

Base rules

The first task before you is to choose a ship class. This will affect all aspects of your ship, due to the variance in cost between the classes. These classes are Battleship, Cruiser, & Frigate.

Once you have chosen your ship's class, it will dictate how you spend the points allotted for the tournament. Each facet of the ship has a cost associated which is based upon the ship's size.

Ship Construction Stats								
Class	Core	Additional Core HP	Pts/Sec	Section Default HP	Additional Sec. HP	Speed	Turning	Accuracy
Frigate	300	10	0.5	100	150	0.20	0.20	0.05
Cruiser	400	25	1	150	170	0.15	0.14	0.02
Battleship	500	50	2	200	200	0.10	0.08	0.01

*** A section's health cannot exceed 1000 HP**

How much HP per Point investment			
Limit:		1000	HP/Section
pts	Frigate	Cruiser	Battleship
0	100	150	200
1	250	320	400
2	400	490	600
3	550	660	800
4	700	830	1000
5	850	1000	
6	1000		

While looking at the blank ship, set the Core's HP to the Base HP value that appears in the column of the ship class you have chosen, and the Max Speed, Acceleration, and Turning to zero. From here you should decide how many points you plan to allocate to the basics of the ship.

You can spend as many points on these attributes and have as many sections as you can afford. As you buy sections, you should set their Custom HP to the value listed in the Sec.HP Base row so that you don't forget to do it later. You may want to consider strategically beefing up certain sections, though in most cases it's better to just add ablative sections meant to be lost.

Keep in mind, though, that you will have a set number of points, and no battle was ever won purely by defensive measures.

As far as AI goes, any AI can be selected and any AI Range set. Keep in mind that the AI Range is the distance your ship will try to keep between its core and the enemy's, so it really should be no farther than your shortest ranged weapon. Though weapons mounted farther back than the core will have their effective range reduced.

At this point, you've more than likely spent around half of the points, and hopefully have some idea what you want your killing machine to wield. Yet now comes the hard part. Where and how should you mount the instruments of your will?

Should you attempt to cover all angles of attack, or trust that your ship can turn fast enough to keep the opposition in its sights? Should you invest in your active defenses, or pour all your resources into firepower?

AI:

- Any AI and range may be chosen.

The Core:

- May be covered by other sections.
- Weapons or modules cannot be connected off the core.
- Cannot be small, civilian, or defense platform core.

Shields:

- Aegis shields are allowed, but are restricted to 20 per section. Depending on your ship setup taking Aegis Deflectors may reduce the number of Deflectors on your ship. See formula below.

- Deflector shields are allowed, but restricted to 1 Deflector Shield per 3 sections and 12 per ship. In addition for every Aegis Deflector used, subtract 20 sections before calculating the numbers of Deflector your ships may have.

Formula:

Deflector slots = ((Total # of sections) - (# of Aegis x 20))/3

Sections:

- Sections may not be scaled.
- Parenting between sections must be logical.
- Sections may overlap other sections within reason. No more than 25% can be covered by another section.

Weapons and Modules:

- A maximum of 2 slots per section. Each weapons/modules has a slot size. Please refer to the table below.

- Weapons and modules must rest, without overlapping, on its parent section. (It is not required that the entirety of the weapon or module be on the section)
- Weapons and modules may touch, and may cover the section, but again, may not overlap.
- Weapons and modules may have customized color settings. No other settings may be customized.

	Cost	Slots		Cost	Slots	Limit	
Repeater Gun	1	0.5	Gosling Launcher	5	1		
Missile Launcher	1	0.5	Teller Torpedo	2	1		
Blaster Cannon	2	0.5	Gluon Bolter	3	1		
			Lancet Beam	8	1	2	per ship
Pulse Gun	1	1	Frosch Gun	15	1	*	1 per ship / 3 per fleet
Gatling Pulse	2	1					
			Rorschach Resistor	6	1		
Gatling Blaster	3	1	Nano Matrix	15	1	*	1 per ship / 3 per fleet
Quad Blaster	3	1	Gravitic Impeder	6	1		
Tachyon Cannon	4	1	Demeter Pod Launcher	12	1	2	per ship
Tachyon Repeater	10	1	Dieterling Device	15	1		
Tachyon Driver	5	1	Gravity Beam	5	1		
			Booster	5	1	2	per ship
Mining Beam	1	1					
Scatter Beam	2	1	Impeder Fabber	6	2		
Beamer	3	1	Platform Fabber	10	2		
Shock Beamer	3	1					
Mega Beam	4	1	Deflector Shield	4	1	*	1 for every 3 sections / 12 per ship
Flak Cannon	3	1	Aegis Deflector	25	2	*	1 for every 20 sections.
Particle Gun	3	0.5					For every Aegis you take, subtract 20 sections
Point Beam	3	1					before calculating sections available for the Deflectors.
Plasma Charge	3	1					Aegis Deflector cannot protect the Core, any sections
Demeter Launcher	2	1					overlapping the core, and the section it is parented on.
Weasel Gun	3	1					If using multiple Aegis Defectors, sections protected
Pulsar Gun	4	1					cannot be adjacent to each other.
Sidewinder	2	1					
Railgun	4	1					