

(RAL.0) The Altaran Confederation

(RAL.1) Altaran Background

The Altaran Confederation represent the last remnants of a canine race descended from the same stock as the Lyrans, Kzinti, and the Carnivons. Larger and more wolf like than their relatives, the Altarans were also slower to develop and expand. In the late early years period (Y120-125) the Altarans were located along the Carnivon-Kzinti border occupying just six systems. Where their neighbors were fielding their first true tactical warp ships, the Altarans had just begun to convert to Non-Tactical Warp armored hulls with experimental new drives. Without an ally, they had to take drastic action to remain a free people.

The Altarans would have become just another pack among the Carnivon if the most influential alphas had not seen the writing on the wall. The Carnivon were losing the war and one more allied pack with inferior ships was not going to save them. Contact with the Kzinti was attempted, but proved unwise as the cats had already decided that genocide was the only answer to the canine conflict. While the Altarans were aware of the existence of the Lyrans, but they were simply too far away to be contacted, much less provide any aid.

Given their lag in technological development and small size, the Altarans were not going to survive the ongoing conflict. In early Y135, with the Kzinti massing fleets to continue the war of extermination, those alphas who could seized the nascent tactical warp fleet and fled with their pack mates for the interior of the galaxy. They left behind over two thirds of their population to share the fate of the Carnivons. The refugees intended to establish a new empire out of reach of their genocidal cousins and build strength for a fight they viewed as inevitable. The shock of finding the core so teeming with life would leave them with little chance to build that strength.

Sandwiched between the Promethians and the Urzahn, the Altarans found relative peace and a chance to rebuild. After selling half of their initial ships to the Promethians to provide construction supplies, the Altarans began again with a stronger government that could hold the packs together and build the technology base that was needed to survive.

The Altarans are approximately 2 meters tall with some of the larger males reaching 2.2 meters. Their average weight is 150 pounds for males and 120 pounds for females. They have developed opposable thumbs and have colors ranging from pure white to red to black. While a strong pack history has been prevalent in the Altaran society, the pack mentality has diminished within since the relocation. The confederation is composed of leaders from all of the packs. The ruling board has full authority over all internal and external disputes, and their decisions are rarely disputed.

(RAL.2) Altaran National Fleet

Battleships and Variants:

(RAL.3) BATTLESHIP (BB) The Battleship was the largest of the Altaran ships ever constructed. It was initially built by a pack that was very wealthy, but had little political power. The ship was quickly duplicated by the rulers of the confederation out of fear of a possible coup. The ship proved too costly to use in regular operations, and was used for diplomatic missions when a show of strength was needed. Only 2 were ever built. Command 10, Explosion Strength 42. True Pft. Carries 6 PF's.

Dreadnoughts and Variants:

(RAL.4) DREADNOUGHT (DN) The most common of the large capital ships. It was designed in response to the development Urzahn Hammerhead Battle Crusier. The ship was often used by the leaders of the stronger packs as command ships for major fleet engagements. Command 10, Explosion Strength 30.

(RAL.5) HEAVY CARRIER (CVA) Filling a need for larger carriers, the Altarans started to convert Dreadnoughts to CVA's. Production ended after PF's entered service, as the SCS became the attrition carrier of choice. It has 3 landing bays. Command 10, Explosion Strength 35, Carries 24 fighters.

(RAL.6) SPACE CONTROL SHIP (SCS) With the development of PF's, the Dreadnoughts were converted to the SCS. Command 10, Explosion Strength 30, Carries 8 fighters and 6 PFs.

Heavy Battle Cruisers and Variants:

(RAL.7) HEAVY BATTLE CRUISER (BCH) – The Heavy Battle Crusier was developed initially by pack leaders who did not have the financial strength to build Dreadnoughts. As the high command realized the need for heavy carriers and space control ships, the pack leaders began to adopt the smaller yet quite capable BCH for their command ships. Command 10, Explosion Strength 22.

Heavy Cruisers and Variants:

(RAL.8) COMMAND CRUISER (CC) This was the early command hull for the fleet. This was the first ship created that could handle the stress of 4 Electromagnetic Guns. These hulls were converted from the original ships that emigrated from the known galaxy. Command 9, Explosion Strength 19.

(RAL.9) HEAVY CRUISER (CA) – Mainstay of the Altaran Fleet. It was the most common of all ships built. These ships were used as strike fleets for the Confederation. Command 8 Explosion Strength 18.

(RAL.10) SURVEY CRUISER (SC) – The survey cruiser is the Altarans fleet scout. It was built in large numbers serving as a powerful EW platform. Command 8, Explosion Strength 18

(RAL.11) CARRIER (CV) – The first result of the light cruiser test program, this was first carrier designed by the Altarans. Designed to be a true carrier, it was later replaced in front line service by the CVA. Has 2 landing bays for its fighters. Command 6, Explosion Strength 12, Carries 12 fighters.

(RAL.19) NEW HEAVY CRUISER (NCA)

War Cruisers and Variants:

(RAL.13) ASSAULT CRUISER (CW) – The attack cruiser was built as the fast ship to be put in harms way. It was designed to have improved speed over the heavy cruiser to match other CW's that major races were producing. Command 7, Explosion Strength 17.

Light Cruisers and Variants:

(RAL.12) PF TENDER (PFT) – With the development of the PF, the high command decided that all carriers currently in production would be converted to carry PFs. This provided increased firepower for the hull, and uses for antiquated carrier hulls. Carries 6 PFs. It has 2 Sensor channels. Command 6, Explosion Strength 14.

Destroyers and Variants:

(RAL.14) DESTROYER (DD) – The destroyer was the largest produced size class 4 warship that the Altarans produced. The destroyer was designed by the Confederation, and often worked in squadrons to provide security in critical sectors. The ship was also used to fill out Confederation Fleets when heavy cruisers were unavailable. The destroyer was eventually used as a convoy leader. Command 5, Explosion Strength 12

(RAL.21) ESCORT DESTROYER (DE)

Altaran Pack Fleet

Light Cruisers and Variants:

(RAL.15) LIGHT CRUISER (CL) – Initially produced as a test bed for use in carrier operations, the Altarans found

that the hull was also a very capable command ship against raiders. It was common for the Light Cruiser to be used in command of destroyer squadrons. These squadrons were used as the punishment brigade against such outposts. Command 6, Explosion Strength 14.

Destroyers and Variants:

[\(RAL.16\) SCOUT DESTROYER \(DDS\)](#) – The scout destroyer was produced in significant quantities. It held many roles in the Confederation. The ship was used to supplement the SC in larger battles, provide support for suppression of pirates and raiders, and it was used to support destroyer squadrons. Command 5, Explosion Strength 10.

Frigates and Police Ships:

[\(RAL.17\) FRIGATE \(FF\)](#) – Essentially the police ship of the Altaran fleet. The frigate excelled in convoy duty, proving to be a very reliable hull. It was not uncommon to be paired up with other frigates and a destroyer for use in more important escort duty. Command 4, Explosion Strength 9.

Miscellaneous Classes:

[\(RAL.18\) TUG \(Tug\)](#) – The tug provided support services for the Altaran Fleet. Can carry 2 single weight pods, or 1 double weight pod. The Altarans use the generic repair pods and cargo pods. Battle pods will be published in the future. Command 6 Explosion Strength 15.

(RAL.J0) Altaran Attrition Units

The Altarans built 4 different types of fighters, the Hurricane, Tempest, Tornado, and Typhoon. Altaran fighters may fire 2 Flak Cannon charges per turn. The Typhoon is a 2 space Heavy Fighter. It may fire 1 EMG charge per turn. The EMG has a maximum range of 10. All PG1's have a maximum range of 15. The Flak Cannon requires 1 deck crew action per charge to reload. The EMG requires 2 deck crew actions per charge to reload. The Altarans build standard, leader, and scout PFs.

[Altaran Fighters](#)

[Altaran Fast Patrol Ships](#)

(WP.1) ELECTROMAGNETIC GUN

WP1.1 Designation:

Each Electromagnetic gun is designated **EMG** on the SSD, and represents one electromagnetic gun.

WP1.2 Arming Procedure:

WP1.21 Procedure: Electromagnetic guns are armed in one turn by allocating 4 points of power from any source per weapon.

WP1.22 Firing: The EMG is fired in during the Direct Fire Weapons Fire Stage of the Impulse Procedure Chart.

WP1.23 Holding: The EMG cannot be held.

WP1.24 Overload: There is no overload function for the weapon.

WP1.3 Firing Procedure:

WP1.31 Procedure: The number of damage points scored by an electromagnetic gun is determined by 2 factors. The first factor is range, and the second factor is the shield status of the target vessel. Roll a die, determine the hit at the range to the target, and adjust the damage according to whether or not the target is shielded.

WP1.32 Range: The maximum range of an electromagnetic gun is 30 hexes.

WP1.33 Weapon Degradation: When an electromagnetic gun is fired in consecutive turns, the accuracy of the weapon is degraded. The electromagnetic gun suffers a +1 shift for each turn that the weapon is fired cumulatively. Example: On the second turn there would be a plus one shift against the firing unit, on the third turn it would be a +2 shift against the firing vessel. This shift is cumulative to all other EW that is effecting the firing vessel.

WP1.34 Cool Down: If an electromagnetic gun is unpowered for an entire turn, the shift modifier is reset to zero.

WP1.35 Shielded Targets: Units with operating facing shields during the fire decision stage, general reinforcement during any damage allocation phase, Mechad energy fields, PA panels, Soul Shields and Leopan armor systems. For new technologies not developed, consider systems that create a powered field around the ship as shielded. The EMG does not interact with the IPG or the ESG.

WP1.36 Unshielded Targets: Armor and units with a down or inactive shield, this includes the Scon Manifestation Energy Absorption Cells.

WP1.37 Damage Resolution: Damage from an EMG is resolved as the first damage scored in any volley. If any shielding is in operation, be it from the original shield, specific reinforcement, or general reinforcement, then the damage from the weapon is struck as if the target is shielded for **ALL** EMG's fired in a given impulse. If no shielding is available then the damage is increase by ½ of the damage against a shielded target.

WP1.37 Fire against Drones: The EMG is a heavy weapon and is penalized against drones like a photon.

WP1.38 Destruction: The Electromagnetic Gun is considered a Torpedo weapon on the Damage Allocation Chart.

WP1.4 Repair Cost: 8.

WP1.5 Option Mounts: The electromagnetic gun may not be placed in option mounts. The weapon is indigenous to the race.

WP1.6 Atmosphere: Reduce damage by 25%, rounding all fractions down for each hex of atmosphere fired through. There is no penalty for firing out of one hex of atmosphere.

WP1.7 – Other interaction: The EMG cannot fire through Web. It is also not affected by ESG fields.

(WP2.1) PARTICLE GUN

WP2.1 Particle Guns

WP2.11 Designation: The particle gun is designated as PG-1 on the SSD.

WP2.12 Arming: Each particle gun costs 1 to arm. It may not be downloaded.

WP2.12 Repair Cost: 5

WP2.14 For all other rule considerations, consider the particle gun to be a phaser.

(WP3.1) FLAK CANNON

WP3.1 Flak Cannon

WP3.11 Designation: The flak cannon is designated as FC- on the SSD

WP3.12 Arming: The flak cannon is armed based on the number of charges in the flak cannon. It cost .5 power from any source per charge in the flak cannon. The number after the FC on the SSD indicates how many charges are on the flak cannon. Thus a FC-3 has 3 charges. The Flak Cannon is armed completely at weapon status 1 and has a capacitor system equal to the total number of charges in the Flak Cannon. The charges cannot be shared between Flak Cannons.

WP3.13 Firing Restrictions: The Flak cannon may only fire one charge per impulse. There is an 8 impulse delay between turns for firing a Flak Cannon that has fired all of its charges. You may not fire more than your Flak Cannon's capacitor in eight impulses.

WP3.14 Damage: The Flak Cannon does 2 points of damage versus size class 1-5, 4 points of damage versus size class 6 targets, and 8 points of damage versus size class 7 targets. The Flak Cannon damages plasma torpedoes as phasers and they consider plasma as a size class 6 target for damage purposes.

