT	--	--	--
Germanium	10kT	15kT	2kT	2kT	--
Resources	10	20	10	15	4
Race Requirement	--	AR	--	--	--
Restrictions	NAR	--	--	--	--



	Super Fuel Tank	Maneuvering Jet	Overthruster	Beam Deflector
Fuel Capacity	500mg	--	--	--
Battle Movement	--	+/-	+fi	--
Damage	--	--	--	-10%
Mass	25kT	35kT	35kT	35kT
Construction	14	--	--	6
Energy	6	2	5	6
Electronics	--	--	--	6
Propulsion	4	3	12	--
Weapons	--	--	--	6
Ironium	8kT	5kT	10kT	8kT
Germanium	0kT	5kT	8kT	10kT
Resources	8	10	20	8

MECHANICAL

Stars! Technical Reference

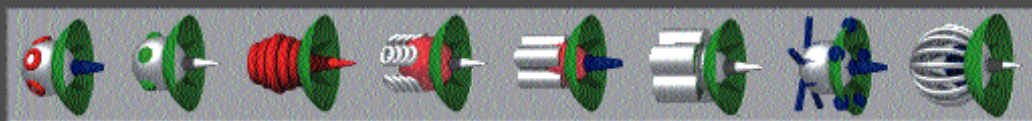
Race Requirements	Restrictions
AR	Not available with Alternate Reality

SCANNERS

Stars! Technical Reference

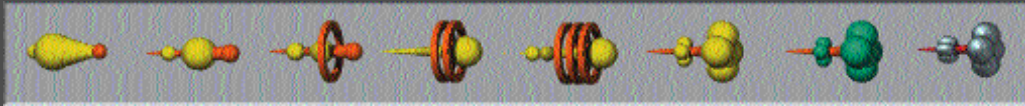


	Bat Scanner	Rhino Scanner	Mole Scanner	DNA Scanner	Possum Scanner	Pick Pocket Scanner	Chameleon Scanner	Ferret Scanner
Normal Range	0	50	100	125	150	80	160	185
Penetrating Range	--	--	--	--	--	--	45	50
Mass	2kT	5kT	2kT	2kT	3kT	15kT	6kT	2kT
Electronics	--	1	4	--	5	4	6	7
Energy	--	--	--	--	--	4	3	3
Biotechnology	--	--	--	6	--	4	--	2
Propulsion	--	--	--	3	--	--	--	--
Ironium	1kT	3kT	2kT	1kT	3kT	8kT	4kT	2kT
Boranium	--	--	--	1kT	--	10kT	6kT	--
Germanium	1kT	2kT	2kT	1kT	3kT	6kT	4kT	8kT
Resources	1	3	9	5	18	35	25	36
Race Requirement	--	--	--	--	--	SS	SS	--
Restrictions	--	--	--	--	--	--	--	AS
Special Abilities	--	--	--	--	--	AT	CL	--



	Dolphin Scanner	Gazelle Scanner	RNA Scanner	Cheetah Scanner	Elephant Scanner	Eagle Eye Scanner	Robber Baron Scanner	Peerless Scanner
Normal Range	220	225	230	275	300	335	220	500
Penetrating Range	100	--	--	--	200	--	120	--
Mass	4kT	5kT	2kT	4kT	6kT	3kT	20kT	4kT
Electronics	10	8	--	11	16	14	15	24
Energy	5	4	--	5	6	6	10	7
Biotechnology	4	--	10	--	7	--	10	--
Propulsion	--	--	5	--	--	--	--	--
Ironium	5kT	4kT	1kT	3kT	8kT	3kT	10kT	3kT
Boranium	5kT	--	1kT	1kT	5kT	2kT	10kT	2kT
Germanium	10kT	5kT	2kT	13kT	14kT	21kT	10kT	30kT
Resources	40	24	20	50	70	64	90	90
Race Requirement	--	--	--	--	--	--	SS	--
Restrictions	AS	--	--	--	AS	--	--	--
Special Abilities	--	--	--	--	--	--	AT	--

Race Requirements	Restrictions	Special Abilities
SS Super Stealth	AS Not available with No Advanced Scanners	AT Allows Theft of Cargo CL Also a 20% Cloak



	Settler's Delight	Quick Jump 5	Long Hump 6	Daddy Long Legs 7	Alpha Drive 8	Trans-Galactic Drive	Interspace 10	Trans-Star 10
Optimal Speed	6	5	6	7	8	9	10	10
Fastest Free Speed	6	1	1	1	1	1	1	1
Fastest Safe Speed	9	9	9	9	9	9	10	10
Mass	2kT	4kT	9kT	13kT	17kT	25kT	25kT	5kT
Propulsion	--	--	3	5	7	9	11	23
Ironium	1kT	3kT	5kT	11kT	16kT	20kT	18kT	3kT
Boronium	--	--	--	--	--	20kT	25kT	--
Germanium	1kT	1kT	1kT	3kT	3kT	9kT	10kT	3kT
Resources	2	3	6	12	28	50	60	10
Race Requirement	HE	--	--	--	--	--	NRS	--
Restrictions	MC	--	--	--	--	--	--	--



