(RZ.0) The Za'Cahri Stronghold

(RZ.1) Za'Cahri Stronghold Background

The Za'Cahri are a militant insectoid race with origins outside the Milky Way - most likely in the Greater Magellanic Cloud. It is unknown exactly when or why they came to our galaxy - but data seems to indicate the Za'Cahri probably maintain numerous wormholes near the galactic core which they used to escape to our galaxy during a time of great conflict. It is assumed by those who have encountered the Za'Cahri that they had at one time been embroiled in major war, as the Stronghold fleet consists of large numbers of vessels and numerous variants. Fortunately for neighboring powers, this huge fleet was spread thin across Za'Cahri territory and never managed to consolidate itself for domination of any major races until around Y164 - but by that time they had became engulfed in a bloody war with the Daetharians.

The Za'Cahri Stronghold is perhaps the most capable in theory of waging a total war within the Core, but the lack of resources generated by slave-worlds, coupled with constant hostilities towards all neighbors, leaves the Za'cahri war machine stretched to its limits in terms of command and supply difficulties.

Not much is known about the lifestyles of the Za'Cahri, but what little that does data exist indicates they have a regimented-military style government that empires over numerous subject races whom they were able to enslave upon arrival to the Galactic Core. Nearly all scouts that are sent into Za'Cahri are destroyed or chased away, although on certain occasions pirate clans have managed to contact and trade within the Stronghold.

(RZ.2) Za'Cahri War Fleet

(RZ.R0) Za'Cahri Class, Variant and Refit Designations: (Version 2.0 Chart)

CLASS:		REFIT/VARIANT:			
MT -	Mantis	C -	Command	S -	Scout
LT -	Lotus	E -	Escort	T -	Tender
CD -	Cicada	F -	Flag	V -	Carrier
IL -	Illicid	G -	Drone	Z -	Commando
SP -	Scorpion	I -	Improved		

DREADNOUGHTS:

(RZ.34) DRAGONFLY-V HEAVY CARRIER (CVA): Originally believed to be a late-war design, the Dragonfly class is now thought to have been developed as early as Y173 with the introduction of the CVA. It is unknown how many were produced, but evidence suggests that at least one of these vessels was converted into the BCS in Y183. The Dragonfly-V operated with an Escort Group of 2 x DDA and either an FE or an AC. Cargo space allows for 200 units of drone storage. (note: the CVA is courtesy of George Ebersole).

Heavy Cruisers:

(RZ.2) MANTIS CRUISER (MT): A significant improvement over the Cicada design, the Mantis hull was the favored cruiser class of the Za'Cahri fleet after its introduction in Y123 into the mid to late Y160's. Four D-Pods are included in the MT's BPV.

(RZ.4) MANTIS-C COMMAND CRUISER (MTC): A standard MT design with additional command facilities and defensive phasers, the MTC trades its SATPOD capabilities for additional power and overall performance. These vessels served in command role until they were replaced by (or upgraded to) the MTF.

Light Cruiser and Variants:

Destroyers and Variants:

(RZ.7) ILLICID DESTROYER (ILD): Introduced at the same time as the Mantis, the ILD boasted identical direct-fire capabilities without the SATPODS or drone racks. The ILD was produced in significant numbers through its year in service dates, spawning numerous variants.

(RZ.8) DESTROYER SCOUT (ILS): This destroyer variant is configured for long ranging scouting missions and military observation duties.

(RZ.9) ILLICID-P POD TENDER DESTROYER (ILP): This specially modified destroyer variant was used to maintain pod deployment within fleet battles against more powerful enemies.

(RZ.18) ILLICID-T TRAINING CARRIER (ILT): With the development of attrition units in the Za'Cahri military the need arose for carrier type vessels to deploy the new fighter types. Based on the ILP, the ILT replaced its pod launcher capabilities with additional shuttle bays and ready racks. This vessel was used primarily to train fighter pilots and carrier captains before assigning them to true carriers. (note: the ILT is courtesy of John Christie).

(RZ.27) LIGHT TACTICAL TRANSPORT (DLTT): Based on a destroyer hull, this class served as a fast transport between subject systems within the Stronghold.

(RZ.30) LIGHT TACTICAL REPAIR ESCORT (DLTR): As the Za'Cahri war machine stretched passed its limits after the invasion of the Kholosian Dominion the need arose for a repair unit capable of servicing warships near the front lines. The DLTR filled this role in cases where returning damaged vessels to repair bases proved to be impractical. (note: the DLTR is courtesy of Loren Smith).

Frigates and Variants:

(RZ.11) SCORPION FRIGATE (SCP): This class was used for a variety of escort and policing duties, mainly within the Stronghold.

Miscellaneous Classes:

(RZ.19) MONITOR (MON): A standard monitor relative to most other races, the Za'Cahri monitor had reduced shuttle bay capacity to make room for pod-launchers. used primarily to defend against Vulpian League raids and Kholosian counter-offenses. (note: the Za'Cahri Monitor is courtesy of Loren Smith).

(JPZ.0) Satellite Pods and Pod Launcher

(JPZ.1) POD LAUNCHER

(JPZ.11) The Za'Cahri Pod Launchers are mounted on the exterior hulls of many Za'Cahri ships. Each "SATPOD" (sometimes labled just "POD") box on the SSD represents one 2-space launcher. The SATPOD box is destroyed on "Shuttle" hits on the DAC, any pods within the launcher are destroyed on such hits. The repair cost of a Launcher is 12.

(JPZ.12) RATE: Each launcher is able to deploy one pod per turn but not within 12 impulses of a previous launch. Pods are launched during Launch Shuttles segment of the Impulse Activity Phase.

(JPZ.13) RECOVERY: Each launcher is capable of recovering one pod at a time in combination with a tractor beam as per Fighter/Shuttle Recovery Rules (J1.62). Special stabilizers built into the Pod Launchers allow recovered pods to be placed directly into the launcher.

(JPZ.14) RECHARGING POD WEAPONS: Each un-crippled pod is capable of recharging its own weapons.

(JPZ.15) RECHARGING MOVEMENT: A deployed POD is unable to recharge its own movement power. Each SATPOD box on the ship however has the built in capability to charge one pod's movement per turn as long as the pod has been recovered through (JJ.13) and the Launcher is otherwise inactive for a full 32 impulses [aside from repair, see (JPZ.5)] . This process begins immediately after recovery (JJ.13) at no cost to the ship.

(JPZ.2) POD OPERATION

(JPZ.21) Every Za'Cahri pod shares these attributes unless otherwise noted.

(JPZ.211) LAUNCH: Upon launch, each pod moves at any speed between 0-20 that is determined at the time of launch. It cannot make mid-turn speed changes. The pod counts towards seeking weapon control limits at the time of launch.

(JPZ.212) Upon launch each pod is given a target hex, recorded in secret, and will move towards that hex as a seeking unit. After reaching the target hex the pod is no longer able to move under it's own power - even if it has moved less than 20 hexes, and changes to speed 0. Any remaining movement is lost.

(JPZ.213) ACTIVATION: Upon reaching its destination hex, the POD will become active (during the Launch Shuttles segment of the Impulse Activity Phase). Once activated, the pod is able to utilize any or all of it's weapons.

(JPZ.213.1) Note: The standard 8-impulse delay for shuttle and fighter weapon fire applies to Za'Cahri pod activation. If the

POD reaches its target hex before the minimum 8 impulses has transpired, the POD must still change to speed 0 and wait to activate.

(JPZ.214) Unless otherwise noted, all pods take 10 points of damage to destroy. Pods are considered crippled after taking 7 points of damage. Crippled pods may not fire any weapons, launch drones, or move (if they were moving at the time of crippling).

(JPZ.215) The maximum range of all direct fire weapons mounted on Satellite Pods is 15.

(JPZ.22) POD TYPES:

(JPZ.221) Defensive Pod (PPod) :Carries three Phaser-2's that can fire every turn in a 360 degree arc. Cost: 0 (the base cost of this pod is included in the BPV of the ship).

(JPZ.222) Offensive Pod (IPod): Fitted with one Ionic Accelerator and 2 Phaser-3's that can fire every turn in a 360 degree arc. Cannot fire Overloaded. Cost: 2.

(JPZ.223) Deterrent Pod (DPod): Holds 4 spaces of drones and two Phaser-3. Can fire 2 drones per turn. Both drones can launch on the same impulse if desired. The Phaser-3 can fire every turn. Cost: 3 (includes the cost of four Type-I slow drones, upgrades are available as per drone upgrade rules).

(JPZ.223.1) Note: The DPod can only control 2 drones at any given time.

(JPZ.23) Substituting Pod Types: Each ship that has Pod Launchers on its SSD comes equipped with P-Pods. These pods are included in the BPV of the ship. A player may substitute other pod types using Commanders Options - within the limits of (JPZ.4). The cost of the new pods is an "exchange" cost (swapping P-Pods for the new type). A player may never purchase "extra" pods, as no Za'Cahri ships have the necessary space to store additional pods.

(JPZ.3) Tractor Interactions: Za'Cahri pods cannot be "Death Dragged". Pods can be tractored at any speed.

(JPZ.31) If a pod happens to be moving while it is tractored it causes no change in the speed of the tractoring ship (i.e. - no psuedo-speeds are calculated. The effect is the same as tractoring a drone.)

(JPZ.32) Pods placed under tractor by friendly units become inert and are unable to fire weapons for 8 impulses after being released from tractor. Pods tractored by enemy vessels are not affected in any way, unless the pod is recovered by the enemy ship (and into it's shuttle bay) in which case the pod becomes inert.

(JPZ.4) LIMITED AVAILABILITY: No Za'Cahri vessel may have more than two of any one pod type - with the exception of the Ph-Pod.

(JPZ.5) REPAIR: Damaged Pods are repaired as per damaged shuttles, although this done while a pod is in its launcher rather than in a shuttle bay. Ships with pod launchers are assumed to have to proper crew to perform this function.

(JPZ.51) This repair process may coincide with (JPZ.15), recharging movement.

(EZ.0) Ionic Accelerator

The Ionic Accelerator is used by the Za'Cahri as their heavy weapon. It operates by compacting ionic energy into bolts that increase in strength by distance up to a point before losing energy.

(EZ.1) DESIGNATION Each "INAC" box on the SSD represent one Ionic bolt. Each is recorded and fired separately.

(EZ.2) PROCEDURES: Ionic Accelerator fire is identical in all respects to Disruptor fire (including Andro PA panel leaks) with the following exceptions:

(EZ.21) ARMING: Arming cost for a standard Ionic Accelerator is 2 points of energy from any source. Arming cost for an Overloaded Ionic Accelerator is 4 points of energy from any source.

(EZ.22) HOLDING: Ionic Accelerators can be held. Cost for standard loads is 1 point of energy from any source. Holding overloads is 2 points of energy from any source.

(EZ.23) OVERLOAD RANGE: Note that the overload range of a Ionic Accelerator is extended beyond the normal 8 hex limit.

(EZ.3) REPAIR: The repair cost of a Ionic Accelerator is 8.

