(RPC.0) The Promethean Confederacy

(RPC.1) Promethean Confederacy Background

The successful expansion of Andrium colonies into the Sorillian Belt brought with it as much controversy as it did prosperity. By Y118, the labor unions that monopolized mining operations in the colonial sectors and had allied themselves with the powerful trade factions of the Monarchy, resulting in a political power shift away from the throne. Not only had this factional alliance managed to gain control of all markets stemming from colonial space, they had fielded enough Navy vessels to defend it.

On Promethea, the Union of Members drafted and submitted the Proclamation of Independent Trade, which declared that all Union activity within the Belt was independent from the Throne and that all Naval activity within the belt would be discouraged. Cut off from its most resourceful systems, the Andrium found themselves in a precarious situation: bend to the wishes of the Confederacy or risk Civil War.

While the King Onahcrah II summoned his advisors and the Unions held their meetings, tensions ran high in the crews of the warships patrolling the vast borders. Complicating matters further, a number of trade unions organized by the influential Thaan Industries began to openly challenge Navy forces, a position that would soon gain support amongst the restless Unions.

The Royal Family was in chaos over the impending loss of colonial space, with at least half of the lineage due to lose significant fortunes, the King included. Despite the financial loss, the Monarchy appeared on the verge of accepting the Union's terms when their hand was forced in the other direction by a sneak attack on Royal holdings by Thaan forces that resulted in the deaths of 2 Dukes and the King's nephew.

Details of the events that followed are murky. Official Andrium records indicate that the initial Navy counter-attack dealt significant damage to the forces responsible for the deaths of the Royals, which may have precipitated the Thaan withdrawal from the confederacy. The union forces deny ever supporting the actions of the Thaan, although the testimony of Naval captains conflicts with these claims. The role of the Thaan in sparking incidents during this period remains a mystery, but the events proceeding are well known.

The Andrium Civil War was bloody, but thanks to the timely intervention of the PAX Cooperative, it was short by galactic standards. What the Confederacy lacked in overall numbers, they made up for with technology that the Navy Ships had

no adequate defense for - drones. Additionally, the Union forces benefited from having better tactical knowledge of the Sorielian Belt, utilizing charts that the Andrium simply didn't have access to. Military historians are split on who may have emerged the victor had the war not ended when it did.

Late in Y121, exactly 2 years to the day after it began, the Andrium Civil War ended in one brief stroke in the Andrium capital of Verund. Under the advisement of PAX mediators, the Proclamation of Independent Trade was accepted by the Monarch in exchange for a beneficial trade treaty with the former colonies and a commitment to uniting against the growing Za'Cahri threat.

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(RPC.2) Promethean War Fleet

Heavy Cruisers and Variants:

(RPC.3) HEAVY CRUISER (CA):

(RPC.6) HEAVY DRONE CRUISER (CAD): A slight modification of the CA, the CAD mounts 6 drone racks in place of the PBT's.

(RPC.7) COMMAND CRUISER (CC): With the success of the Promethean Revolt, it became necessary to develop proper Fleet Flagships. A number of CC's - around 5 to 6 - were completed by converting CA's under construction. For a while there were more CC's than CA's. Several losses prior to Y166 may have been met by further construction, as there were still 5 in service when the first BC's began to replace them. By Y175 the survivors had been relegated to command of independently operating Carrier Squadrons, other command duties being assumed by the BC's, CLC's and DN's. In Y179 the several survivors were given Mech-links to carry a pair of Heavy Fighters.

(RPC.17) HEAVY CARRIER (CV): First constructed in Y169, the CV was modeled on a enhanced Heavy Cruiser hull and saw much action against the Za'Cahri in the Western Powers War.

Light Cruisers and Variants:

(RPC.5) LIGHT CRUISER (CL): Four drone racks complimented by 4 PBT's make the CL a well armed vessel despite its small frame.

(RPC.9) LIGHT SCOUT CRUISER (CLS): This scout unit, based on a CL hull, often doubled as a drone bombardment vessel.

Destroyers and Variants:

(RPC.4) DESTROYER (DD): Heavily armed for a destroyer class, the DD mounts 4 drone racks and 4 PBT's making it one of the most dangerous destroyers in the Western Quadrant despite its lack of phaser power.

(RPC.16) DESTROYER ESCORT (DDE/DDA): The standard destroyer escort as deployed by the Confederacy. Initially produced with Limited Aegis, the DDE was upgraded to include Full Aegis in Y175 changing its designation to DDA.

Frigates and Police Ships:

(RPC.8) POLICE FRIGATE (FF): This is a cheaper, scaled down DD, introduced in Y138 to release DD's for Fleet duty. It was not a great success, but soldiered on until at least Y195 in low risk areas. It was often attached to Auxiliary Carriers as an Escort.

Tug and Pallet Configurations:

(RPC.10) TUG (TUG):

(RPC.11) CARGO TUG (CTUG): This was the earliest Promethean Pallet, being fielded with the first Tugs in Y135.

(RPC.12) BATTLE TUG (BTUG): This first emerged in Y151 to provide the Fleet with a powerful “Extra Heavy Cruiser”. At least three Battle Tugs were fielded, and there were at least three spare Pallets as well. The design influenced the Andrium to develop a similar Pallet for the Tug they were about to field.

(RPC.13) REPAIR TUG (RTUG): This was in service in Y136, just after the cargo tug. The resultant Repair Tug was the most extensively used Promethean Tug, due to its ability to carry out extensive repairs in the field.

(RPC.14) TROOP TRANSPORT TUG (TTUG): Also introduced in Y136, this was used both for troop transport and Assaults. It was usually used to take troops to where they were needed, then put them down into action.

(RPC.15) CARRIER TUG (CVTUG): The Prometheans seem to have developed Carrier Pallets for their Tugs very quickly, and fielded a CVTUG in Y168. From that time they seem to have maintained one in service permanently to cover for any Carriers which were out of service. Several additional Pallets were available for use in emergencies. The CVT carries 200 Spaces of Drones for the Fighters. Escort Group is a CLE and a DDE or DE. From Y172 half of the Ready Racks were altered to re-arm Assault Fighters (i.e. Fighters armed with Proto-Bolt Torpedoes).

Early Years Trade Union Vessels:

(RPC.20) Early Destroyer (YDD): Standard design shared by most corporations amongst the various trade unions, the YDD served primarily as a police escort within the Sorillian Belt.

(RPC.21) Early Medium Destroyer (MYD): An upgraded version of the YDD.

(EPB.1) Proto-Bolt Torpedo

The Proto-Bolt Torpedo (PBT) is the heavy weapon of the Promethean Confederacy and is also used on many pirate vessels. The PBT is a direct fire heavy weapon that transforms warp energy into a small volatile projectile.

(EPB.11) DESIGNATION: Each "PBT" box on the SSD represents one Proto-Bolt Torpedo tube. Each is recorded and fired separately. The PBT is destroyed on "Torpedo" hits on the DAC.

(EPB.12) ARMING: To arm a PBT one unit of energy from any source must be allocated to it on each of two consecutive turns. The PBT must be armed in this 1+1 fashion only. The Proto-Bolt Torpedo may be fired in the second turn of arming.

(EPB.121) HOLDING: If an armed PBT is not fired in the second turn of arming it may be held for a cost of one-half (1/2) point of power (from any source) or it must be discharged harmlessly into space. This discharge can be detected.

(EPB.13) OVERLOADING: A Proto-Bolt Torpedo may be overloaded by arming it with 2 points of power on the second turn of arming instead of the normal 1 point. Reserve Warp may be used to overload a PBT. An overloaded PBT can be held for 1 point of energy from any source.

PROMETHEAN HEAVY CRUISER

CREW UNITS								
			*					10
								20
								30
								40
	42							

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

SHIP STATISTICS		
TYPE	=	CA
POINT VALUE	=	132
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CA
REFERENCE	=	(RPC.3)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y130

CNTR

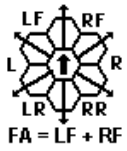
BOARDING PARTIES							
							8

PROBES				
				5

T-BOMBS							
				D	D	D	D

TYPE I PHASER

DIE ROLL	RANGE 0	1	2	3	4	5	6–8	9–15	16–25	26–50	51–75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	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/AWR	= 2	4	15 - 20	
TOTAL	= 36	5	21 - 27	
BTTY	= 2	6	28+	
HET		BD		

PROTO-BOLT TORPEDO

RANGE	0–1	2	3–4	5–8	9–12	13–30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	4	4	4	4	4
DMGE, OVERLOAD	6	6	6	6	NA	NA

TYPE III DEFENSE PHASER

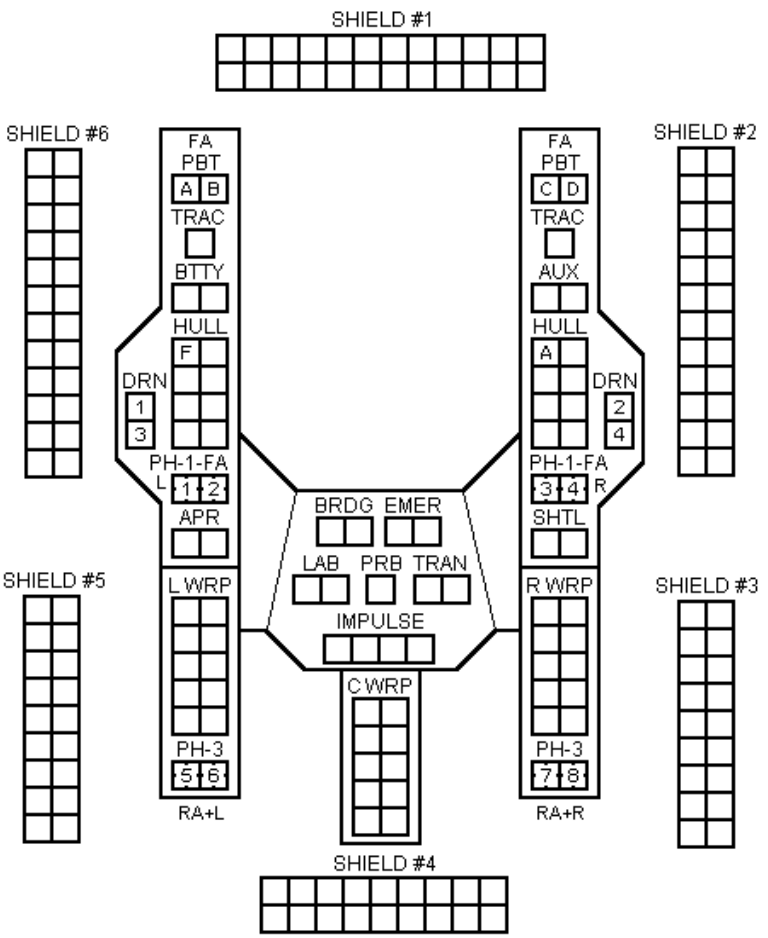
DIE ROLL	RANGE 0	1	2	3	4–8	9–15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