	Fuel Mizer	Radiating Hydro-Ram Scoop	Sub-Galactic Fuel Scoop	Trans-Galactic Fuel Scoop	Trans-Galactic Super Scoop	Trans-Galactic Mizer Scoop	Galaxy Scoop
Optimal Speed	6	6	7	8	9	10	10
Fastest Free Speed	4	6	5	6	7	8	9
Fastest Safe Speed	9	9	9	9	9	10	10
Mass	6kT	10kT	20kT	19kT	18kT	11kT	8kT
Propulsion	2	6	8	9	12	16	20
Energy	--	2	2	3	4	4	5
Ironium	8kT	3kT	4kT	5kT	6kT	5kT	4kT
Boronium	--	2kT	4kT	4kT	4kT	2kT	2kT
Germanium	--	9kT	7kT	12kT	16kT	13kT	9kT
Resources	11	8	12	18	24	20	12
Race Requirement	IFE	--	--	--	--	--	IFE
Restrictions	--	--	NNR	NNR	NNR	NNR	NNR
Warnings	--	HR	--	--	--	--	--

ENGINES

Stars! Technical Reference

Warnings

HR Harmful Radiation

Restrictions

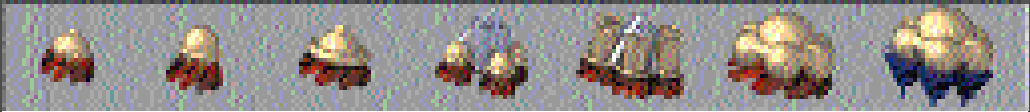
NNR Not available with
No Ram Scoop Engines
MC Mini-Collector only

Race Requirements

HE Hyper Expansion
NRS No Ram Scoop Engines
IFE Improved Fuel Efficiency

MINING ROBOTS

Stars! Technical Reference



	Robo-Midget Miner	Robo-Mini Miner	Robo-Miner	Robo-Maxi Miner	Robo-Super Miner	Robo-Ultra Miner	Orbital Adjuster
Mining Rate per Yr	5kT	4kT	12kT	18kT	27kT	25kT	--
Mass	80kT	240kT	240kT	240kT	240kT	80kT	80kT
Construction	--	2	4	7	12	15	--
Electronics	--	1	2	4	6	8	--
Biotechnology	--	--	--	--	--	--	6
Ironium	14kT	30kT	30kT	30kT	30kT	14kT	25kT
Boranium	--	--	--	--	--	--	25kT
Germanium	4kT	7kT	7kT	7kT	7kT	4kT	25kT
Resources	50	100	100	100	100	50	50
Race Requirements	AR	--	--	--	--	AR	CA
Restrictions	--	--	NOB	NOB	NOB	--	--
Special Abilities	--	--	--	--	--	--	CL / TF




Race Requirements		Restrictions	Special Abilities
CA	Claim Adjustor	NOB Not available with Only	CL Also a 25% cloak
AR	Advanced Remote Mining	Basic Remote Mining	TF Terratorms 1%

ORBITAL

Stars! Technical Reference

							
	Stargate 100/500	Stargate any/300	Stargate 150/600	Stargate 300/500	Stargate 100/any	Stargate any/800	Stargate any/any
Safe Mass	100kT	any	150kT	300	100	any	any
Safe Range	250ly	300ly	600ly	500ly	any	800ly	any
Construction	5	10	7	13	12	18	24
Propulsion	5	6	11	9	16	12	19
Ironium	50kT	50kT	50kT	50kT	50kT	50kT	50kT
Boronium	20kT	20kT	20kT	20kT	20kT	20kT	20kT
Germanium	20kT	20kT	20kT	20kT	20kT	20kT	20kT
Resources	200	250	500	600	700	700	800
Race Requirements	--	IT	--	--	IT	IT	IT
Restrictions	NHE	--	NHE	NHE	--	--	--

					
	Mass Driver 5	Mass Driver 6	Super Driver 7	Super Driver 8	Super Driver 9
Warp Speed	5	6	7	8	9
Energy	10	14	18	22	13
Ironium	24kT	24kT	100kT	24kT	24kT
Boronium	20kT	20kT	100kT	20kT	20kT
Germanium	20kT	20kT	100kT	20kT	20kT
Resources	70	144	512	256	324
Race Requirements	PP	PP	--	PP	PP

				
	Ultra Driver 10	Ultra Driver 11	Ultra Driver 12	Ultra Driver 13
Warp Speed	10	11	12	13
Energy	15	17	20	24
Ironium	100kT	24kT	24kT	24kT
Boronium	100kT	20kT	20kT	20kT
Germanium	100kT	20kT	20kT	20kT
Resources	968	484	576	676
Race Requirements	--	PP	PP	PP

Restrictions

NHE Not Hyper Expansion

Race Requirements

IT Interstellar Traveller

PP Packet Physics



Viewer 50 Viewer 90 Scooper 150 Scooper 220 Scooper 280

Range	50	90	150	220	280
Electronics	--	1	3	6	8
Ironium	10kT	10kT	10kT	10kT	10kT
Boranium	10kT	10kT	10kT	10kT	10kT
Germanium	70kT	70kT	70kT	70kT	70kT
Resources	100	100	100	100	100



Snooper 320X Snooper 400X Snooper 500X Snooper 620X

Normal Range	320	400	500	620
Penetrating Range	160	200	250	310
Electronics	10	13	16	23
Energy	3	4	5	7
Biotechnology	3	6	7	9
Ironium	10kT	10kT	10kT	10kT
Boranium	10kT	10kT	10kT	10kT
Germanium	70kT	70kT	70kT	70kT
Resources	100	100	100	100