ZA'CAHRI DREADNOUGHT

CREW UNITS								
		✱						10
								20
								30
								40
								50
								60
62								

ADMIN SHUTTLES							
IDENT	HIT POINTS						NOTES

BOARDING PARTIES								
								10
								20
		24						

T-BOMBS						
D	D	D	D	D	D	

SHIP STATISTICS		
TYPE	=	DN
POINT VALUE	=	236
SHIELD COST	=	1 + 3
LIFE SUPPORT	=	1 + 1/2
SIZE CLASS	=	2
TACT INTEL	=	(RZ.26)
REFERENCE	=	DN
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y171

CNTR

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 = 45	2	5 - 8
IMPULSE = 6	3	9 - 12
APR = 6	4	13 - 17
TOTAL = 57	5	18 - 24
BTTY = 8	6	25+
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

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

HIT & RUN
UIM

2 x UIM STANDARD

PROBES				
				5

IONIC ACCELERATOR

RANGE	0	1	2	3-4	5-8	9-12	13-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	1-3	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	1-4	NA	NA
DAMAGE,STD	0	2	2	3	3	4	3	2
DAMAGE,OVLD	0	4	4	6	6	8	0	0

DRONE RACKS										
1										B
2										B
3										B
4										B

B RACKS HAD ONE RELOAD PRIOR TO Y175, TWO THERAFTER. CAN CONTROL SEEKING WEAPONS EQUAL TO DOUBLE SENSOR RATING.

CORE WORLDS

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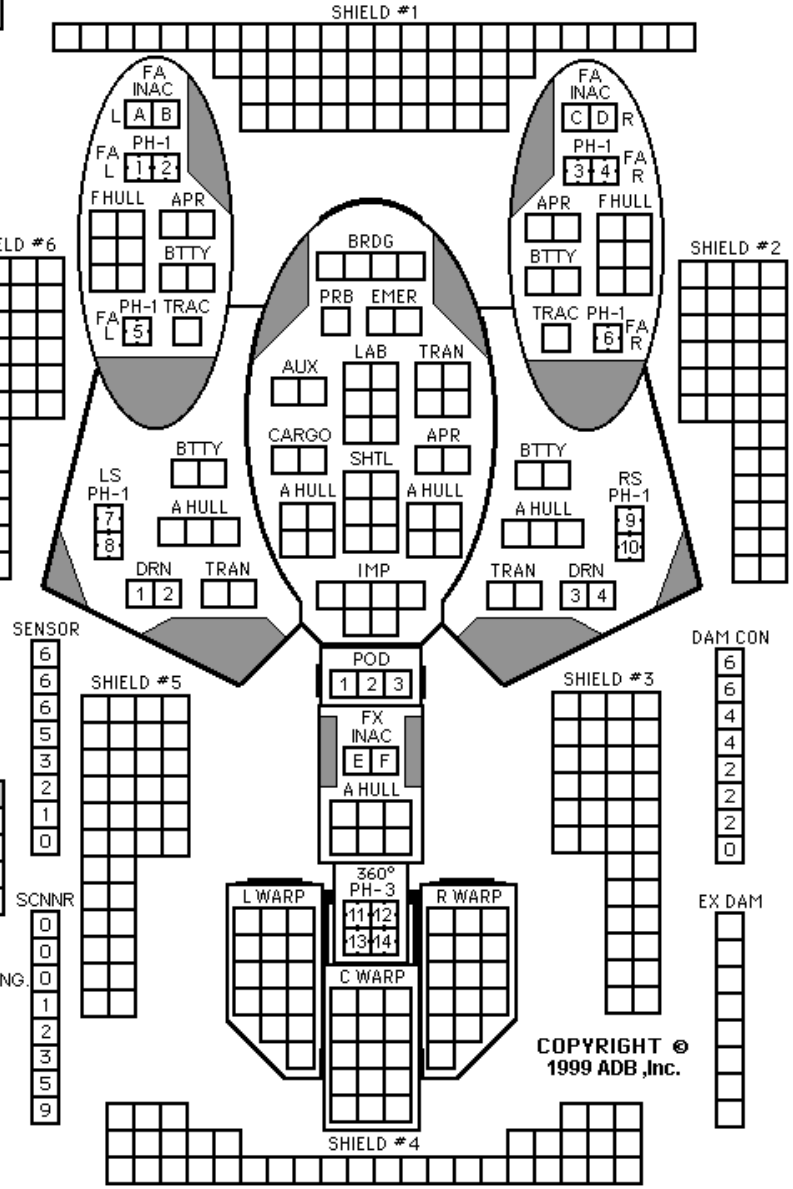

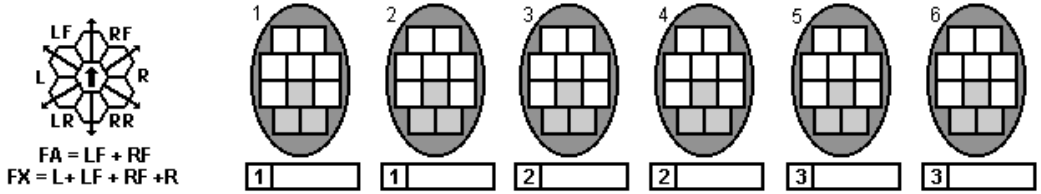

WARP ENERGY MOVEMENT COST = 1.5 (1 1/2)					HET COST = 5				ERRATIC MANEUVER WARP COST = ⑥																					
SPEED	1	2	3	4	5	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Fract.	1.5	3	4.5	6	7.5	9	10.5	12	13.5	15	16.5	18	19.5	21	22.5	24	25.5	27	28.5	30	31.5	33	34.5	36	37.5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

ZA'CAHRI MANTIS-B BATTLECRUISER

CREW UNITS
✱ 10
20
30
40
50

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

BOARDING PARTIES
10
15

PROBES
5

T-BOMBS
D D D D

SHIP STATISTICS		
TYPE	=	BC
POINT VALUE	=	182
SHIELD COST	=	1 + 1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	BC
REFERENCE	=	(RZ.3)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y163

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 = D		SPEED
POWER SYSTEMS	1	2 - 4
WARP = 30	2	5 - 8
IMPULSE = 4	3	9 - 12
APR = 6	4	13 - 17
TOTAL = 40	5	18 - 24
BTTY = 6	6	25+
HET	BD	

IONIC ACCELERATOR

RANGE	0	1	2	3-4	5-8	9-12	13-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	1-3	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	1-4	NA	NA
DAMAGE,STD	0	2	2	3	3	4	3	2
DAMAGE,OVLD	0	4	4	6	6	8	0	0

HIT & RUN
UIM ☐

DRONE RACKS								
1								B
2								B
3								B
4								B

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

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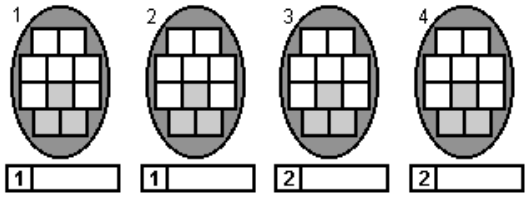
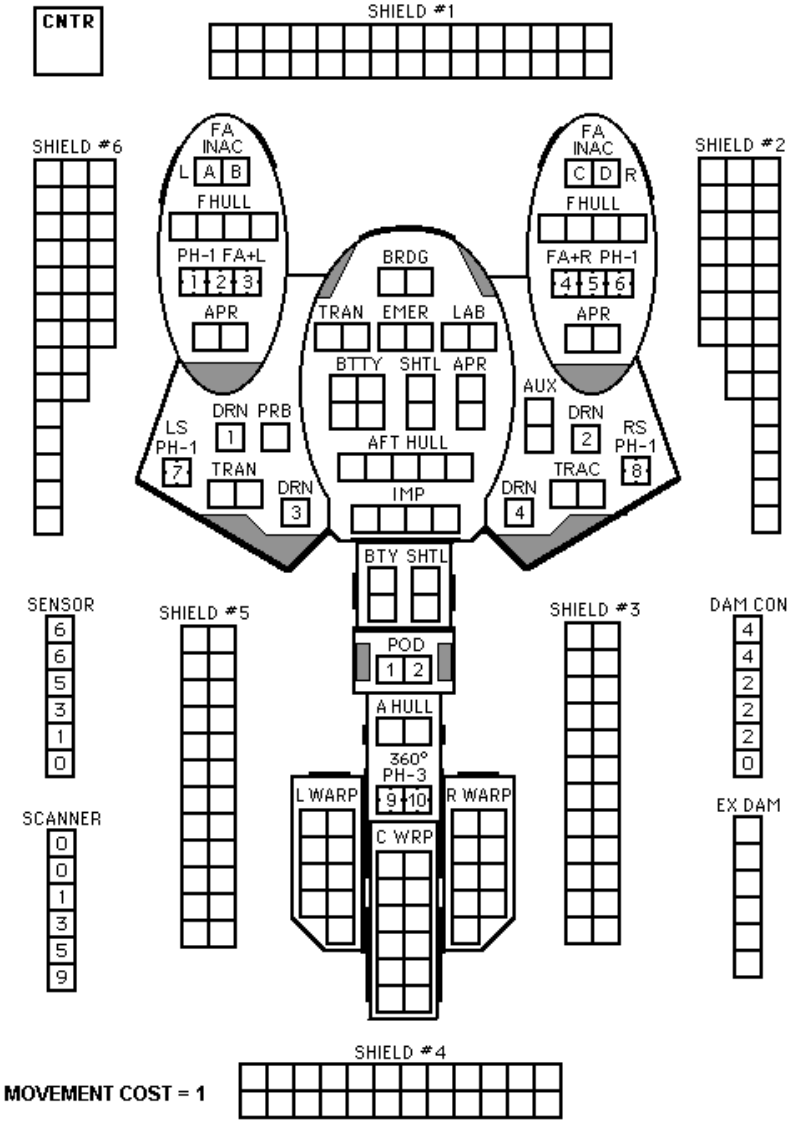




ZA'CAHRI DRAGONFLY BATTLE CONTROL SHIP

CREW UNITS

10 20 30 40 50 56

DECK CREWS

8

ADMIN SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

SHIP STATISTICS

TYPE	=	BCS
POINT VALUE	=	187
SHIELD COST	=	1 + 1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	BCS
REFERENCE	=	(RZ.31)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y183

CNTR

BOARDING PARTIES

10 15

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 = D		SPEED
POWER SYSTEMS	1	2 - 4
WARP = 30	2	5 - 8
IMPULSE = 4	3	9 - 12
APR = 6	4	13 - 17
TOTAL = 40	5	18 - 24
BTTY = 6	6	25+
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

LF RF L R LR RR

FA = LF + RF

IONIC ACCELERATOR

RANGE	0	1	2	3-4	5-8	9-12	13-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	1-3	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	1-4	NA	NA
DAMAGE,STD	0	2	2	3	3	4	3	2
DAMAGE,OVLD	0	4	4	6	6	8	0	0

HIT & RUN

UIM

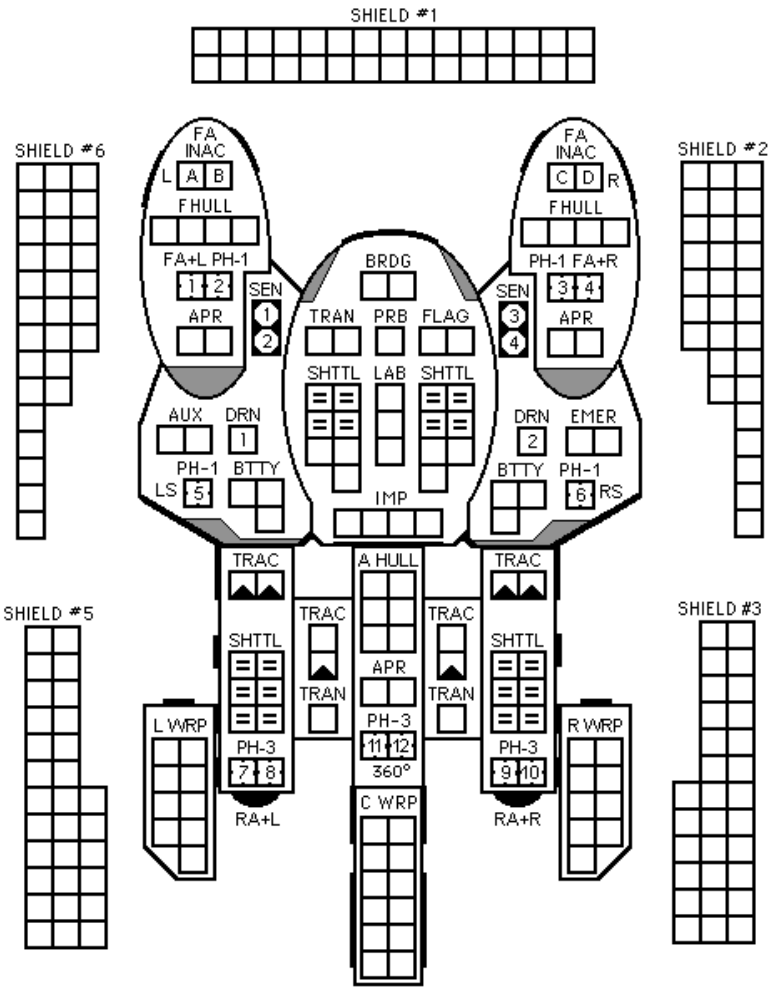
SPECIAL SENSORS ARE DESTROYED ON PHASER HITS

