

# Arclight Faction Creation Sheet

To create a faction, the tech levels of the faction must first be determined. These tech levels determine what kind of ship and weapons the faction can create and act as limiters to keep game balance. There are four steps to filling out this sheet:

1. Determine the baseline tech level. Tech levels range from 1 to 12. The current Arclight factions use a baseline tech level of 6.
2. Assign tech levels to the major categories (movement, damage reduction, hull, etc.).
3. Assign tech levels to each sub category.
4. Determine your relative and absolute limits.

## How to assign tech levels

The average of the major categories must equal the faction's baseline tech level. The average of the sub categories must equal the major category's tech level.

A tech level can be increased by up to 2 if one or more tech levels are reduced by an equal amount. So, a tech level 6 faction could have a category with tech level 8 as long as another category was tech level 4 (or two were tech level 5).

If a higher tech level is desired, it can be raised 3 or 4, but each raise above 2 costs double in reductions. For example, to raise a tech level from 6 to 9 (a 3 tech level gain) would require a reduction of 4 tech levels in other categories (the first 2 raises are 1 for 1, but the third is 2 for 1). A tech level can be raised 5 levels, but the fifth has a 3 for 1 cost.

## Weapon tech levels

A faction can have three different weapon families available to them. These can be either cannons, torpedoes, or any combination of both. When choosing tech levels it is important to realize that you are selecting what would be the best possible weapon for the family. It is entirely possible that this weapon would never actually be created or used due to its size or structure requirements.

## Special tech

Every faction has their own special technology that only they can use. The Sol Protectorate has jump pods, the Spartan Worlds has afterburners, the Machines have the integrated link, and the Paq have thrust damaging torpedoes. The costs and limits for the special tech have no direct limitations and thus are not found on the sheet. It is important to balance the tech capabilities with the other factions, and our forums are a great place to discuss this.

## Relative and Absolute Limits

Absolute limits are values that can never be exceeded in ship construction, no matter what. Relative limits are values that cannot be exceeded; however they are based on other factors and are not a hard number. A ship can never exceed either the lesser of the absolute or relative limits. A relative limit can never be less than 1. Treat any less than 1 as a 1.

## Faction Creation Worksheet

When the faction creation worksheet is filled out, relative and absolute maximums for various ship systems are generated. Your ships may never have a higher stat than the absolute limit, nor can the value be higher than the relative limit. When building ships, the final Thrust

and Maneuver limits cannot be determined until the very end since they are both modified by the ship's size.

### Hull Limits

| TL | Size Limit | Struct Limit | Power Limit |
|----|------------|--------------|-------------|
| 0  | 0          | 0            | 1           |
| 1  | 1          |              |             |
| 2  | 2          | 1            | 2           |
| 3  | 3          |              |             |
| 4  | 4          | 2            | 3           |
| 5  | 5          |              |             |
| 6  | 6          | 3            | 4           |
| 7  | 7          |              |             |
| 8  |            | 4            | 5           |
| 9  |            |              |             |
| 10 |            | 5            | 6           |
| 11 |            |              |             |
| 12 |            | 6            | 7           |

### Movement Limits

| TL | Thrust Abs Limit | Rel Limit  | Maneuver Abs Limit | ASV Abs Limit | Rel Limit   | ESV Abs Limit | Rel Limit |
|----|------------------|------------|--------------------|---------------|-------------|---------------|-----------|
| 0  | 4                | -4x Size   | 6                  | 0             | 0           | 0             | 0         |
| 1  | 6                |            |                    | 1             | 1           | 1             | 1         |
| 2  | 8                | -3x Size   | 5                  | 2             | .5 x Struct | 2             |           |
| 3  | 10               |            |                    | 3             | Struct      | 3             |           |
| 4  | 11               | -2x Size   | 4                  | 4             |             | 4             | .5 x Pow  |
| 5  | 12               |            |                    | 5             |             | 5             |           |
| 6  | 13               | -1.5x Size | 3                  | 6             | 2x Struct   | 6             | Pow       |
| 7  | 14               |            |                    | 7             |             | 7             |           |
| 8  | 15               | - Size     | 2                  | 8             |             | 8             | 2x Pow    |
| 9  | 16               |            |                    | 9             | 3x Struct   | 9             |           |
| 10 | 17               | -.5 Size   | 1                  | 10            |             | 10            | 3x Pow    |
| 11 | 18               | -.25 Size  |                    | 11            |             | 11            |           |
| 12 | 19               | None       | 0                  | 12            | 4x Struct   | 12            | 4x Pow    |