THIS SHIP CAN CONTROL A NUMBER OF DRONES EQUAL TO DOUBLE ITS SENSOR RATING

DRONE RACK										
1										B
2										B
3									C	
4									C	

B RACKS HAD ONE RELOAD PRIOR TO Y175, 2 RELOADS AFTER

C RACKS HAD 2 RELOADS PRIOR TO Y175, 3 RELOADS AFTER



SENSOR							SCANNER							DAM CON							EX DAM					
6	6	5	3	1	0		0	0	1	3	5	9		4	4	2	2	2	0							

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PROMETHEAN DRONE CRUISER

CREW UNITS								
		*						10
								20
								30
								40
42								

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

SHIP STATISTICS		
TYPE	=	CAD
POINT VALUE	=	142 / 123
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CA
REFERENCE	=	(RPC.6)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y156

CNTR

BOARDING PARTIES							
							8

PROBES				
				5

T-BOMBS							
				D	D	D	D

TYPE I PHASER

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

FA = LF + RF

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/AWR =	2	4	15 - 20	
TOTAL =	36	5	21 - 27	
BTTY =	2	6	28+	
HET		BD		

PROTO-BOLT TORPEDO

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	4	4	4	4	4
DMGE, OVERLOAD	6	6	6	6	NA	NA

TYPE III DEFENSE PHASER

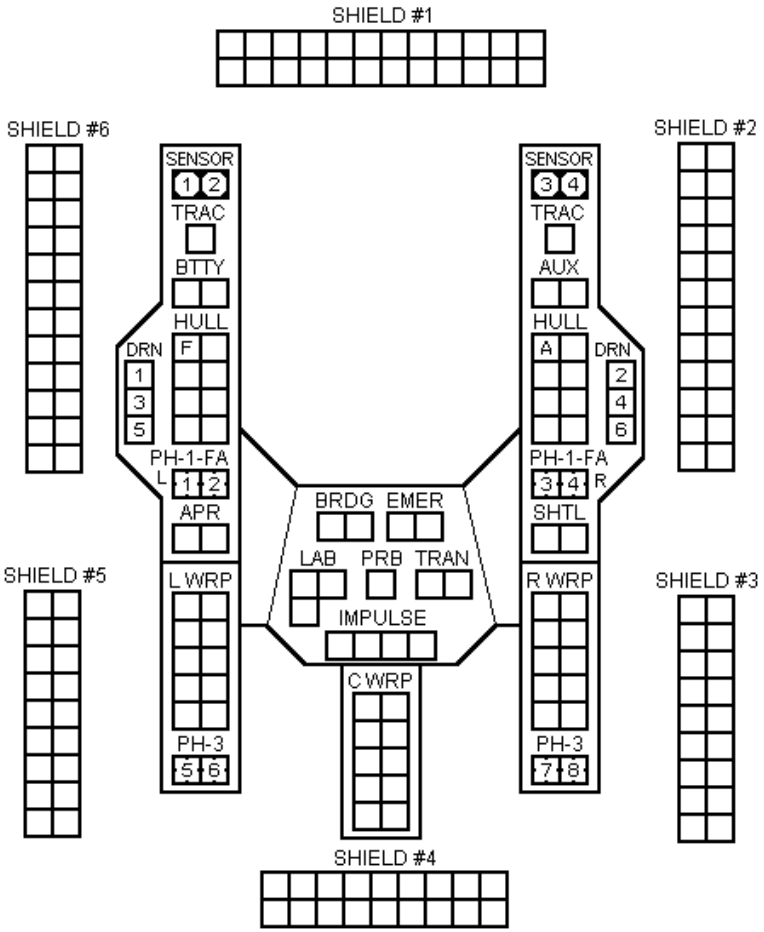
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

THIS SHIP CAN CONTROL A NUMBER OF DRONES EQUAL TO DOUBLE ITS SENSOR RATING

DRONE RACK												
1												B
2												B
3												B
4												B
5											C	
6											C	

B RACKS HAD ONE RELOAD PRIOR TO Y175, 2 RELOADS AFTER

C RACKS HAD 2 RELOADS PRIOR TO Y175, 3 RELOADS AFTER



SENSOR							SCANNER						DAM CON						EX DAM					
6	6	5	3	1	0		0	0	1	3	5	9	4	4	2	2	2	0						

SPECIAL SENSORS DESTROYED ON TORPEDO HITS

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PROMETHEAN COMMAND CRUISER

CREW UNITS

		*							10
									20
									30
									40

ADMIN SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

SHIP STATISTICS

TYPE	=	CC
POINT VALUE	=	150
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CC
REFERENCE	=	(RPC.7)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y132
MECH LINKS	=	+2

CNTR

BOARDING PARTIES

									10

PROBES

			5

T-BOMBS

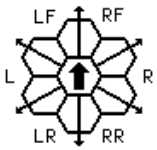
				D	D	D	D

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	4	15 - 20
TOTAL	= 38	5	21 - 27
BTTY	= 2	6	28+
HET		BD	

TYPE I PHASER

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0



PROTO-BOLT TORPEDO

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	4	4	4	4	4
DMGE, OVERLOAD	6	6	6	6	NA	NA

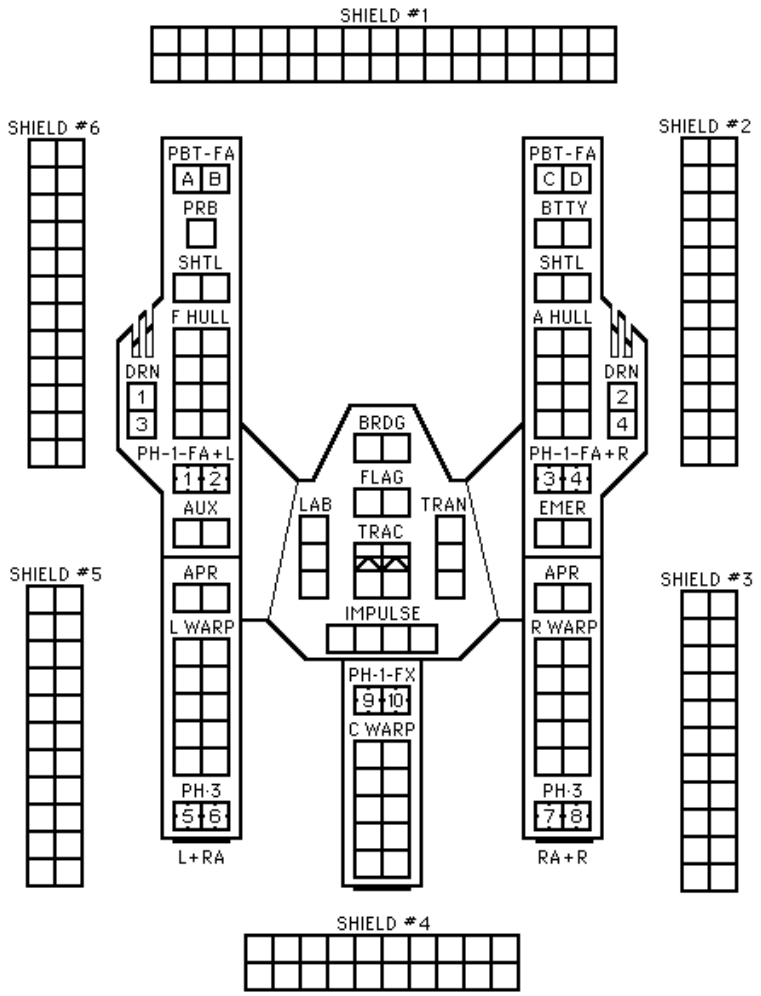
TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DRONE RACKS

1										B
2										B
3									C	
4									C	

B RACKS HAD ONE RELOAD UNTIL THE Y175 REFIT, 2 AFTER
C RACKS HAD TWO RELOAD UNTIL THE Y175 REFIT, 3 AFTER



SENSOR

6	6	5	3	1	0

SCANNER

0	0	1	3	5	9

DAM CON

4	4	2	2	2	0

EX DAM

CAN CONTROL DRONES EQUAL TO DOUBLE THE SENSOR RATING

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Promethean CC is courtesy of
John Christie < sfbrocky@rocknet.net.au >

PROMETHEAN HEAVY CARRIER

CREW UNITS								
		*						10
								20
								30
								40
42								

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES
TWO BAYS - NO TRANSFERS		

BOARDING PARTIES							
							8

PROBES				
				5

T-BOMBS							
				D	D	D	D

DECK CREWS								
								10
12								

SHIP STATISTICS		
TYPE	=	CV
POINT VALUE	=	132
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CV
REFERENCE	=	(RPC.17)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y169

CNTR

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/AWR	= 2	4	15 - 20
TOTAL	= 36	5	21 - 27
BTTY	= 2	6	28+
HET		BD	

TYPE I PHASER

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

FA = LF + RF

DRONE RACK											
1											B
2											B
3											C
4											C
5											G
6											G

B-Racks have 1 reload prior to Y175, two after.

C-Racks have 2 reloads prior to Y175, three after.

G-Racks have 3 reloads, one of which is entirally ADD's.

