Star Frontiers Knight Hawks Military Ship Construction

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http://deltasdnd.blogspot.com/

SFKH Military Ship Cost Summary

Cost shown is in millions of credits.

Ship Type	Credit Cost	Computer Level
Fighter	0.35	3
Scout	1	3
Frigate	2	4
Minelayer	2	4
Destroyer	3	4
Lt. Cruiser	5	4
Carrier	7	5
Hvy. Cruiser	9	5
Battleship	12	5

SFKH Spaceship Construction – Fighter

Not included below: Fuel, ammunition, spacesuits.
Green cells indicate manual data entry.

Item	Value	Max	Equipment Cost	Func. Points	Notes
Construction Center Class	1	3			
Hull Size	1	20	50,000		
Engine Number	1	1			
Engine Type	3	3	200,000	32	1=Chemical, 2=Ion, 3=Atomic
Life Support System	1	1,000	300	1	Enter: Number supported
Life Support Backup	1	1,000	300	1	Enter: Number supported
Astrogation Equipment	2	4	5,000	6	1=Shuttle, 2=System, 3=Starship, 4=Star+
Videocom Radio	1	1,000	1,000		Enter: Number of screens
Subspace Radio	0	3	0		
Intercom	0	1,000	0		Enter: No. of speaker/mics
Radar	1	3	10,000		
Energy Sensor	0	1	0		
Portholes	1	1,000	50		
Cameras	0	2	0		1=Half cover, 2=Full cover
Skin Sensors	0	1	0	0	
White Noise Broadcaster	0	1	0		1=Normal, 2=Extreme
Decoys	0	0	0		
Escape Pods	1	1	30,000		
Lifeboats	0	0	0		
Launch, small	0	0	0		
Launch, large	0	0	0		
Workpod	0	0	0		

Weapons

Item	Value	Max	Equipment Cost	Func. Points	Notes
Laser Cannon	0	0	0	0	
Laser Battery	0	0	0	0	
Proton Battery	0	0	0	0	
Electron Battery	0	0	0	0	
Disruptor Cannon	0	0	0	0	
Assault Rocket Launcher	1	1	5,000	4	
Rocket Battery Array	0	0	0	0	

Torpedo Launcher	0	0	0	0	
Mine Spreader	0	0	0	0	
Seeker Missile Rack	0	0	0	0	
Grapples	0	0	0	0	

Defenses

Reflective Hull	1	1	500	0	
Masking Screen	0	0	0	0	
Electron Screen	0	0	0	0	
Proton Screen	0	0	0	0	
Stasis Screen	0	0	0	0	
ICM Launcher	0	0	0	0	

Computer Programs

Master Control Panel	1	1	100		
Alarm	1	6		1	Calculated program level
Damage Control	1	6		2	Calculated program level
Computer Lockout	3	6		4	Calculated program level

Subtotal			302,250	51	
Program Func. Points			51,000		
Grand Total			353,250		

SFKH Knight Hawks Spaceship Construction – Assault Scout

Not included below: Fuel, ammunition, spacesuits.
Green cells indicate manual data entry.

Item	Value	Max	Equipment Cost	Func. Points	Notes
Construction Center Class	1	3			
Hull Size	3	20	150,000		
Engine Number	2	2			
Engine Type	3	3	400,000	32	1=Chemical, 2=Ion, 3=Atomic
Life Support System	10	1,000	900	2	Enter: Number supported
Life Support Backup	10	1,000	900	2	Enter: Number supported
Astrogation Equipment	3	4	15,000	24	1=Shuttle, 2=System, 3=Starship, 4=Star+
Videocom Radio	2	1,000	1,100		Enter: Number of screens
Subspace Radio	1	3	20,000		
Intercom	10	1,000	140		Enter: No. of speaker/mics
Radar	1	3	10,000		
Energy Sensor	0	1	0		
Portholes	10	1,000	500		
Cameras	2	2	25,000		1=Half cover, 2=Full cover
Skin Sensors	1	1	3,000	1	
White Noise Broadcaster	1	1	80,000		1=Normal, 2=Extreme
Decoys	0	0	0		
Escape Pods	3	3	90,000		
Lifeboats	0	0	0		
Launch, small	1	1	75,000		
Launch, large	0	0	0		
Workpod	1	1	75,000		
Weapons					
Laser Cannon	0	0	0	0	
Laser Battery	1	1	3,000	4	
Proton Battery	0	0	0	0	
Electron Battery	0	0	0	0	
Disruptor Cannon	0	0	0	0	
Assault Rocket Launcher	1	3	5,000	4	
Rocket Battery Array	0	0	0	0	