DRONE RACKS

1 B
2 B

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



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	

CORE WORLDS

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ZA'CAHRI DRAGONFLY-V HEAVY CARRIER

CREW UNITS

			✱						10
									20
									30
									40
									50
				56					

DECK CREWS

							8

ADMIN SHUTTLES

IDENT	HIT POINTS	NOTES

SHUTTLES ARE IN TWO BAYS

SHIP STATISTICS

TYPE	=	CVA
POINT VALUE	=	176
SHIELD COST	=	1 + 1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CVA
REFERENCE	=	(RZ.34)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y173

CNTR

BOARDING PARTIES

									10
			15						

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 = D		SPEED	
POWER SYSTEMS	1	2 - 4	
WARP = 30	2	5 - 8	
IMPULSE = 4	3	9 - 12	
APR = 6	4	13 - 17	
TOTAL = 40	5	18 - 24	
BTTY = 6	6	25+	
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

IONIC ACCELERATOR

RANGE	0	1	2	3-4	5-8	9-12	13-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	1-3	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	1-4	NA	NA
DAMAGE,STD	0	2	2	3	3	4	3	2
DAMAGE,OVLD	0	4	4	6	6	8	0	0

HIT & RUN

UIM ☐

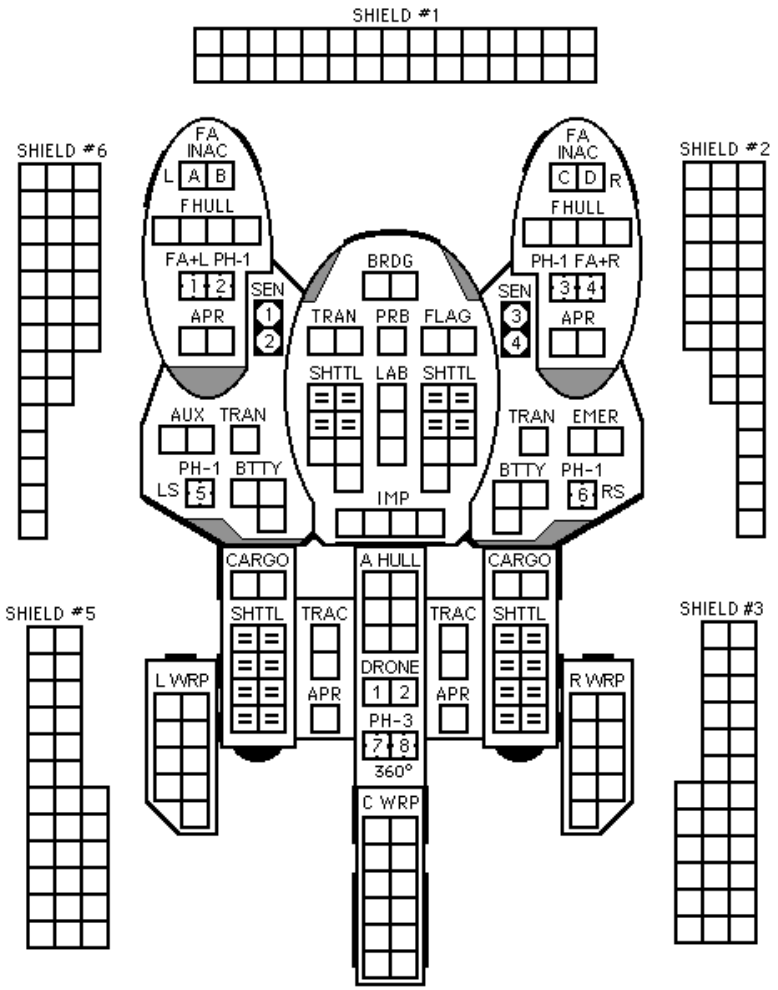
SPECIAL SENSORS ARE DESTROYED ON PHASER HITS

DRONE RACKS

1								B
2								B

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



MOVEMENT COST = 1

SENSOR

6	6	5	3	1	0

SCANNER

0	0	1	3	5	9

DAM CON

4	4	2	2	2	0

EX DAM

CORE WORLDS

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

Tables and Charts by PHD Shipyards
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Za'Cahri CVA is courtesy of
George Ebersole < Blueghos@pacbell.net >

ZA'CAHRI
MANTIS CRUISER

CREW UNITS								
			✱					10
								20
								30
								40

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

SHIP STATISTICS		
TYPE	=	MT
POINT VALUE	=	137
SHIELD COST	=	1 + 1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	MT
REFERENCE	=	(RZ.2)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y132
Y175 REFIT	=	+0

CNTR

BOARDING PARTIES									
									10

PROBES				
				5

T-BOMBS								
				D	D	D	D	

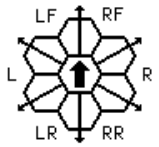
TYPE I PHASER

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

SHIPS PERFORMANCE			
MOVEMENT COST			1
HET COST			5
ERRATIC MANEUVER COST			6
BREAKDOWN			5 - 6
		TURN MODE = D	SPEED
POWER SYSTEMS		1	2 - 4
WARP	= 30	2	5 - 8
IMPULSE	= 4	3	9 - 12
APR	= 4	4	13 - 17
TOTAL	= 38	5	18 - 24
BTTY	= 5	6	25+
HET		BD	

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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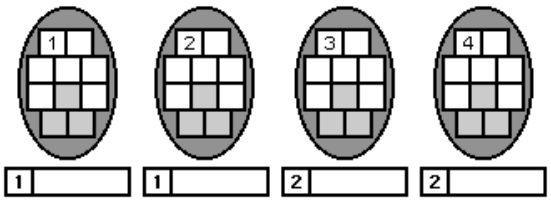
TYPE II PHASER TABLE

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

SATTELITE PODS — 4 D-PODS INCLUDED IN BPV

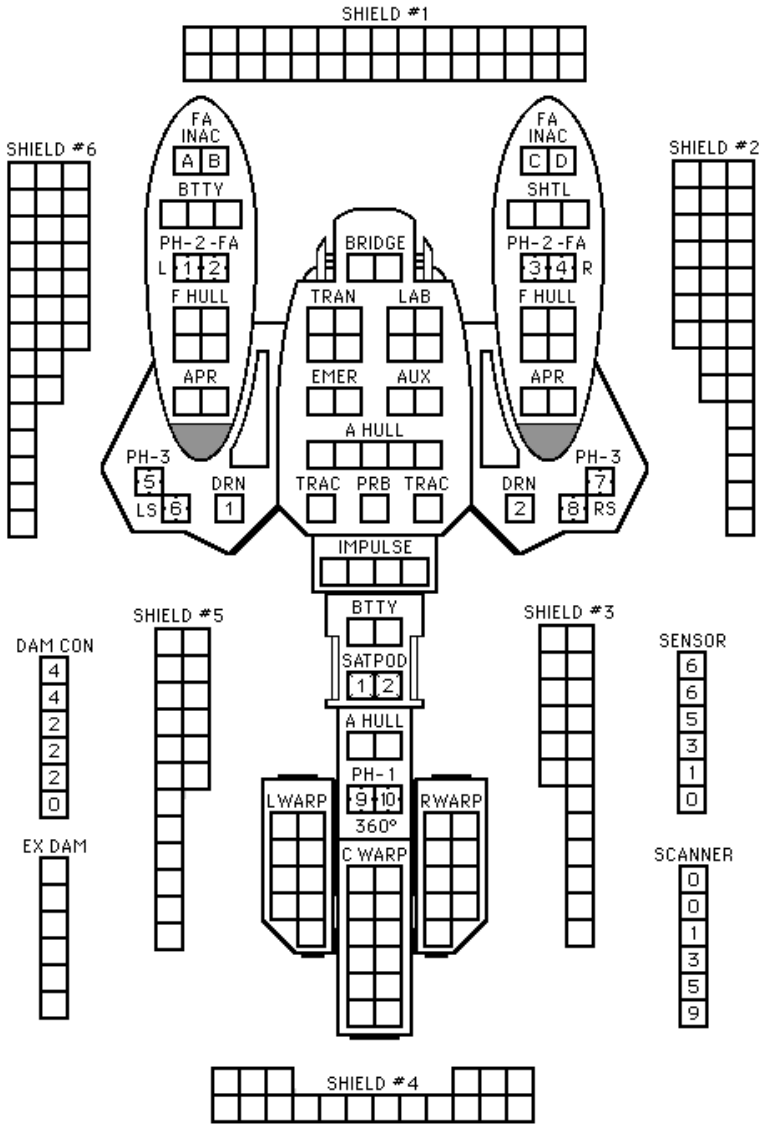


IONIC ACCELERATOR

RANGE	0	1	2	3-4	5-8	9-12	13-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	1-3	NA	NA
DAMAGE,STD	0	2	2	3	3	4	3	2
DAMAGE,OVLD	0	4	4	6	6	8	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



ZA'CAHRI MANTIS-C COMMAND CRUISER

CREW UNITS								
			*					10
								20
								30
								40
			45					

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

BOARDING PARTIES									
									10
			15						

PROBES				
				5

T-BOMBS							
				D	D	D	D

SHIP STATISTICS		
TYPE	=	CC
POINT VALUE	=	158
SHIELD COST	=	1 + 1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CA
REFERENCE	=	(RZ.4)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y142

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		1	
HET COST		5	
ERRATIC MANEUVER COST		6	
BREAKDOWN		5 - 6	
TURN MODE = D		SPEED	
POWER SYSTEMS		1	2 - 4
WARP	= 30	2	5 - 8
IMPULSE	= 4	3	9 - 12
APR	= 6	4	13 - 17
TOTAL	= 40	5	18 - 24
BTTY	= 5	6	25+
HET		BD	

IONIC ACCELERATOR

RANGE	0	1	2	3-4	5-8	9-12	13-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	1-3	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	1-4	NA	NA
DAMAGE,STD	0	2	2	3	3	4	3	2
DAMAGE,OVLD	0	4	4	6	6	8	0	0

HIT & RUN
UIM

2 x UIM STANDARD

DRONE RACKS								
1								B
2								B

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

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

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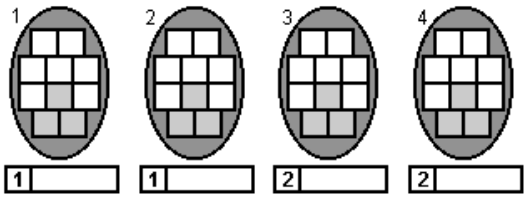