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

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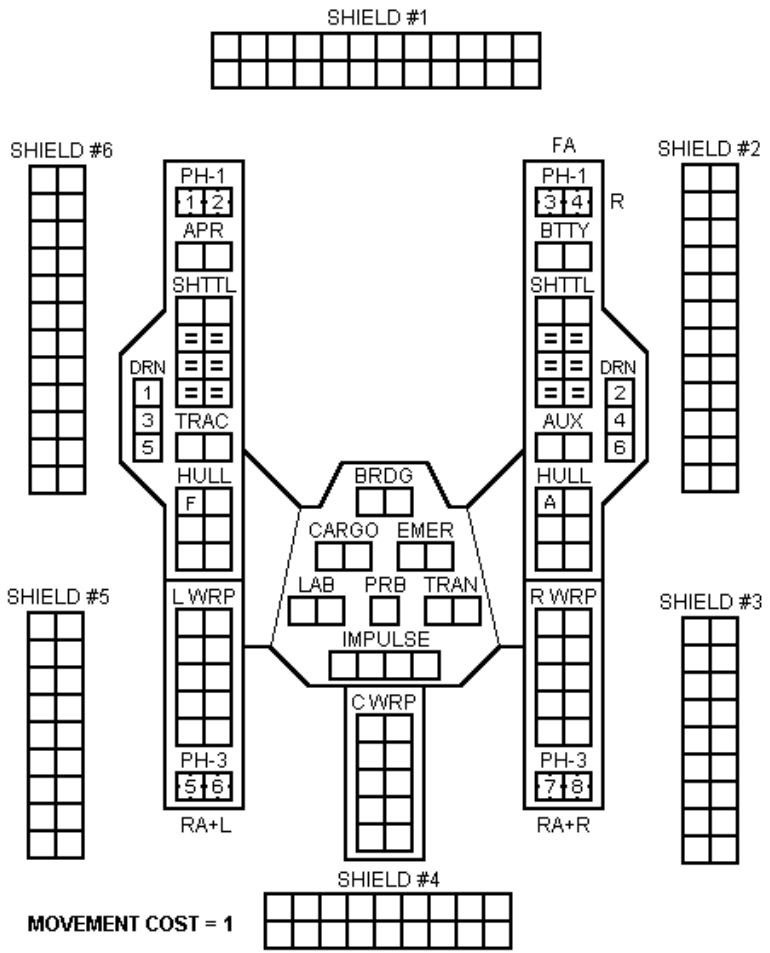

MOVEMENT COST = 1

SENSOR							SCANNER							DAM CON							EX DAM					
6	6	5	3	1	0		0	0	1	3	5	9		4	4	2	2	2	0							

THIS SHIP CAN CONTROL A NUMBER OF DRONES EQUAL TO DOUBLE ITS SENSOR RATING

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PROMETHEAN LIGHT CRUISER

CREW UNITS

		✱						10
								20
								30
				36				

ADMIN SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP STATISTICS

TYPE	=	CL
POINT VALUE	=	116
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CL
REFERENCE	=	(RPC.5)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y121

CNTR

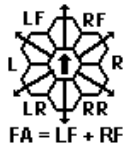
BOARDING PARTIES [| | | | | | | 8]

PROBES [| | | | 5]

T-BOMBS [| | | | D | D | D | D]

TYPE II PHASER TABLE

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



FA = LF + RF

SHIPS PERFORMANCE

MOVEMENT COST		.75		
HET COST		3.75		
ERRATIC MANEUVER COST		4.5		
BREAKDOWN		5-6		
TURN MODE = C			SPEED	
POWER SYSTEMS			1	2 - 4
WARP	=	24	2	5 - 9
IMPULSE	=	3	3	10 - 14
APR	=	2	4	15 - 20
TOTAL	=	29	5	21 - 27
BTTY	=	2	6	28+
HET [ ] [ ]			BD [ ] [ ] [ ]	

PROTO-BOLT TORPEDO

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	4	4	4	4	4
DMGE, OVERLOAD	6	6	6	6	NA	NA

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DRONE RACK

1					A
2					A
3					A
4					A

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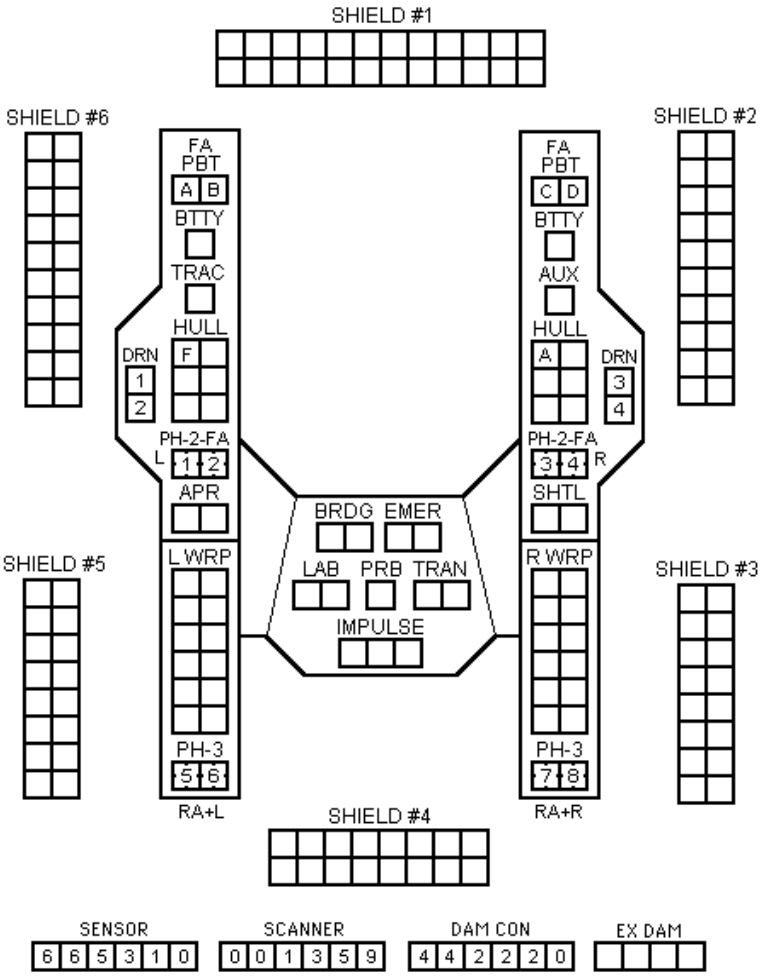


SENSOR						SCANNER						DAM CON						EX DAM			
6	6	5	3	1	0	0	0	1	3	5	9	4	4	2	2	2	0				

WARP ENERGY MOVEMENT COST = .75 (3/4)					HET COST = [5]					ERRATIC MANEUVER WARP COST = (6)																		
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	3	3	4	5	6	6	7	8	9	9	10	11	12	12	13	14	15	15	16	17	18	18	19	20	21	21	22	23
Fract.	.75	1.5	2.25	3	3.75	4.5	5.25	6	6.75	7.5	8.25	9	9.75	10.5	11.25	12	12.75	13.5	14.25	15	15.75	16.5	17.25	18	18.75	19.5	20.25	21	21.75	22.5

PROMETHEAN LIGHT SCOUT CRUISER

CREW UNITS

		✱						10
								20
								30
				36				

ADMIN SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP STATISTICS

TYPE	=	SL
POINT VALUE	=	96/120
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CL
REFERENCE	=	(RPC.7)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y121

CNTR

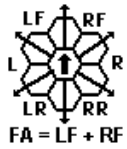
BOARDING PARTIES: 8

PROBES: 5

T-BOMBS: D D D D

TYPE I PHASER

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0



FA = LF + RF

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DRONE RACK

1						A
2						A
3						A
4						A

SHIPS PERFORMANCE

MOVEMENT COST				.75
HET COST				3.75
ERRATIC MANEUVER COST				4.5
BREAKDOWN				5-6
TURN MODE = C			SPEED	
POWER SYSTEMS		1	2 - 4	
WARP	= 24	2	5 - 9	
IMPULSE	= 3	3	10 - 14	
APR	= 2	4	15 - 20	
TOTAL	= 29	5	21 - 27	
BTTY	= 2	6	28+	
HET		BD		

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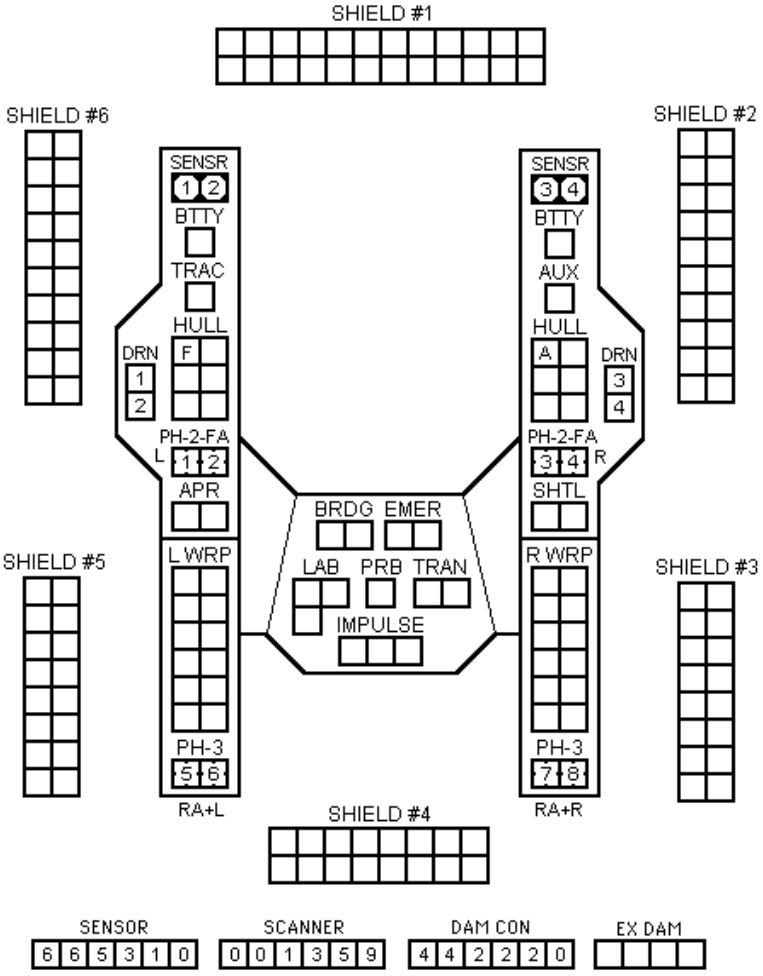


SENSOR						SCANNER						DAM CON						EX DAM			
6	6	5	3	1	0	0	0	1	3	5	9	4	4	2	2	2	0				

WARP ENERGY MOVEMENT COST = .75 (3/4) HET COST = [5] ERRATIC MANEUVER WARP COST = (6)

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	3	3	4	5	6	6	7	8	9	9	10	11	12	12	13	14	15	15	16	17	18	18	19	20	21	21	22	23
Fract.	.75	1.5	2.25	3	3.75	4.5	5.25	6	6.75	7.5	8.25	9	9.75	10.5	11.25	12	12.75	13.5	14.25	15	15.75	16.5	17.25	18	18.75	19.5	20.25	21	21.75	22.5

PROMETHEAN DESTROYER

CREW UNITS								
		✱						10
								20

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

SHIP STATISTICS		
TYPE	=	DD
POINT VALUE	=	79
SHIELD COST	=	.5 + .5
LIFE SUPPORT	=	.5
SIZE CLASS	=	4
TACT INTEL	=	DD
REFERENCE	=	(RPR.4)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y124