Planetary Defenses are not available with the Alternate Reality trait
X series Planetary Scanners are not available with the No Advanced Scanners trait



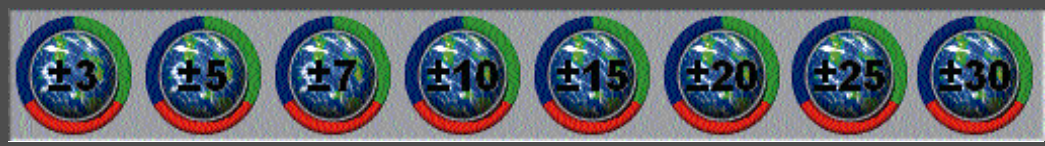
SDI Missile Battery Laser Battery Planetary Shield Neutron Shield

40 defenses covers	33%	55%	62%	70%	79%
80 defenses covers	55%	80%	86%	91%	95%
Energy	--	5	10	16	23
Ironium	5kT	5kT	5kT	5kT	5kT
Boranium	5kT	5kT	5kT	5kT	5kT
Germanium	5kT	5kT	5kT	5kT	5kT
Resources	15	15	15	15	15

Planetary Defenses are not available with the Alternate Reality or War Monger traits

TERRAFORMING

Stars! Technical Reference

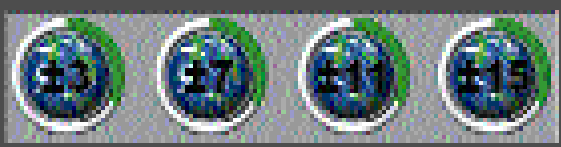


	Total ±3	Total ±5	Total ±7	Total ±10	Total ±15	Total ±20	Total ±25	Total ±30
Modified Grav.	3%	5%	7%	10%	15%	20%	25%	30%
Modifies Temp.	3%	5%	7%	10%	15%	20%	25%	30%
Modifies Rad.	3%	5%	7%	10%	15%	20%	25%	30%
Biotechnology	--	3	6	9	13	17	22	25
Resources	70	70	70	70	70	70	70	70

Total Terraforming requires the Total Terraforming trait.

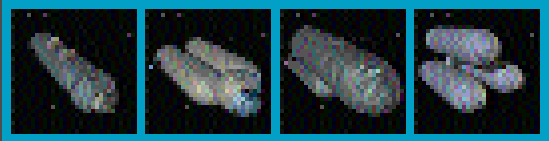


	Gravity ±3	Gravity ±7	Gravity ±11	Gravity ±15	Temp ±3	Temp ±7	Temp ±11	Temp ±15
Modifies Grav.	3%	7%	11%	15%	--	--	--	--
Modifies Temp.	--	--	--	--	3%	7%	11%	15%
Biotechnology	1	2	3	4	1	2	3	4
Propulsion	1	5	10	16	--	--	--	--
Energy	--	--	--	--	1	5	10	16
Resources	100	100	100	100	100	100	100	100



	Radiation ±3	Radiation ±7	Radiation ±11	Radiation ±15
Modifies Rad.	3%	7%	11%	15%
Biotechnology	1	2	3	4
Weapons	1	5	10	16
Resources	100	100	100	100

MINI-COLONY SHIP

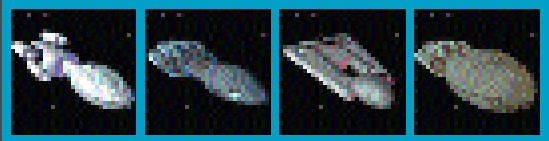


Requires the Hyper Expansion trait

Engine needs 1	Cargo 10kT	Mechanical up to 1
-------------------	---------------	-----------------------

Fuel Capacity	150mg	Ironium	2kT
Armor	10dp	Germanium	2kT
Mass	8kT	Resources	3

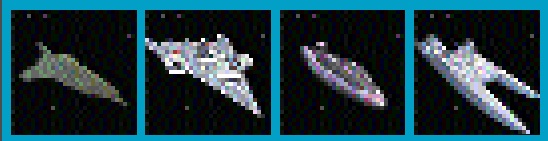
COLONY SHIP



Engine needs 1	Cargo 25kT	Mechanical up to 1
-------------------	---------------	-----------------------

Fuel Capacity	200mg	Ironium	10kT
Armor	20dp	Germanium	15kT
Mass	20kT	Resources	20

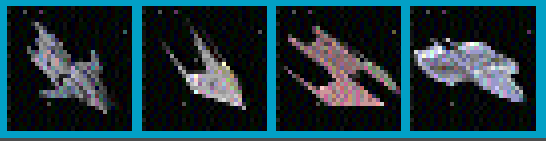
MINI BOMBER



Engine	Bomb
needs 1	up to 2

Fuel Capacity	120mg	Ironium	20kT
Armor	50dp	Boranium	5kT
		Germanium	10kT
Mass	28kT	Resources	35
		Construction	1

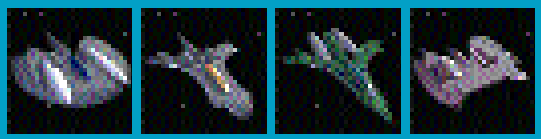
B-17 BOMBER



Engine	Bomb	Bomb	Scanner Electrical Mechanical
needs 2	up to 4	up to 4	up to 1

Fuel Capacity	400mg	Ironium	55kT
Armor	175dp	Boranium	10kT
		Germanium	10kT
Mass	69kT	Resources	150
		Construction	6