### Shielding Limits

### Electronics Limits

| DS | Abs Limit | Rel Limit  | Nixie Abs Limit | Rel Limit | CM Abs Limit | Rel Limit |
|----|-----------|------------|-----------------|-----------|--------------|-----------|
| 6  | 6         | 6          | 0               | 0         | 0            | 0         |
| 7  | 7         |            |                 |           |              |           |
| 8  |           | .25 Thrust |                 |           |              |           |
| 9  |           | .5 Thrust  | d4              | .5x Pow   | d2           | .5x Pow   |
| 10 |           |            |                 |           |              | Pow       |
| 11 |           | Thrust     |                 | Pow       | d4           |           |
| 12 |           | 1.5 Thrust | d6              |           |              | 1.5x Pow  |
| 13 |           |            |                 | 1.5x Pow  | d6           |           |
| 14 |           | 2 Thrust   | d8              |           |              | 2x Pow    |
| 15 |           |            |                 |           | d8           |           |
| 16 |           | 2.5 Thrust |                 | 2x Pow    |              | 4x Pow    |
| 17 |           |            | d10             |           | d10          |           |
| 18 |           | 3 Thrust   |                 | 3x Pow    |              |           |

## Cannons Limits

### Weapons

| TL | Arc<br>Abs<br>Limit | Dice<br>Abs<br>Limit | Damage<br>Abs<br>Limit | SR<br>Abs<br>Limit | Ammo<br>Abs<br>Limit     | Armor Eff<br>Abs<br>Limit | Range<br>Abs<br>Limit |
|----|---------------------|----------------------|------------------------|--------------------|--------------------------|---------------------------|-----------------------|
| 0  | KF                  | 2D2                  | 1                      | 2                  | 1                        | All+1                     | 1                     |
| 1  | K3                  | 2D4                  | Low                    | 5                  | 2                        | All                       | 2                     |
| 2  | 1                   |                      | Low x 2                | 6                  | 4                        |                           | 4                     |
| 3  |                     | D4D6                 | ML                     | 7                  |                          | 8 Highest                 | 6                     |
| 4  | 2                   |                      | MH                     | 8                  | 10                       |                           | 8                     |
| 5  |                     | 2D6                  | ML x 2                 | 9                  | Unl.<br>Burns on<br>trip | Fixed                     | 10                    |
| 6  | 3                   |                      | MH x 2                 | 10                 |                          |                           | 12                    |
| 7  |                     | 2D8                  | High                   | 12                 |                          | Lowest                    | 14                    |
| 8  | 4                   |                      |                        | 13                 | Unlimited                |                           | 16                    |
| 9  |                     | 2D10                 | High x 2               | 15                 |                          |                           | 18                    |
| 10 | 5                   |                      | All                    | 16                 |                          | Half fixed                | 20                    |
| 11 |                     | 2D12                 |                        |                    |                          |                           | 30                    |
| 12 | 6                   |                      | All x2                 | None               |                          | Ignores                   | 40                    |

## Torp Limits

### Torps

| Armor Effect | Speed<br>Abs<br>Limit | DS<br>Abs<br>Limit | Targeting<br>Abs<br>Limit | Dam Dice<br>Abs<br>Limit | Num Dice<br>Abs<br>Limit |
|--------------|-----------------------|--------------------|---------------------------|--------------------------|--------------------------|
| All+1        |                       | 8                  | 6 KF                      | 1D4                      | 1                        |
| All          |                       | 10                 | 8 Front Arc               |                          |                          |
|              |                       | 12                 | 9                         | 1D6                      | 2                        |
| Highest      |                       | 13                 | 10                        |                          |                          |
|              |                       | 14                 |                           |                          | 3                        |
| Fixed        |                       |                    | 11                        | 1D8                      |                          |
|              |                       | 15                 | 12                        |                          | 4                        |
| Lowest       |                       |                    | 13 Front Half             |                          |                          |
|              |                       | 16                 |                           | 1D10                     | 5                        |
|              |                       |                    | 14                        |                          |                          |
| Half fixed   |                       | 17                 | 15                        |                          | 6                        |
|              |                       |                    | 16                        |                          |                          |
| Ignores      |                       | 18                 | 360°                      | 1D12                     | 7                        |