CNTR

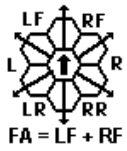
BOARDING PARTIES					
					6

PROBES				
				5

T-BOMBS			
		D	D

TYPE I PHASER

DIE ROLL	RANGE 0	1	2	3	4	5	6–8	9–15	16–25	26–50	51–75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0



FA = LF + RF

SHIPS PERFORMANCE				
MOVEMENT COST		.5		
HET COST		2.5		
ERRATIC MANEUVER COST		3		
BREAKDOWN		5-6		
TURN MODE = C			SPEED	
POWER SYSTEMS			1	2 - 4
WARP	=	16	2	5 - 9
IMPULSE	=	2	3	10 - 14
APR/AWR	=	1	4	15 - 20
TOTAL	=	19	5	21 - 27
BTTY	=	2	6	28+
HET			BD	

PROTO-BOLT TORPEDO

RANGE	0–1	2	3–4	5–8	9–12	13–30
HIT, STD	NA	1–5	1–4	1–3	1–2	1
HIT, OVERLOAD	1–6	1–5	1–4	1–3	NA	NA
DAMAGE, STD	NA	4	4	4	4	4
DMGE, OVERLOAD	6	6	6	6	NA	NA

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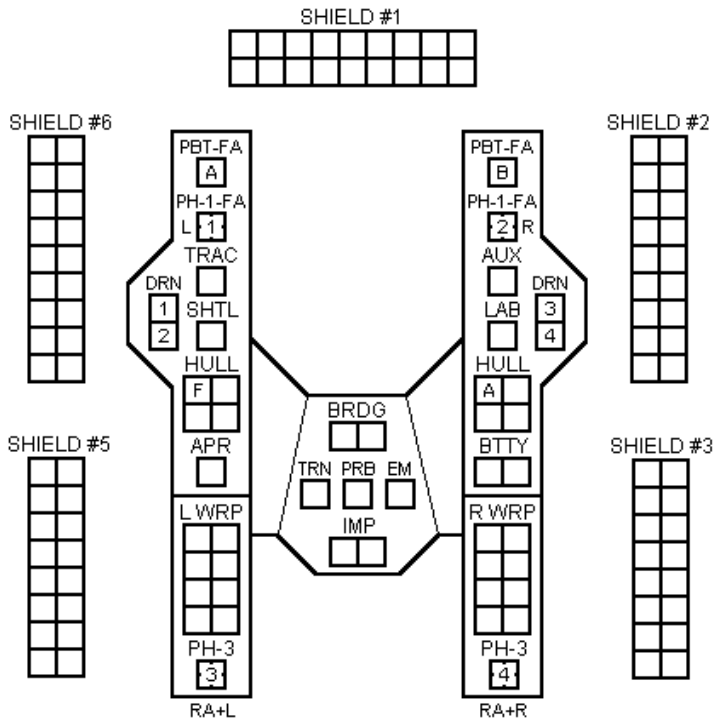
TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4–8	9–15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DRONE RACKS										
1						A				B
2						A				B
3						A				B
4						A				B

SHIP HAS ONE RELOAD UNTIL THE Y175 REFIT WHICH CHANGES A-RACKS TO B-RACKS WITH TWO RELOADS.



SENSOR							SCANNER							DAM CON				EX DAM			
6	6	5	3	1	0		0	0	1	3	5	9		2	2	2	0				

WARP ENERGY MOVEMENT COST = .5 (1/2)					HET COST = 5		ERRATIC MANEUVER WARP COST = ⑥																							
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.	.5	1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10	10.5	11	11.5	12	12.5	13	13.5	14	14.5	15

PROMETHEAN DESTROYER ESCORT

CREW UNITS									
			✱						10
									20
	22								

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

BOARDING PARTIES						
						6

PROBES					
					5

T-BOMBS			
		D	D

DECK CREWS	
	2

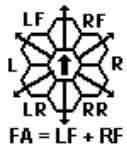
SHIP STATISTICS		
TYPE	=	DDE / DDA
POINT VALUE	=	97
SHIELD COST	=	.5 + .5
LIFE SUPPORT	=	.5
SIZE CLASS	=	4
TACT INTEL	=	DD
REFERENCE	=	(RPR.16)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y169
LIMITED AEGIS		
FULL AEGIS (DDA)	Y175	BPV 107

CNTR

SHIPS PERFORMANCE			
MOVEMENT COST			.5
HET COST			2.5
ERRATIC MANEUVER COST			3
BREAKDOWN			5-6
TURN MODE = C			SPEED
POWER SYSTEMS		1	2 - 4
WARP =	16	2	5 - 9
IMPULSE =	2	3	10 - 14
APR/AWR =	1	4	15 - 20
TOTAL =	19	5	21 - 27
BTTY =	2	6	28+
HET		BD	

TYPE I PHASER

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0



FA = LF + RF

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DRONE RACK									
1									G
2									G
3									G
4									G

C-Racks have 3 reloads, one of which is entirally ADD's.

ADD TABLE

RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

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Promethean DDE is courtesy of John Christie
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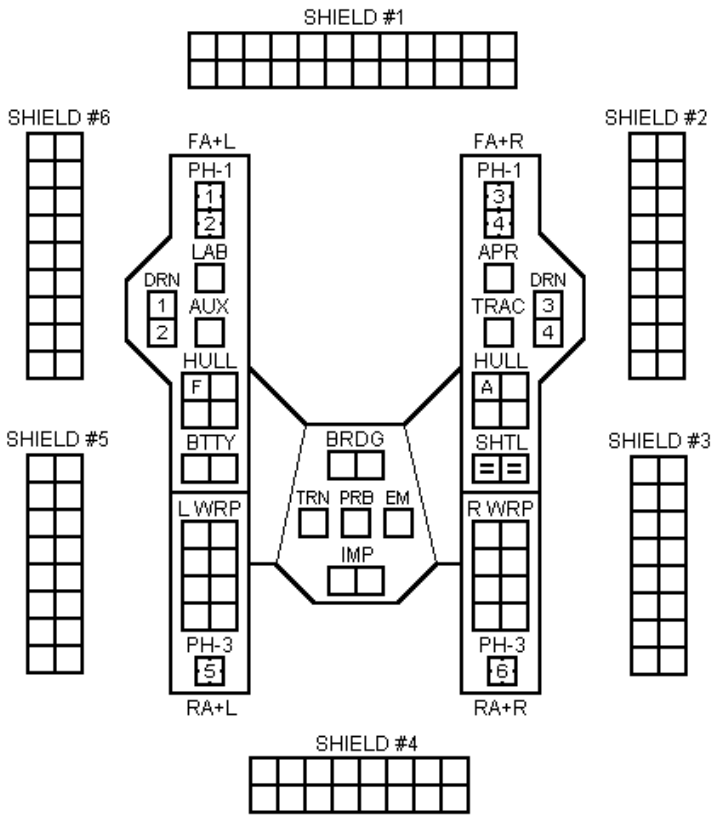

SENSOR					
6	6	5	3	1	0

SCANNER					
0	0	1	3	5	9

DAM CON			
2	2	2	0

EX DAM			

THIS SHIP CAN CONTROL A NUMBER OF DRONES
EQUAL TO DOUBLE ITS SENSOR RATING

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WARP ENERGY MOVEMENT COST = .5 (1/2)					HET COST = 5		ERRATIC MANEUVER WARP COST = ⑥																						
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.	.5	1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10	10.5	11	11.5	12	12.5	13	13.5	14	14.5	15

PROMETHEAN SCOUT DESTROYER

CREW UNITS								
		✱						10
								20

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

SHIP STATISTICS		
TYPE	=	DSA
POINT VALUE	=	75/95
SHIELD COST	=	1/2 + 1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
TACT INTEL	=	DA
REFERENCE	=	(RPC.7)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y124

CNTR

BOARDING PARTIES					
					6

PROBES				
				5

T-BOMBS			
		D	D

TYPE I PHASER

DIE ROLL	RANGE 0	1	2	3	4	5	6–8	9–15	16–25	26–50	51–75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

FA = LF + RF

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	=	2	4	16 - 21
TOTAL	=	20	5	22 - 28
BTTY	=	2	6	29+
HET			BD	

DRONE RACK										
1										B
2										B

ONE RELOAD PRIOR TO Y175
TWO RELOADS THEREAFTER

SPECIAL SENSORS ARE DESTROYED ON TORPEDO HITS.

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4–8	9–15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

CORE WORLDS

by Sean Young <youngsea@pilot.msu.edu>

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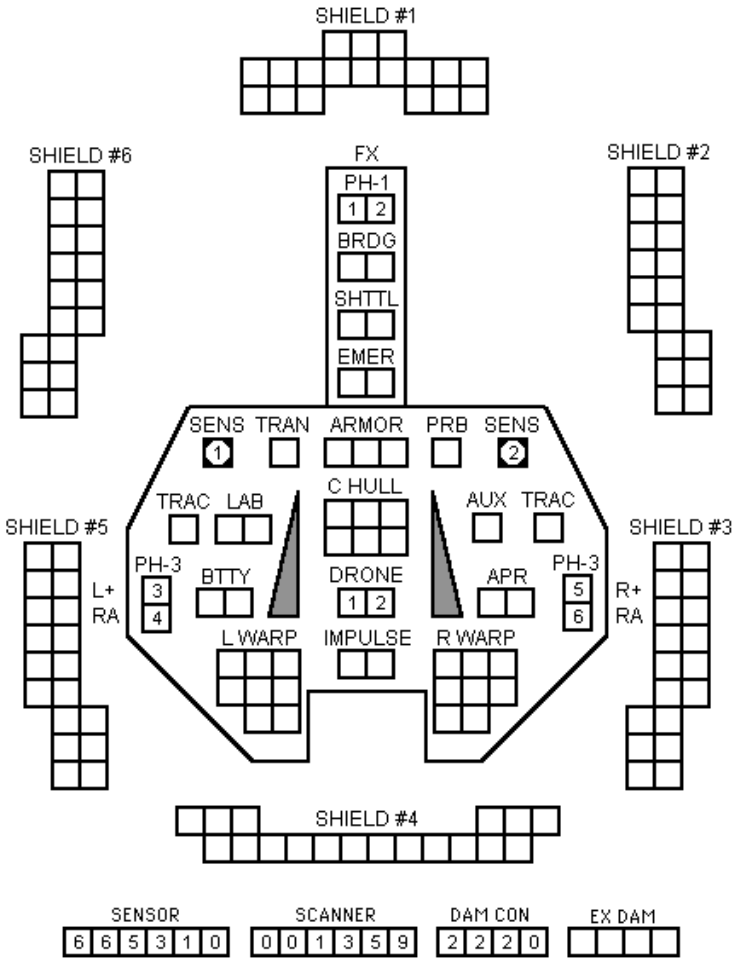