WP3.14 Repair Cost: Flak Cannon 1: 3 points, Flak Cannon 2: 4 Points, Flak Cannon 3: 5 points. Flak Cannons can be repaired to a lesser charged Flak Cannon.

WP3.15 Atmosphere: Reduce damage of weapon by 1 per hex of atmosphere fired through. There is no penalty for firing out of one hex of atmosphere.

WP3.16 Fighters: Flak Cannon's on fighters are **FA**. A fighter may fire up to 2 of its total number of flak charges in a given turn.

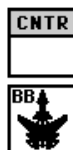
WP3.17 Destruction: The Flak Cannon is destroyed on Drone hits on the Damage Allocation Chart.

ALTARAN BATTLESHIP

CREW UNITS					
	*				10
					20
					30
					40
					50
					60
					70

ADMIN SHUTTLES			
IDENT	HIT POINTS	NOTES	

SHIP STATISTICS	
TYPE	= BB
POINT VALUE	= 325
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
TACT INTEL	= BB
REFERENCE	= (RAL.3)
SOURCE	= UNOFFICIAL
YEAR IN SVC	= Y190



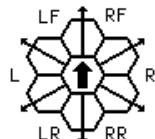
BOARDING PARTIES					
					10
					20

TRANSPORTER BOMBS				
			D	D
			D	D

PROBES				
				S

SHIPS PERFORMANCE	
MOVEMENT COST	2
HET COST	10
ERRATIC MANEUVER COST	12
BREAKDOWN	3-6
TURN MODE= E SPEED	
POWER SYSTEMS	1 2-3
WARP	= 60 2 4-6
IMPULSE	= 8 3 7-10
APR	= 8 4 11-14
TOTAL	= 76 5 15-20
BTTY	= 9 6 21-29
HET	= 7 30+
BD	

PARTICLE GUN TABLE								
DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-31	31-50
1	7	6	5	5	4	2	1	1
2	6	5	5	4	3	2	1	0
3	6	5	4	4	2	1	0	0
4	6	4	4	4	1	0	0	0
5	5	4	4	3	0	0	0	0
6	5	4	3	3	0	0	0	0



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Sean J. Young < youngsea@msu.edu >

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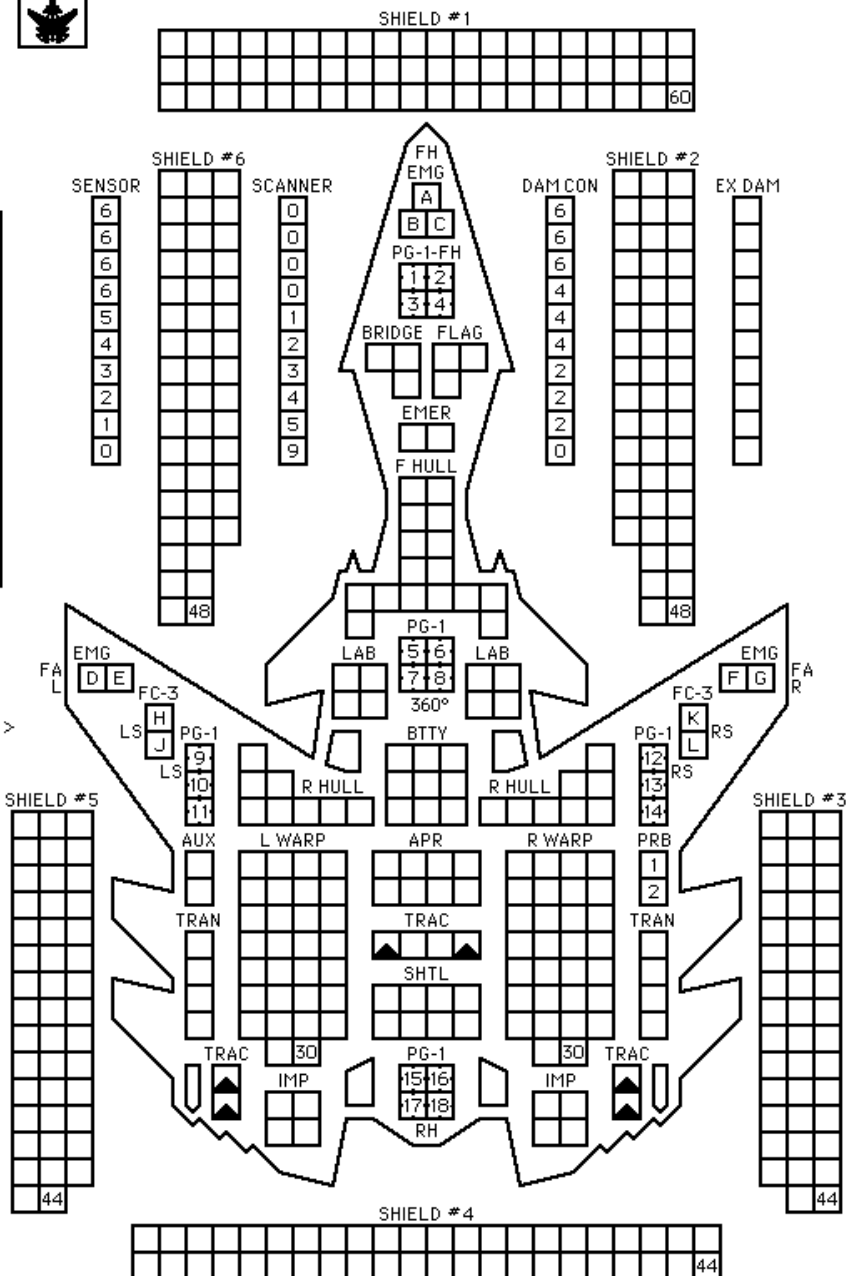
DAVESAIN@aol.com



NeghVar@aol.com

FLAK CANNON TABLE						
RANGE	0	1	2	3	4	5
HIT	1-6	1-5	1-4	1-3	1-2	1
SIZE CLASS	1-5	6	7			
DAMAGE	2	4	8			

ELECTROMAGNETIC GUN TABLE						
RANGE	0-2	3-5	6-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-3	1-2	1
DAMAGE (SHIELDED)	8	8	6	6	4	2
DAMAGE (UNSHIELDED)	12	12	9	9	6	4

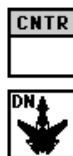


ALTARAN DREADNOUGHT

CREW UNITS					
		*			10
					20
					30
					40
					50

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

SHIP STATISTICS	
TYPE	= DN
POINT VALUE	= 235
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
TACT INTEL	= DN
REFERENCE	= (RAL.4)
SOURCE	= UNOFFICIAL
YEAR IN SVC	= Y170



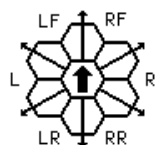
BOARDING PARTIES					
					10
					20

TRANSPORTER BOMBS				
			D	D
			D	D

PROBES				
				5

PARTICLE GUN TABLE

DIE	RANGE	4-8	9-15	16-30	31-50
1	7	6	5	4	2
2	6	5	5	4	3
3	6	5	4	4	2
4	6	4	4	4	1
5	5	4	4	3	0
6	5	4	3	3	0



FLAK CANNON TABLE

RANGE	0	1	2	3	4	5
HIT	1-6	1-5	1-4	1-3	1-2	1
SIZE CLASS	1-5	6	7			
DAMAGE	2	4	8			



ELECTROMAGNETIC GUN TABLE

RANGE	0-2	3-5	6-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-3	1-2	1
DAMAGE (SHIELDED)	8	8	6	6	4	2
DAMAGE (UNSHIELDED)	12	12	9	9	6	4



NeghVar@aol.com

SHIPS PERFORMANCE	
MOVEMENT COST	1.5
HET COST	7.5
ERRATIC MANEUVER COST	9
BREAKDOWN	4 - 6
TURN MODE=D	SPEED
POWER SYSTEMS	1 2-4
WARP = 48	2 5-8
IMPULSE = 6	3 9-12
APR = 6	4 13-17
TOTAL = 60	5 18-24
BTY = 6	6 25+
HET	BD

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Sean J. Young <youngsea@msu.edu>

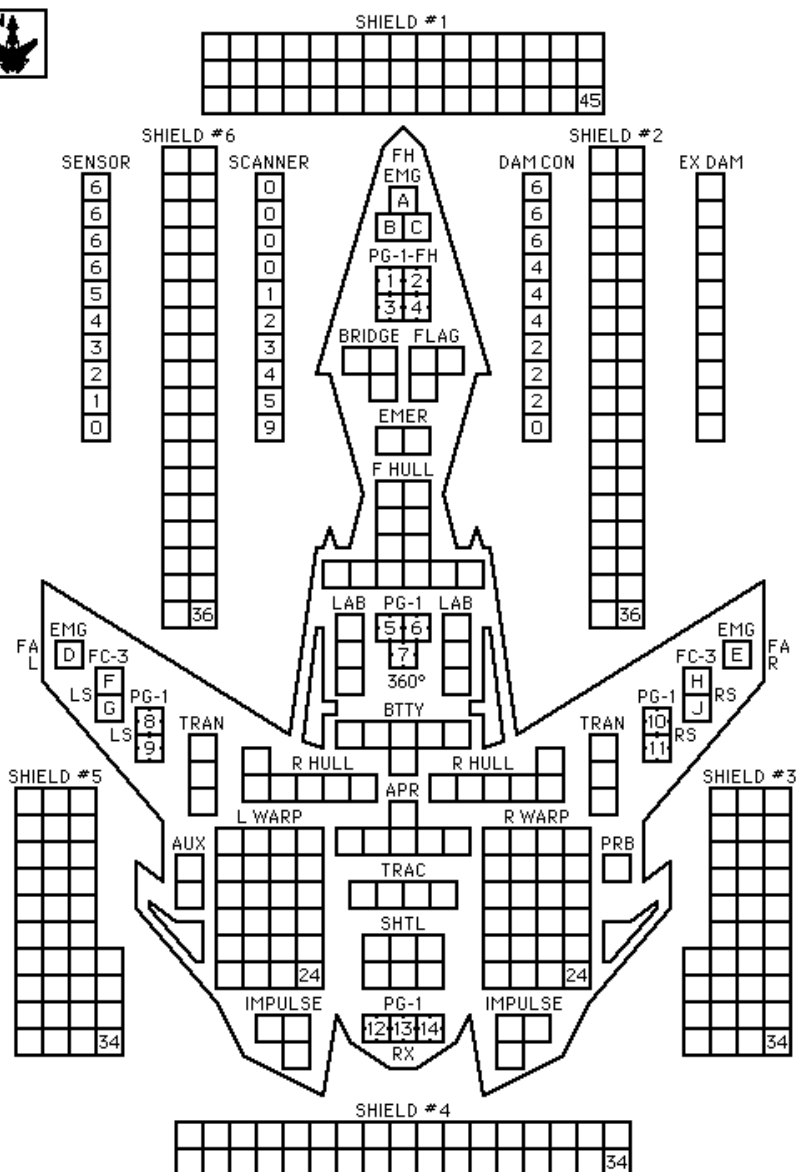
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WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX [5] = HET COST

[6] = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

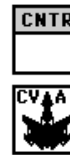


ALTARAN HEAVY CARRIER

CREW UNITS					
		*			10
					20
					30
					40
					50

ADMIN SHUTTLES			
IDENT	HIT POINTS	NOTES	

SHIP STATISTICS	
TYPE	= CVA
POINT VALUE	= 235
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
TACT INTEL	= CVA
REFERENCE	= (RAL.5)
SOURCE	= UNOFFICIAL
YEAR IN SVC	= Y173



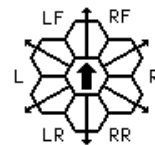
BOARDING PARTIES					
					10
					20

TRANSPORTER BOMBS					

PROBES				
				5

PARTICLE GUN TABLE

DIE	RANGE	4-	9-	16-	31-			
ROLL	0	1	2	3	8	15	30	50
1	7	6	5	5	4	2	1	1
2	6	5	5	4	3	2	1	0
3	6	5	4	4	2	1	0	0
4	6	4	4	4	1	0	0	0
5	5	4	4	3	0	0	0	0
6	5	4	3	3	0	0	0	0