Torpedo Launcher	0	0	0	0
Mine Spreader	0	0	0	0
Seeker Missile Rack	0	0	0	0
Grapples	0	0	0	0

Defenses

Reflective Hull	1	1	1,500	0
Masking Screen	0	0	0	0
Electron Screen	0	0	0	0
Proton Screen	0	0	0	0
Stasis Screen	0	0	0	0
ICM Launcher	0	0	0	0

Computer Programs

Master Control Panel	1	1	100		
Alarm	2	6		2	Calculated program level
Damage Control	2	6		4	Calculated program level
Computer Lockout	3	6		4	Calculated program level

Subtotal	956,140	79
Program Func. Points	79,000	
Grand Total	1,035,140	

SFKH Spaceship Construction – Frigate

Not included below: Fuel, ammunition, spacesuits.
Green cells indicate manual data entry.

Item	Value	Max	Equipment Cost	Func. Points	Notes
Construction Center Class	1	3			
Hull Size	5	20	250,000		
Engine Number	3	3			
Engine Type	3	3	1,200,000	64	1=Chemical, 2=Ion, 3=Atomic
Life Support System	35	1,000	2,500	3	Enter: Number supported
Life Support Backup	35	1,000	2,500	3	Enter: Number supported
Astrogation Equipment	3	4	15,000	24	1=Shuttle, 2=System, 3=Starship, 4=Star+
Videocom Radio	3	1,000	1,200		Enter: Number of screens
Subspace Radio	1	3	20,000		
Intercom	20	1,000	240		Enter: No. of speaker/mics
Radar	1	3	10,000		
Energy Sensor	0	1	0		
Portholes	10	1,000	500		
Cameras	2	2	25,000		1=Half cover, 2=Full cover
Skin Sensors	1	1	5,000	1	
White Noise Broadcaster	1	1	80,000		1=Normal, 2=Extreme
Decoys	1	1	50,000		
Escape Pods	5	5	150,000		
Lifeboats	1	1	100,000		
Launch, small	1	1	75,000		
Launch, large	0	0	0		
Workpod	2	2	150,000		

Weapons

Item	Value	Max	Equipment Cost	Func. Points	Notes
Laser Cannon	1	1	5,000	3	
Laser Battery	1	1	3,000	4	
Proton Battery	0	0	0	0	
Electron Battery	0	0	0	0	
Disruptor Cannon	0	0	0	0	
Assault Rocket Launcher	0	5	0	0	
Rocket Battery Array	1	1	10,000	6	

Torpedo Launcher	1	1	20,000	3	
Mine Spreader	0	0	0	0	
Seeker Missile Rack	0	0	0	0	
Grapples	1	1	25,000	0	

Defenses

Reflective Hull	1	1	2,500	0	
Masking Screen	1	1	1,000	0	
Electron Screen	0	0	0	0	
Proton Screen	0	0	0	0	
Stasis Screen	0	0	0	0	
ICM Launcher	1	1	2,000	12	

Computer Programs

Master Control Panel	1	1	100		
Alarm	3	6		4	Calculated program level
Damage Control	3	6		8	Calculated program level
Computer Lockout	4	6		8	Calculated program level

Subtotal			2,205,540	143
Program Func. Points			143,000	
Grand Total			2,348,540	

SFKH Spaceship Construction – Minelayer

Not included below: Fuel, ammunition, spacesuits.
Green cells indicate manual data entry.

Item	Value	Max	Equipment Cost	Func. Points	Notes
Construction Center Class	1	3			
Hull Size	7	20	350,000		
Engine Number	2	2			
Engine Type	3	3	800,000	64	1=Chemical, 2=Ion, 3=Atomic
Life Support System	40	1,000	5,000	3	Enter: Number supported
Life Support Backup	40	1,000	5,000	3	Enter: Number supported
Astrogation Equipment	3	4	15,000	24	1=Shuttle, 2=System, 3=Starship, 4=Star+
Videocom Radio	3	1,000	1,200		Enter: Number of screens
Subspace Radio	1	3	20,000		
Intercom	25	1,000	290		Enter: No. of speaker/mics
Radar	1	3	10,000		
Energy Sensor	1	1	200,000		
Portholes	15	1,000	750		
Cameras	2	2	25,000		1=Half cover, 2=Full cover
Skin Sensors	1	1	7,000	1	
White Noise Broadcaster	1	1	80,000		1=Normal, 2=Extreme
Decoys	1	1	70,000		
Escape Pods	7	7	210,000		
Lifeboats	1	1	100,000		
Launch, small	2	2	150,000		
Launch, large	0	0	0		
Workpod	2	2	150,000		

