

Screens: Restricted to values from 0 to 50.

- **Fwd, Port, Stbd, Aft:** Used to indicate the presence of directional screens.

A starship may not have both standard and directional screens. If this happens, the spreadsheet will only apply the standard screens.

Tech Levels: Restricted to values from -2 to +2.

Space Units Used, Remain: These columns provide a running total of how many space units (SUs) have been used by each part of the starship, as well as the number of SUs remaining to be filled. If the "Remain" column turns red, this indicates more space units have been used than are available.

Weapons: Up to twelve banks may be entered. The pull-down menu contains a list of all available weapon systems, taken from the "Weapons" tab (p.74).

Banks are entered in the following format: "xARCy", where "x" is the number of mounts (1-9); "ARC" is the firing arc designation; and "y" is the number of weapons in a multi-weapon mount. If either "x" or "y" is omitted, the default value is 1.

For example, "3AB" indicates a bank of three single-mounted weapons with the [AB] firing arc; "BCE2" indicates a bank of one dual-mounted weapon firing into the [BCE] arc.

The values entered into these boxes are not automatically restricted. Instead, the spreadsheet will resolve invalid entries as follows: any "x" value greater than 9 will result in no weapons being added; unknown firing arc designations will convert to the closest designation found in the list on the "Tables" tab (p.75); any "y" value between 5 and 9 converts to 4; and any "y" value of 10 or higher will resolve using only the last digit.

The **ORAT** column indicates the total offensive rating (ORAT) of the weapon battery.

Systems: Up to ten different starship systems may be entered. The pull-down menu contains all available systems, taken from the list found on the "Tables" tab (p.75). You should not enter the same equipment or trait on multiple lines; if you do, the duplicated systems will turn red.

- **Qty:** Limited to a range from 1 to 30. If omitted, the default value is 1. The spreadsheet will only recognize values greater than 1 for munitions and those equipment/traits that explicitly allow for multiples. The **N** column (blue boxes) indicates the actual value applied by the spreadsheet.
- **ORAT:** The amount this system adds to the starship's ORAT.
- **DRATx:** The multiplicative factor this system applies to the starship's DRAT.
- **DRAT+:** The amount this system adds to the starship's defensive rating (DRAT).

Weapons

This tab is used to record the capabilities of weapon systems, allowing you to avoid retyping the values for each new starship design. As with the worksheet tabs (p.73), user-defined values are entered into the yellow/light green cells. The tab has room for up to 24 entries.

Weapon #1	RNG	ROF	ACC	IMP	DMG	Traits	BSUR
							0.0
							RNG
							0

Weapon: May be named by the player as desired, with the exception that the greater-than sign (>) is reserved to indicate a secondary mode. For example, the "Anti-Fighter" mode of the "Laser Cannon" weapon system would be written as: "Laser Cannon>Anti-Fighter". The name of the weapon system (or mode) will be shown on the starship display sheet exactly as entered.

If a secondary mode is entered without a corresponding primary mode, it cannot be selected on the worksheet tabs (p.73); if multiple secondary modes are entered for a single primary mode, only the first (ordinally) will appear on the worksheet tabs.

Unless using customized range bands, values are entered only in the first row of each weapon stat block. For customized range bands, a separate set of stats is entered for each desired band. If the row turns red, this means there is a problem with the values entered. (A row that contains one or more values, but is not yet complete, will turn red.)

RNG: Restricted to values from -18 to 24. Negative values indicate standard weapons and must be in multiples of three (i.e. -3, -6, -9, -12, -15, or -18). A positive value indicates a seeking weapon (restricted to values between 4 and 12) or customized range bands.

For customized range bands, each RNG value must be greater than the one preceding it.

ROF, IMP, DMG: Restricted to values from 1 to 5.

ACC: Must be 2, 3, 4, 5, or 6. The "+" is added automatically by the spreadsheet; do not type it manually.

When entering customized range bands, two successive bands may not have identical ROF/ACC/IMP/DMG values.

Traits: Up to five traits may be entered for each weapon system (or mode). The pull-down menu contains abbreviations for all available traits, taken from the list found on the "Tables" tab (p.75). If this column turn red, this indicates a problem with the traits as entered.

Players must enter "Skr" to indicate a seeking weapon, although this trait will not appear on the starship display sheet.

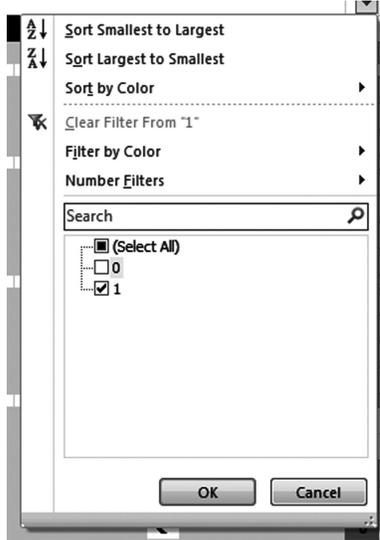
BSUR: The base space unit requirement of the weapon system (or mode). If this value is zero, it means the weapon is invalid in some way, and will not appear in pull-down menus on the worksheet tabs (p.73).