SHIPS PERFORMANCE	
MOVEMENT COST	1.5
HET COST	7.5
ERRATIC MANEUVER COST	9
BREAKDOWN	4 - 6
TURN MODE=D	SPEED
POWER SYSTEMS	1 2-4
WARP = 48	2 5-8
IMPULSE = 6	3 9-12
APR = 6	4 13-17
TOTAL = 60	5 18-24
BTTY = 6	6 25+
HET	BD

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Sean J. Young < youngsea@msu.edu >

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FLAK CANNON TABLE

RANGE	0	1	2	3	4	5
HIT	1-6	1-5	1-4	1-3	1-2	1
SIZE CLASS	1-5	6	7			
DAMAGE	2	4	8			



DAVESAIN@aol.com

ELECTROMAGNETIC GUN TABLE

RANGE	0-2	3-5	6-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-3	1-2	1
DAMAGE (SHIELDED)	8	8	6	6	4	2
DAMAGE (UNSHIELDED)	12	12	9	9	6	4



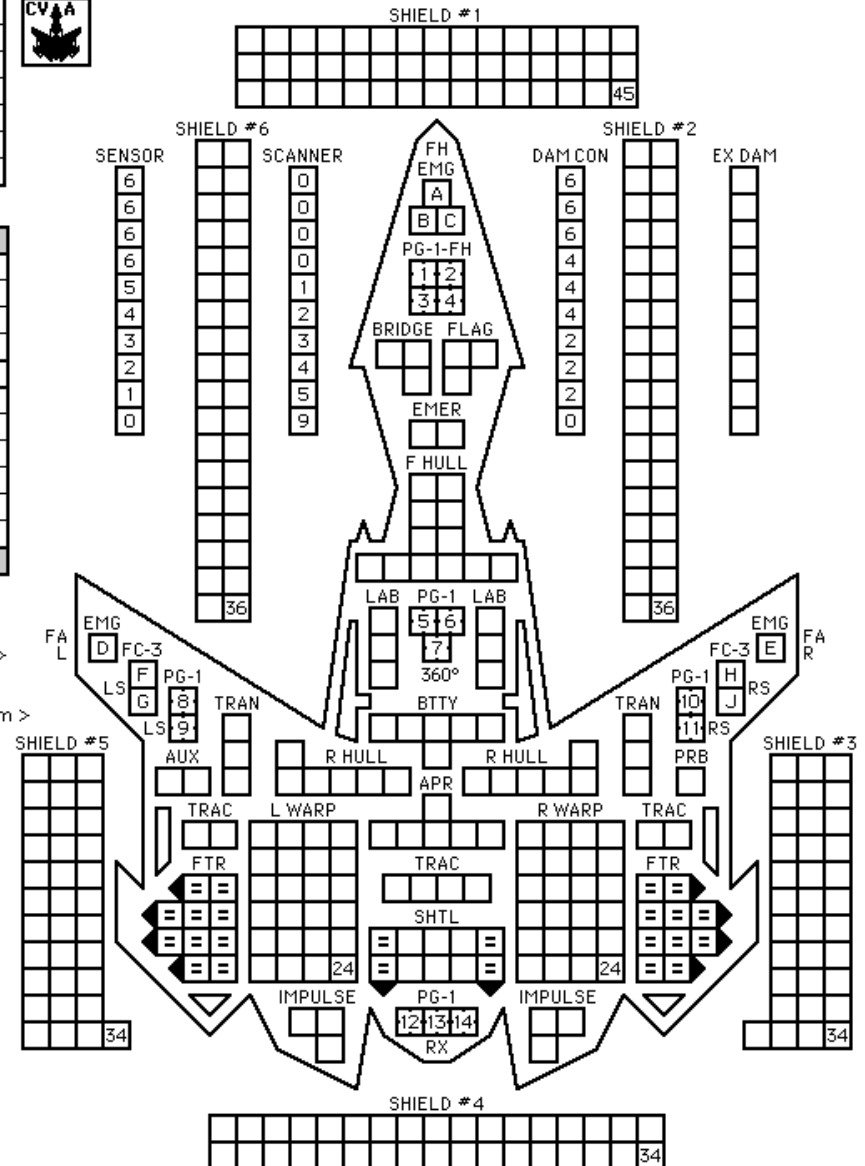
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WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX [5] = HET COST

[6] = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

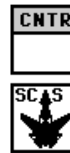


ALTARAN SPACE CONTROL SHIP

CREW UNITS					
	*				10
					20
					30
					40
					50

ADMIN SHUTTLES			
IDENT	HIT POINTS	NOTES	

SHIP STATISTICS	
TYPE	= SC5
POINT VALUE	= 235
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
TACT INTEL	= DN
REFERENCE	= (RAL.6)
SOURCE	= UNOFFICIAL
YEAR IN SVC	= Y182



BOARDING PARTIES					
					10
					20

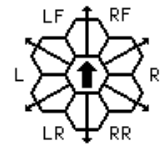
TRANSPORTER BOMBS				
			D	D
			D	D

PROBES				
				5

SHIPS PERFORMANCE	
MOVEMENT COST	1.5
HET COST	7.5
ERRATIC MANEUVER COST	9
BREAKDOWN	4 - 6
TURN MODE=D	SPEED
POWER SYSTEMS	1 2-4
WARP = 48	2 5-8
IMPULSE = 6	3 9-12
APR = 6	4 13-17
TOTAL = 60	5 18-24
BTY = 6	6 25+
HET	BD

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PARTICLE GUN TABLE									
DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50	
1	7	6	5	5	4	2	1	1	
2	6	5	5	4	3	2	1	0	
3	6	5	4	4	2	1	0	0	
4	6	4	4	4	1	0	0	0	
5	5	4	4	3	0	0	0	0	
6	5	4	3	3	0	0	0	0	



FLAK CANNON TABLE						
RANGE	0	1	2	3	4	5
HIT	1-6	1-5	1-4	1-3	1-2	1
SIZE CLASS	1-5	6	7			
DAMAGE	2	4	8			



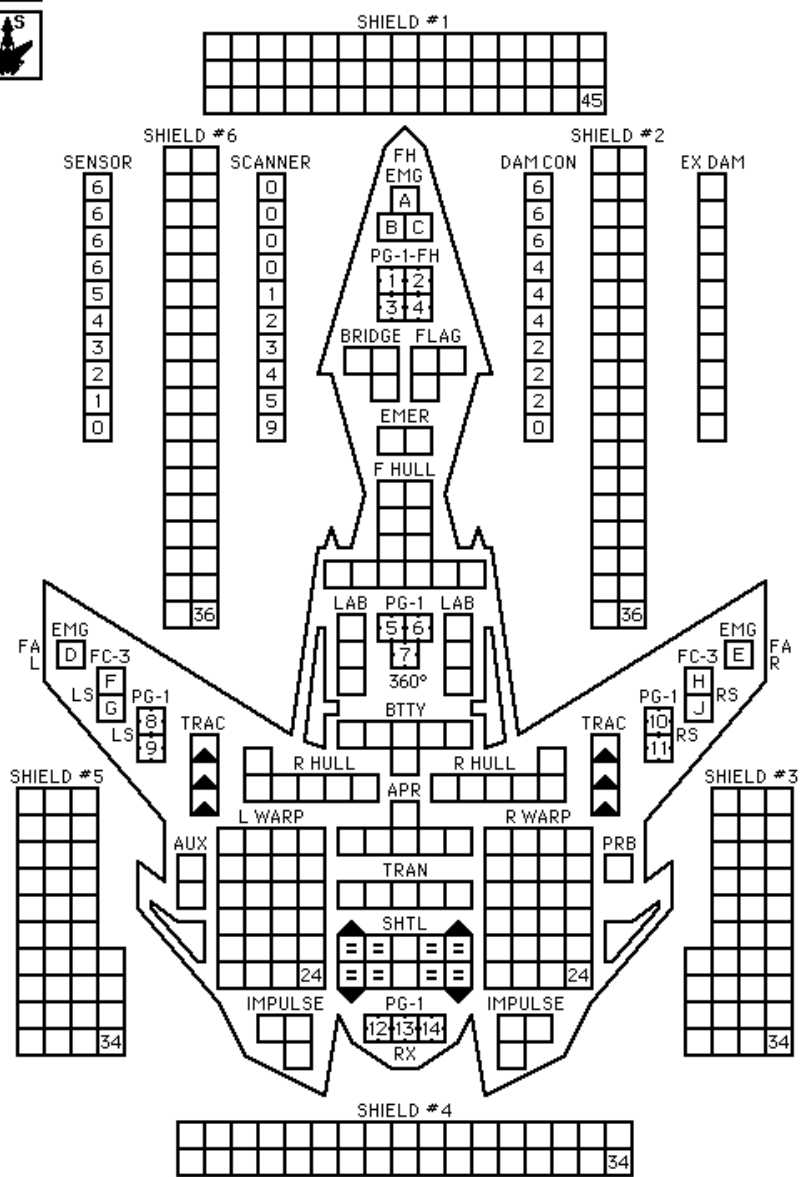
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ELECTROMAGNETIC GUN TABLE						
RANGE	0-2	3-5	6-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-3	1-2	1
DAMAGE (SHIELDED)	8	8	6	6	4	2
DAMAGE (UNSHIELDED)	12	12	9	9	6	4



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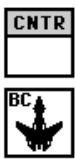
WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX																														
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45



CREW UNITS					
	*				10
					20
					30
					40

ADMIN SHUTTLES					
IDENT	HIT POINTS	NOTES			

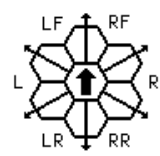
SHIP STATISTICS	
TYPE	= BCH
POINT VALUE	= 190
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
TACT INTEL	= BCH
REFERENCE	= (RAL.7)
SOURCE	= UNOFFICIAL
YEAR IN SVC	= Y180



BOARDING PARTIES					
					10

TRANSPORTER BOMBS					
			D	D	D

PROBES				
				S



PARTICLE GUN TABLE								
DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	7	6	5	5	4	2	1	1
2	6	5	5	4	3	2	1	0
3	6	5	4	4	2	1	0	0
4	6	4	4	4	1	0	0	0
5	5	4	4	3	0	0	0	0
6	5	4	3	3	0	0	0	0

FLAK CANNON TABLE						
RANGE	0	1	2	3	4	5
HIT	1-6	1-5	1-4	1-3	1-2	1
SIZE CLASS	1-5	6	7			
DAMAGE	2	4	8			

SHIPS PERFORMANCE		
MOVEMENT COST	1	
HET COST	5	
ERRATIC MANEUVER COST	6	
BREAKDOWN	5-6	
TURN MODE=C SPEED		
POWER SYSTEMS	1	2-4
WARP = 32	2	5-9
IMPULSE = 6	3	10-14
APR = 6	4	15-20
TOTAL = 44	5	21-27
BTTY = 6	6	28+
HET		BD

