Capacitors (TL10+)

A TL10 capacitor uses other storage technology instead of actual capacitors, but they are still called capacitors. They differ from lower tech capacitors in that they are more efficient and they can release any amount of energy required up to the maximum stored. In this way they are more like batteries than capacitors.

A TL10 capacitor masses 0.25 tons, takes 0.05 cy, and $40,000 per MW-h (3600 MW); at TL11 the cost is halved, at TL12 the cost is quartered.

FT Capacitors (TL12+)

These are more advanced versions of the TL10 ones listed above. They use advanced force technology to store larger amounts of energy in lighter storage units.

They mass 0.1 tons, take up 0.1 cy, and cost $25,000 per MW-h (3600 MW); at TL13 the cost is halved, at TL14 the mass is halved.

Capacitors as Gun Batteries

One of the most frequent design features that is incorporated into ships that I build is the use of capacitor banks to power the weapon systems. This allows the ship to have a smaller power plant and more weapons. Of course there is a drawback, the fact that the ship can only fire all its weapons for a very short time.

Here's how it works. I figure that the energy requirements of the weapons are only a single burst needed to fire the weapon, not a constant flow. If you are playing it otherwise then this rule is not for you. Thus at the moment the weapon is fired the energy is drained from the capacitor banks. Any surplus energy produced by the power plant is used to recharge the capacitors, the more surplus power, the faster the banks charge.