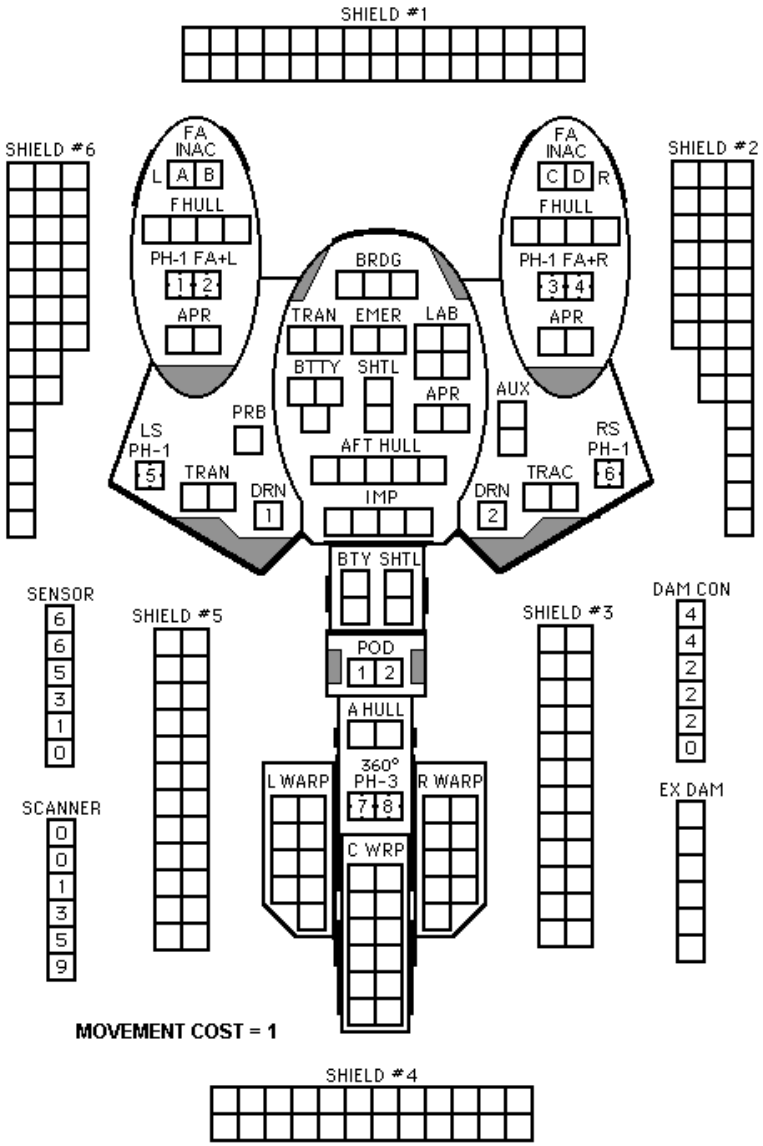

ZA'CAHRI MANTIS-V HEAVY CARRIER

CREW UNITS								
			✱					10
								20
								30
								40
							48	

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

SHIP STATISTICS		
TYPE	=	CV
POINT VALUE	=	164
SHIELD COST	=	1 + 1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CA
REFERENCE	=	(RZ.32)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y171

CNTR

BOARDING PARTIES									
									10

PROBES				
				5

T-BOMBS							
				D	D	D	D

DECK CREWS											
											12

SHIPS PERFORMANCE			
MOVEMENT COST			1
HET COST			5
ERRATIC MANEUVER COST			6
BREAKDOWN			5 - 6
TURN MODE = D			SPEED
POWER SYSTEMS		1	2 - 4
WARP	= 30	2	5 - 8
IMPULSE	= 4	3	9 - 12
APR	= 4	4	13 - 17
TOTAL	= 38	5	18 - 24
BTTY	= 4	6	25+
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

HIT & RUN
UIM ☐

IONIC ACCELERATOR

RANGE	0	1	2	3-4	5-8	9-12	13-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	1-3	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	1-4	NA	NA
DAMAGE,STD	0	2	2	3	3	4	3	2
DAMAGE,OVLD	0	4	4	6	6	8	0	0

CORE WORLDS

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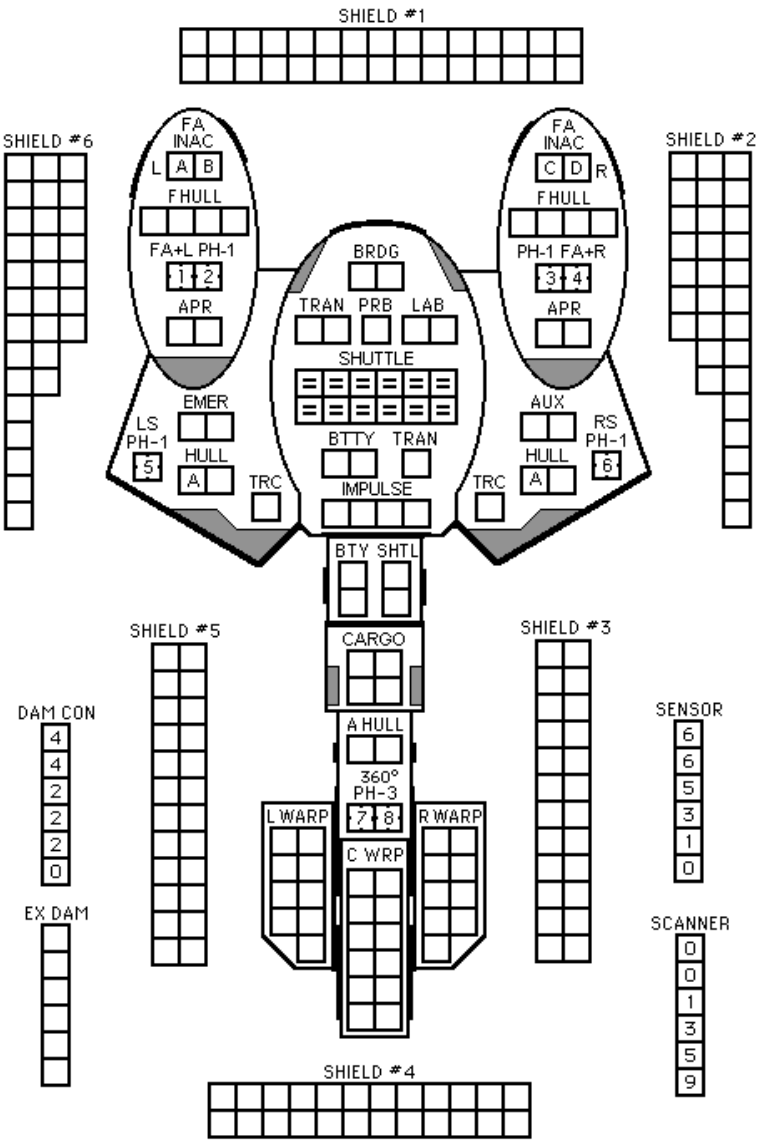


MOVEMENT COST = 1

The Za'Cahri CV is courtesy of John Christie < sfbrocky@rocknet.ney.au >
SSD by Sean Young < youngsea@msu.edu >

ZA'CAHRI MANTIS-G MISSILE CRUISER

CREW UNITS								
			✱					10
								20
								30
								40

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

SHIP STATISTICS		
TYPE	=	CG
POINT VALUE	=	153
SHIELD COST	=	1 + 1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CA
REFERENCE	=	(RZ.33)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y165

CNTR

BOARDING PARTIES										
										10
				15						

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 = D		SPEED
POWER SYSTEMS	1	2 - 4
WARP = 30	2	5 - 8
IMPULSE = 4	3	9 - 12
APR = 4	4	13 - 17
TOTAL = 38	5	18 - 24
BTTY = 5	6	25+
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

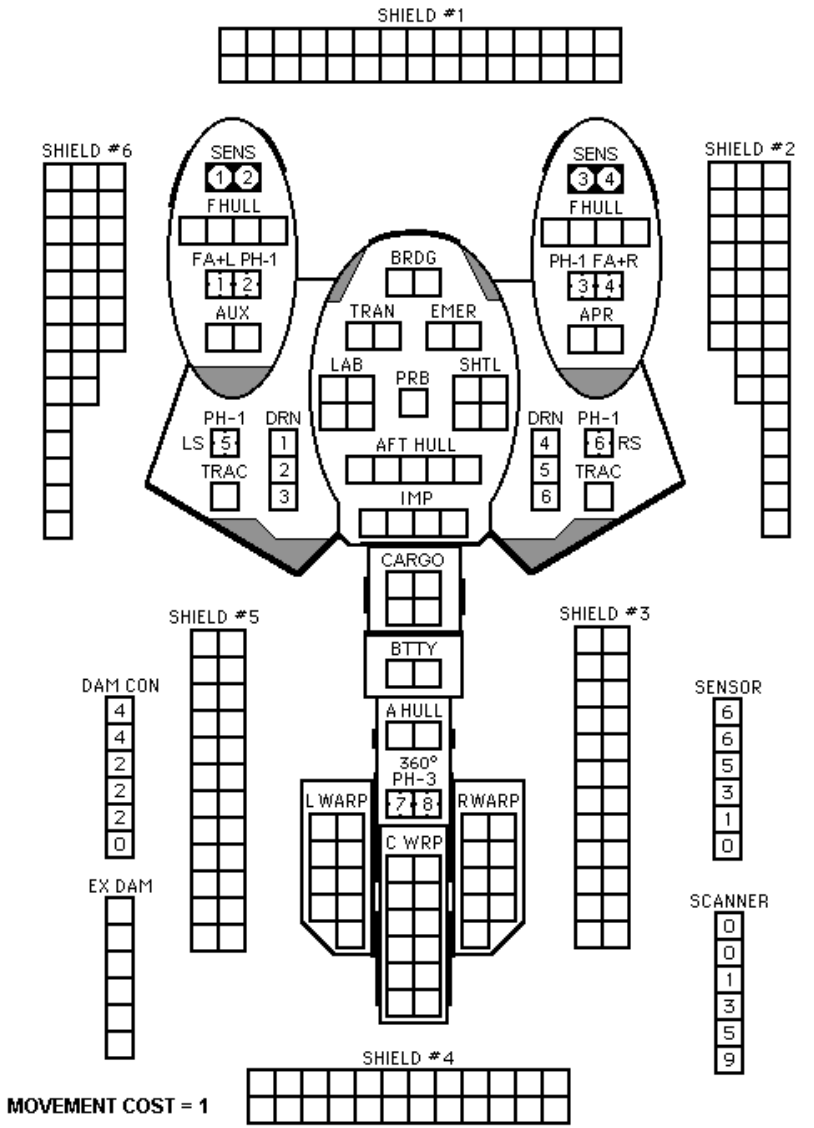
TYPE III DEFENSE PHASER

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		B
4		B
5		B
6		B

B-RACKS HAVE TWO RELOADS EACH

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



MOVEMENT COST = 1

ZA'CAHRI MANTIS-Z ASSAULT CRUISER

CREW UNITS								
			✱					10
								20
								30
								40
						47		

BOARDING PARTIES								
								10
								20
			25					

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

PROBES				
				5

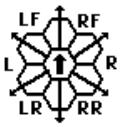
T-BOMBS				
				D D D D

SHIP STATISTICS		
TYPE	=	CAZ
POINT VALUE	=	140
SHIELD COST	=	1 + 1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CA
REFERENCE	=	(RZ.24)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y143
SHIELD REFIT	=	+3

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	1
HET COST	5
ERRATIC MANEUVER COST	6
BREAKDOWN	5 - 6

TURN MODE = D		SPEED
POWER SYSTEMS	1	2 - 4
WARP = 30	2	5 - 8
IMPULSE = 4	3	9 - 12
APR = 4	4	13 - 17
TOTAL = 38	5	18 - 24
BTTY = 5	6	25+
HET	BD	