## Training

| TL | Hlm | Cmd | Wpn | Eng |
|----|-----|-----|-----|-----|
| 1  | 1   | 1   | 1   | 2   |
| 2  | 1   | 1   | 1   | 3   |
| 3  | 2   | 2   | 2   | 4   |
| 4  | 2   | 3   | 2   | 5   |
| 5  | 3   | 4   | 3   | 6   |
| 6  | 4   | 5   | 4   | 7   |
| 7  | 5   | 6   | 5   | 8   |
| 8  | 6   | 7   | 6   | 9   |
| 9  | 7   | 8   | 7   | 9   |
| 10 | 9   | 9   | 8   | 10  |
| 11 | 10  | 10  | 10  | 11  |
| 12 | 12  | 12  | 12  | 12  |

## Weapon Families

Each faction has up to three weapon families. These can be any combination of cannons and torpedoes and the faction sheet shows the best weapon that can be created for the family. Unfortunately, cannon's have Structure and Power requirements so typically less powerful versions of the same cannon are made to fit into smaller ships.

Torpedoes have a size and point cost. The size indicates what type of torpedo bay must be fitted on the ship in order to mount the torpedoes.

## Cannon Construction

Cannons are built by choosing each aspect of the cannon and totaling up the associated values. Once that total is generated, the minimum Structure and Power can be looked as well as the point costs that need to be distributed between Cost and Mass (no less than 20% can be attributed to either).

## Dice

| Value | Dice |
|-------|------|
| 0     | 2D2  |
| 1     | 2D4  |
| 2     |      |
| 3     | D4D6 |
| 4     |      |
| 5     | 2D6  |
| 6     |      |
| 7     | 2D8  |
| 8     |      |
| 9     | 2D10 |
| 10    |      |
| 11    |      |
| 12    | 2D12 |

## Damage

| Value | Damage   |
|-------|----------|
| 0     | 0        |
| 1     | Low      |
| 2     | Low x 2  |
| 3     | ML       |
| 4     | MH       |
| 5     | ML x 2   |
| 6     | MH x 2   |
| 7     | High     |
| 8     |          |
| 9     | High x 2 |
| 10    | All      |
| 11    |          |
| 12    |          |
| 13    |          |
| 14    |          |
| 15    | All x 2  |

## Range

| Value | Range |
|-------|-------|
| 0     | 1     |
| 1     | 2     |
| 2     | 4     |
| 3     | 6     |
| 4     | 8     |
| 5     | 10    |
| 6     | 12    |
| 7     | 14    |
| 8     | 16    |
| 9     | 18    |
| 10    | 20    |
| 11    | 22    |
| 12    | 24    |
| 13    | 30    |
| 14    | 35    |
| 15    | 40    |

## Shots

| Value | Shots              |
|-------|--------------------|
| 0     | 1                  |
| 1     | 2                  |
| 2     |                    |
| 3     | Fixed (up to 8)    |
| 4     |                    |
| 5     | Unl. Burns on trip |
| 6     | Unlimited          |

**Armor**

| Value | Armor    |
|-------|----------|
| 0     | All+1    |
| 1     |          |
| 2     | Highest  |
| 3     |          |
| 4     | Fixed    |
| 5     |          |
| 6     | Lowest   |
| 7     |          |
| 8     |          |
| 9     | Half Fix |
| 10    |          |
| 11    |          |
| 12    | None     |

**Speed Restriction**

| Value | Speed |
|-------|-------|
| 0     | 2     |
| 1     | 5     |
| 2     | 6     |
| 3     | 7     |
| 4     | 8     |
| 5     | 9     |
| 6     | 10    |
| 7     | 12    |
| 8     | 13    |
| 9     | 14    |
| 10    | 15    |
| 11    | 16    |
| 12    | none  |

