

POWER PROJECTION OPTIONAL RULES

Missile & Sand Caster Reloads – Optional Rule

This optional rule expands on the optional rule on page 27 of *Power Projection: Fleet* that each battery is treated as having three rounds of ammunition available. It enhances the games 'realism' at the expense of greater complexity when designing ships and slightly increased bookkeeping when playing.

A battery's ammunition supply may be increased beyond three salvos by installing additional ammunition hoppers. All batteries of a particular type (missile or sand caster) must be equipped with identical ammunition supplies. There is no limit to the number of additional hoppers that a battery may be equipped with, other than the physical space and budget of the ship. All hoppers linked to a battery share that battery's fate when the ship has to make Threshold Damage Checks.

The space taken up, and the cost, of the different type of hoppers are detailed in the table below, together with the additional cost of a full load of the different types of munitions. Each turret in a battery must be equipped with the same size and number of hoppers, which supply all the launchers in that turret (of which there can be up to three). A small turret hopper holds six rounds of ammunition, while a large hopper holds twelve rounds. A small bay hopper holds sufficient ammunition for one salvo from a 50 ton bay, while a large bay hopper holds sufficient ammunition for one salvo from a 100 ton bay or two salvos from a 50 ton bay. The number of salvos that a battery may fire must be noted on the ship's SSD.

Hopper Type	Size (dT)	Cost (MCr)	Cost of a Full Ammo Load (MCr)			
			Sand	HE	Nuclear	B-P Laser
Turret - small	0.5	0.025	0.0024	0.03	0.3	0.45
Turret – large	1	0.05	0.0048	0.06	0.6	0.9
Bay – small	2	0.10	-	0.12	1.2	1.8
Bay - large	4	0.20	-	0.24	2.4	3.6

A missile battery using High Intensity fire expends three rounds of ammunition. If it has two remaining rounds loaded, it may use High Intensity fire for a bonus of +1, instead of +2. If a battery has only one round remaining, it cannot use High Intensity fire.

Ammunition Magazines – Optional Rule

Rather than use the generalized space and cost figures for battery reloads provided in Table 30 on page 54 of *Power Projection: Fleet*, a ship may be designed with magazines to carry a precise number of missiles or sand canisters. This requires a designer to calculate the precise number of missiles or canisters required to reload a particular battery.

Missiles, irrespective of warhead, and sand canisters weigh 50kg each, and thus a magazine holds 20 rounds of ammunition per ton. A sand canister costs Cr400, while a HE missile costs Cr5000. A nuclear missile costs Cr50000, and a bomb-pumped laser missile costs Cr75000. A designer must specify what warheads are carried on a craft, both initially loaded and in a magazine, on the ship's SSD. The initial purchase price of a launcher includes a full load (three salvos) of either sand canisters or HE missiles.