IONIC ACCELERATOR

RANGE	0	1	2	3-4	5-8	9-12	13-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	1-3	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	1-4	NA	NA
DAMAGE,STD	0	2	2	3	3	4	3	2
DAMAGE,OVLD	0	4	4	6	6	8	0	0

HIT & RUN
UIM ☐

DRONE RACKS								
1								B
2								B
3								B
4								B

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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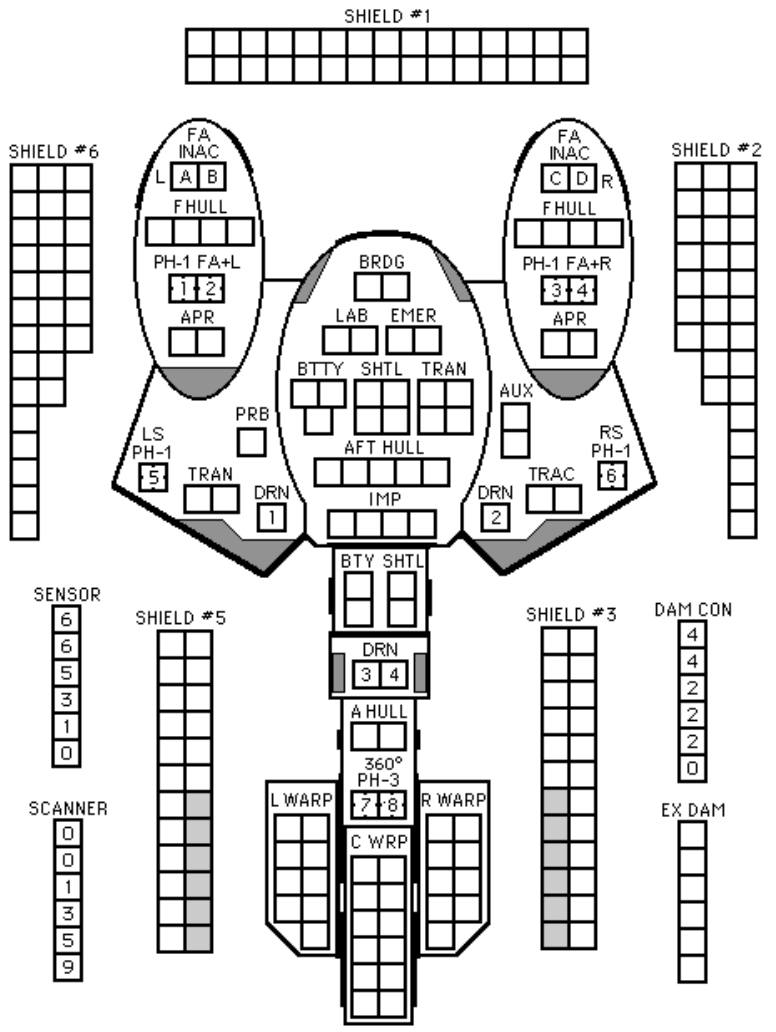


MOVEMENT COST = 1

ZA'CAHRI
LOTUS CRUISER

CREW UNITS								
			*					10
								20
								30

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

SHIP STATISTICS		
TYPE	=	LT
POINT VALUE	=	122
SHIELD COST	=	1 + 1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	LT
REFERENCE	=	
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y175

CNTR

BOARDING PARTIES										
										10

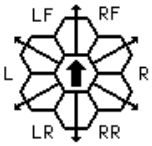
PROBES				
				5

T-BOMBS							
				D	D	D	D

SHIPS PERFORMANCE			
MOVEMENT COST			.66
HET COST			3.33
ERRATIC MANEUVER COST			4
BREAKDOWN			5 - 6
TURN MODE = D			SPEED
POWER SYSTEMS		1	2 - 4
WARP	= 24	2	5 - 8
IMPULSE	= 4	3	9 -12
APR	= 4	4	13-17
TOTAL	= 32	5	18-24
BTTY	= 3	6	25+
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



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

TYPE-B DRONE RACKS (2 RELOADS)

IONIC ACCELERATOR

RANGE	0	1	2	3-4	5-8	9-12	13-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	1-3	NA	NA
DAMAGE,STD	0	2	2	3	3	4	3	2
DAMAGE,OVLD	0	4	4	6	6	8	0	0

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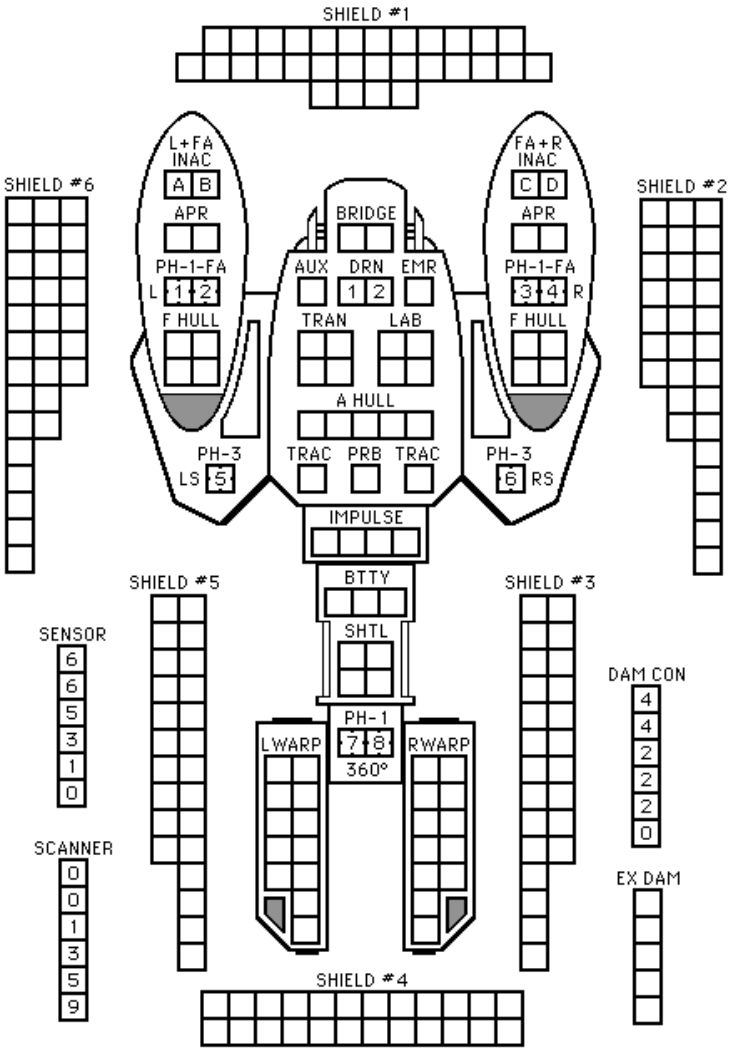


WARP ENERGY MOVEMENT COST = .67 (2/3)					HET COST = 5					ERRATIC MANEUVER WARP COST = 6																				
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	.67	1.33	2	2.67	3.33	4	4.67	5.33	6	6.67	7.33	8	8.67	9.33	10	10.67	11.33	12	12.67	13.33	14	14.67	15.33	16	16.67	17.33	18	18.67	19.33	20

ZA'CAHRI LOTUS-D DRONE CRUISER

CREW UNITS								
			✱					10
								20
								30
				36				

BOARDING PARTIES								
								10
12								

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES
THIS SHIP HAS 2 SHUTTLE BAYS.		

PROBES				
				5

T-BOMBS							
				D	D	D	D

SHIP STATISTICS		
TYPE	=	CWD
POINT VALUE	=	131
SHIELD COST	=	1 + 1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CW
REFERENCE	=	(RZ.6)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y177

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

HIT & RUN
UIM ☐

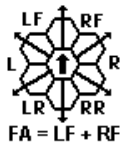
SHIPS PERFORMANCE		
MOVEMENT COST		.66
HET COST		3.33
ERRATIC MANEUVER COST		4
BREAKDOWN		5 - 6
TURN MODE = D		SPEED
POWER SYSTEMS	1	2 - 4
WARP = 24	2	5 - 8
IMPULSE = 4	3	9 - 12
APR = 2	4	13 - 17
TOTAL = 30	5	18 - 24
BTTY = 4	6	25+
HET	BD	

IONIC ACCELERATOR

RANGE	0	1	2	3-4	5-8	9-12	13-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	1-3	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	1-4	NA	NA
DAMAGE,STD	0	2	2	3	3	4	3	2
DAMAGE,OVLD	0	4	4	6	6	8	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



FA = LF + RF

CORE WORLDS
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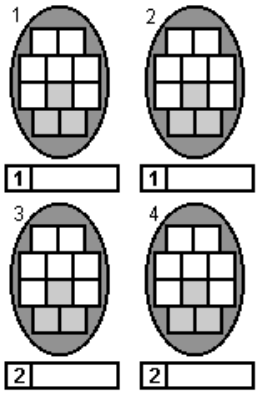
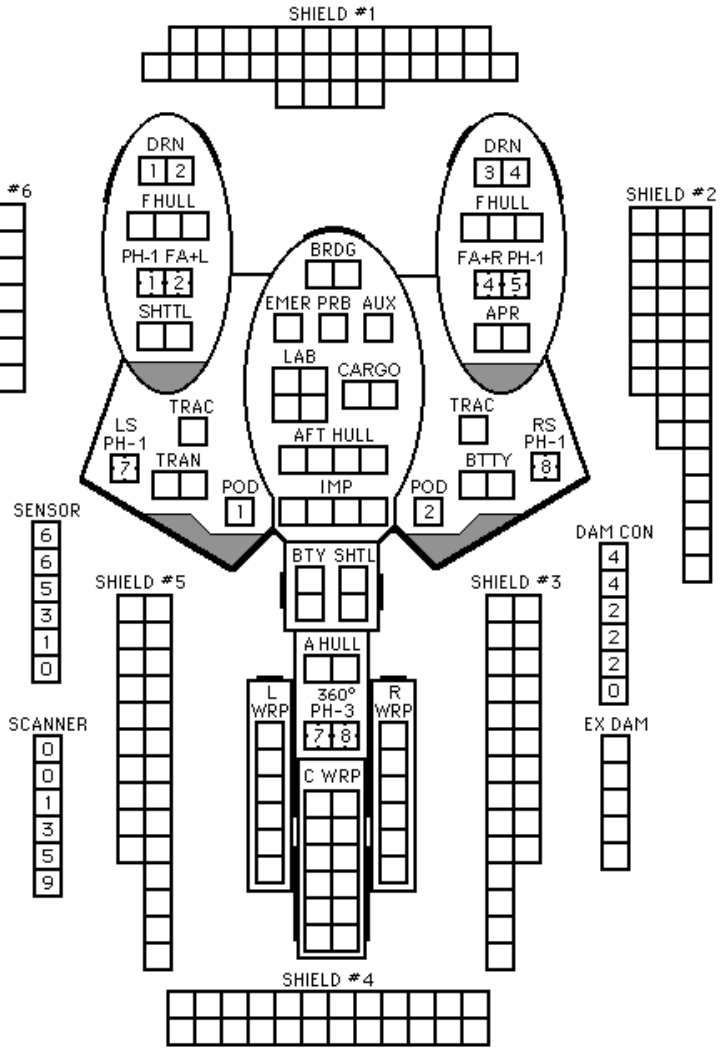
DRONE RACKS								
1								B
2								B
3								B
4								B

B RACKS HAVE 2 RELOADS.