**To-Hit bonus**

| Value | To-Hit+ |
|-------|---------|
| 0     |         |
| 1     |         |
| 2     |         |
| 3     |         |
| 4     |         |
| 5     | +1      |
| 6     |         |
| 7     |         |
| 8     |         |
| 9     |         |
| 10    | +2      |
| 11    |         |
| 12    |         |
| 13    |         |
| 14    |         |
| 15    | +3      |

**Damage Bonus**

| Value | Damage+ |
|-------|---------|
| 0     |         |
| 1     |         |
| 2     | +1      |
| 3     |         |
| 4     |         |
| 5     |         |
| 6     | +2      |
| 7     |         |
| 8     |         |
| 9     |         |
| 10    | +3      |
| 11    |         |
| 12    |         |
| 13    |         |
| 14    |         |
| 15    | +4      |

The total of all the categories determine the minimum Structure a ship requires to mount a weapon and the minimum Power level to operate it. The Mult is multiplied times the total to determine the total points to be spread across Cost and Mass.

| Total Value | Struct | Mult Power |
|-------------|--------|------------|
| 1-30        | 0      | 0.25 0     |
| 31-35       | 1      | 0.33 1     |
| 36-40       | 2      | 0.5 2      |
| 41-50       | 3      | 1 3        |
| 51-60       | 4      | 1.5 4      |
| 61-99       | 5      | 2 6        |
| 100+        | 6      | 3 7        |

## Torpedo Construction

Torpedoes are built similarly to cannons. The end total is compared to the table to determine the torpedo's size and its cost multiplier.

| Speed |       |
|-------|-------|
| Value | Speed |
| 1     | 12    |
| 2     |       |
| 3     | 14    |
| 4     |       |
| 5     | 15    |
| 6     |       |
| 7     | 16    |
| 8     |       |
| 9     | 17    |
| 10    |       |
| 11    | 18    |
| 12    |       |
| 13    | 19    |
| 14    |       |
| 15    | 20    |
| 16    | 21    |

| Turn Cost |           |
|-----------|-----------|
| Value     | Turn Cost |
| 1         | 3         |
| 2         |           |
| 3         |           |
| 4         |           |
| 5         |           |
| 6         |           |
| 7         | 2         |
| 8         |           |
| 9         |           |
| 10        |           |
| 11        |           |
| 12        |           |
| 13        | 1         |
| 14        |           |
| 15        |           |
| 16        | 0         |

| Helm  |      |
|-------|------|
| Value | Helm |
| 1     | 5    |
| 2     |      |
| 3     | 6    |
| 4     |      |
| 5     | 7    |
| 6     |      |
| 7     | 8    |
| 8     |      |
| 9     | 9    |
| 10    |      |
| 11    | 10   |
| 12    |      |
| 13    | 11   |
| 14    |      |
| 15    | 12   |

**DS**

| Value | DS |
|-------|----|
| 1     | 6  |
| 2     | 8  |
| 3     | 10 |
| 4     |    |
| 5     | 11 |
| 6     | 12 |
| 7     | 13 |
| 8     |    |
| 9     | 14 |
| 10    |    |
| 11    | 15 |
| 12    |    |
| 13    | 16 |

**Armor**

| Value | Armor      |
|-------|------------|
| 1     | All        |
| 2     |            |
| 3     | Highest    |
| 4     |            |
| 5     | Fixed      |
| 6     |            |
| 7     | Lowest     |
| 8     |            |
| 9     |            |
| 10    | Half fixed |
| 11    |            |
| 12    |            |
| 13    | None       |

**Damage to destroy torp**

| Value | Dam Take |
|-------|----------|
| 1     | 1        |
| 2     |          |
| 3     |          |
| 4     |          |
| 5     |          |
| 6     | 2        |
| 7     |          |
| 8     |          |
| 9     |          |
| 10    | 3        |
| 11    |          |
| 12    |          |
| 13    |          |
| 14    |          |
| 15    |          |
| 16    | 4        |

**Targeting Arc**  
Value Targeting

|    |            |
|----|------------|
| 1  | KF         |
| 2  | Front Arc  |
| 3  |            |
| 4  |            |
| 5  |            |
| 6  |            |
| 7  | Front Half |
| 8  |            |
| 9  |            |
| 10 |            |
| 11 |            |
| 12 |            |
| 13 |            |
| 14 |            |
| 15 |            |
| 16 | 360°       |