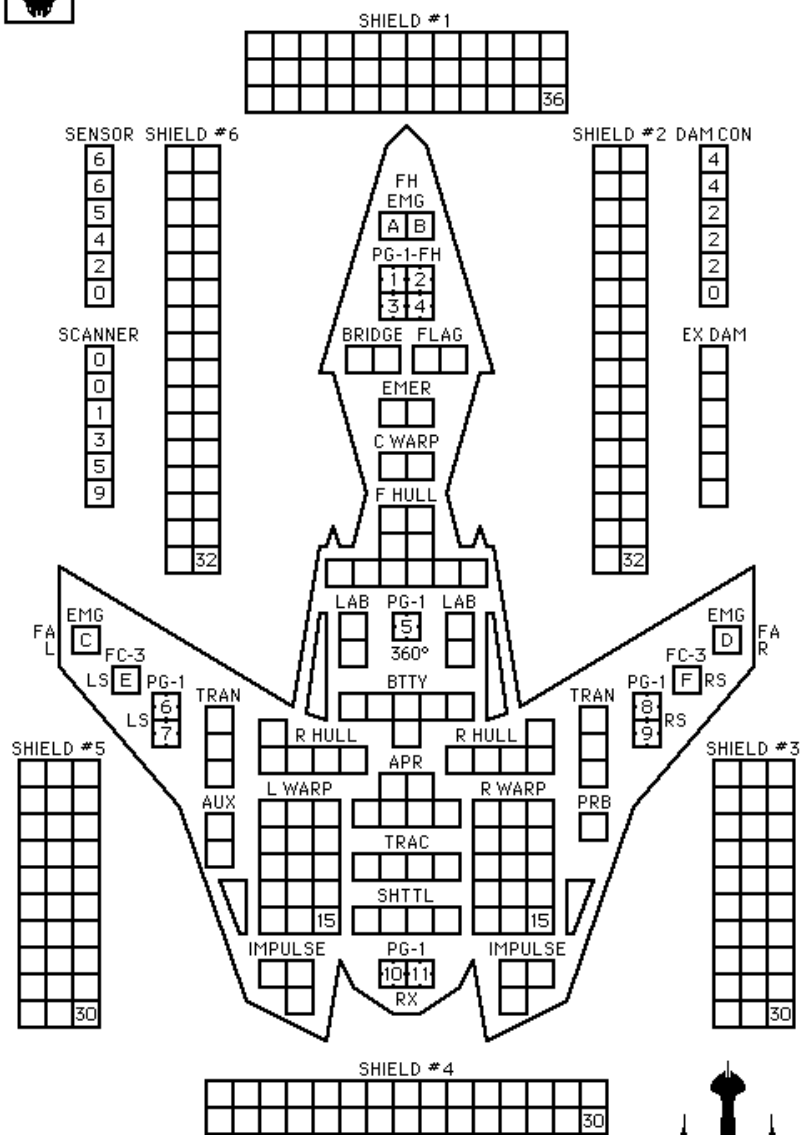
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ALTARAN HEAVY BATTLE CRUISER

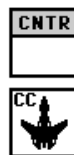


ELECTROMAGNETIC GUN TABLE						
RANGE	0-2	3-5	6-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-3	1-2	1
DAMAGE (SHIELDED)	8	8	6	6	4	2
DAMAGE (UNSHIELDED)	12	12	9	9	6	4

CREW UNITS					
	*				10
					20
					30

ADMIN SHUTTLES			
IDENT	HIT POINTS	NOTES	

SHIP STATISTICS	
TYPE	= CC
POINT VALUE	= 150
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
TACT INTEL	= CA
REFERENCE	= (RAL.8)
SOURCE	= UNOFFICIAL
YEAR IN SVC	= Y145
APR REFIT	= +5

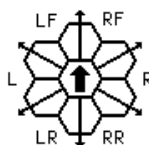


BOARDING PARTIES					
					10

TRANSPORTER BOMBS				
		D	D	D

PROBES				
				S

PARTICLE GUN TABLE								
DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	7	6	5	5	4	2	1	1
2	6	5	5	4	3	2	1	0
3	6	5	4	4	2	1	0	0
4	6	4	4	4	1	0	0	0
5	5	4	4	3	0	0	0	0
6	5	4	3	3	0	0	0	0



SHIPS PERFORMANCE	
MOVEMENT COST	1
HET COST	5
ERRATIC MANEUVER COST	6
BREAKDOWN	5-6
TURN MODE=C SPEED	
POWER SYSTEMS	1 2-4
WARP = 30	2 5-9
IMPULSE = 4	3 10-14
APR = 4/6	4 15-20
TOTAL = 38/40	5 21-27
BTTY = 5	6 28+
HET	BD

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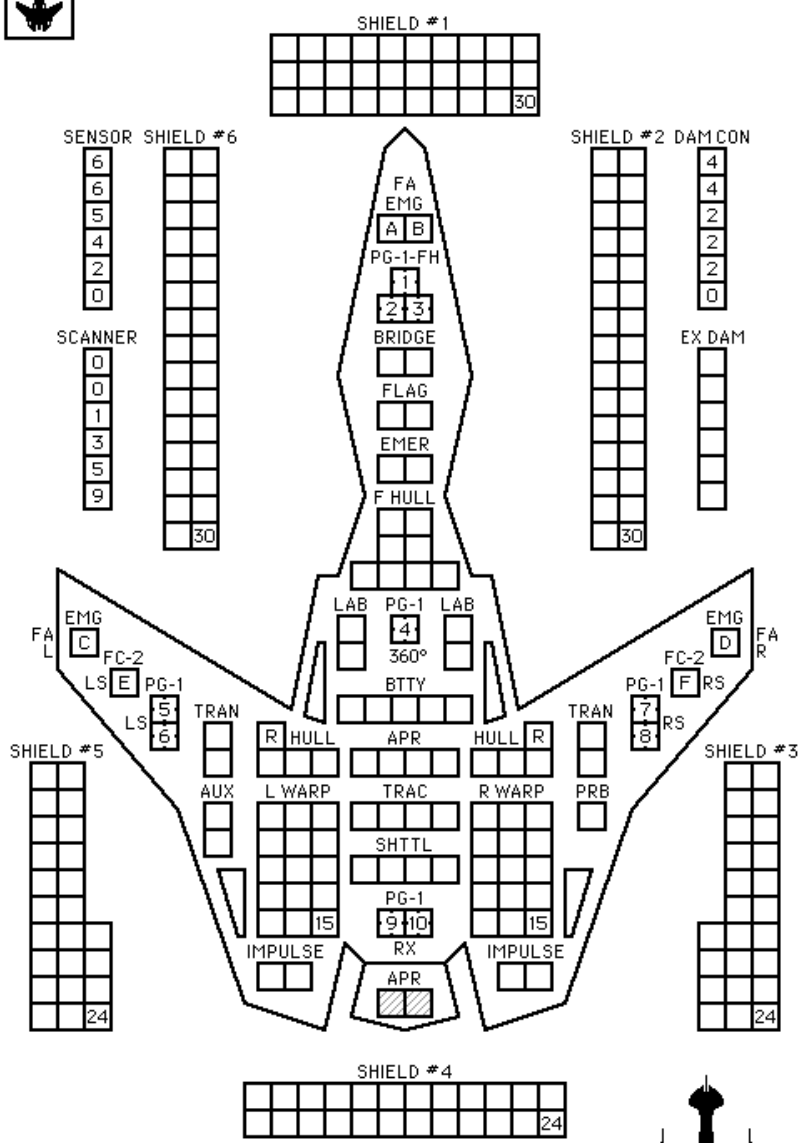
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FLAK CANNON TABLE						
RANGE	0	1	2	3	4	5
HIT	1-6	1-5	1-4	1-3	1-2	1
SIZE CLASS	1-5	6	7			
DAMAGE	2	4	8			

ELECTROMAGNETIC GUN TABLE						
RANGE	0-2	3-5	6-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-3	1-2	1
DAMAGE (SHIELDED)	8	8	6	6	4	2
DAMAGE (UNSHIELDED)	12	12	9	9	6	4

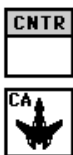
ALTARAN COMMAND CRUISER



CREW UNITS					
		*			10
					20
					30

ADMIN SHUTTLES					
IDENT	HIT POINTS	NOTES			

SHIP STATISTICS	
TYPE	= CA
POINT VALUE	= 125
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
TACT INTEL	= CA
REFERENCE	= (RAL.9)
SOURCE	= UNOFFICIAL
YEAR IN SVC	= Y145

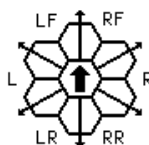


BOARDING PARTIES					
					10

TRANSPORTER BOMBS					
			D	D	D

PROBES				
				S

PARTICLE GUN TABLE								
DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	7	6	5	5	4	2	1	1
2	6	5	5	4	3	2	1	0
3	6	5	4	4	2	1	0	0
4	6	4	4	4	1	0	0	0
5	5	4	4	3	0	0	0	0
6	5	4	3	3	0	0	0	0



SHIPS PERFORMANCE	
MOVEMENT COST	1
HET COST	5
ERRATIC MANEUVER COST	6
BREAKDOWN	5-6
TURN MODE=C SPEED	
POWER SYSTEMS	1 2-4
WARP = 30	2 5-9
IMPULSE = 4	3 10-14
APR = 3	4 15-20
TOTAL = 37	5 21-27
BTTY = 5	6 28+
HET	BD

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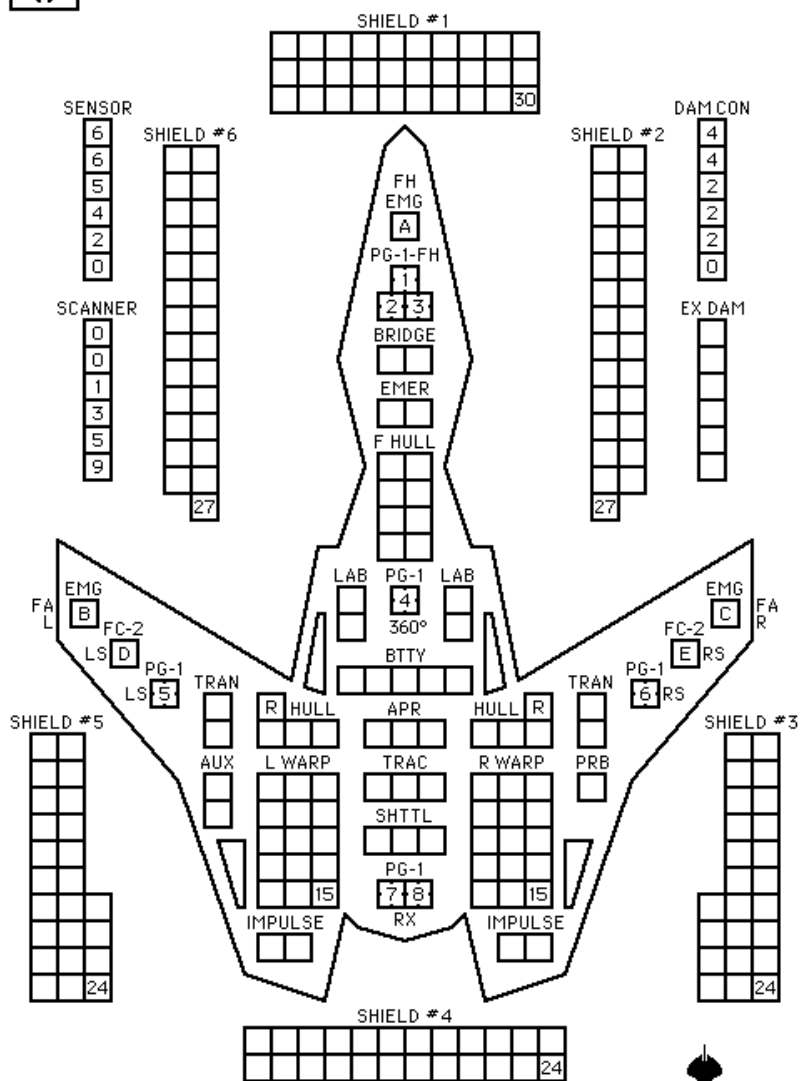
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FLAK CANNON TABLE						
RANGE	0	1	2	3	4	5
HIT	1-6	1-5	1-4	1-3	1-2	1
SIZE CLASS	1-5	6	7			
DAMAGE	2	4	8			

ELECTROMAGNETIC GUN TABLE						
RANGE	0-2	3-5	6-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-3	1-2	1
DAMAGE (SHIELDED)	8	8	6	6	4	2
DAMAGE (UNSHIELDED)	12	12	9	9	6	4



ALTARAN HEAVY CRUISER

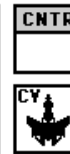


ALTARAN CARRIER

CREW UNITS									
		*							10
									20
									30

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

SHIP STATISTICS		
TYPE	=	CV
POINT VALUE	=	100
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CV
REFERENCE	=	(RAL.11)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y169



BOARDING PARTIES									
									10

PROBES				
				5

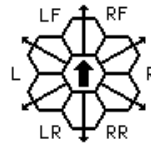
TRANSPORTER BOMBS				
				D D D D

DECK CREWS									
									10

FLAK CANNON TABLE						
RANGE	0	1	2	3	4	5
HIT	1-6	1-5	1-4	1-3	1-2	1
SIZE CLASS	1-5	6	7			
DAMAGE	2	4	8			

PARTICLE GUN TABLE									
DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50	
1	7	6	5	5	4	2	1	1	
2	6	5	5	4	3	2	1	0	
3	6	5	4	4	2	1	0	0	
4	6	4	4	4	1	0	0	0	
5	5	4	4	3	0	0	0	0	
6	5	4	3	3	0	0	0	0	