STEALTH BOMBER

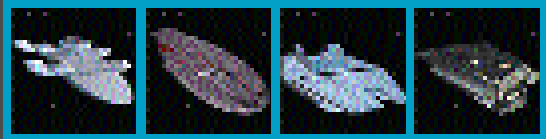


Requires the Super Stealth trait

Engine needs 2	Bomb up to 4	Scanner Electrical Mechanical up to 1
	Bomb up to 4	Electrical up to 3

Fuel Capacity	750mg	Ironium	55kT
Armor	225dp	Boranium	10kT
		Germanium	15kT
Mass	70kT	Resources	175
		Construction	8

B-52 BOMBER



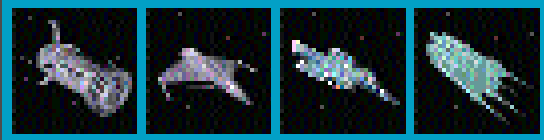
Engine needs 3	Bomb up to 4	Bomb up to 4	Scanner Electrical Mechanical up to 2
	Shield up to 2	Bomb up to 4	
	Bomb up to 4		

Fuel Capacity	750mg	Ironium	90kT
Armor	450dp	Boranium	15kT
		Germanium	10kT
Mass	110kT	Resources	280
		Construction	15

SCOUT HULLS

Stars! Technical Reference

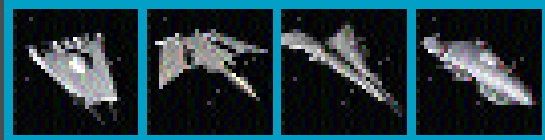
SCOUT



Engine needs 1	General Purpose up to 1	Scanner up to 1
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Fuel Capacity	50mg	Ironium	4kT
Armor	20dp	Boranium	2kT
		Germanium	4kT
Initiative	1	Resources	10
Mass	8kT	Construction	--

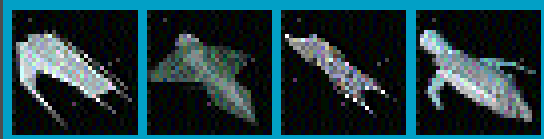
FRIGATE



Engine needs 1	Shield or Armor up to 2	General Purpose up to 3	Scanner up to 2
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Fuel Capacity	125mg	Ironium	4kT
Armor	45dp	Boranium	2kT
		Germanium	4kT
Initiative	4	Resources	12
Mass	8kT	Construction	6

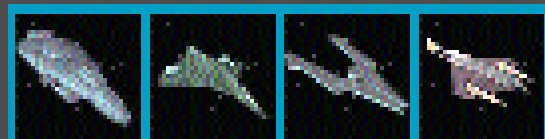
DESTROYER



		Weapon up to 1
	Mechanical up to 1	
Engine needs 1	Armor up to 2	General Purpose up to 1
	Electrical up to 1	
		Weapon up to 1

Fuel Capacity	280mg	Ironium	15kT
Armor	200dp	Boranium	3kT
		Germanium	5kT
Initiative	3	Resources	35
Mass	30kT	Construction	3

CRUISER

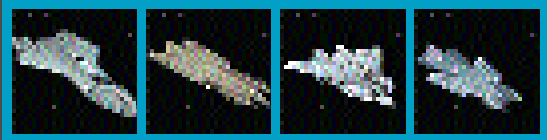


		Weapon up to 2	
	Shield Electrical Mechanical up to 1	Shield or Armor up to 2	General Purpose up to 2
Engine needs 2	Shield Electrical Mechanical up to 1	Weapon up to 2	

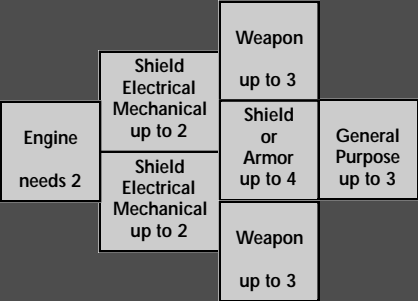
Fuel Capacity	600mg	Ironium	40kT
Armor	700dp	Boranium	5kT
		Germanium	8kT
Initiative	5	Resources	85
Mass	90kT	Construction	9

Scout hulls have built in scanners with the lack of All Trades trait.

BATTLE CRUISER

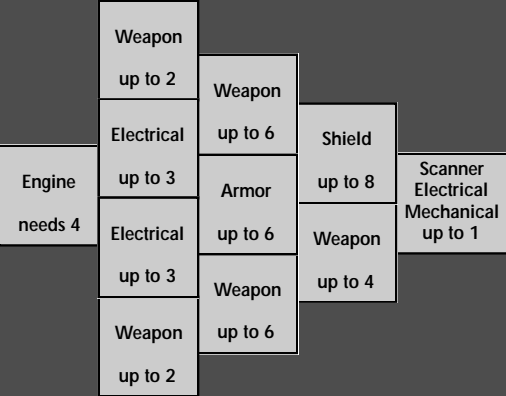
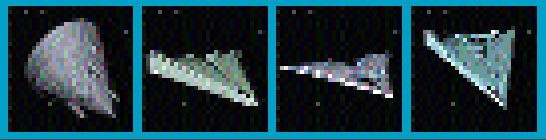