Weapons

Item	Value	Max	Equipment Cost	Func. Points	Notes
Laser Cannon	0	1	0	0	
Laser Battery	2	2	6,000	8	
Proton Battery	0	0	0	0	
Electron Battery	0	1	0	0	
Disruptor Cannon	0	0	0	0	
Assault Rocket Launcher	0	7	0	0	
Rocket Battery Array	0	1	0	0	

Torpedo Launcher	0	1	0	0
Mine Spreader	1	1	10,000	1
Seeker Missile Rack	1	1	4,000	9
Grapples	0	1	0	0

Defenses

Reflective Hull	1	1	3,500	0
Masking Screen	0	1	0	0
Electron Screen	0	0	0	0
Proton Screen	0	0	0	0
Stasis Screen	0	0	0	0
ICM Launcher	1	1	2,000	12

Computer Programs

Master Control Panel	1	1	100		
Alarm	2	6		2	Calculated program level
Damage Control	2	6		4	Calculated program level
Computer Lockout	4	6		8	Calculated program level

Subtotal	2,224,840	139
Program Func. Points	139,000	
Grand Total	2,363,840	

SFKH Spaceship Construction – Destroyer

Not included below: Fuel, ammunition, spacesuits.
Green cells indicate manual data entry.

Item	Value	Max	Equipment Cost	Func. Points	Notes
Construction Center Class	1	3			
Hull Size	6	20	300,000		
Engine Number	3	3			
Engine Type	3	3	1,200,000	64	1=Chemical, 2=Ion, 3=Atomic
Life Support System	50	1,000	5,000	3	Enter: Number supported
Life Support Backup	50	1,000	5,000	3	Enter: Number supported
Astrogation Equipment	3	4	15,000	24	1=Shuttle, 2=System, 3=Starship, 4=Star+
Videocom Radio	3	1,000	1,200		Enter: Number of screens
Subspace Radio	1	3	20,000		
Intercom	25	1,000	290		Enter: No. of speaker/mics
Radar	1	3	10,000		
Energy Sensor	1	1	200,000		
Portholes	15	1,000	750		
Cameras	2	2	25,000		1=Half cover, 2=Full cover
Skin Sensors	1	1	6,000	1	
White Noise Broadcaster	1	1	80,000		1=Normal, 2=Extreme
Decoys	1	1	60,000		
Escape Pods	6	6	180,000		
Lifeboats	1	1	100,000		
Launch, small	2	2	150,000		
Launch, large	0	0	0		
Workpod	2	2	150,000		
Weapons					
Laser Cannon	1	1	5,000	3	
Laser Battery	1	2	3,000	4	
Proton Battery	0	0	0	0	
Electron Battery	1	1	5,000	6	
Disruptor Cannon	0	0	0	0	
Assault Rocket Launcher	0	6	0	0	
Rocket Battery Array	1	1	10,000	6	

Torpedo Launcher	1	1	20,000	3
Mine Spreader	0	0	0	0
Seeker Missile Rack	0	0	0	0
Grapples	1	1	25,000	0

Defenses

Reflective Hull	1	1	3,000	0
Masking Screen	1	1	1,000	0
Electron Screen	0	0	0	0
Proton Screen	0	0	0	0
Stasis Screen	0	0	0	0
ICM Launcher	1	1	2,000	12

Computer Programs

Master Control Panel	1	1	100		
Alarm	3	6		4	Calculated program level
Damage Control	3	6		8	Calculated program level
Computer Lockout	4	6		8	Calculated program level

Subtotal	2,582,340	149
Program Func. Points	149,000	
Grand Total	2,731,340	

SFKH Spaceship Construction – Light Cruiser

Not included below: Fuel, ammunition, spacesuits.
Green cells indicate manual data entry.

Item	Value	Max	Equipment Cost	Func. Points	Notes
Construction Center Class	1	3			
Hull Size	13	20	650,000		
Engine Number	4	4			
Engine Type	3	3	1,600,000	64	1=Chemical, 2=Ion, 3=Atomic
Life Support System	100	1,000	9,000	3	Enter: Number supported
Life Support Backup	100	1,000	9,000	3	Enter: Number supported
Astrogation Equipment	4	4	50,000	24	1=Shuttle, 2=System, 3=Starship, 4=Star+
Videocom Radio	5	1,000	1,400		Enter: Number of screens
Subspace Radio	1	3	20,000		
Intercom	40	1,000	440		Enter: No. of speaker/mics
Radar	1	3	10,000		
Energy Sensor	1	1	200,000		
Portholes	30	1,000	1,500		
Cameras	2	2	25,000		1=Half cover, 2=Full cover
Skin Sensors	1	1	13,000	1	
White Noise Broadcaster	1	1	80,000		1=Normal, 2=Extreme
Decoys	2	2	260,000		
Escape Pods	13	13	390,000		
Lifeboats	2	2	200,000		
Launch, small	4	4	300,000		
Launch, large	1	1	100,000		
Workpod	5	5	375,000		