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ELECTROMAGNETIC GUN TABLE						
RANGE	0-2	3-5	6-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-3	1-2	1
DAMAGE (SHIELDED)	8	8	6	6	4	2
DAMAGE (UNSHIELDED)	12	12	9	9	6	4

SHIPS PERFORMANCE		
MOVEMENT COST		.66
HET COST		3.33
ERRATIC MANEUVER COST		4
BREAKDOWN		4-6
TURN MODE = C		SPEED
POWER SYSTEMS	1	2-4
WARP = 20	2	5-9
IMPULSE = 4	3	10-14
APR = 2	4	15-20
TOTAL = 26	5	21-27
BTTY = 4	6	28+
HET		BD

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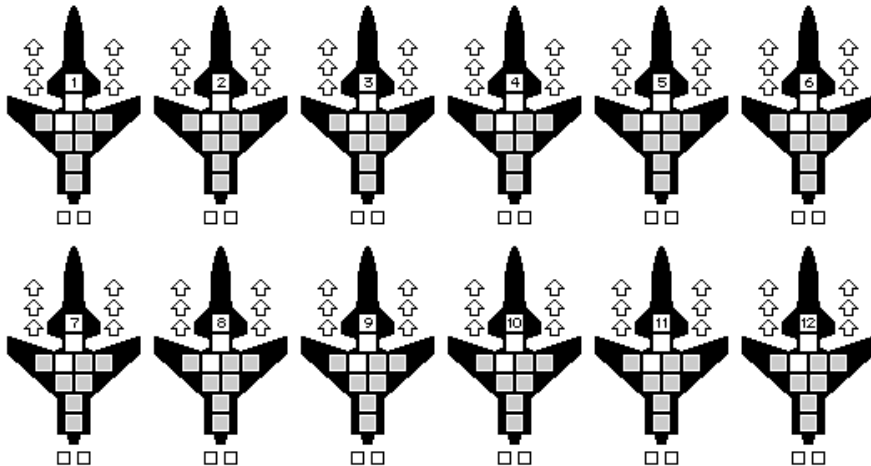
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ALTARAN TEMPEST FIGHTER DATA			
1x PG-FA			
DOGFIGHT RATING=3			
CRIPPLED RATING=7			
SPEED=12			

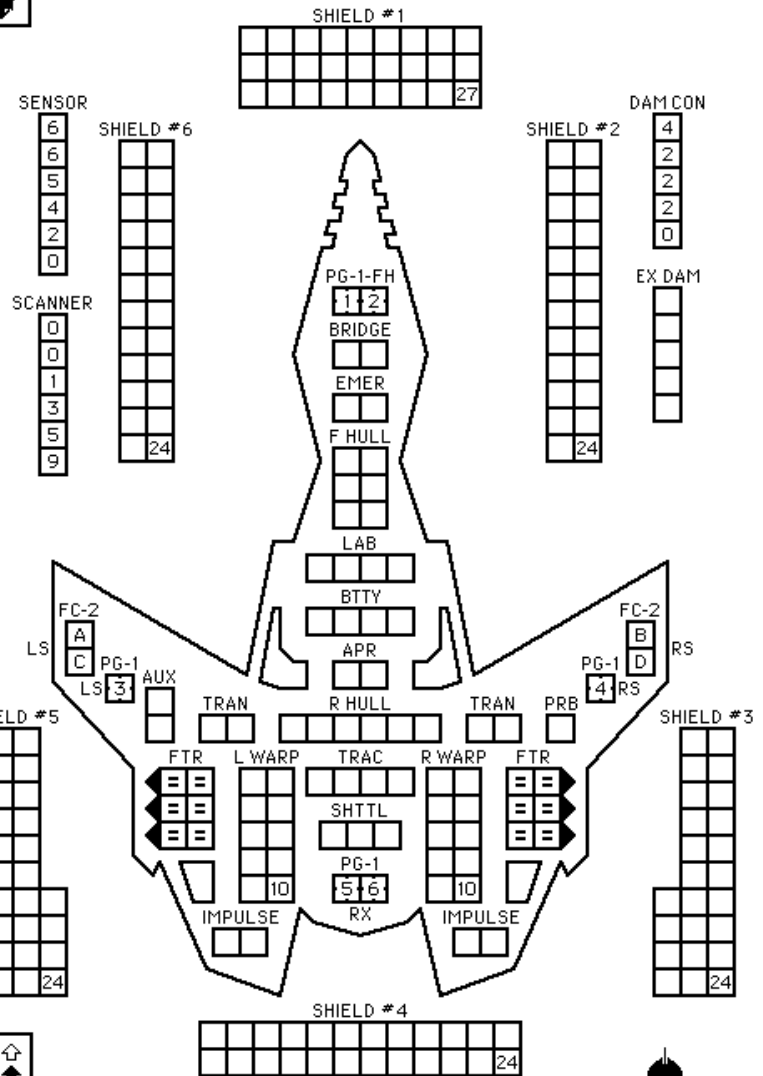
FLAK CANNON CHARGE	↑
EM GUN CHARGE	↑
CHAFF POD	□



WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

⑤ = HET COST ⑥ = ERRATIC MANEUVER WARP COST

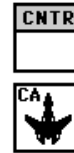
SPEED	1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	2/3	1 1/3	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	7 1/3	8	8 2/3	9 1/3	10	10 2/3	11 1/3	12	12 2/3	13 1/3	14	14 2/3	15 1/3	16	16 2/3	17 1/3	18	18 2/3	19 1/3	20



CREW UNITS							
	*						10
							20
							30

ADMIN SHUTTLES						
IDENT	HIT POINTS	NOTES				

SHIP STATISTICS		
TYPE	=	NCA
POINT VALUE	=	135
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CA
REFERENCE	=	(RA.19)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y175

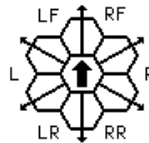


ALTARAN NEW HEAVY CRUISER

BOARDING PARTIES							
							10

TRANSPORTER BOMBS						
			D	D	D	D

PROBES				
				5



PARTICLE GUN TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	7	6	5	5	4	2	1	1
2	6	5	5	4	3	2	1	0
3	6	5	4	4	2	1	0	0
4	6	4	4	4	1	0	0	0
5	5	4	4	3	0	0	0	0
6	5	4	3	3	0	0	0	0

SHIPS PERFORMANCE		
MOVEMENT COST	1	
HET COST	5	
ERRATIC MANEUVER COST	6	
BREAKDOWN	5-6	
TURN MODE=C SPEED		
POWER SYSTEMS	1	2-4
WARP = 30	2	5-9
IMPULSE = 4	3	10-14
APR = 5	4	15-20
TOTAL = 39	5	21-27
BTTY = 5	6	28+
HET		BD

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FLAK CANNON TABLE

RANGE	0	1	2	3	4	5
HIT	1-6	1-5	1-4	1-3	1-2	1
DAMAGE BY SIZE CLASS						
SC 1-5	= 2, SC 6 = 4, SC 7 = 8					

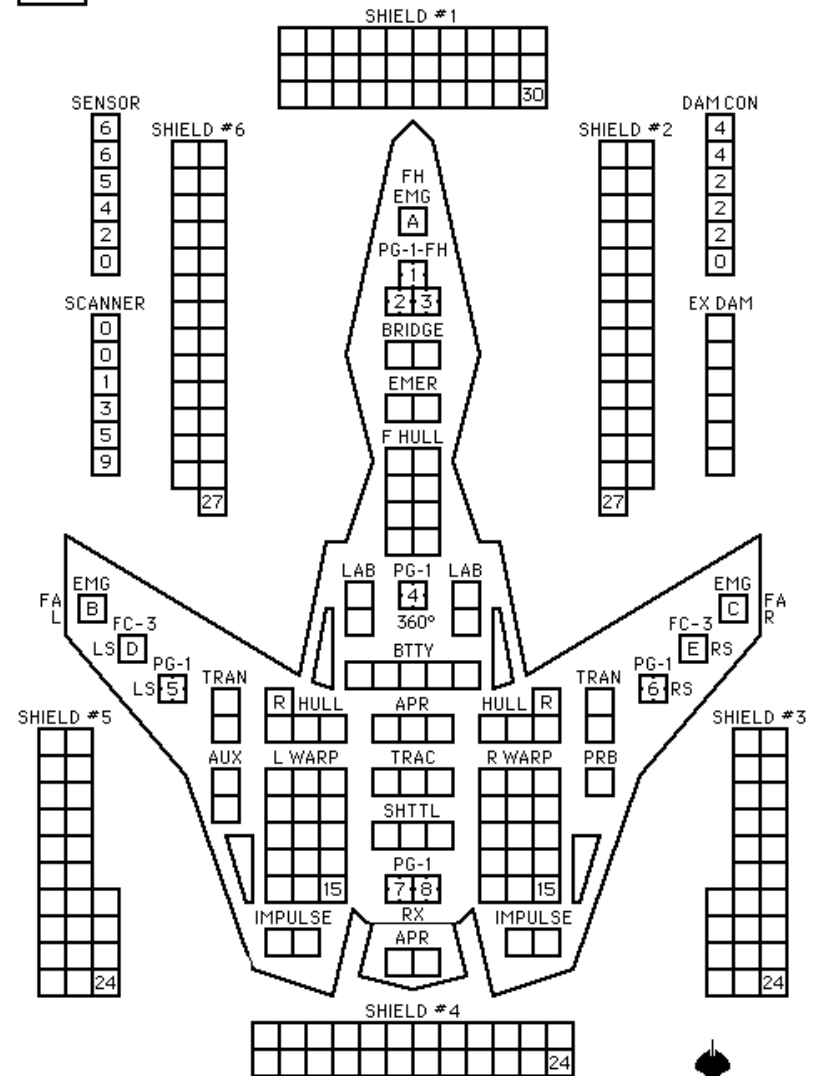
ELECTROMAGNETIC GUN TABLE

RANGE	0-2	3-5	6-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-3	1-2	1
DAMAGE, SHIELDED	8	8	6	6	4	2
DAMAGE, UNSHIELDED	12	12	9	9	6	4

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MOVEMENT COST = 1



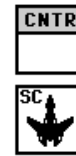
NeghVar@aol.com

ALTARAN SCOUT CRUISER

CREW UNITS					
	*				10
					20
					30

ADMIN SHUTTLES			
IDENT	HIT POINTS	NOTES	

SHIP STATISTICS	
TYPE	= SC
POINT VALUE	= 135
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
TACT INTEL	= CA
REFERENCE	= (RAL.10)
SOURCE	= UNOFFICIAL
YEAR IN SVC	= Y150
APR REFIT	= +5



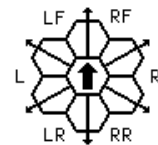
BOARDING PARTIES					
					10

TRANSPORTER BOMBS				
		D	D	D

PROBES				
1				5
2				5

SHIPS PERFORMANCE	
MOVEMENT COST	1
HET COST	5
ERRATIC MANEUVER COST	6
BREAKDOWN	5-6
TURN MODE=C SPEED	
POWER SYSTEMS	1 2-4
WARP = 30	2 5-9
IMPULSE = 4	3 10-14
APR = 3	4 15-20
TOTAL = 37	5 21-27
BTTY = 5	6 28+
HET	BD