WARP ENERGY MOVEMENT COST = .67 (2/3)					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	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.	.67	1.33	2	2.67	3.33	4	4.67	5.33	6	6.67	7.33	8	8.67	9.33	10	10.67	11.33	12	12.67	13.33	14	14.67	15.33	16	16.67	17.33	18	18.67	19.33	20

ZA'CAHRI LOTUS-P SYSTEM PATROL CRUISER

CREW UNITS								
			✱					10
								20
								30
			34					

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

THIS SHIP HAS 3 SHUTTLE BAYS.

BOARDING PARTIES									
									10

PROBES				
				5

T-BOMBS							
				D	D	D	D

SHIP STATISTICS		
TYPE	=	CWP
POINT VALUE	=	118/139
SHIELD COST	=	1 + 1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CW
REFERENCE	=	(RZ.29)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y177

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

HIT & RUN
UIM ☐

SHIPS PERFORMANCE		
MOVEMENT COST		.66
HET COST		3.33
ERRATIC MANEUVER COST		4
BREAKDOWN		5 - 6
TURN MODE = D		SPEED
POWER SYSTEMS	1	2 - 4
WARP = 24	2	5 - 8
IMPULSE = 4	3	9 - 12
APR = 4	4	13 - 17
TOTAL = 32	5	18 - 24
BTTY = 4	6	25+
HET	BD	

IONIC ACCELERATOR

RANGE	0	1	2	3-4	5-8	9-12	13-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	1-3	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	1-4	NA	NA
DAMAGE,STD	0	2	2	3	3	4	3	2
DAMAGE,OVLD	0	4	4	6	6	8	0	0

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

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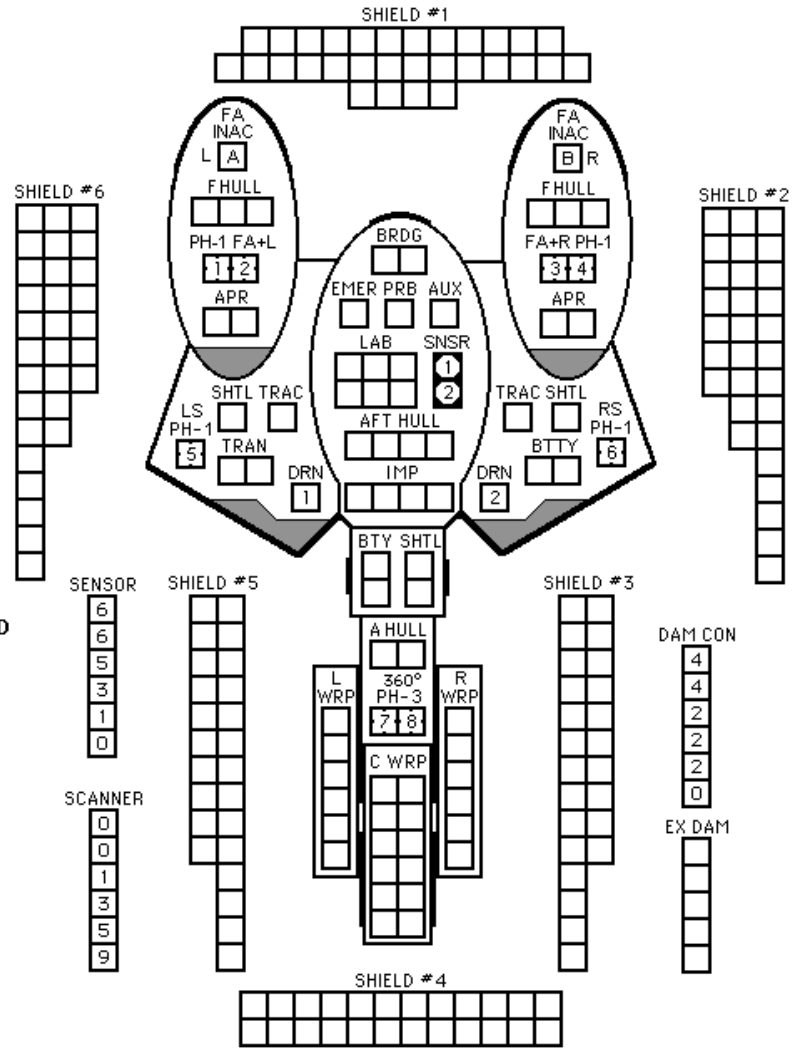
DRONE RACKS								
1								B
2								B

B RACKS HAVE 2 RELOADS.

LF RF L R LR RR

FA = LF + RF



WARP ENERGY MOVEMENT COST = .67 (2/3)					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	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.	.67	1.33	2	2.67	3.33	4	4.67	5.33	6	6.67	7.33	8	8.67	9.33	10	10.67	11.33	12	12.67	13.33	14	14.67	15.33	16	16.67	17.33	18	18.67	19.33	20

ZA'CAHRI
ILLICID DESTROYER

CREW UNITS								
			✱					10
								20

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

BOARDING PARTIES							
							8

PROBES				
				5

T-BOMBS			
		D	D

SHIP STATISTICS		
TYPE	=	ILD
POINT VALUE	=	75
SHIELD COST	=	.5 +.5
LIFE SUPPORT	=	.5
SIZE CLASS	=	4
TACT INTEL	=	ILD
REFERENCE	=	
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y123

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	= 3	3	10 - 14
APR	= 3	4	15 - 20
TOTAL	= 22	5	21 - 27
BTTY	= 3	6	28+
HET		BD	

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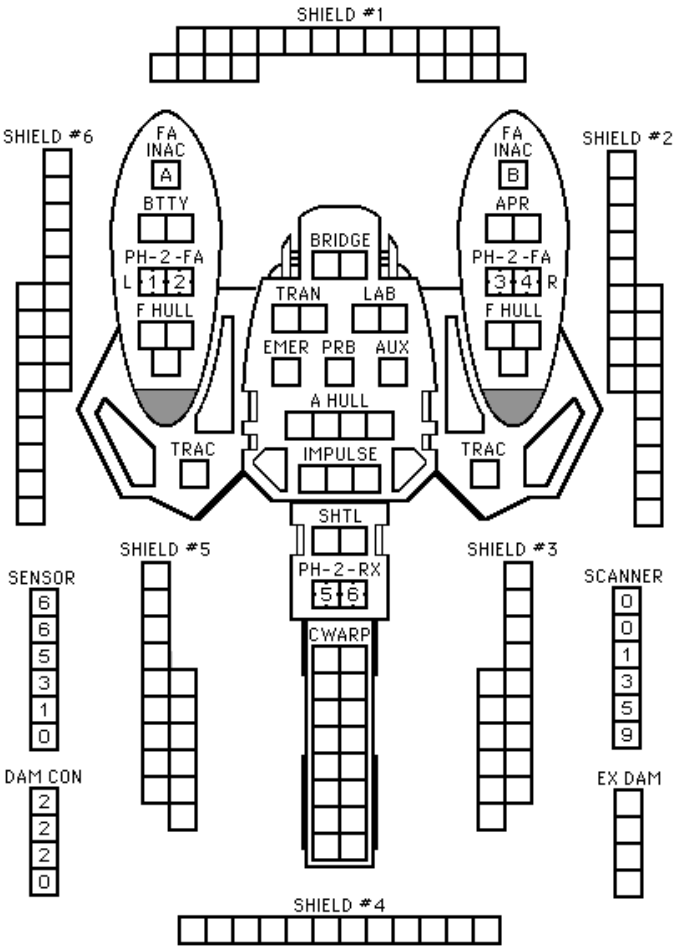
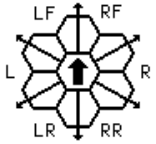


TYPE II PHASER TABLE

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



IONIC ACCELERATOR

RANGE	0	1	2	3-4	5-8	9-12	13-22
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	1-3	NA
DAMAGE,STD	0	2	2	3	3	4	3
DAMAGE,OVLD	0	4	4	6	6	8	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

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

ZA'CAHRI ILLICID-A AEGIS DESTROYER

CREW UNITS								
			✱					10
								20

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

BOARDING PARTIES							
							8

PROBES				
				5

T-BOMBS				
D	D	D	D	

SHIP STATISTICS		
TYPE	=	DDA
POINT VALUE	=	115
SHIELD COST	=	1/2 + 1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
TACT INTEL	=	DD
REFERENCE	=	(RZ.10)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y169
LIMITED AEGIS (ADDs)		

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

HIT & RUN
UIM ☐

FA = LF + RF

IONIC ACCELERATOR

RANGE	0	1	2	3-4	5-8	9-12	13-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	1-3	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	1-4	NA	NA
DAMAGE,STD	0	2	2	3	3	4	3	2
DAMAGE,OVLD	0	4	4	6	6	8	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 = 4	3	11 - 15
APR = 4	4	16 - 21
TOTAL = 24	5	22 - 28
BTTY = 2	6	29+
HET	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

DRONE RACKS												
1												B
2												B
ADD									6	6		1
ADD									6	6		2

B RACKS HAVE ONE RELOAD PRIOR TO Y175, TWO RELOADS THERAFTER.
ADD HOLDS 6 ROUNDS PRIOR TO Y175 AND 12 ROUNDS THEREAFTER

CORE WORLDS

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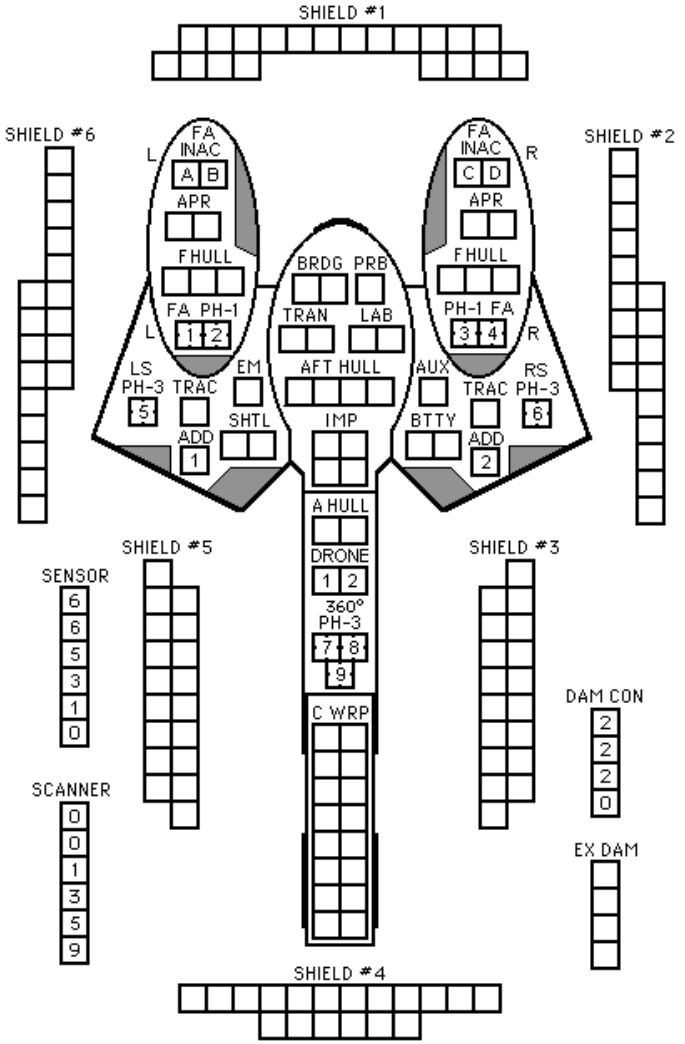

WARP ENERGY MOVEMENT COST = .5 (1/2)					HET COST = 5		ERRATIC MANEUVER WARP COST = ⑥																						
SPEED	1	2	3	4	5	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	.5	1	1.5	2	2.5	3	3.5	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