Requires the War Monger trait



Fuel Capacity	1400mg	Ironium	55kT
Armor	1000dp	Boranium	8kT
		Germanium	12kT
Initiative	5	Resources	120
Mass	120kT	Construction	10

BATTLESHIP

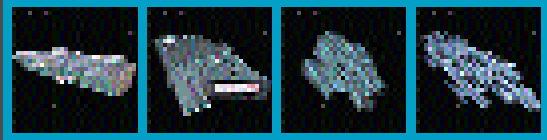


Fuel Capacity	2800mg	Ironium	120kT
Armor	2000dp	Boranium	25kT
		Germanium	20kT
Initiative	10	Resources	225
Mass	222kT	Construction	13

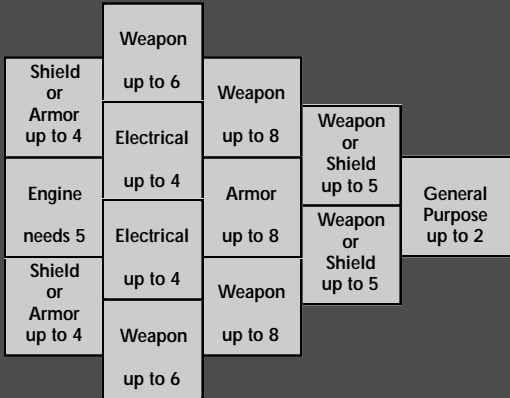
WARSHIP HULLS

Stars! Technical Reference

DREADNOUGHT

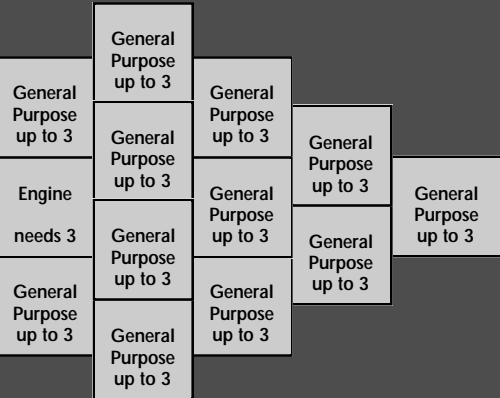
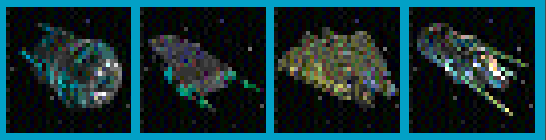


Requires the War Monger trait



Fuel Capacity	4500mg	Ironium	140kT
Armor	4500dp	Boranium	30kT
		Germanium	25kT
Initiative	10	Resources	275
Mass	250kT	Construction	16

NUBIAN

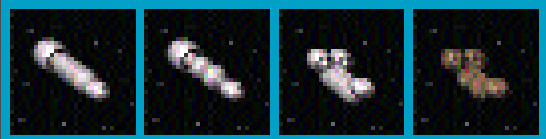


Fuel Capacity	5000mg	Ironium	75kT
Armor	5000dp	Boranium	12kT
		Germanium	12kT
Initiative	2	Resources	150
Mass	100kT	Construction	26

FREIGHTER HULLS

Stars! Technical Reference

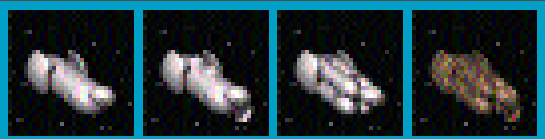
SMALL FREIGHTER



Engine needs 1	Cargo 70kT	Shield or Armor up to 1	Scanner Electrical Mechanical up to 1
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Fuel Capacity	130mg	Ironium	12kT
Armor	25dp	Germanium	17kT
		Resources	20
Mass	25kT	Construction	--

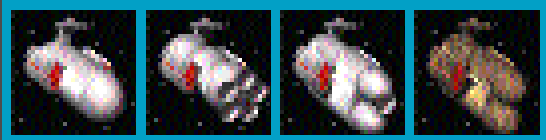
MEDIUM FREIGHTER



Engine needs 1	Cargo 210kT	Shield or Armor up to 1	Scanner Electrical Mechanical up to 1
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Fuel Capacity	450mg	Ironium	20kT
Armor	50dp	Germanium	19kT
		Resources	40
Mass	60kT	Construction	3

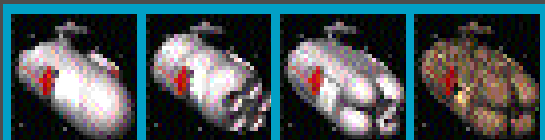
LARGE FREIGHTER



Engine needs 2	Cargo 1200kT	Scanner Electrical Mechanical up to 2
		Shield or Armor up to 2

Fuel Capacity	2600mg	Ironium	35kT
Armor	150dp	Germanium	21kT
		Resources	100
Mass	100kT	Construction	8

SUPER FREIGHTER

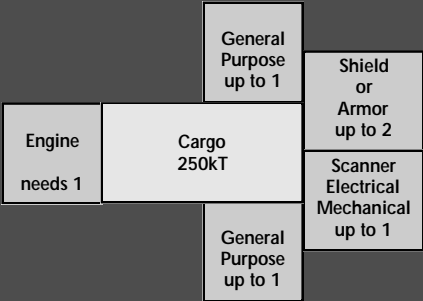
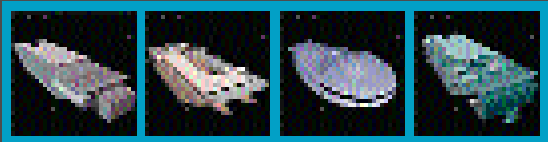