SENSOR						SCANNER						DAM CON				EX DAM			
6	6	5	3	1	0	0	0	1	3	5	9	2	2	2	0				

WARP ENERGY MOVEMENT COST = .5 (1/2) HET COST = [5] ERRATIC MANEUVER WARP COST = ⑥

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.	.5	1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10	10.5	11	11.5	12	12.5	13	13.5	14	14.5	15

PROMETHEAN POLICE FRIGATE

CREW UNITS								
		✱						10
								20

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

SHIP STATISTICS		
TYPE	=	FF
POINT VALUE	=	70
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
TACT INTEL	=	FF
REFERENCE	=	(RPC.8)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y138
NIMBLE SHIP		

CNTR

BOARDING PARTIES					
					6

PROBES				
				5

T-BOMBS			
		D	D

TYPE I PHASER

DIE ROLL	RANGE 0	1	2	3	4	5	6–8	9–15	16–25	26–50	51–75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

SHIPS PERFORMANCE			
MOVEMENT COST			.33
HET COST			1.66
ERRATIC MANEUVER COST			2
BREAKDOWN			6
TURN MODE = A			SPEED
POWER SYSTEMS		1	2 - 6
WARP	= 12	2	7 - 12
IMPULSE	= 2	3	13 - 19
APR	= 2	4	20 - 26
TOTAL	= 16	5	27+
BTTY	= 2		
HET		BD	

PROTO-BOLT TORPEDO

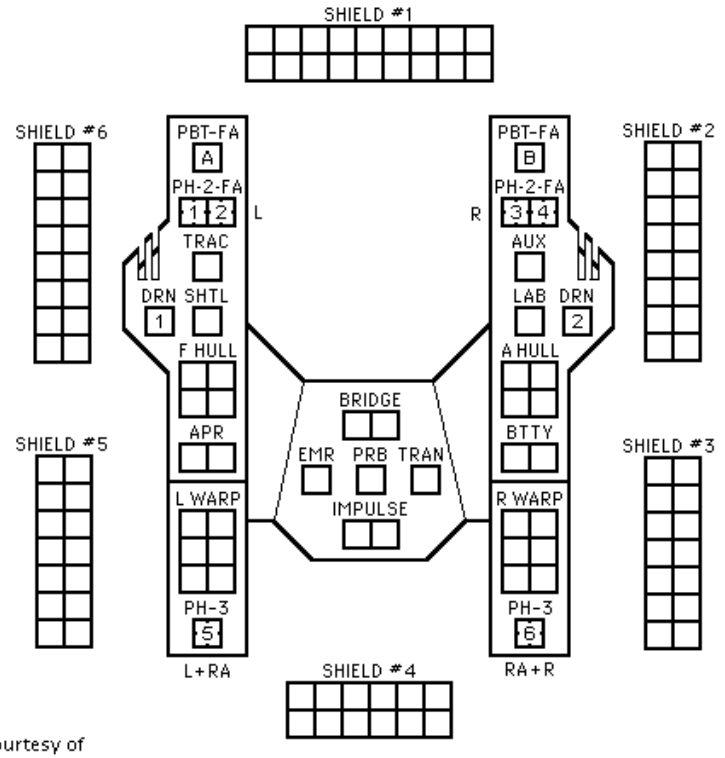
RANGE	0–1	2	3–4	5–8	9–12	13–30
HIT, STD	NA	1–5	1–4	1–3	1–2	1
HIT, OVERLOAD	1–6	1–5	1–4	1–3	NA	NA
DAMAGE, STD	NA	4	4	4	4	4
DMGE, OVERLOAD	6	6	6	6	NA	NA

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4–8	9–15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DRONE RACKS									
1						A			B
2						A			B

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD)
UNTIL THE Y175 REFIT, WHICH CONVERTED
THESE TO TYPE-B DRONE RACKS (2 RELOADS)



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Promethean FF is courtesy of
John Christie < sfbrocky@rocknet.net.au >

SENSOR						
6	6	5	3	1	0	

SCANNER						
0	0	1	3	5	9	

DAM CON				
2	2	2	0	

EX DAM				

WARP ENERGY MOVEMENT COST = .33 (1/3)					HET COST = 5		ERRATIC MANEUVER WARP COST = ⑥																						
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	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.	.33	.67	1	1.33	1.67	2	2.33	2.67	3	3.33	3.67	4	4.33	4.67	5	5.33	5.67	6	6.33	6.67	7	7.33	7.67	8	8.33	8.67	9	9.33	9.67	10

PROMETHEAN TUG

CREW UNITS									
			✱						10
									20

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

BOARDING PARTIES				
				5

PROBES				
				5

T-BOMBS							
				D	D	D	D

SHIP STATISTICS		
TYPE	=	TUG
POINT VALUE	=	95
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	TUG
REFERENCE	=	(RPC.10)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y135
Y175 REFIT	=	+0
MECH LINKS	=	+2

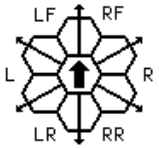
CNTR

TYPE I PHASER

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



SHIPS PERFORMANCE			
MOVEMENT COST			1
HET COST			5
ERRATIC MANEUVER COST			6
BREAKDOWN			4-6
	TURN MODE = D		SPEED
POWER SYSTEMS		1	2-4
WARP = 30		2	5-8
IMPULSE = 5		3	9-12
APR/AWR = 2		4	13-17
TOTAL = 37		5	18-24
BTTY = 2		6	25+
HET		BD	

DRONE RACK										
1										B
2										B
3									C	
4									C	

B RACKS HAD ONE RELOAD UNTIL THE Y175 REFIT, 2 AFTER

C RACKS HAD TWO RELOADS UNTIL THE Y175 REFIT, 3 AFTER

PROTO-BOLT TORPEDO

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	4	4	4	4	4
DMGE, OVERLOAD	6	6	6	6	NA	NA

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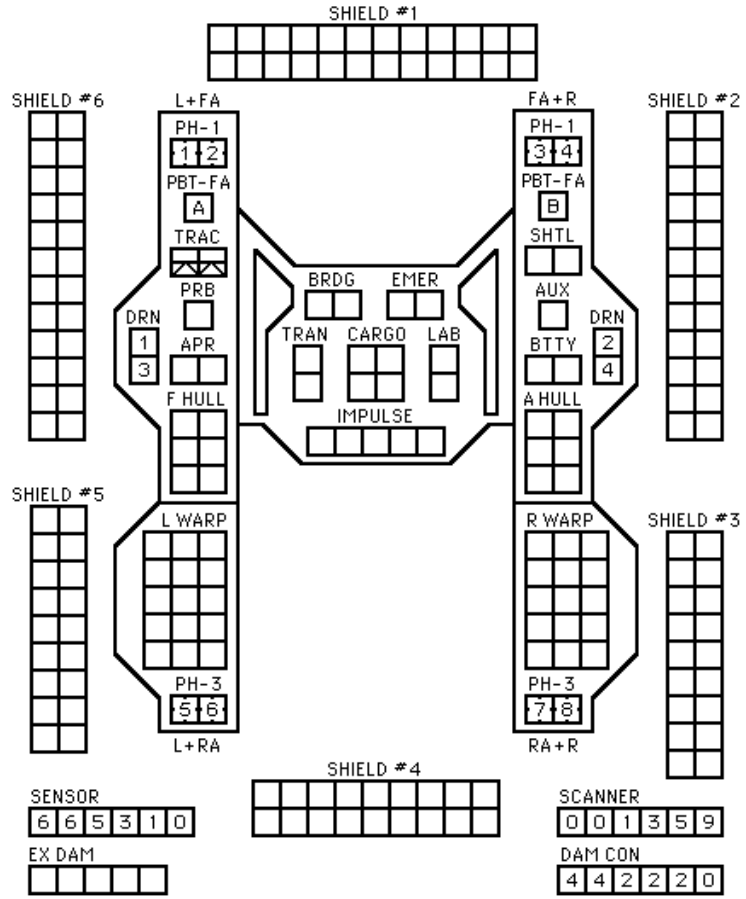
Mech Link Refit enables TUG to carry two Heavy Fighters and provides 4 deck crews.



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WARP ENERGY MOVEMENT COST = 1.5 (1 1/2)					HET COST = 5		ERRATIC MANEUVER WARP COST = ⑥																						
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
Fract.	1.5	3	4.5	6	7.5	9	10.5	12	13.5	15	16.5	18	19.5	21	22.5	24	25.5	27	28.5	30	31.5	33	34.5	36	37.5	39	40.5	42	43.5	45

PROMETHEAN BATTLE TUG

CREW UNITS								
		*						10
								20
								30

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES
THIS SHIP HAS TWO SHUTTLE BAYS.		

BOARDING PARTIES								
								10

PROBES				
				5

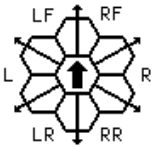
T-BOMBS							
				D	D	D	D

SHIP STATISTICS		
TYPE	=	BTUG
POINT VALUE	=	176
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	BTUG
REFERENCE	=	(RPC.12)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y151
Y175 REFIT	=	+0
MECH LINKS	=	+2

CNTR

TYPE I PHASER

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0



SHIPS PERFORMANCE	
MOVEMENT COST	1.5
HET COST	7.5
ERRATIC MANEUVER COST	9
BREAKDOWN	2-6

POWER SYSTEMS		
WARP	=	30
IMPULSE	=	7
APR	=	8
TOTAL	=	45
BTTY	=	4
HET		

TURN MODE = E	SPEED
1	2-3
2	4-6
3	7-10
4	11-14
5	15-20
6	21-29
7	30+
BD	

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

Mech Link Refit enables TUG to carry two Heavy Fighters and provides 4 deck crews.

DRONE RACK								
1								B
2								B
3							C	
4							C	
5								G
6								G

B RACKS HAD ONE RELOAD UNTIL THE Y175 REFIT, 2 AFTER

C RACKS HAD TWO RELOADS UNTIL THE Y175 REFIT, 3 AFTER

G RACKS HAD TWO RELOADS UNTIL THE Y175 REFIT, 3 AFTER ONE IS ENTIRELY ADDs.