ZA'CAHRI ILLICID-L
DESTROYER LEADER

CREW UNITS									
			✱						10
									20
			24						

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

BOARDING PARTIES							
							8

PROBES				
				5

T-BOMBS				
				D D D D

SHIP STATISTICS		
TYPE	=	DLL
POINT VALUE	=	130
SHIELD COST	=	1/2 + 1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
TACT INTEL	=	DD
REFERENCE	=	(RZ.21)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y172

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

HIT & RUN
UIM ☐

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 = 4		3	11 - 15
APR = 4		4	16 - 21
TOTAL = 24		5	22 - 28
BTTY = 4		6	29+
HET		BD	

IONIC ACCELERATOR

RANGE	0	1	2	3-4	5-8	9-12	13-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	1-3	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	1-4	NA	NA
DAMAGE,STD	0	2	2	3	3	4	3	2
DAMAGE,OVLD	0	4	4	6	6	8	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

CORE WORLDS

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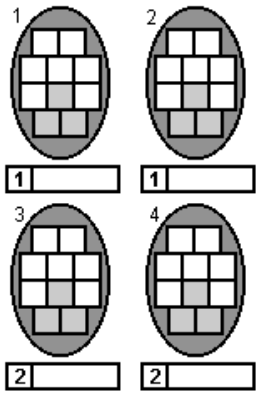
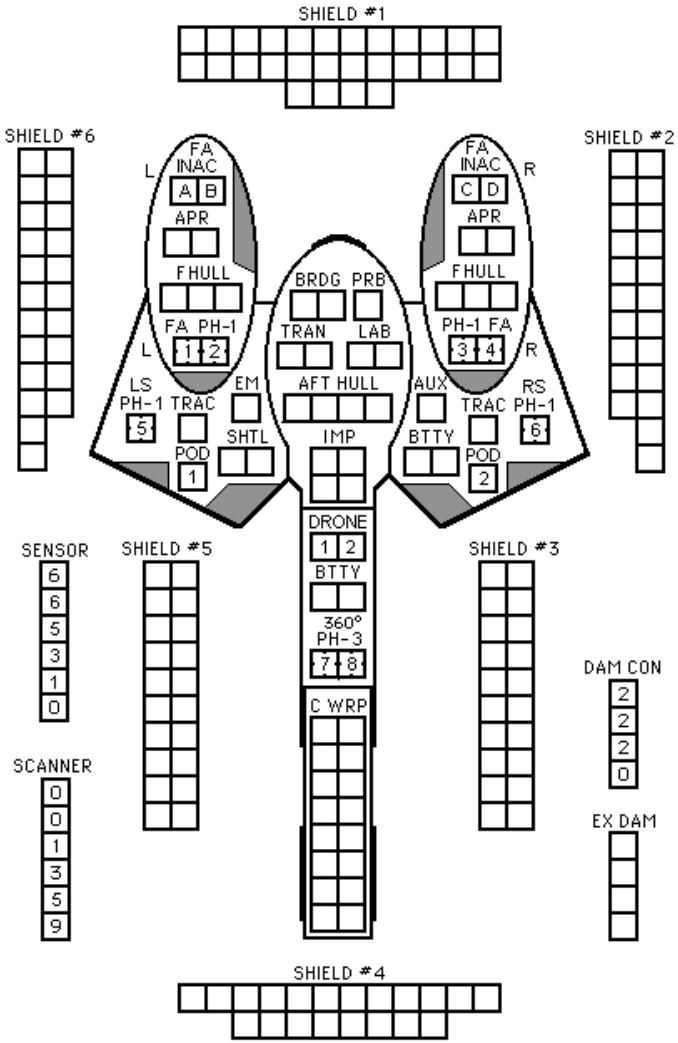
DRONE RACKS								
1								B
2								B

B RACKS HAD ONE RELOAD PRIOR TO Y 175, TWO RELOADS THERAFTER.





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

ZA'CAHRI LIGHT TAC REPAIR ESCORT

CREW UNITS									
									10
							18		

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

BOARDING PARTIES			
			4

T-BOMBS							
				D	D	D	D

PROBES				
				5

SHIP STATISTICS		
TYPE	=	DLTR
POINT VALUE	=	82 / 70
SHIELD COST	=	1/2 + 1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
TACT INTEL	=	DD
REFERENCE	=	(RZ.30)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y151

TYPE I PHASER

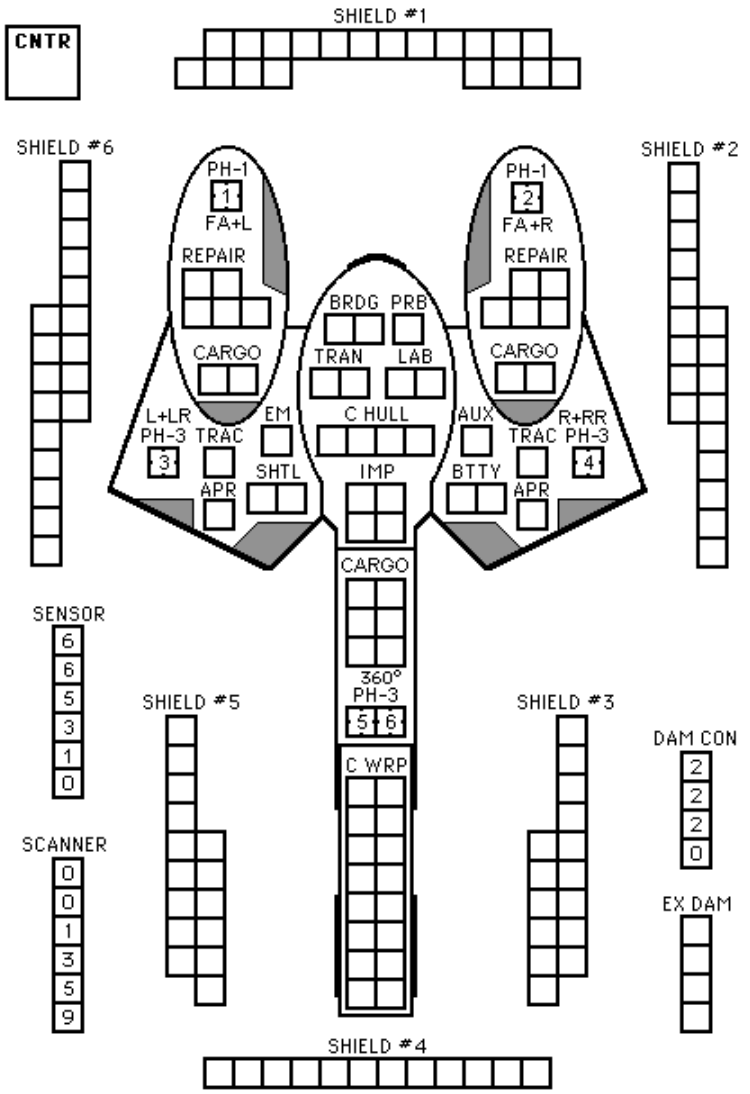
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

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	= 4	3	11 - 15
APR	= 2	4	16 - 21
TOTAL	= 22	5	22 - 28
BTTY	= 2	6	29+
HET		BD	



CORE WORLDS

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

Tables and Charts by PHD Shipyards
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Za'Cahri Light Tactical Repair Escort
designed and drawn by Loren Smith.

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

ZA'CAHRI
ILLICID-P TENDER

CREW UNITS								
			*					10
								20

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

BOARDING PARTIES							
							8

PROBES				
				5

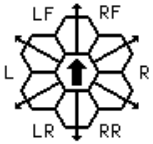
T-BOMBS			
		D	D

SHIP STATISTICS		
TYPE	=	ILP
POINT VALUE	=	94/128
SHIELD COST	=	.5 +.5
LIFE SUPPORT	=	.5
SIZE CLASS	=	4
TACT INTEL	=	ILD
REFERENCE	=	
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y145

CNTR

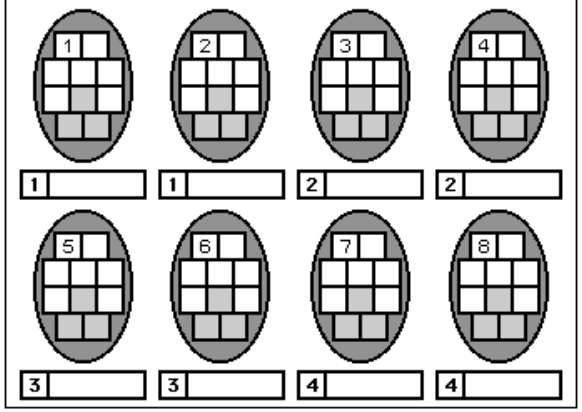
TYPE I PHASER

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		.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	= 3	3		10 - 14
APR	= 3	4		15 - 20
TOTAL	= 22	5		21 - 27
BTTY	= 3	6		28+
HET		BD		

SATTELITE PODS — 8 D-PODS INCLUDED IN BPV



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

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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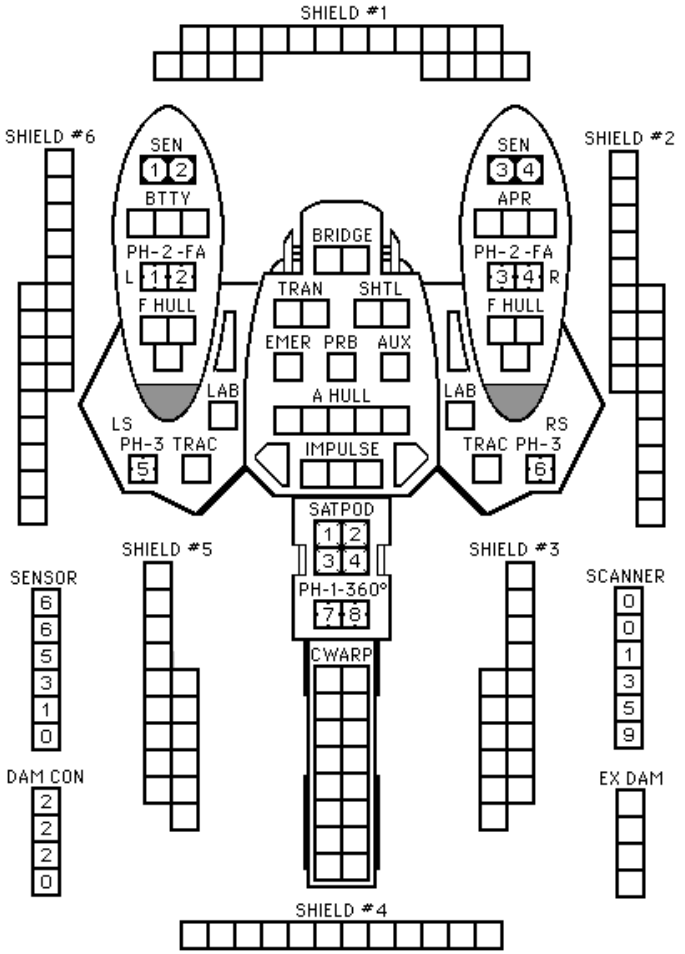


WARP ENERGY MOVEMENT COST = .5 (1/2)	HET COST = [5]	ERRATIC MANEUVER WARP COST = ⑥

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

ZA'CAHRI
ILLICID SCOUT

CREW UNITS								
			✱					10
								20

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

BOARDING PARTIES							
							8

PROBES				
				5

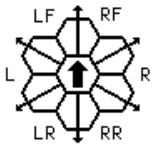
T-BOMBS			
		D	D

SHIP STATISTICS		
TYPE	=	ILS
POINT VALUE	=	76/100
SHIELD COST	=	.5+.5
LIFE SUPPORT	=	.5
SIZE CLASS	=	4
TACT INTEL	=	ILD
REFERENCE	=	
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y123
Y175 REFIT	=	+0