FLAK CANNON TABLE						
RANGE	0	1	2	3	4	5
HIT	1-6	1-5	1-4	1-3	1-2	1
SIZE CLASS	1-5	6	7			
DAMAGE	2	4	8			



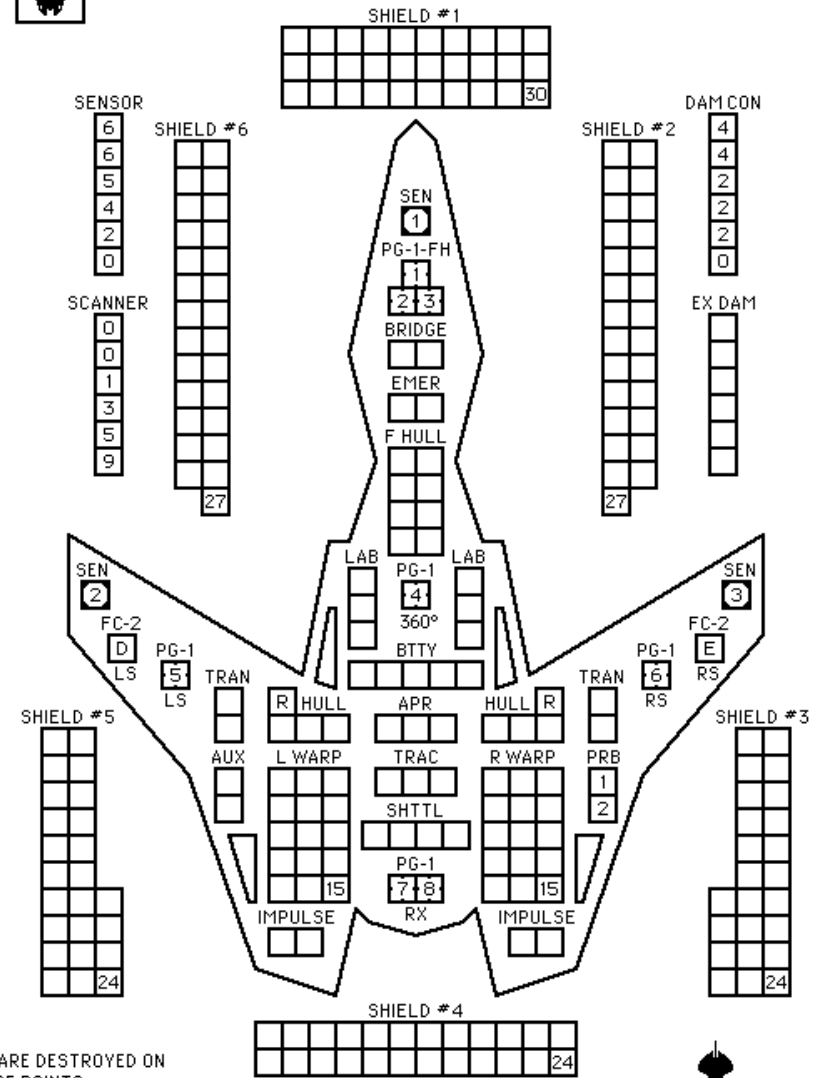
PARTICLE GUN TABLE								
DIE ROLL	0	1	2	3	4-8	9-15	16-30	31-50
1	7	6	5	5	4	2	1	1
2	6	5	5	4	3	2	1	0
3	6	5	4	4	2	1	0	0
4	6	4	4	4	1	0	0	0
5	5	4	4	3	0	0	0	0
6	5	4	3	3	0	0	0	0

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SPECIAL SENSORS ARE DESTROYED ON
 "TORPEDO" DAMAGE POINTS.

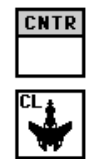


NeghVar@aol.com

CREW UNITS									
		*							10
									20
									30

ADMIN SHUTTLES									
IDENT	HIT POINTS	NOTES							

SHIP STATISTICS		
TYPE	=	CL
POINT VALUE	=	110
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CL
REFERENCE	=	(RAL.15)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y165



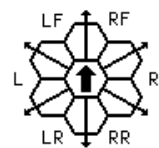
ALTARAN LIGHT CRUISER

BOARDING PARTIES									
									10

TRANSPORTER BOMBS									
						D	D	D	D

PROBES				
				5

PARTICLE GUN TABLE									
DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50	
1	7	6	5	5	4	2	1	1	
2	6	5	5	4	3	2	1	0	
3	6	5	4	4	2	1	0	0	
4	6	4	4	4	1	0	0	0	
5	5	4	4	3	0	0	0	0	
6	5	4	3	3	0	0	0	0	



SHIPS PERFORMANCE		
MOVEMENT COST	.66	
HET COST	3.33	
ERRATIC MANEUVER COST	4	
BREAKDOWN	5-6	
TURN MODE=C SPEED		
POWER SYSTEMS	1	2-4
WARP = 20	2	5-9
IMPULSE = 4	3	10-14
APR = 2	4	15-20
TOTAL = 26	5	21-27
BTTY = 4	6	28+
HET		BD

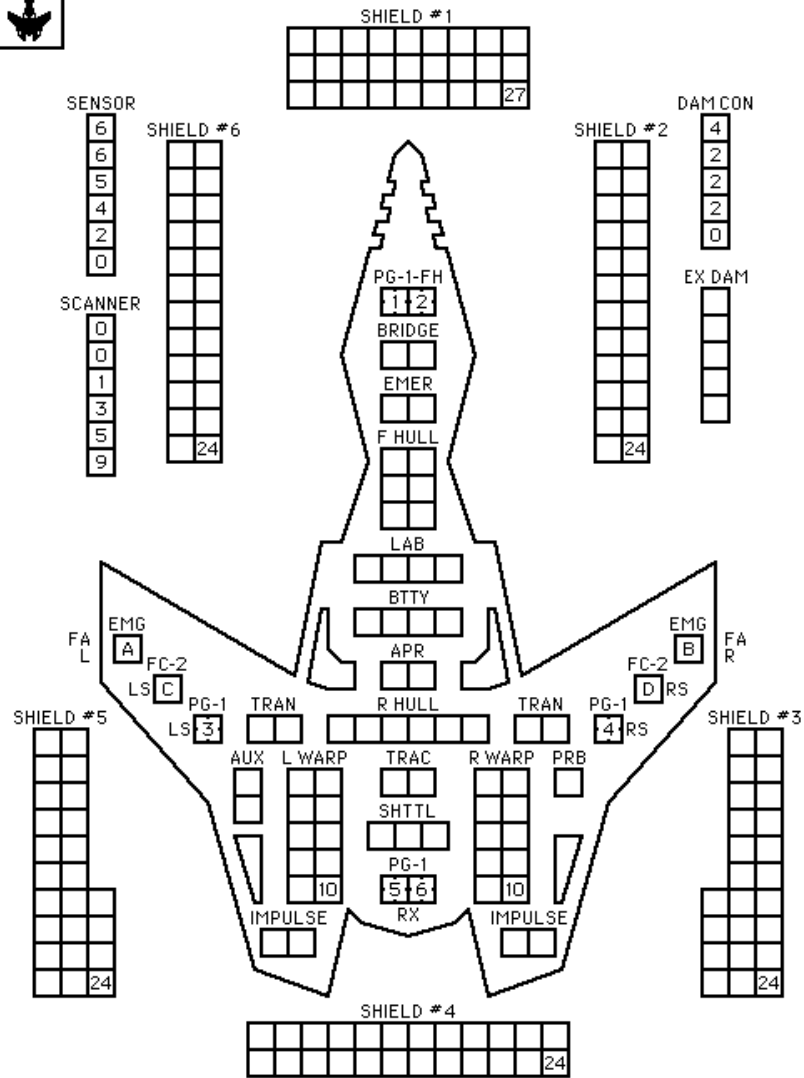
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FLAK CANNON TABLE						
RANGE	0	1	2	3	4	5
HIT	1-6	1-5	1-4	1-3	1-2	1
SIZE CLASS	1-5	6	7			
DAMAGE	2	4	8			

ELECTROMAGNETIC GUN TABLE							
RANGE	0-2	3-5	6-8	9-15	16-22	23-30	
HIT	1-6	1-5	1-4	1-3	1-2	1	
DAMAGE (SHIELDED)	8	8	6	6	4	2	
DAMAGE (UNSHIELDED)	12	12	9	9	6	4	



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WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX ⑤ = HET COST ⑥ = ERRATIC MANEUVER WARP COST

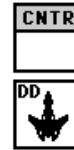
SPEED	1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	2/3	1 1/3	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	7 1/3	8	8 2/3	9 1/3	10	10 2/3	11 1/3	12	12 2/3	13 1/3	14	14 2/3	15 1/3	16	16 2/3	17 1/3	18	18 2/3	19 1/3	20

ALTARAN DESTROYER

CREW UNITS									
		*							10
									20

ADMIN SHUTTLES								
IDENT	HIT POINTS	NOTES						

SHIP STATISTICS	
TYPE	= DD
POINT VALUE	= 95
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
TACT INTEL	= DD
REFERENCE	= (RAL.14)
SOURCE	= UNOFFICIAL
YEAR IN SVC	= Y155

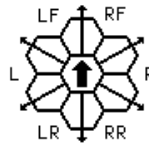


BOARDING PARTIES									
									8

TRANSPORTER BOMBS				
				DD

PROBES				
				5

PARTICLE GUN TABLE									
DIE ROLL	0	1	2	3	4-8	9-15	16-30	31-50	
1	7	6	5	5	4	2	1	1	
2	6	5	5	4	3	2	1	0	
3	6	5	4	4	2	1	0	0	
4	6	4	4	4	1	0	0	0	
5	5	4	4	3	0	0	0	0	
6	5	4	3	3	0	0	0	0	



SHIPS PERFORMANCE	
MOVEMENT COST	.5
HET COST	2.5
ERRATIC MANEUVER COST	3
BREAKDOWN	5-6
TURN MODE = B SPEED	
POWER SYSTEMS 1 2-5	
WARP = 16	2 6-10
IMPULSE = 2	3 11-15
APR = 3	4 16-21
TOTAL = 21	5 22-28
BTTY = 3	6 29+
HET	BD

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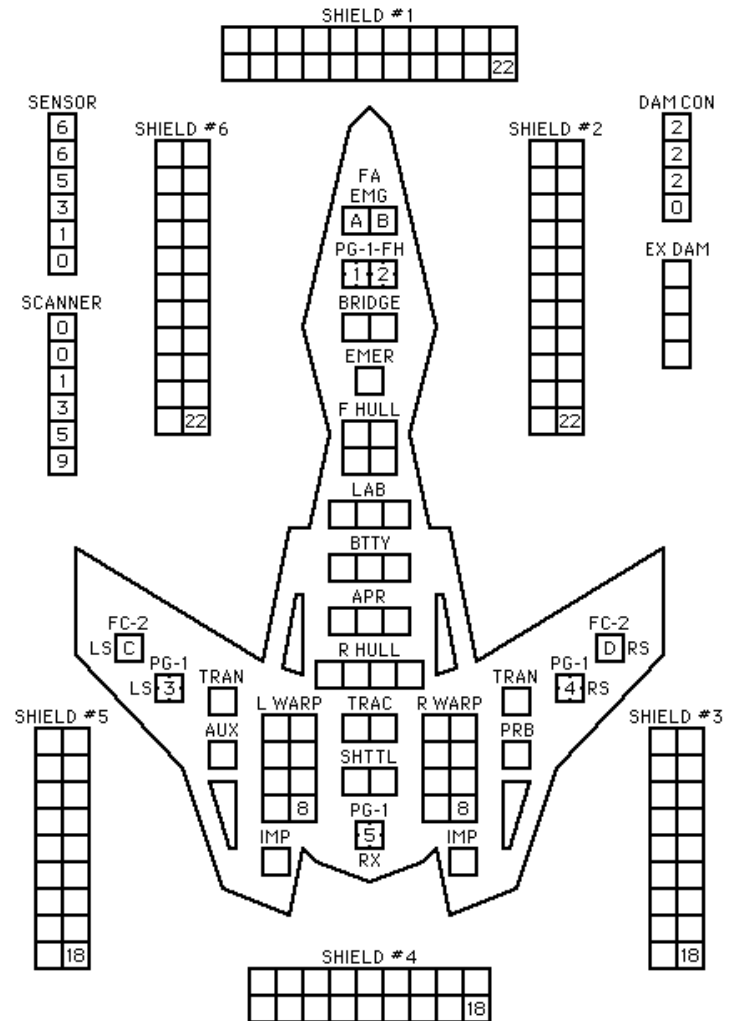
FLAK CANNON TABLE						
RANGE	0	1	2	3	4	5
HIT	1-6	1-5	1-4	1-3	1-2	1
SIZE CLASS	1-5	6	7			
DAMAGE	2	4	8			