RNG: The maximum range of the weapon, used for ORAT calculations.

Display

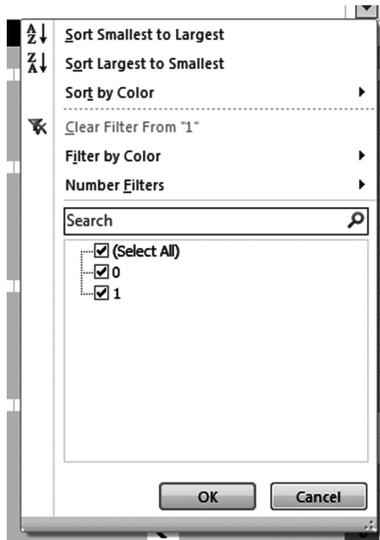
This tab produces a starship display sheet which mimics the format used in official Majestic Twelve Games publications. Fonts are not embedded in the worksheet, which means your system must have the *Eras Bold ITC* and *Tw Cen MT Condensed Extra Bold* fonts installed for it to display properly. These are included with many Microsoft products, and can also be downloaded from fonts.com.

The specific starship design to be displayed is selected from the pull-down menu in cell AD1. To produce the final display, it is necessary to hide all of the unused rows. Click on the arrow located in cell S1 and ensure the checkbox next to "0" is empty, while the checkbox next to "1" contains a checkmark.



Once this has been done, only those rows required for the specific starship design will be displayed, and the sheet can be printed.

To show all rows once again, click on the arrow in cell S1 and ensure the checkbox next to "(Select All)" contains a checkmark (not a black box).



Drake

This tab generates a text-only starship display, utilizing **A.6: Drake Notation** (p.29). The starship shown corresponds to the design selected in the "Display" tab (p.75).

To produce the final display, it is necessary to hide all of the unused rows. Click on the arrow located in cell B1 and ensure the checkbox next to "0" is empty, while the checkbox next to "1" contains a checkmark.

Once this has been done, only those rows required for the specific starship design will be displayed. You may then highlight all of the visible cells in column A and select "Home → Clipboard → Copy" to copy the display; from there, you can paste it into a text document.

To show all rows once again, click on the arrow in cell B1 and ensure the checkbox next to "(Select All)" contains a checkmark (not a black box).

Tables

This tab is hidden by default, and contains all of the lookup tables referred to by the other tabs. To unhide, right-click on any of the visible tabs and select "Unhide...". To hide it once again, right-click on the "Tables" tab and select "Hide".

The "Tables" tab is not protected by default. None of the cells in this tab are limited by data validation or other settings; care must be taken when making any alterations.

If you do make changes to the tables, be sure that each is sorted in descending order once you have finished. For example, if you add a new firing arc designation, you must highlight columns F, G, and H, and then click "Data → Sort & Filter → Sort," making sure the following options are set:

- "My data has headers" is checked.
- "Sort by" Firing Arc.
- "Sort On" Values.
- "Order" A to Z.



Columns A and B indicate the valid tech levels and the space unit adjustment for each.

Columns C, D, and E list the valid weapon accuracy (ACC) values and the base space unit requirement (BSUR) modifiers for each. "Mod1" is used for standard weapons; "Mod2" is used for seeking/defensive weapons and for customized range bands.

Column F contains all valid firing arc designations. Columns G and H have no effect on the starship design or combat rating; these are used by the spreadsheet when sorting firing arcs on the starship display sheet.

Columns I and J list the valid sizes of multi-weapon mounts and the multiplier applied to the BSUR for each.

Columns K and L list the abbreviations for all valid weapon traits and the BSUR modifier for each. Columns M, N, and O are used when analyzing combinations of range-based traits.

Columns P and Q are used by the spreadsheet to determine the factor applied to the offensive rating (ORAT) of weapons with the Expendable trait.

Columns R through X list the valid starship systems and associated values:

- **Type** is either equipment (E), munitions (M), or trait (T). "E1" and "T1" indicate equipment and traits which allow for multiples.

- **Space** is the number of SUs required by the system.
- **ORAT** is the addition to the starship's ORAT made by the system.
- **DRAT*** is the multiplicative factor applied to the starship's DRAT by the system.
- **DRAT+** is the addition to the starship's defensive rating (DRAT) made by the system.
- **Tech** is the specific Technology Level category which applies to the system.

Each system is duplicated five times, differentiated by "%1" through "%5". This is necessary to ensure the worksheet tabs (p.73) compute their specific space requirements and ORAT/DRAT values properly.

Columns Y through AB are used to create the pull-down system lists on the worksheet tabs.

Column AC is used by the spreadsheet when creating the Drake notation starship display.