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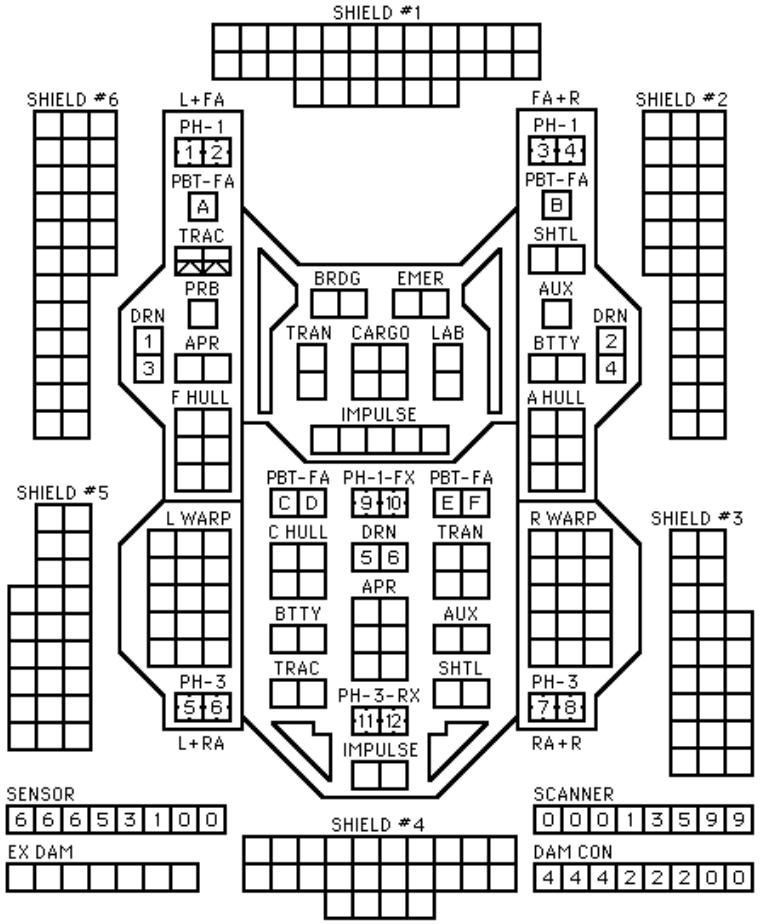

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PROTO-BOLT TORPEDO

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	4	4	4	4	4
DMGE, OVERLOAD	6	6	6	6	NA	NA

Promethean BTUG is courtesy of
John Christie < sfbrocky@rocknet.net.au >

ADD TABLE

RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

WARP ENERGY MOVEMENT COST = 1.5 (1 1/2)					HET COST = 5		ERRATIC MANEUVER WARP COST = 6																						
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
Fract.	1.5	3	4.5	6	7.5	9	10.5	12	13.5	15	16.5	18	19.5	21	22.5	24	25.5	27	28.5	30	31.5	33	34.5	36	37.5	39	40.5	42	43.5	45

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PROMETHEAN CARGO TUG

CREW UNITS										
			✱							10
										20

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

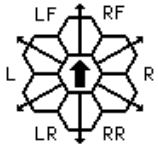
BOARDING PARTIES					
					5

PROBES					
					5

T-BOMBS								
				D	D	D	D	

TYPE I PHASER

DIE ROLL	RANGE 0	1	2	3	4	5	6–8	9–15	16–25	26–50	51–75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0



TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4–8	9–15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

Mech Link Refit enables TUG to carry two Heavy Fighters and provides 4 deck crews.

DRONE RACK									
1									B
2									B
3								C	
4								C	

B RACKS HAD ONE RELOAD UNTIL THE Y175 REFIT, 2 AFTER

C RACKS HAD TWO RELOADS UNTIL THE Y175 REFIT, 3 AFTER

PROTO-BOLT TORPEDO

RANGE	0–1	2	3–4	5–8	9–12	13–30
HIT, STD	NA	1–5	1–4	1–3	1–2	1
HIT, OVERLOAD	1–6	1–5	1–4	1–3	NA	NA
DAMAGE, STD	NA	4	4	4	4	4
DMGE, OVERLOAD	6	6	6	6	NA	NA

SHIP STATISTICS		
TYPE	=	CTUG
POINT VALUE	=	123/115
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CTUG
REFERENCE	=	(RPC.11)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y135
Y175 REFIT	=	+0
MECH LINKS	=	+2

CNTR

SHIPS PERFORMANCE			
MOVEMENT COST		1.5	
HET COST		7.5	
ERRATIC MANEUVER COST		9	
BREAKDOWN		2-6	
TURN MODE = E		SPEED	
POWER SYSTEMS	1	2 - 3	
WARP = 30	2	4 - 6	
IMPULSE = 5	3	7 - 10	
APR = 2	4	11 - 14	
TOTAL = 37	5	15 - 20	
BTTY = 2	6	21 - 29	
HET	7	30+	
	BD		

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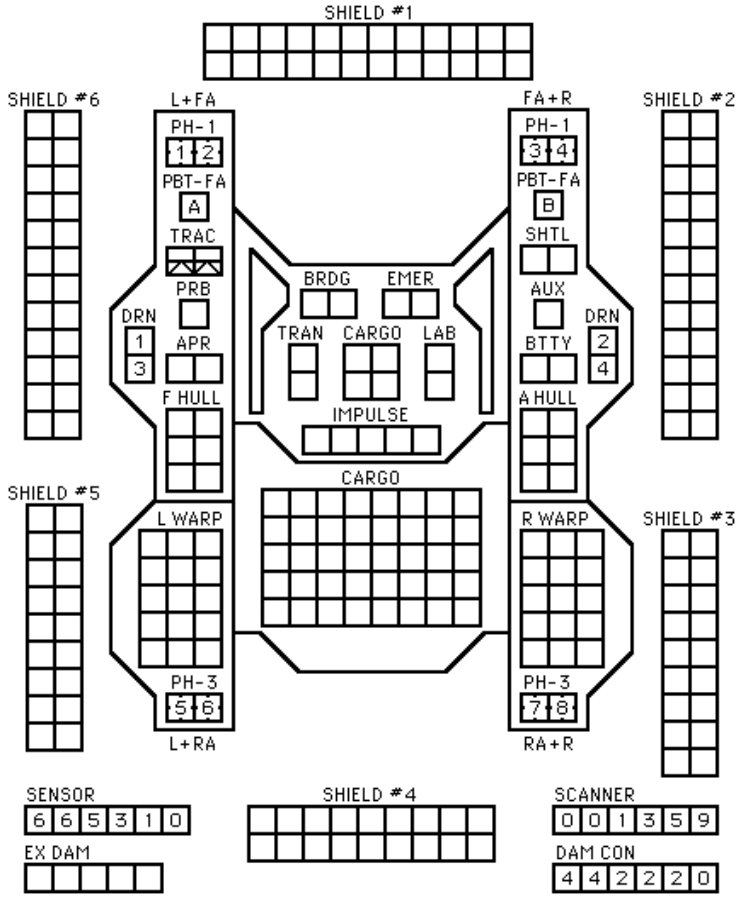

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WARP ENERGY MOVEMENT COST = 1.5 (1 1/2)					HET COST = 5		ERRATIC MANEUVER WARP COST = ⑥																						
SPEED	1	2	3	4	5	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Fract.	1.5	3	4.5	6	7.5	9	10.5	12	13.5	15	16.5	18	19.5	21	22.5	24	25.5	27	28.5	30	31.5	33	34.5	36	37.5	39	40.5	42	43.5	45

PROMETHEAN CV TUG

CREW UNITS

		*					10
							20
							30
							40

ADMIN SHUTTLES

IDENT	HIT POINTS	NOTES

DECK CREWS 10

BOARDING PARTIES 10

PROBES 5

T-BOMBS D D D D

CNTR

SHIP STATISTICS

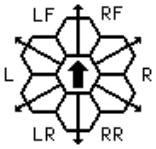
TYPE	=	CVTUG
POINT VALUE	=	120
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CVTUG
REFERENCE	=	(RPC.15)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y168
Y175 REFIT	=	+0
MECH LINKS	=	+2

SHIPS PERFORMANCE

MOVEMENT COST			1.5
HET COST			7.5
ERRATIC MANEUVER COST			9
BREAKDOWN			2-6
TURN MODE = E			SPEED
POWER SYSTEMS		1	2-3
WARP	= 30	2	4-6
IMPULSE	= 5	3	7-10
APR	= 8	4	11-14
TOTAL	= 43	5	15-20
BTTY	= 4	6	21-29
HET		7	30+
		BD	

TYPE I PHASER

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0



TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

Mech Link Refit enables TUG to carry two Heavy Fighters and provides 4 deck crews.

DRONE RACK

1											B
2											B
3										C	
4										C	

B RACKS HAD ONE RELOAD UNTIL THE Y175 REFIT, 2 AFTER

C RACKS HAD TWO RELOADS UNTIL THE Y175 REFIT, 3 AFTER

PROTO-BOLT TORPEDO

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	4	4	4	4	4
DMGE, OVERLOAD	6	6	6	6	NA	NA

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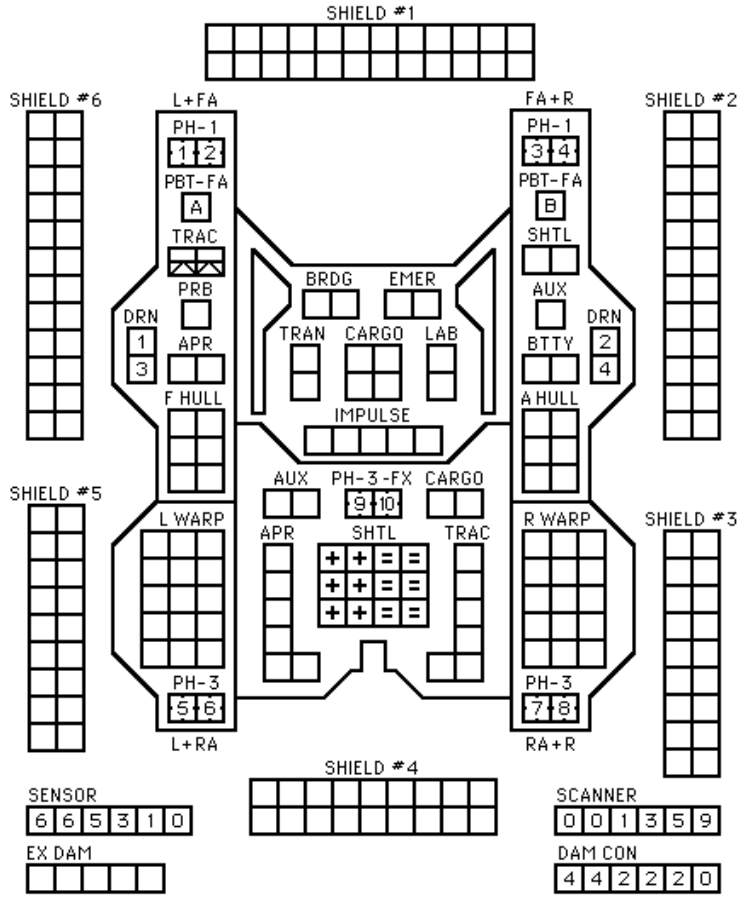