ELECTROMAGNETIC GUN TABLE						
RANGE	0-2	3-5	6-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-3	1-2	1
DAMAGE (SHIELDED)	8	8	6	6	4	2
DAMAGE (UNSHIELDED)	12	12	9	9	6	4



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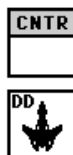
WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX										5 = HET COST										6 = ERRATIC MANEUVER WARP COST										
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15	
Fract.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15



CREW UNITS									
		*							10
									20

ADMIN SHUTTLES					
IDENT	HIT POINTS	NOTES			

SHIP STATISTICS	
TYPE	= DE
POINT VALUE	= 85
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
TACT INTEL	= DD
REFERENCE	= (RA.21)
SOURCE	= UNOFFICIAL
YEAR IN SVC	= Y170
FULL AEGIS	

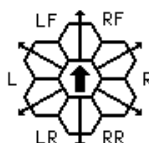


BOARDING PARTIES							
							8

TRANSPORTER BOMBS		
		D D

PROBES				
				5

PARTICLE GUN TABLE								
DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	7	6	5	5	4	2	1	1
2	6	5	5	4	3	2	1	0
3	6	5	4	4	2	1	0	0
4	6	4	4	4	1	0	0	0
5	5	4	4	3	0	0	0	0
6	5	4	3	3	0	0	0	0



SHIPS PERFORMANCE		
MOVEMENT COST	.5	
HET COST	2.5	
ERRATIC MANEUVER COST	3	
BREAKDOWN	5-6	
TURN MODE = B SPEED		
POWER SYSTEMS	1	2-5
WARP = 16	2	6-10
IMPULSE = 2	3	11-15
APR = 3	4	16-21
TOTAL = 21	5	22-28
BTY = 3	6	29+
HET	BD	

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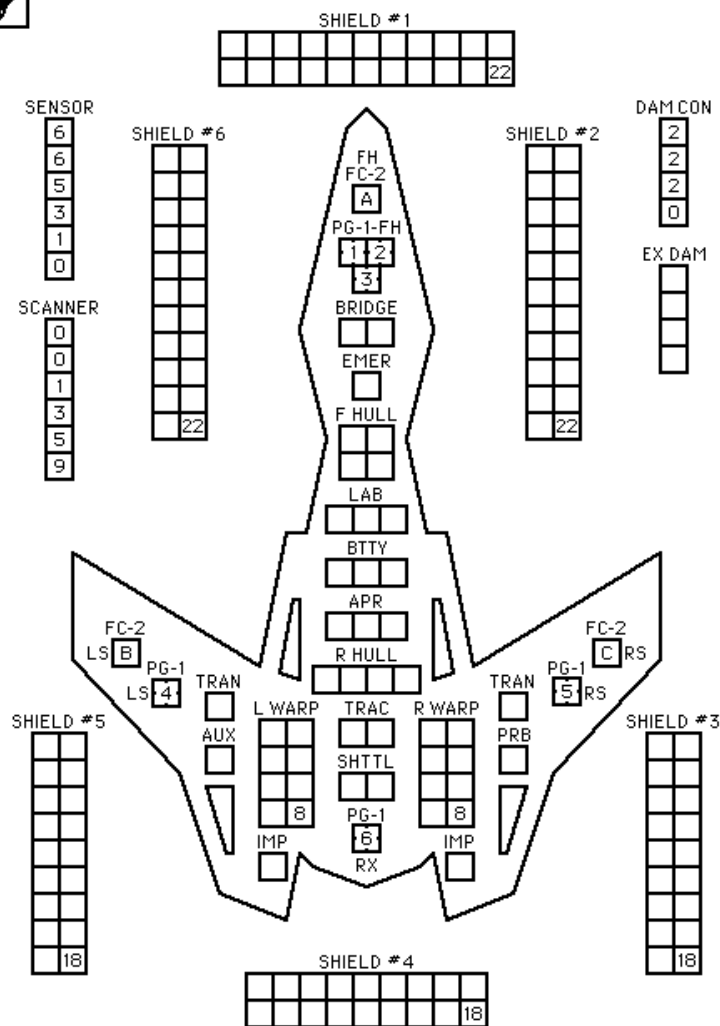


NeghVar@aol.com



DAVESAINTE@aol.com

ALTARAN ESCORT DESTROYER



FLAK CANNON TABLE						
RANGE	0	1	2	3	4	5
HIT	1-6	1-5	1-4	1-3	1-2	1
SIZE CLASS	1-5	6	7			
DAMAGE	2	4	8			

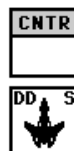
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WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX													⑤ = HET COST		⑥ = ERRATIC MANEUVER WARP COST															
SPEED	1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15

CREW UNITS									
		*							10
									20

ADMIN SHUTTLES									
IDENT	HIT POINTS	NOTES							

SHIP STATISTICS	
TYPE	= DDS
POINT VALUE	= 100
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
TACT INTEL	= DD
REFERENCE	= (RAL.16)
SOURCE	= UNOFFICIAL
YEAR IN SVC	= Y155

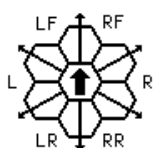


BOARDING PARTIES									
									8

TRANSPORTER BOMBS									
									DD

PROBES				
				5

PARTICLE GUN TABLE									
DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50	
1	7	6	5	5	4	2	1	1	
2	6	5	5	4	3	2	1	0	
3	6	5	4	4	2	1	0	0	
4	6	4	4	4	1	0	0	0	
5	5	4	4	3	0	0	0	0	
6	5	4	3	3	0	0	0	0	



SHIPS PERFORMANCE	
MOVEMENT COST	.5
HET COST	2.5
ERRATIC MANEUVER COST	3
BREAKDOWN	5-6
TURN MODE = B SPEED	
POWER SYSTEMS	1 2-5
WARP = 16	2 6-10
IMPULSE = 2	3 11-15
APR = 3	4 16-21
TOTAL = 21	5 22-28
BTTY = 3	6 29+
HET	BD

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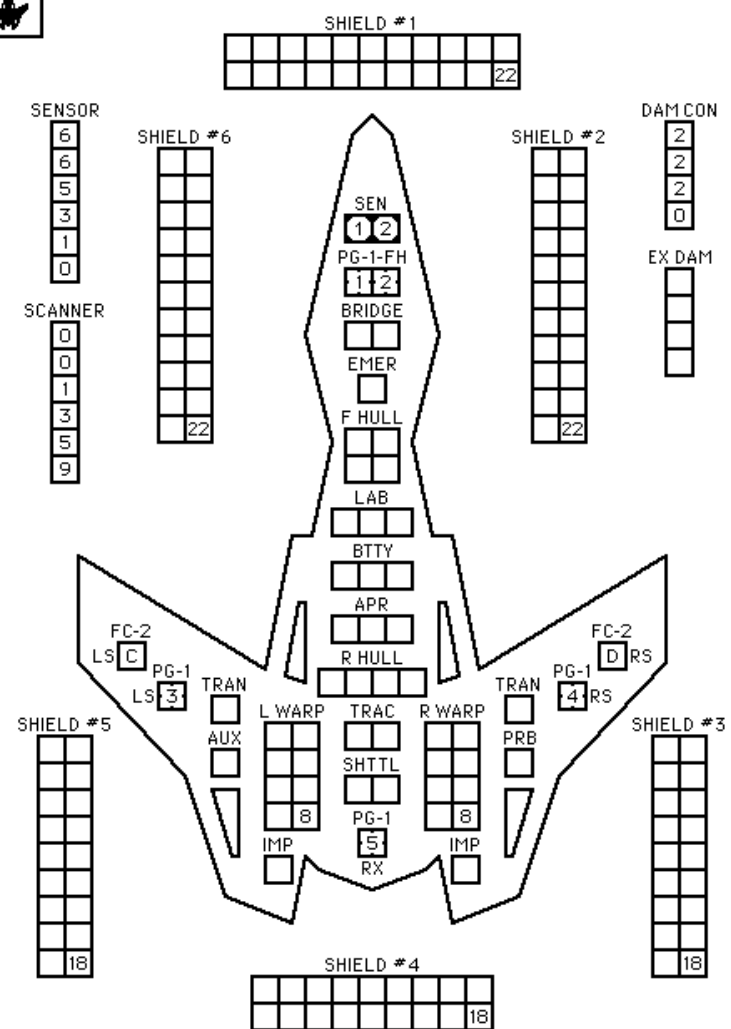


FLAK CANNON TABLE						
RANGE	0	1	2	3	4	5
HIT	1-6	1-5	1-4	1-3	1-2	1
SIZE CLASS	1-5	6	7			
DAMAGE	2	4	8			

ELECTROMAGNETIC GUN TABLE						
RANGE	0-2	3-5	6-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-3	1-2	1
DAMAGE (SHIELDED)	8	8	6	6	4	2
DAMAGE (UNSHIELDED)	12	12	9	9	6	4



ALTARAN DESTROYER SCOUT



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SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX	5 = HET COST	6 = ERRATIC MANEUVER WARP COST																												
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15	
Fract.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15

ALTARAN PF TENDER

CREW UNITS									
		*							10
									20
									30

ADMIN SHUTTLES					
IDENT	HIT POINTS	NOTES			

SHIP STATISTICS		
TYPE	=	PFT
POINT VALUE	=	130
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	PFT
REFERENCE	=	(RAL.12)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y165

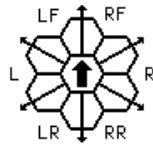


BOARDING PARTIES									
									10

TRANSPORTER BOMBS					
			D	D	D

PROBES				
				5

PARTICLE GUN TABLE									
DIE	RANGE	4-	9-	16-	31-				
ROLL	0	1	2	3	8	15	30	50	
1	7	6	5	5	4	2	1	1	
2	6	5	5	4	3	2	1	0	
3	6	5	4	4	2	1	0	0	
4	6	4	4	4	1	0	0	0	
5	5	4	4	3	0	0	0	0	
6	5	4	3	3	0	0	0	0	



SHIPS PERFORMANCE		
MOVEMENT COST		.66
HET COST		3.33
ERRATIC MANEUVER COST		4
BREAKDOWN		4-6
TURN MODE=C SPEED		
POWER SYSTEMS 1 2-4		
WARP = 20	2	5-9
IMPULSE = 4	3	10-14
APR = 2	4	15-20
TOTAL = 26	5	21-27
BTTY = 4	6	28+
HET		BD

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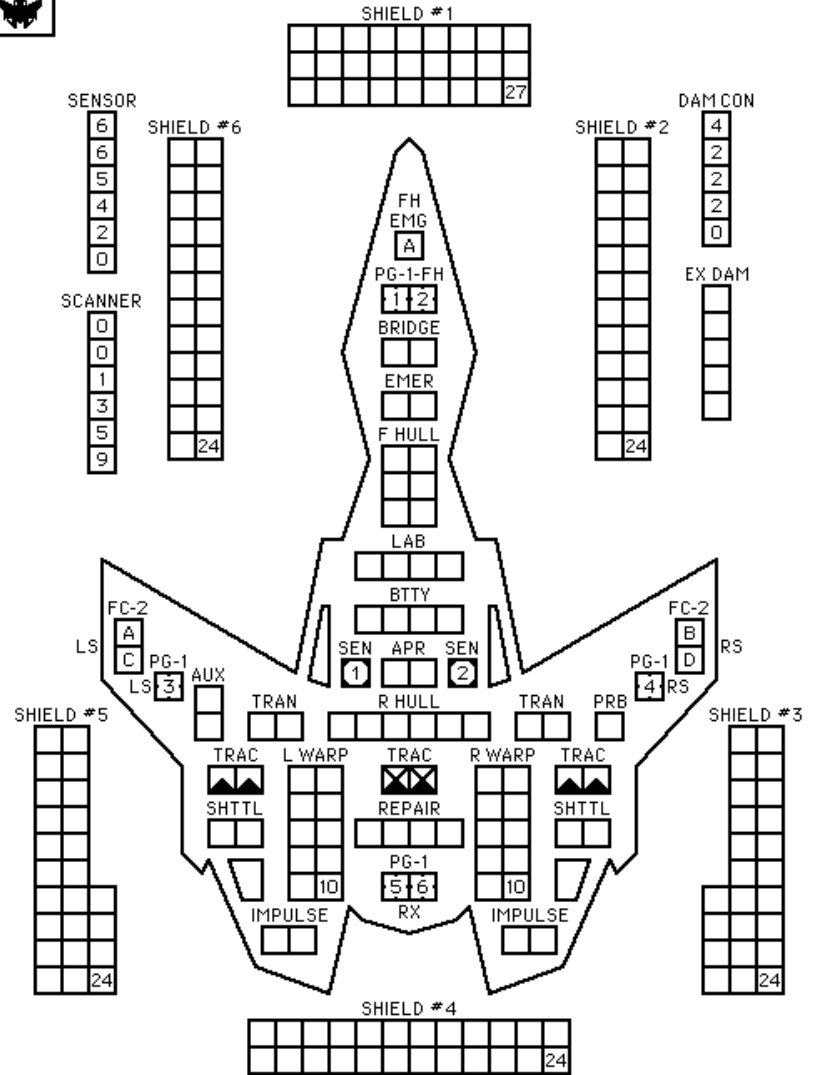
FLAK CANNON TABLE						
RANGE	0	1	2	3	4	5
HIT	1-6	1-5	1-4	1-3	1-2	1
SIZE CLASS	1-5	6	7			
DAMAGE	2	4	8			