Requires the Inner Strength trait

Engine needs 3	Cargo 3000kT	Scanner Electrical Mechanical up to 3
		Shield or Armor up to 5
		Electrical up to 2

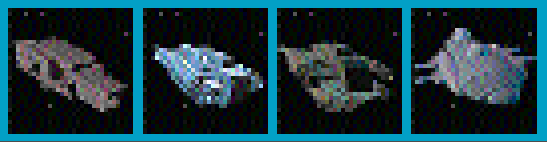
Fuel Capacity	8000mg	Ironium	45kT
Armor	400dp	Germanium	21kT
		Resources	125
Mass	175kT	Construction	13

PRIVATEER

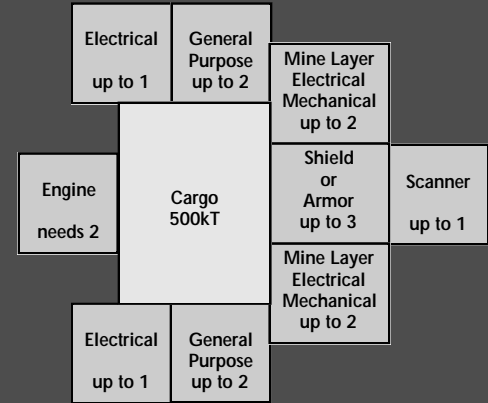


Fuel Capacity	650mg	Ironium	50kT
Armor	150dp	Boranium	3kT
		Germanium	2kT
Initiative	3	Resources	50
Mass	65kT	Construction	4

ROGUE

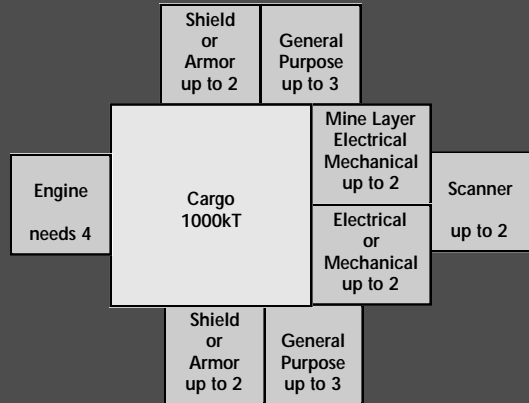
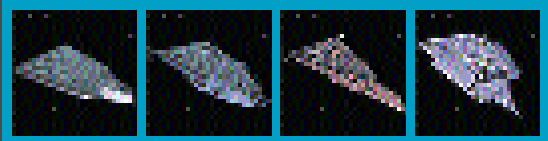


Requires the Super Stealth trait



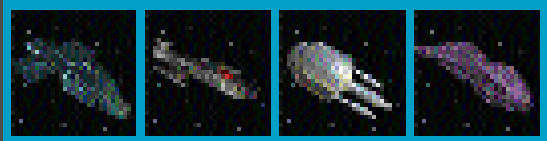
Fuel Capacity	2250mg	Ironium	80kT
Armor	450dp	Boranium	5kT
		Germanium	5kT
Initiative	4	Resources	60
Mass	75kT	Construction	8

GALLEON

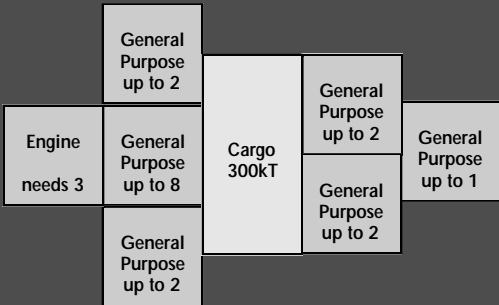


Fuel Capacity	2500mg	Ironium	70kT
Armor	900dp	Boranium	5kT
		Germanium	5kT
Initiative	4	Resources	105
Mass	125kT	Construction	11

META MORPH



Requires the Hyper Expansion trait

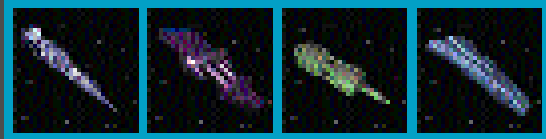


Fuel Capacity	700mg	Ironium	50kT
Armor	500dp	Boranium	12kT
		Germanium	12kT
Initiative	2	Resources	120
Mass	85kT	Construction	10

ARMED FREIGHTER HULLS

Stars! Technical Reference

MINI MINE LAYER



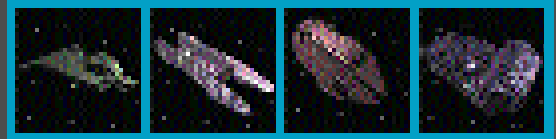
Requires the Space Demolition trait

Engine needs 1	Mine Layer up to 2	Scanner Electrical Mechanical up to 1
	Mine Layer up to 2	

Fuel Capacity	400mg	Ironium	8kT
Armor	60dp	Boronium	2kT
		Germanium	5kT
Mass	10kT	Resources	20
		Construction	--