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WARP ENERGY MOVEMENT COST = 1.5 (1 1/2) HET COST = [5] ERRATIC MANEUVER WARP COST = (6)

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
Fract.	1.5	3	4.5	6	7.5	9	10.5	12	13.5	15	16.5	18	19.5	21	22.5	24	25.5	27	28.5	30	31.5	33	34.5	36	37.5	39	40.5	42	43.5	45

PROMETHEAN REPAIR TUG

CREW UNITS										
		*								10
										20
										30
										40

ADMIN SHUTTLES							
IDENT	HIT POINTS						NOTES

BOARDING PARTIES							
							7

PROBES					
					5

T-BOMBS							
				D	D	D	D

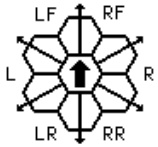
SHIP STATISTICS		
TYPE	=	RTUG
POINT VALUE	=	131/115
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	RTUG
REFERENCE	=	(RPC.13)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y135
Y175 REFIT	=	+0
MECH LINKS	=	+2

CNTR

SHIPS PERFORMANCE			
MOVEMENT COST		1.5	
HET COST		7.5	
ERRATIC MANEUVER COST		9	
BREAKDOWN		2-6	
TURN MODE = E		SPEED	
POWER SYSTEMS	1	2-3	
WARP = 30	2	4-6	
IMPULSE = 5	3	7-10	
APR = 8	4	11-14	
TOTAL = 43	5	15-20	
BTTY = 4	6	21-29	
HET	7	30+	
	BD		

TYPE I PHASER

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0



TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

Mech Link Refit enables TUG to carry two Heavy Fighters and provides 4 deck crews.

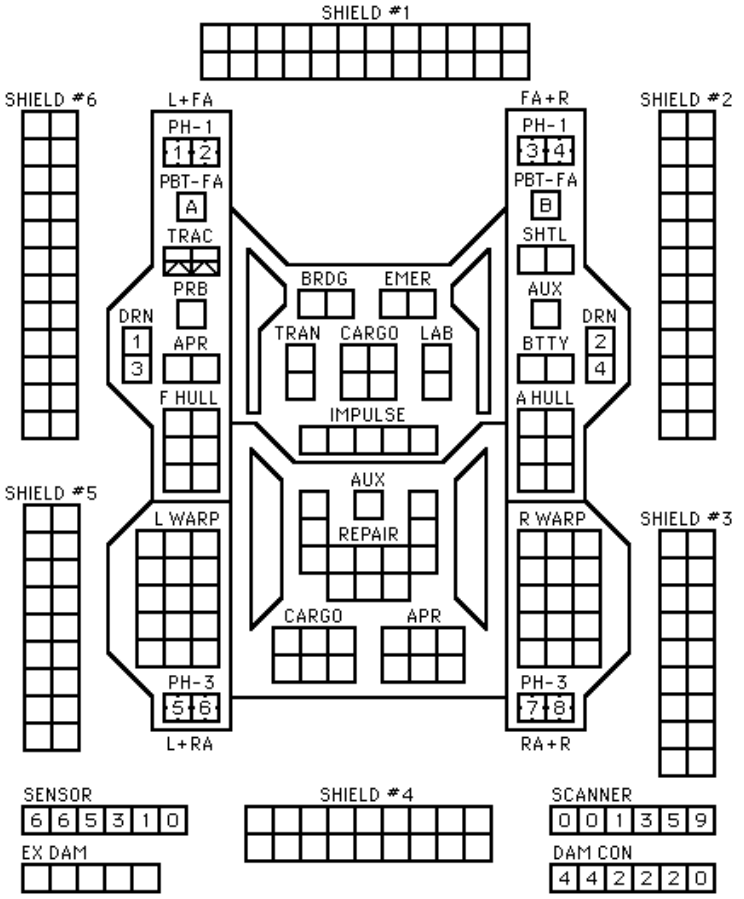
DRONE RACK									
1									B
2									B
3								C	
4								C	

B RACKS HAD ONE RELOAD UNTIL THE Y175 REFIT, 2 AFTER

C RACKS HAD TWO RELOADS UNTIL THE Y175 REFIT, 3 AFTER

PROTO-BOLT TORPEDO

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	4	4	4	4	4
DMGE, OVERLOAD	6	6	6	6	NA	NA



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WARP ENERGY MOVEMENT COST = 1.5 (1 1/2)					HET COST = 5		ERRATIC MANEUVER WARP COST = ⑥																						
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
Fract.	1.5	3	4.5	6	7.5	9	10.5	12	13.5	15	16.5	18	19.5	21	22.5	24	25.5	27	28.5	30	31.5	33	34.5	36	37.5	39	40.5	42	43.5	45

PROMETHEAN TROOP TRANSPORT TUG

CREW UNITS

		*					10
							20
							30
							40
							50

ADMIN SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		HTS

THIS SHIP HAS TWO SHUTTLE BAYS.

BOARDING PARTIES

							10
							20
							30
							40
							50

PROBES

				5

T-BOMBS

				D	D	D	D

Mech Link Refit enables TUG to carry two Heavy Fighters and provides 4 deck crews.

SHIP STATISTICS

TYPE	=	TTUG
POINT VALUE	=	135/123
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	TTUG
REFERENCE	=	(RPC.14)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y135
Y175 REFIT	=	+0
MECH LINKS	=	+2

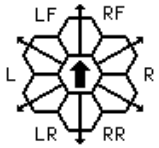
SHIPS PERFORMANCE

MOVEMENT COST	1.5
HET COST	7.5
ERRATIC MANEUVER COST	9
BREAKDOWN	2 - 6

POWER SYSTEMS		TURN MODE = E	SPEED
WARP = 30		1	2 - 3
IMPULSE = 7		2	4 - 6
APR = 4		3	7 - 10
TOTAL = 41		4	11 - 14
BTTY = 4		5	15 - 20
HET		6	21 - 29
		7	30+
		BD	

TYPE I PHASER

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0



TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

B RACKS HAD ONE RELOAD UNTIL THE Y175 REFIT, 2 AFTER

C RACKS HAD TWO RELOADS UNTIL THE Y175 REFIT, 3 AFTER

DRONE RACK

1									B
2									B
3								C	
4								C	

PROTO-BOLT TORPEDO

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	4	4	4	4	4
DMGE, OVERLOAD	6	6	6	6	NA	NA

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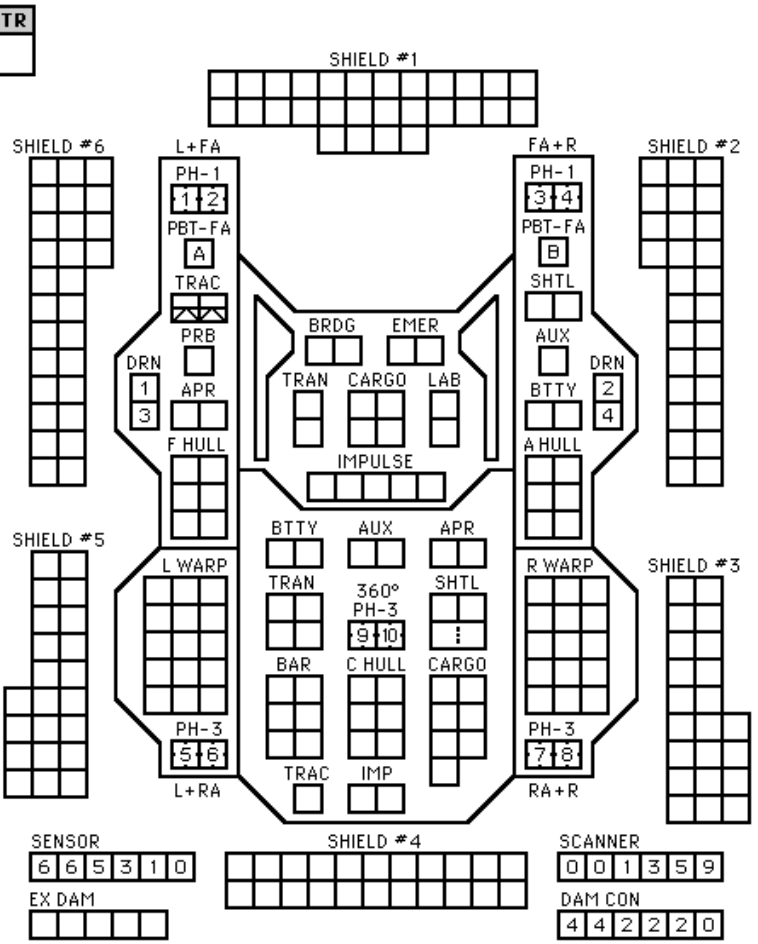

PrometheanTTUG is courtesy of
John Christie < sfbrocky@rocknet.net.au >

CAN CONTROL DRONES EQUAL TO DOUBLE THE SENSOR RATING.

