

# BATTLECRUISER 3000AD™

## BATTLECRUISER POWER ALLOCATION

Power management on the Battlecruiser is one of the most important aspects of its operation. Without power, most of the ship's systems will shutdown. This would generally spell disaster.

The nuclear reactor is responsible for providing power for the operation of all the ship's systems. It uses Radine crystals for fuel and its operation and ability to provide maximum power is dependent upon its condition. Hence, if the nuclear reactor is damaged, it will not be able to reach its operation peak and therefore produce less power units.

The status of the reactor core and its cooling system also affect the nuclear reactor's operation. If these systems are severely damaged or destroyed, the reactor will shutdown. There are worse things to worry about however. If the reactor core is destroyed, it will cause a fusion reaction which will destroy the entire ship.

If the nuclear reactor cooling system is destroyed, the logic control system will automatically shutdown the nuclear reactor to prevent overheating. It then attempts an auto power reallocation using available power if any.

The ship has an auxiliary solar reactor which converts solar power retrieved by the solar panels to raw power. When the ship is close to a solar source, the solar panels automatically convert this to power which is then stored in a battery within the solar reactor. It is then available for allocation. The condition of the solar panels determines the amount of solar energy stored. The solar reactor can convert and store up to 100 units of power.

The amount of power allocated to a system determines its operation. A system is considered off line if it has zero power units allocated.

\* handled by AI api

- **SOLAR REACTOR** **10/10**

In order to convert solar energy captured by the solar panels to raw power, the solar reactor needs to be activated. It requires 10 ten units of power to do this otherwise the energy will not be converted. Once the solar panels are extended, they will effectively charge the solar reactor with solar power which is then converted to power that can be used by the ship. If there is no power to this system, extracting the solar panels will have no affect and the solar reactor will not be charged.

Once the solar panels are extracted, the solar reactor battery is charged at a constant rate and the power immediately stored in internal battery cells for use. The stored converted power will eventually be depleted.

- **MAIN LIFE SUPPORT** **5/5 \***

This system provides life support for Decks 1,2,3 & the sub-decks. If this system is off-line, the life factor of personnel at any of those locations will be reduced. If the system is not brought back on-line, they will eventually die.

- **AUXILIARY LIFE SUPPORT** **5/5 \***

This system provides life support for all bridge command personnel. If this system is off-line, the life factor of personnel at this location will be reduced. Unless this system is brought back on-line, they will all die.

- **TACTICAL SYSTEMS** **5/5**

This allocates power to the TACOPS, CVD and TACSCAN computers.

- **NAVIGATION SYSTEMS** **5/5**

This allocates power to the NID, NAVITRON and the BridgeViewer.

- **ENGINE** **10/1**

The amount of power allocated to the ship's engines determines the amount of thrust that it can produce. It also determines the amount of thrust produced by the staged thrust afterburner auxiliary engines. The engines will not start if power is set to zero.

- **SHIELD CONTROL** **5/1**  
 This determines the strength of the shield's energy field. The higher this power setting, the stronger the shield's energy field. If power to this system is shutdown, the shields will also shutdown rendering the ship vulnerable to serious damage during skirmish.
- **COMMUNICATION** **2/2 \***  
 This allocates power to the internal and full screen COMMLINK systems. Also handles probe launching.
- **WEAPON SYSTEMS** **5/5**  
 This allocates power to all weapon systems. This includes missile launching, mine laying, FATAL and PTA.
- **ION-DISRUPTOR ARRAY** **5/1**  
 The power allocated to the IOD system determines it's recharge rate and energy blast. The more power allocated, the faster the recharge rate and the greater the damage done.
- **FORE LASER TURRET** **5/1**  
 The power allocated to the fore turret determines it's recharge rate and energy blast. The more power allocated, the faster the recharge rate and the greater the damage done to the target.
- **MID LASER TURRET** **5/1**  
 The power allocated to the mid turret determines it's recharge rate and energy blast. The more power allocated, the faster the recharge rate and the greater the damage done to the target.
- **AFT LASER TURRET** **5/1**  
 The power allocated to the aft turret determines it's recharge rate and energy blast. The more power allocated, the faster the recharge rate and the greater the damage done to the target.
- **CLOAKING SYSTEM** **10/10**  
 The ship's cloaking system requires 10 units of power for operation. This allows it to cloak the ship. The amount of Iridium available determines how long the cloaking system will remain on. If power to this system is shutdown, the ship will de-cloak regardless of the Iridium level.
- **LAUNCH CONTROL** **5/5 \***  
 The launch platform for the Battlecruiser operates as a vertical eject system for rapid deployment and retrieval of Interceptors. In order to be able to launch/retrieve Interceptors, this system must have power otherwise the flight engineers will not be able to operate the ejector system and the Interceptors will not be able to dock nor launch.
- **CENTRAL CHARGING UNIT** **5/5 \***  
 The system requires power otherwise the interceptor, shuttle and ATV chargers won't work. This means that ships will not be recharged on docking.
- **TRANSPORTER CONTROL** **5/5 \***  
 The transporter system requires 5 units of power for operation. Without it, deployment of personnel using this system will not be possible. This system depletes 2.5 units of power whenever it is used.
- **TRACTOR BEAM** **5/5**  
 The ship's tractor beam requires 5 units of power for operation. Without it, it would not be possible to operate and capture other space craft. This system uses 5 units of power whenever it is activated. If power to this system is shutdown, it will lost it's lock.
- **CLONING MODULE** **10/10 \***  
 The cloning module is used to create clones of the ship's important crew members from stored DNA samples. This complex operation is performed in the ship's Medibay. In order for the Medical Officer to clone personnel, this system must have 10 units of power allocated to it. It requires this power to be constant as long as someone is being cloned otherwise the operation will be suspended.

## **POWER STATUS:**

N/Reactor power	Nuclear reactor's maximum configuration profile
N/Reactor output	Amount of power units produced by nuclear reactor
S/Reactor power	Solar reactor's maximum configuration profile
S/Reactor output	Amount of power units converted by solar reactor
Current power output	Combined level of nuclear and solar power units
Maximum power required	Power required with all systems at peak level
Minimum power required	Power required with all systems at minimum level
Current power usage	Power currently allocated to systems
Available power units	Available amount of combined nuclear + solar power

The Battlecruiser can store up to 25000 units of Radine, 10,000 units of Plutonium and 1000 units of Iridium.