Doubles the efficiency of all mine layers on board

SUPER MINE LAYER



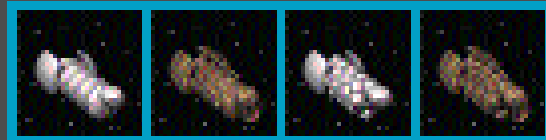
Requires the Space Demolition trait

Engine needs 3	Mine Layer up to 8	Shield or Armor up to 3	Scanner Electrical Mechanical up to 3
	Mine Layer up to 8		Mine Layer Electrical Mechanical up to 3

Fuel Capacity	2200mg	Ironium	20kT
Armor	1200dp	Boronium	3kT
		Germanium	9kT
Mass	30kT	Resources	30
		Construction	15

Doubles the efficiency of all mine layers on board

FUEL TRANSPORT



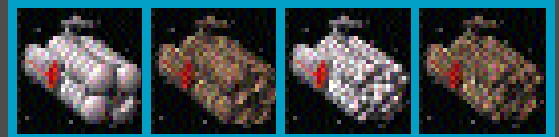
Requires the Inner Strength trait

Engine needs 1	Shield up to 1
-------------------	-------------------

Fuel Capacity	750mg	Ironium	10kT
Armor	5dp	Germanium	5kT
		Resources	50
Mass	12kT	Construction	4

Manufactures 200mg of fuel each year
Ships in the same fleet will heal 5% faster

SUPER-FUEL XPORT

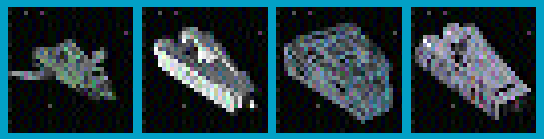


Engine needs 2	Shield up to 2	Scanner up to 1
-------------------	-------------------	--------------------

Fuel Capacity	2250mg	Ironium	20kT
Armor	12dp	Germanium	8kT
		Resources	70
Mass	111kT	Construction	7

Manufactures 200mg of fuel each year
Ships in the same fleet will heal 10% faster

MIDGET MINER



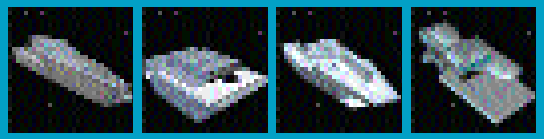
Requires the Advanced Remote Mining trait

Engine	Robot Miner
needs 1	up to 2

Ironium	10kT
Germanium	3kT
Resources	20
Construction	--

Fuel Capacity	210mg	Mass	10kT
Armor	100dp		

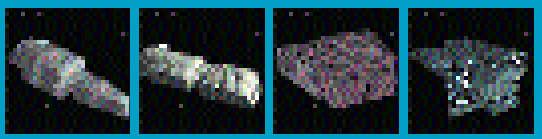
MINI MINER



Engine	Robot Miner	Scanner Electrical Mechanical up to 1
	up to 1	
	Robot Miner	
needs 1	up to 1	

Fuel Capacity	210mg	Ironium	25kT
Armor	130dp	Germanium	6kT
		Resources	50
Mass	80kT	Construction	2

MINER

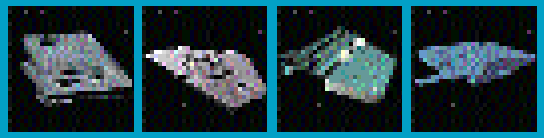


Requires the Advanced Remote Mining trait

Engine	Robot Miner	Robot Miner	Armor Scanner Elect/Mech up to 2
	up to 2	up to 1	
	Robot Miner	Robot Miner	
needs 2	up to 2	up to 1	

Fuel Capacity	500mg	Ironium	32kT
Armor	475dp	Germanium	6kT
		Resources	110
Mass	110kT	Construction	6

MAXI MINER

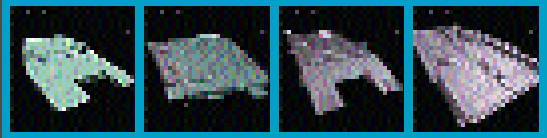


Unavailable with the Basic Remote Mining trait

Engine	Robot Miner	Robot Miner	Armor Scanner Elect/Mech up to 2
	up to 4	up to 1	
	Robot Miner	Robot Miner	
needs 3	up to 4	up to 1	

Fuel Capacity	850mg	Ironium	32kT
Armor	1400dp	Germanium	6kT
		Resources	140
Mass	110kT	Construction	11

ULTRA MINER



Requires the Advanced Remote Mining trait

Engine	Robot Miner	Robot Miner	Armor Scanner Elect/Mech up to 3
	up to 4	up to 2	
	Robot Miner	Robot Miner	
needs 2	up to 4	up to 2	

Fuel Capacity	1300mg	Ironium	30kT
Armor	1500dp	Germanium	6kT
		Resources	130
Mass	100kT	Construction	14

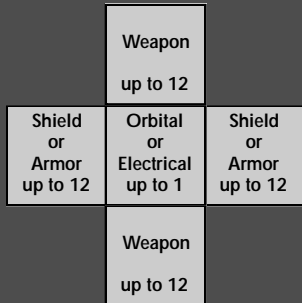
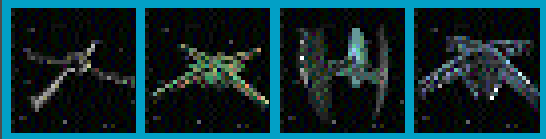
REMOTE MINER HULLS