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WARP ENERGY MOVEMENT COST = 1.5 (1 1/2)					HET COST = 5					ERRATIC MANEUVER WARP COST = 6																				
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
Fract.	1.5	3	4.5	6	7.5	9	10.5	12	13.5	15	16.5	18	19.5	21	22.5	24	25.5	27	28.5	30	31.5	33	34.5	36	37.5	39	40.5	42	43.5	45

PROMETHEAN UNION EARLY MEDIUM DESTROYER

CREW UNITS									
			✱						10
									20

ADMIN SHUTTLES							
IDENT	HIT POINTS						NOTES

BOARDING PARTIES							
							8

PROBES				
				5

T-BOMBS			
		D	D

SHIP STATISTICS		
TYPE	=	MYD
POINT VALUE	=	72
SHIELD COST	=	.5 + .5
LIFE SUPPORT	=	.5
SIZE CLASS	=	4
TACT INTEL	=	DD
REFERENCE	=	(RPR.21)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y121

CNTR

TYPE I PHASER

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

FA = LF + RF

SHIPS PERFORMANCE			
MOVEMENT COST			.5
HET COST			2.5
ERRATIC MANEUVER COST			3
BREAKDOWN			5-6
TURN MODE = C			SPEED
POWER SYSTEMS		1	2 - 4
WARP =	16	2	5 - 9
IMPULSE =	2	3	10 - 14
APR/AWR =	1	4	15 - 20
TOTAL =	19	5	21 - 27
BTTY =	2	6	28+
HET		BD	

PROTO-BOLT TORPEDO

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	4	4	4	4	4
DMGE, OVERLOAD	6	6	6	6	NA	NA

DRONE RACK					
1					A
2					A
3					A
4					A

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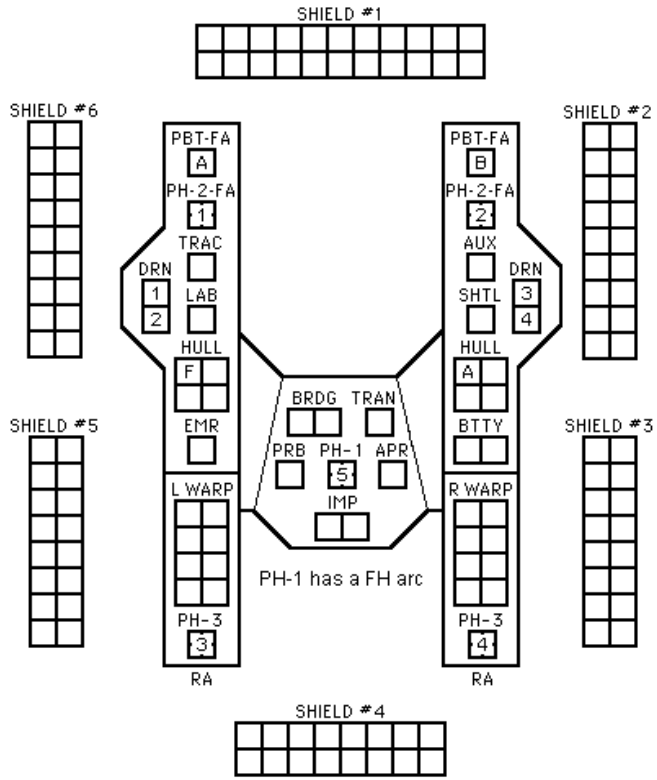
Promethean MYD is courtesy of John Christie
< sfbrocky@rocknet.net.au >



SENSOR					
6	5	3	1	0	

SCANNER					
0	1	3	5	9	

DAM CON				
2	2	2	0	

EX DAM				

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

TYPE II PHASER TABLE

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

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WARP ENERGY MOVEMENT COST = .5 (1/2)					HET COST = 5		ERRATIC MANEUVER WARP COST = ⑥																					
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.	.5	1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10	10.5	11	11.5	12	12.5	13	13.5	14	14.5	15

PROMETHEAN EARLY UNION DESTROYER

CREW UNITS								
		✱						10
								20

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

BOARDING PARTIES					
					6

PROBES		

T-BOMBS	
	D

SHIP STATISTICS		
TYPE	=	YDD
POINT VALUE	=	61
SHIELD COST	=	.5 + .5
LIFE SUPPORT	=	.5
SIZE CLASS	=	4
TACT INTEL	=	YDD
REFERENCE	=	(RPR.20)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y62

CNTR

SHIELD #1

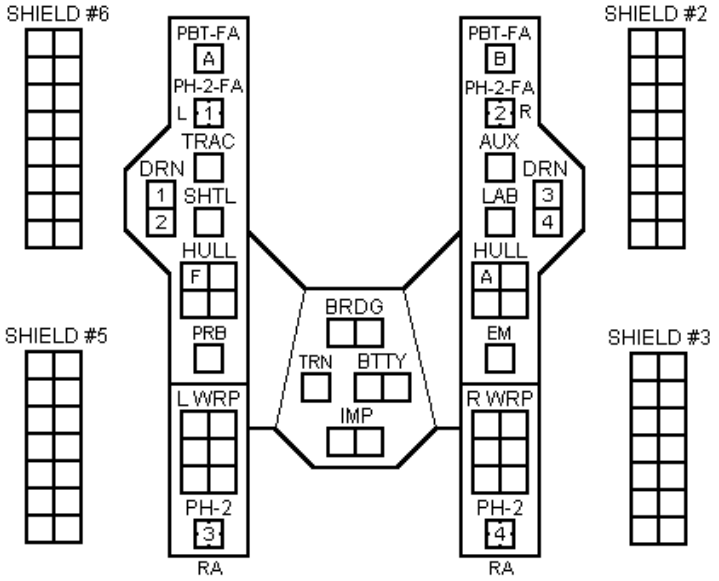
SHIELD #6

SHIELD #2

SHIELD #5

SHIELD #3

SHIELD #4



TYPE II PHASER TABLE

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

FA = LF + RF

SHIPS PERFORMANCE			
MOVEMENT COST			.5
HET COST			2.5
ERRATIC MANEUVER COST			3
BREAKDOWN			5-6
TURN MODE = C			SPEED
POWER SYSTEMS		1	2 - 4
WARP =	12	2	5 - 9
IMPULSE =	2	3	10 - 14
APR/AWR =	0	4	15 - 20
TOTAL =	14	5	21 - 27
BTTY =	2	6	28+
HET		BD	

DRONE RACK					
1					A
2					A
3					A
4					A

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PROTO-BOLT TORPEDO

RANGE	0–1	2	3–4	5–8	9–12	13–30
HIT, STD	NA	1–5	1–4	1–3	1–2	1
HIT, OVERLOAD	1–6	1–5	1–4	1–3	NA	NA
DAMAGE, STD	NA	4	4	4	4	4

PBT's on this vessel may not be overloaded.

Promethean YDD is courtesy of John Christie
< sfbrocky@rocknet.net.au >

SENSOR					
6	5	3	1	0	

SCANNER					
0	1	3	5	9	

DAM CON			
2	2	0	

EX DAM		

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WARP ENERGY MOVEMENT COST = .5 (1/2)					HET COST = 5					ERRATIC MANEUVER WARP COST = ⑥																			
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.	.5	1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10	10.5	11	11.5	12	12.5	13	13.5	14	14.5	15

PROMETHEAN BATTLECRUISER

CREW UNITS								
		*						10
								20
								30
								40
				46				

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

SHIP STATISTICS		
TYPE	=	162
POINT VALUE	=	BC
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	BC
REFERENCE	=	(RPC.12)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y166

CNTR

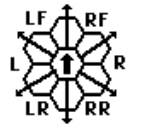
BOARDING PARTIES								
								10

PROBES				
				5

T-BOMBS								
				D	D	D	D	

TYPE I PHASER

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0



FA = LF + RF
LS=LF+L+LR
RS=RF+R+RR
FX=L+LF+RF+R

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	=	4	3	10 - 14
APR/AWR	=	4	4	15 - 20
TOTAL	=	40	5	21 - 27
BTTY	=	4	6	28+
HET			BD	

PROTO-BOLT TORPEDO

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	4	4	4	4	4
DMGE, OVERLOAD	6	6	6	6	NA	NA

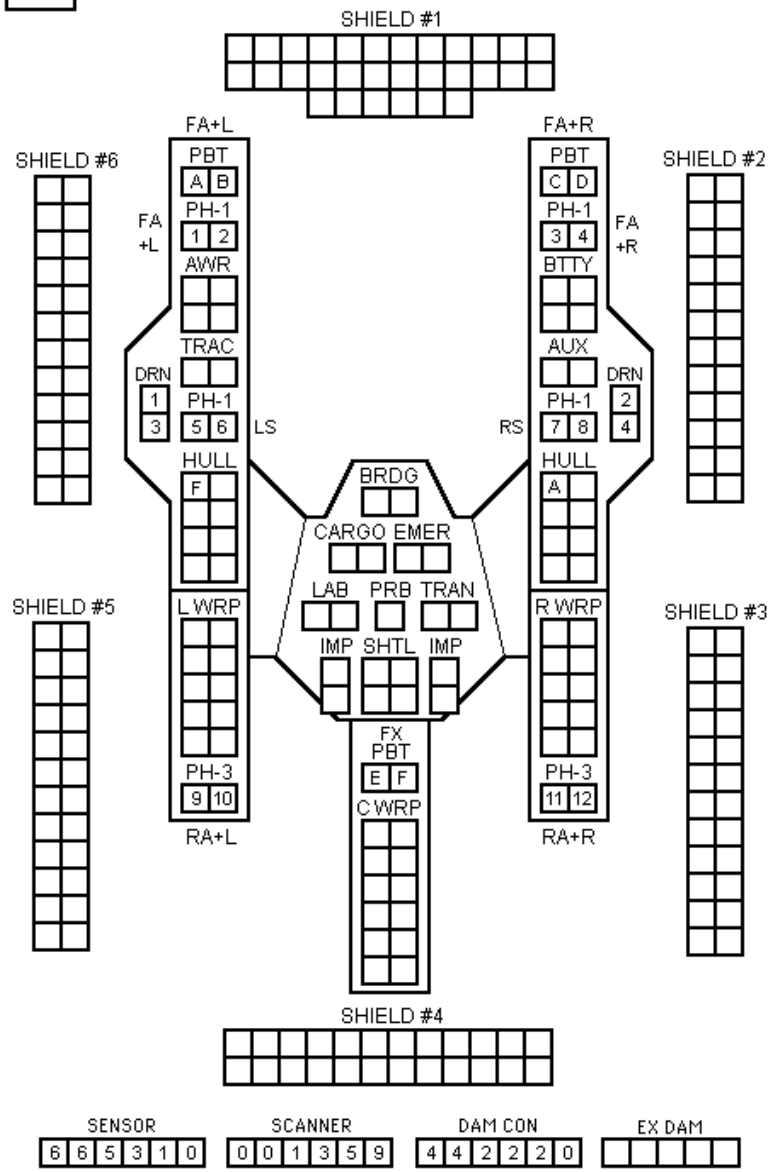
TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

THIS SHIP CAN CONTROL A NUMBER OF DRONES EQUAL TO DOUBLE ITS SENSOR RATING

DRONE RACK											
1											B
2											B
3										C	
4										C	

B-RACKS HAVE ONE RELOAD PRIOR TO Y175, TWO THEREAFTER.
C-RACKS HAVE TWO RELOADS PRIOR TO Y175, THREE THEREAFTER.



SENSOR							SCANNER							DAM CON							EX DAM						
6	6	5	3	1	0		0	0	1	3	5	9		4	4	2	2	2	0								

MOVEMENT COST = 1

CORE WORLDS

by Sean Young <youngsea@pilot.msu.edu>

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