Weapons

Item	Value	Max	Equipment Cost	Func. Points	Notes
Laser Cannon	0	2	0	0	
Laser Battery	1	4	3,000	4	
Proton Battery	1	1	5,000	8	
Electron Battery	1	2	5,000	6	
Disruptor Cannon	1	1	10,000	8	
Assault Rocket Launcher	0	13	0	0	
Rocket Battery Array	1	2	10,000	6	

Torpedo Launcher	1	2	20,000	3	
Mine Spreader	0	1	0	0	
Seeker Missile Rack	0	1	0	0	
Grapples	1	2	25,000	0	

Defenses

Reflective Hull	1	1	6,500	0	
Masking Screen	0	1	0	0	
Electron Screen	1	1	26,000	6	
Proton Screen	0	1	0	0	
Stasis Screen	1	1	39,000	12	
ICM Launcher	1	1	2,000	12	

Computer Programs

Master Control Panel	1	1	100		
Alarm	4	6		8	Calculated program level
Damage Control	4	6		16	Calculated program level
Computer Lockout	4	6		8	Calculated program level

Subtotal			4,445,940	192
Program Func. Points			192,000	
Grand Total			4,637,940	

SFKH Spaceship Construction – Assault Carrier

Not included below: Fuel, ammunition, spacesuits.
Green cells indicate manual data entry.

Item	Value	Max	Equipment Cost	Func. Points	Notes
Construction Center Class	1	3			
Hull Size	15	20	750,000		
Engine Number	4	4			
Engine Type	3	3	3,000,000	128	1=Chemical, 2=Ion, 3=Atomic
Life Support System	500	1,000	30,000	4	Enter: Number supported
Life Support Backup	500	1,000	30,000	4	Enter: Number supported
Astrogation Equipment	4	4	50,000	24	1=Shuttle, 2=System, 3=Starship, 4=Star+
Videocom Radio	10	1,000	1,900		Enter: Number of screens
Subspace Radio	3	3	60,000		
Intercom	100	1,000	1,040		Enter: No. of speaker/mics
Radar	3	3	30,000		
Energy Sensor	1	1	200,000		
Portholes	100	1,000	5,000		
Cameras	2	2	25,000		1=Half cover, 2=Full cover
Skin Sensors	1	1	15,000	1	
White Noise Broadcaster	1	1	80,000		1=Normal, 2=Extreme
Decoys	3	3	450,000		
Escape Pods	15	15	450,000		
Lifeboats	3	3	300,000		
Launch, small	5	5	375,000		
Launch, large	1	1	100,000		
Workpod	6	6	450,000		
Weapons					
Laser Cannon	0	3	0	0	
Laser Battery	1	5	3,000	4	
Proton Battery	1	1	5,000	8	
Electron Battery	0	2	0	0	
Disruptor Cannon	0	1	0	0	
Assault Rocket Launcher	0	15	0	0	
Rocket Battery Array	1	3	10,000	6	

Torpedo Launcher	0	3	0	0
Mine Spreader	0	2	0	0
Seeker Missile Rack	0	2	0	0
Grapples	0	3	0	0

Defenses

Reflective Hull	1	1	7,500	0
Masking Screen	1	1	1,000	0
Electron Screen	0	1	0	0
Proton Screen	0	1	0	0
Stasis Screen	0	1	0	0
ICM Launcher	1	1	2,000	12

Computer Programs

Master Control Panel	1	1	100		
Alarm	4	6		8	Calculated program level
Damage Control	4	6		16	Calculated program level
Computer Lockout	5	6		16	Calculated program level

Subtotal	6,431,540	231
Program Func. Points	231,000	
Grand Total	6,662,540	

SFKH Spaceship Construction – Heavy Cruiser

Not included below: Fuel, ammunition, spacesuits.
Green cells indicate manual data entry.