Stars! Technical Reference

STARBASE HULLS

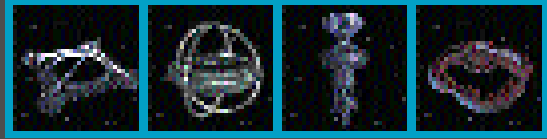
Stars! Technical Reference

ORBITAL FORT

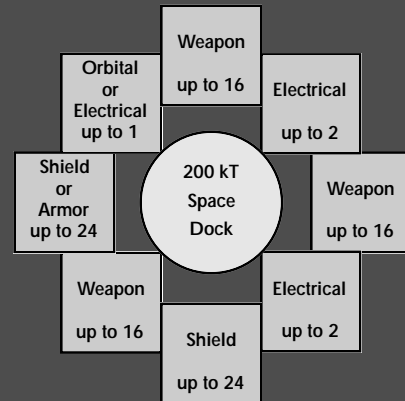


Armor	100dp	Ironium	12kT
Initiative	10	Boronium	--
A.R. Max. Pop.	250k	Germanium	17kT
Construction	--	Resources	40

SPACE DOCK

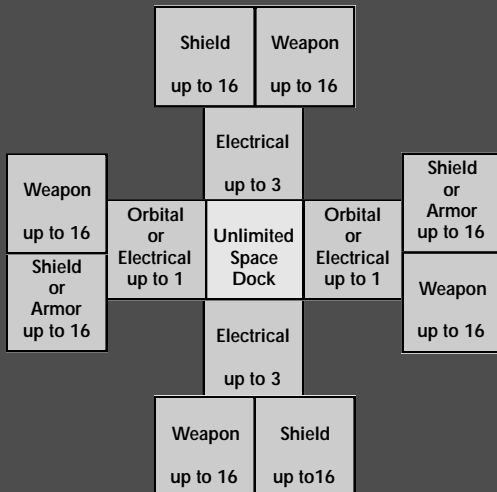
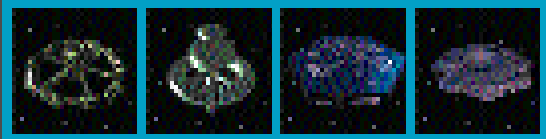


Requires the Improved Starbases trait



Armor	250dp	Ironium	20kT
Initiative	12	Boronium	5kT
A.R. Max. Pop.	500k	Germanium	25kT
Construction	4	Resources	100

SPACE STATION

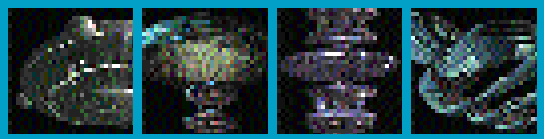


Armor	500dp	Ironium	120kT
Initiative	14	Boronium	80kT
A.R. Max. Pop.	1000k	Germanium	250kT
Construction	--	Resources	600

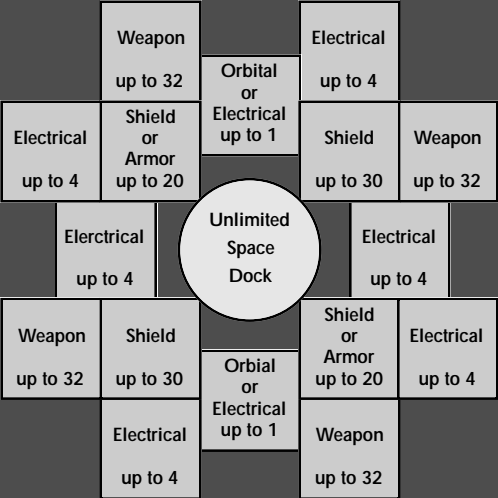
STARBASE HULLS

Stars! Technical Reference

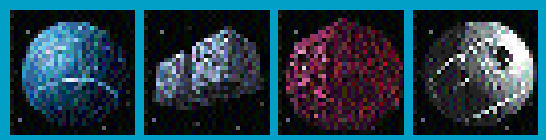
DEATH STAR



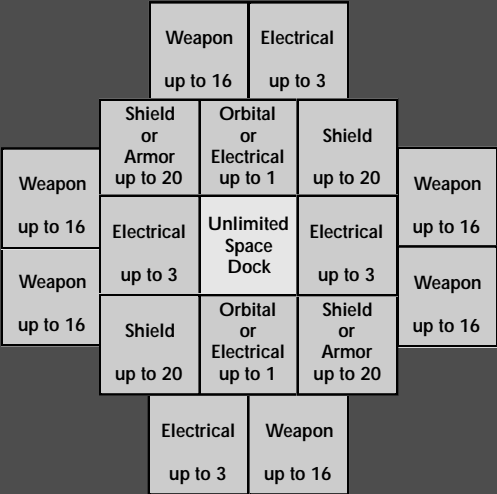
Requires the Alternate Reality trait



ULTRA STATION



Requires the Improved Starbases trait



Armor	1500dp	Ironium	120kT
Initiative	18	Boranium	80kT
A.R. Max. Pop.	3000k	Germanium	350kT
Construction	17	Resources	750

Armor	1000dp	Ironium	120kT
Initiative	16	Boranium	80kT
A.R. Max. Pop.	2000k	Germanium	300kT
Construction	12	Resources	600