**Damage Done Die**  
Value Dam Given

|    |      |
|----|------|
| 1  | 1D4  |
| 2  |      |
| 3  |      |
| 4  | 1D6  |
| 5  |      |
| 6  |      |
| 7  | 1D8  |
| 8  |      |
| 9  |      |
| 10 |      |
| 11 |      |
| 12 | 1D10 |
| 13 |      |
| 14 |      |
| 15 | 1D12 |

**Number of Dice**  
Value Num Dice

|    |   |
|----|---|
| 1  | 1 |
| 2  |   |
| 3  | 2 |
| 4  |   |
| 5  | 3 |
| 6  |   |
| 7  | 4 |
| 8  |   |
| 9  |   |
| 10 | 5 |
| 11 |   |
| 12 |   |
| 13 | 6 |
| 14 |   |
| 15 |   |
| 16 | 7 |

**Torps ASV/ESV**  
Value ASV/ESV

|    |   |
|----|---|
| 1  | 0 |
| 2  |   |
| 3  |   |
| 4  |   |
| 5  |   |
| 6  | 1 |
| 7  |   |
| 8  |   |
| 9  |   |
| 10 | 2 |
| 11 |   |
| 12 |   |
| 13 |   |
| 14 |   |
| 15 |   |
| 16 | 3 |

Torpedoes have no mass (that is handled by the torpedo bay), but they do have a cost and size. Take the total of all of the above values and consult the following table. The mult is multiplied to the total value to determine each torpedo's cost.

| Total Value | Size | Mult |
|-------------|------|------|
| 1-36        | 1    | 0.1  |
| 36-51       | 2    | 0.25 |
| 51-60       | 3    | 0.5  |
| 61+         | 4    | 0.75 |

## Special Tech

The special tech is an open category where you can create one technology that bends the rules or allows the ship to do something not found in the rules. Jump pods, afterburners, integrated links, and thrust damaging torpedoes are all examples of special tech. There are no hard and fast rules on what the special tech costs or how it operates. That is completely up to you.

## Damage Index

The damage index PDF shows the template for creating a damage index. There are three levels of hits in the game, A, B, C. What is affected by each level is listed on the template as well as when critical hits and structure hits happen. Also listed on the template is the exchange rate for the different levels. For instance, if you need to place a B damage hit in a box on the damage index, you could place a B or two As.

If making a damage index seems boring, there is a Visual Basic app on the webpage to randomly create the DI based on your desired ratios. It should work on most Windows machines without a problem, but download it at your own risk. We are not responsible for anything that happens if you use the program (standard software disclaimer).

## Ship Construction

Finally, after all that, you can build a ship. Each item in a ship has some combination of cost, mass, and power.

The very first thing to do in ship creation is to choose a Structure. This gives you the Structure Multiplier which is applied to various systems. The concept of the Structure Multiplier is that a hardier ship is more costly and massive to make than a less hardy one. Just apply the Structure Multiplier to each system's cost and mass when indicated.

With the Structure chosen, proceed to purchase the other ship components until you are satisfied. When you total up all of the mass, check the Size chart to find the Size of your ship. If the size is less than the faction's absolute Maneuver, then the absolute Maneuver is the ship's Maneuver, otherwise, the Size is the Maneuver. Depending on the faction's relative limit on Thrust, you will have to subtract some multiple of the ship's size to determine the final Thrust.

Some notes about ship construction:

- When a system requires Power, the number is the minimum power plant size necessary. These power requirements are not added together. Instead, a ship only needs a Power

rating equal to the highest required number. For example, an ESV of 4 requires Power 3 and an Engine of 13 requires Power 2. The ship would need a Power rating of 3 not 5.

- Structure Multipliers are applied only to Point and Mass costs.
- Crew stations are only necessary for crews that appear on a ship sheet (Pilot, Gunner, and Engineer). If you really need a cook and a galley, consider it to come with the hull.
- Torpedo bays cost no points but do take up mass per torpedo carried.
- Arcs are for each weapon mount.
- After a ship is built, add the ship's Structure to both the ASV and ESV of the ship. This becomes the ship's new ASV and ESV and is not subject to relative limits.