Item	Value	Max	Equipment Cost	Func. Points	Notes
Construction Center Class	1	3			
Hull Size	17	20	850,000		
Engine Number	6	6			
Engine Type	3	3	4,500,000	128	1=Chemical, 2=Ion, 3=Atomic
Life Support System	200	1,000	18,000	4	Enter: Number supported
Life Support Backup	200	1,000	18,000	4	Enter: Number supported
Astrogation Equipment	4	4	50,000	24	1=Shuttle, 2=System, 3=Starship, 4=Star+
Videocom Radio	6	1,000	1,500		Enter: Number of screens
Subspace Radio	2	3	40,000		
Intercom	50	1,000	540		Enter: No. of speaker/mics
Radar	2	3	20,000		
Energy Sensor	1	1	200,000		
Portholes	40	1,000	2,000		
Cameras	2	2	25,000		1=Half cover, 2=Full cover
Skin Sensors	1	1	17,000	1	
White Noise Broadcaster	1	1	80,000		1=Normal, 2=Extreme
Decoys	3	3	510,000		
Escape Pods	17	17	510,000		
Lifeboats	3	3	300,000		
Launch, small	5	5	375,000		
Launch, large	1	1	100,000		
Workpod	6	6	450,000		
Weapons					
Laser Cannon	0	3	0	0	
Laser Battery	2	5	6,000	8	
Proton Battery	1	1	5,000	8	
Electron Battery	1	2	5,000	6	
Disruptor Cannon	1	1	10,000	8	
Assault Rocket Launcher	0	17	0	0	
Rocket Battery Array	2	3	20,000	12	

Torpedo Launcher	1	3	20,000	3
Mine Spreader	0	2	0	0
Seeker Missile Rack	1	2	4,000	9
Grapples	1	3	25,000	0

Defenses

Reflective Hull	1	1	8,500	0
Masking Screen	0	1	0	0
Electron Screen	1	1	34,000	6
Proton Screen	1	1	68,000	8
Stasis Screen	1	1	51,000	12
ICM Launcher	1	1	2,000	12

Computer Programs

Master Control Panel	1	1	100		
Alarm	6	6		32	Calculated program level
Damage Control	6	6		64	Calculated program level
Computer Lockout	5	6		16	Calculated program level

Subtotal			8,325,640	365
Program Func. Points			365,000	
Grand Total			8,690,640	

SFKH Spaceship Construction – Battleship

Not included below: Fuel, ammunition, spacesuits.
Green cells indicate manual data entry.

Item	Value	Max	Equipment Cost	Func. Points	Notes
Construction Center Class	1	3			
Hull Size	20	20	1,000,000		
Engine Number	8	8			
Engine Type	3	3	6,000,000	128	1=Chemical, 2=Ion, 3=Atomic
Life Support System	500	1,000	30,000	4	Enter: Number supported
Life Support Backup	500	1,000	30,000	4	Enter: Number supported
Astrogation Equipment	4	4	50,000	24	1=Shuttle, 2=System, 3=Starship, 4=Star+
Videocom Radio	10	1,000	1,900		Enter: Number of screens
Subspace Radio	3	3	60,000		
Intercom	100	1,000	1,040		Enter: No. of speaker/mics
Radar	3	3	30,000		
Energy Sensor	1	1	200,000		
Portholes	100	1,000	5,000		
Cameras	2	2	25,000		1=Half cover, 2=Full cover
Skin Sensors	1	1	20,000	1	
White Noise Broadcaster	2	2	400,000		1=Normal, 2=Extreme
Decoys	4	4	800,000		
Escape Pods	20	20	600,000		
Lifeboats	4	4	400,000		
Launch, small	6	6	450,000		
Launch, large	1	1	100,000		
Workpod	8	8	600,000		
Weapons					
Laser Cannon	0	4	0	0	
Laser Battery	3	6	9,000	12	
Proton Battery	1	2	5,000	8	
Electron Battery	2	3	10,000	12	
Disruptor Cannon	1	1	10,000	8	
Assault Rocket Launcher	0	20	0	0	
Rocket Battery Array	2	4	20,000	12	

Torpedo Launcher	1	4	20,000	3	
Mine Spreader	0	2	0	0	
Seeker Missile Rack	1	2	4,000	9	
Grapples	1	4	25,000	0	

Defenses

Reflective Hull	1	1	10,000	0	
Masking Screen	0	1	0	0	
Electron Screen	1	1	40,000	6	
Proton Screen	1	1	80,000	8	
Stasis Screen	1	1	60,000	12	
ICM Launcher	1	1	2,000	12	

Computer Programs

Master Control Panel	1	1	100		
Alarm	6	6		32	Calculated program level
Damage Control	6	6		64	Calculated program level
Computer Lockout	5	6		16	Calculated program level

Subtotal			11,098,040	375	
Program Func. Points			375,000		
Grand Total			11,473,040		