ELECTROMAGNETIC GUN TABLE							
RANGE	0-2	3-5	6-8	9-15	16-22	23-30	
HIT	1-6	1-5	1-4	1-3	1-2	1	
DAMAGE (SHIELDED)	8	8	6	6	4	2	
DAMAGE (UNSHIELDED)	12	12	9	9	6	4	



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WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

⑤ = HET COST ⑥ = ERRATIC MANEUVER WARP COST

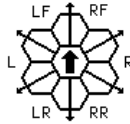
SPEED	1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	2/3	1 1/3	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	7 1/3	8	8 2/3	9 1/3	10	10 2/3	11 1/3	12	12 2/3	13 1/3	14	14 2/3	15 1/3	16	16 2/3	17 1/3	18	18 2/3	19 1/3	20

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

ALTARAN PF FLOTILLA

SHIP STATISTICS		
TYPE	=	PF
POINT VALUE	=	45
SHIELD COST	=	1/2+1/2
SIZE CLASS	=	5
TACT INTEL	=	PF
REFERENCE	=	
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y180
LEADER BPV	=	50
SCOUT BPV	=	100

PF	CREW	BP
L-1		
2		
3		
S-4		
5		
6		



SHIPS PERFORMANCE		
MOVEMENT COST	.33	
HET COST	1.66	
ERRATIC MANEUVER COST	2	
BREAKDOWN	5-6	
TURN MODE=AA SPEED		
POWER SYSTEMS	1	2-8
WARP	= 12	2 9-16
IMPULSE	= 2	3 17-24
APR	= 2	4 25+
TOTAL	= 16	BD
BTTY	= 3	NIMBLE SHIPS
HET		

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

FLAK CANNON TABLE

RANGE	0	1	2	3	4	5
HIT	1-6	1-5	1-4	1-3	1-2	1
SIZE CLASS	1-5	6	7			
DAMAGE	2	4	8			

PARTICLE GUN TABLE

DIE	RANGE	4	9	16	31
ROLL	0 1 2 3	8 15 30 50			
1	7 6 5 5 4 2 1 1				
2	6 5 5 4 3 2 1 0				
3	6 5 4 4 2 1 0 0				
4	6 4 4 4 1 0 0 0				
5	5 4 4 3 0 0 0 0				
6	5 4 3 3 0 0 0 0				

ELECTROMAGNETIC GUN TABLE

RANGE	0-2	3-5	6-8	9-15
HIT	1-6	1-5	1-4	1-3
DAMAGE (SHIELDED)	8	8	6	6
DAMAGE (UNSHIELDED)	12	12	9	9

1

2

3

4

5

6

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ALTARAN FRIGATE

CREW UNITS									
		*							10

ADMIN SHUTTLES								
IDENT	HIT POINTS	NOTES						

SHIP STATISTICS	
TYPE	= FF
POINT VALUE	= 65
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
TACT INTEL	= FF
REFERENCE	= (RAL.17)
SOURCE	= UNOFFICIAL
YEAR IN SVC	= Y135

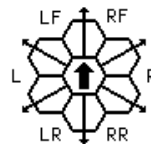


BOARDING PARTIES					
					6

TRANSPORTER BOMBS			
		D	D

PROBES				
				5

PARTICLE GUN TABLE									
DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50	
1	7	6	5	5	4	2	1	1	
2	6	5	5	4	3	2	1	0	
3	6	5	4	4	2	1	0	0	
4	6	4	4	4	1	0	0	0	
5	5	4	4	3	0	0	0	0	
6	5	4	3	3	0	0	0	0	



SHIPS PERFORMANCE			
MOVEMENT COST	.33		
HET COST	1.66		
ERRATIC MANEUVER COST	2		
BREAKDOWN	5-6		
TURN MODE = B		SPEED	
POWER SYSTEMS	1	2-5	
WARP = 12	2	6-10	
IMPULSE = 2	3	11-15	
APR = 2	4	16-21	
TOTAL = 16	5	22-28	
BTY = 3	6	29+	
HET		BD	

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FLAK CANNON TABLE						
RANGE	0	1	2	3	4	5
HIT	1-6	1-5	1-4	1-3	1-2	1
SIZE CLASS	1-5	6	7			
DAMAGE	2	4	8			



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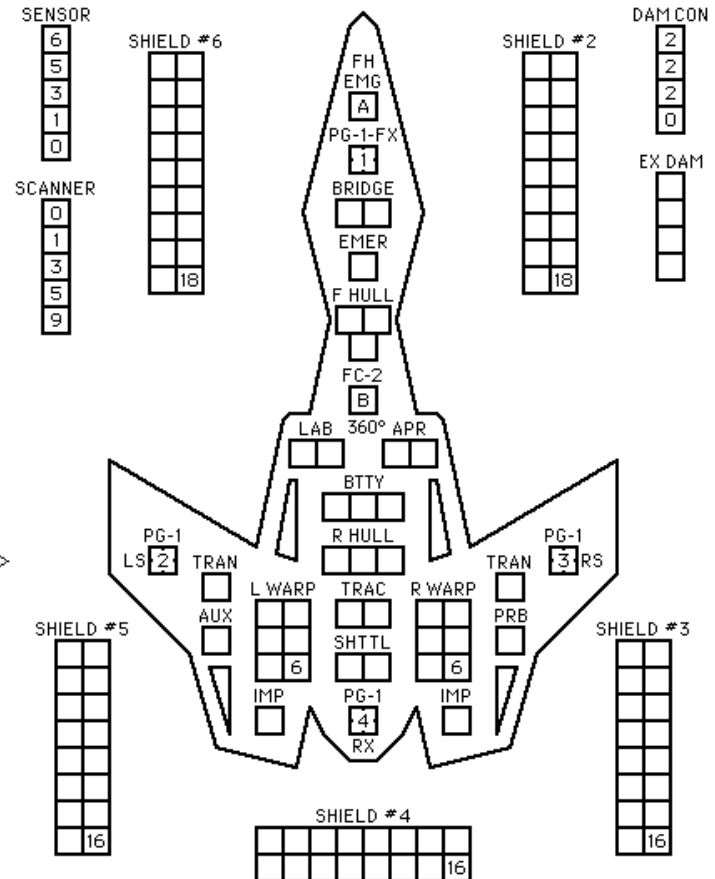
ELECTROMAGNETIC GUN TABLE							
RANGE	0-2	3-5	6-8	9-15	16-22	23-30	
HIT	1-6	1-5	1-4	1-3	1-2	1	
DAMAGE (SHIELDED)	8	8	6	6	4	2	
DAMAGE (UNSHIELDED)	12	12	9	9	6	4	



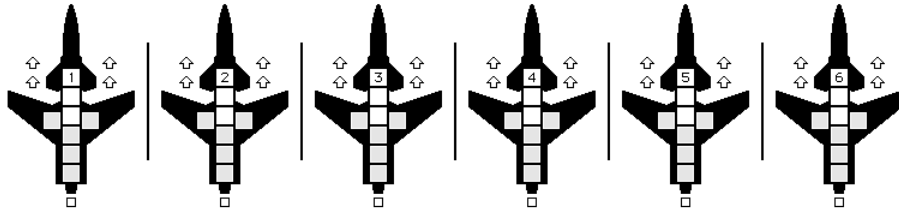
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WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX																														
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10	
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

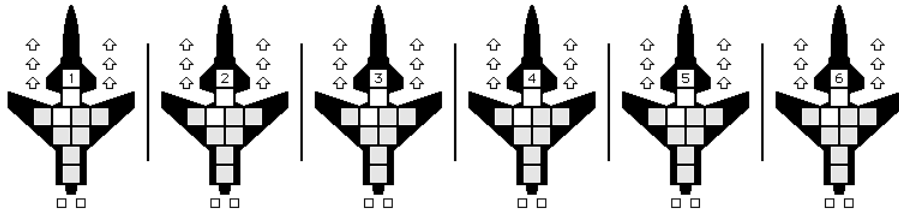
SHIELD #1									
									20



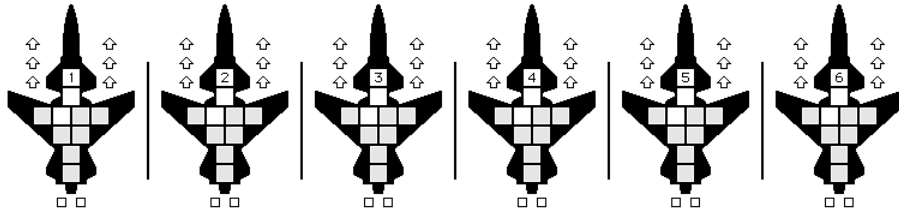
**HURRICANE
FIGHTER DATA**
1xPG-FA
DOG FIGHT RATING=3
CRIPPLED RATING=7
SPEED=12



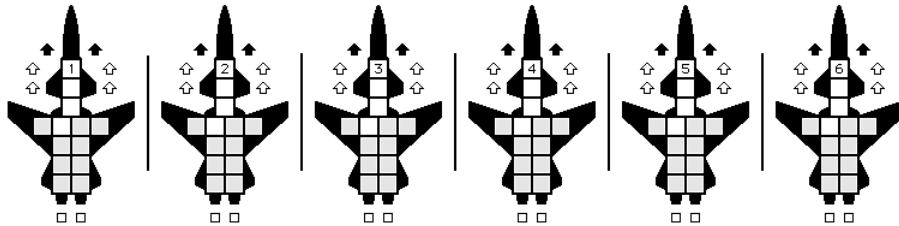
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FIGHTER DATA**
1xPG-FA
DOG FIGHT RATING=3
CRIPPLED RATING=7
SPEED=12



**TORNADO
FIGHTER DATA**
1xPG-FA
DOG FIGHT RATING=3
CRIPPLED RATING=7
SPEED=15



**TYPHOON
FIGHTER DATA**
1xPG-FA
DOG FIGHT RATING=3
CRIPPLED RATING=9
SPEED=13



- ☐ PHOTON OR TYPE-F PLASMA TORPEDO
- ⚡ TYPE-D PLASMA TORPEDO
- DISRUPTOR, FUSION BEAM, OR HELLBORE
- △ TYPE-I DRONE (1 SPACE)
- ▲ TYPE-III DRONE (1 SPACE SPECIAL)
- ▲ TYPE-IV DRONE (2 SPACE)
- △ TYPE-VI DRONE (1/2 SPACE)
- ☐ CHAFF PACK
- ☑ ELECTRONIC WARFARE POD
- ▲ FLIVVER HYPERDRONE
- ⊗ NOVA CANNON CHARGE
- ⊗ QUANTUM WAVE TORPEDO
- ⚡ TYPE-VII DRONE (1 SPACE)
- ⚡ TYPE-VIII DRONE (2 SPACE)
- ⚡ TYPE-IX DRONE (1/2 SPACE)
- ☑ "EY" CHAFF PACK

- FLAK CANNON CHARGE ☐
- EM GUN CHARGE ▲
- CHAFF POD ☐



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