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			.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	= 3	3	10-14
APR	= 3	4	15-20
TOTAL	= 22	5	21-27
BTTY	= 3	6	28+
HET		BD	

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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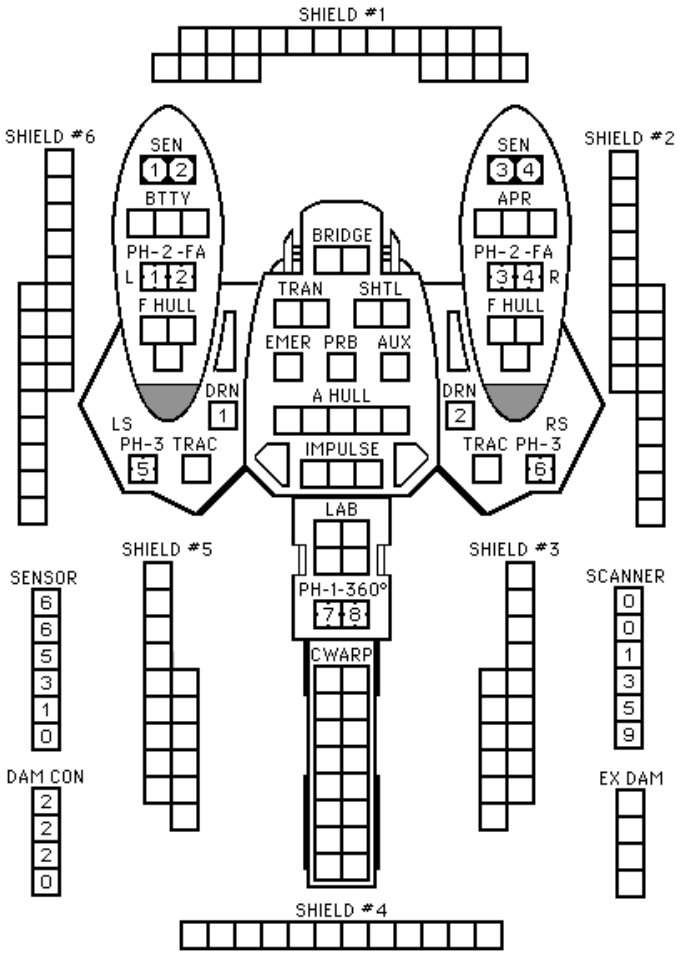


TYPE II PHASER TABLE

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

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

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

ZA'CAHRI
ILLICID-T TRAINING CARRIER

CREW UNITS									
			✱						10
									20

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

SHIP STATISTICS		
TYPE	=	ILT
POINT VALUE	=	80
SHIELD COST	=	.5 +.5
LIFE SUPPORT	=	.5
SIZE CLASS	=	4
TACT INTEL	=	ILD
REFERENCE	=	
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y168

CNTR

DECK CREWS			
			4

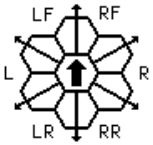
BOARDING PARTIES							
							8

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			.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	= 3	3	10-14
APR	= 3	4	15-20
TOTAL	= 22	5	21-27
BTTY	= 3	6	28+
HET		BD	

IONIC ACCELERATOR

RANGE	0	1	2	3-4	5-8	9-12	13-22
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	1-3	NA
DAMAGE,STD	0	2	2	3	3	4	3
DAMAGE,OVLD	0	4	4	6	6	8	0

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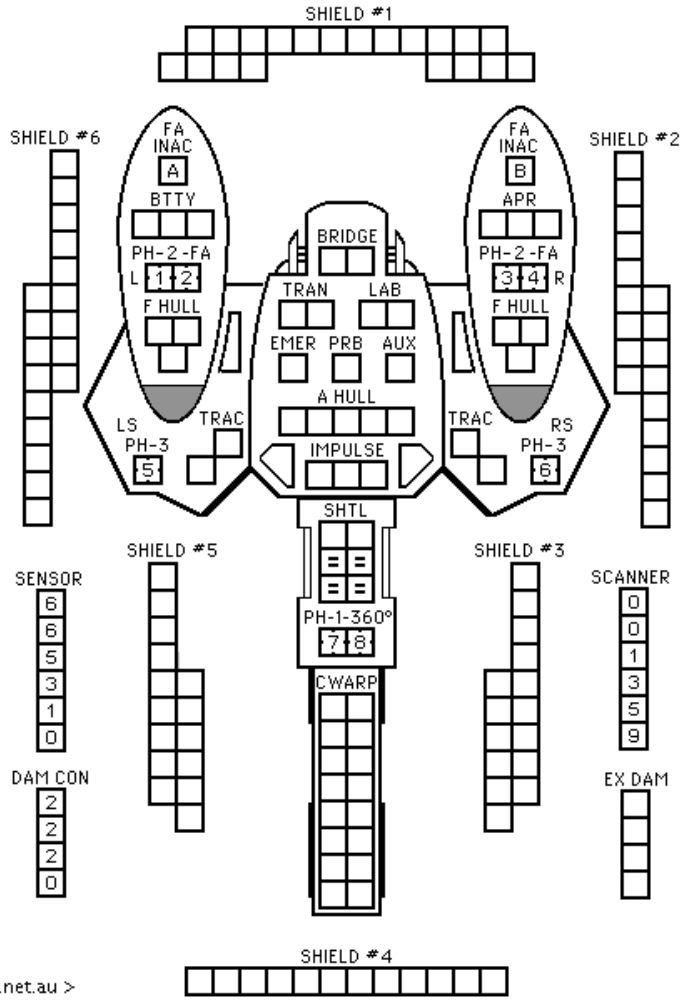
TYPE II PHASER TABLE

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

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



Za'Cahri ILT is courtesy of
John Christie < sfbrocky@rocknet.net.au >

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

ZA'CAHRI AUXILLARY POD DESTROYER

BOARDING PARTIES: 8

PROBES: 5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE		
TYPE	=	AuxDP
BPV	=	135
BREAKDOWN	=	5-6
SHIELD COST	=	1/2 + 1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
YR IN SERVICE	=	Y142
SHIELD REFIT		+3

CNTR

SHIELD #1

LF RF L R LR RR

SHIELD #6

SHIELD #2

SHIELD #5

SHIELD #3

SHIELD #4

TYPE I OFFENSIVE PHASER TABLE

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

HIT & RUN UIM

TURN MODE		SPEED
B	1	2-5
	2	6-10
HET	3	11-15
	4	16-21
BD	5	22-28
	6	29+

SENSOR: 6 6 5 3 1 0

SCANNER: 0 0 1 3 5 9

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

IONIC ACCELERATOR

RANGE	0	1	2	3-4	5-8	9-12	13-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	1-3	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	1-4	NA	NA
DAMAGE,STD	0	2	2	3	3	4	3	2
DAMAGE,OVLD	0	4	4	6	6	8	0	0

HIT & RUN TABLE

1	SYSTEM DESTROYED; BP RETURNS
2	SYSTEM & BP DESTROYED
3-5	SYSTEM UNDAMAGED; BP DESTROYED
6	SYSTEM UNDAMAGED; BP RETURNS

H&R vs GUARDS

1-3	BP DESTROYED
4-5	BP RETURNS
6	CONDUCT H&R

DAM CON: 2 2 2 0

EX DAM

MOVEMENT COST = 1/2

by SEAN YOUNG <youngsea@pilot.msu.edu>

ZA'CAHRI SPIDER-P ESCORT FRIGATE

CREW UNITS								
			✱					10
								20

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

SHIP STATISTICS		
TYPE	=	FA
POINT VALUE	=	82
SHIELD COST	=	1/2 + 1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
TACT INTEL	=	FA
REFERENCE	=	(RZ.15)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y131
SHIELD REFIT	=	+3

CNTR

BOARDING PARTIES						

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

HIT & RUN
UIM ☐

FA = LF + RF

SHIPS PERFORMANCE	
MOVEMENT COST	.33
HET COST	1.67
ERRATIC MANEUVER COST	2
BREAKDOWN	6

POWER SYSTEMS		
WARP	=	12
IMPULSE	=	2
APR	=	2
TOTAL	=	16
BTTY	=	2
HET		

TURN MODE = B		SPEED
1		2 - 5
2		6 - 10
3		11 - 15
4		16 - 21
5		22 - 28
6		29+
BD		

IONIC ACCELERATOR

RANGE	0	1	2	3-4	5-8	9-12	13-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	1-3	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	1-4	NA	NA
DAMAGE,STD	0	2	2	3	3	4	3	2
DAMAGE,OVLD	0	4	4	6	6	8	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

CORE WORLDS

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

Tables and Charts by PHD Shipyards
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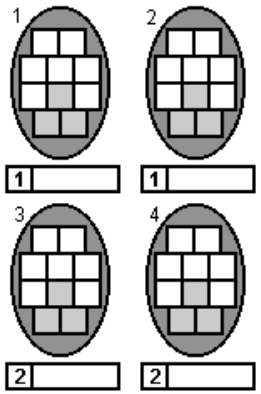
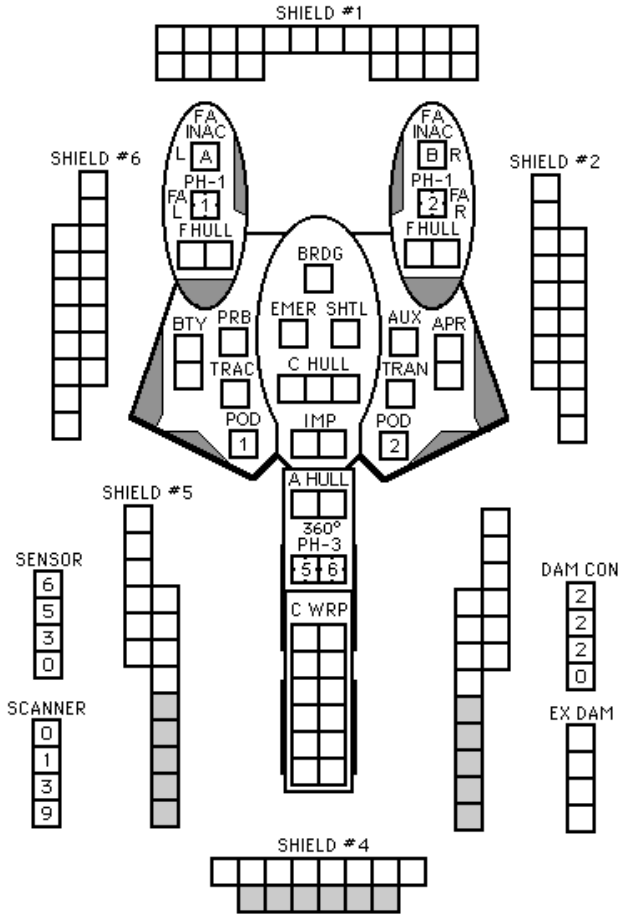




WARP ENERGY MOVEMENT COST = .33 (1/3)					HET COST = 5						ERRATIC MANEUVER WARP COST = ⑥																			
SPEED	1	2	3	4	5	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	.33	.67	1	1.33	1.67	2	2.33	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

ZA'CAHRI
SCORPION-D FRIGATE

CREW UNITS
✱ 10
16

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

BOARDING PARTIES
8

PROBES
5

T-BOMBS	
D	D

SHIP STATISTICS		
TYPE	=	FD
POINT VALUE	=	80
SHIELD COST	=	1/2 + 1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
TACT INTEL	=	FF
REFERENCE	=	(RZ.13)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y131
SHIELD REFIT	=	+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

HIT & RUN
UIM ☐

FA = LF + RF

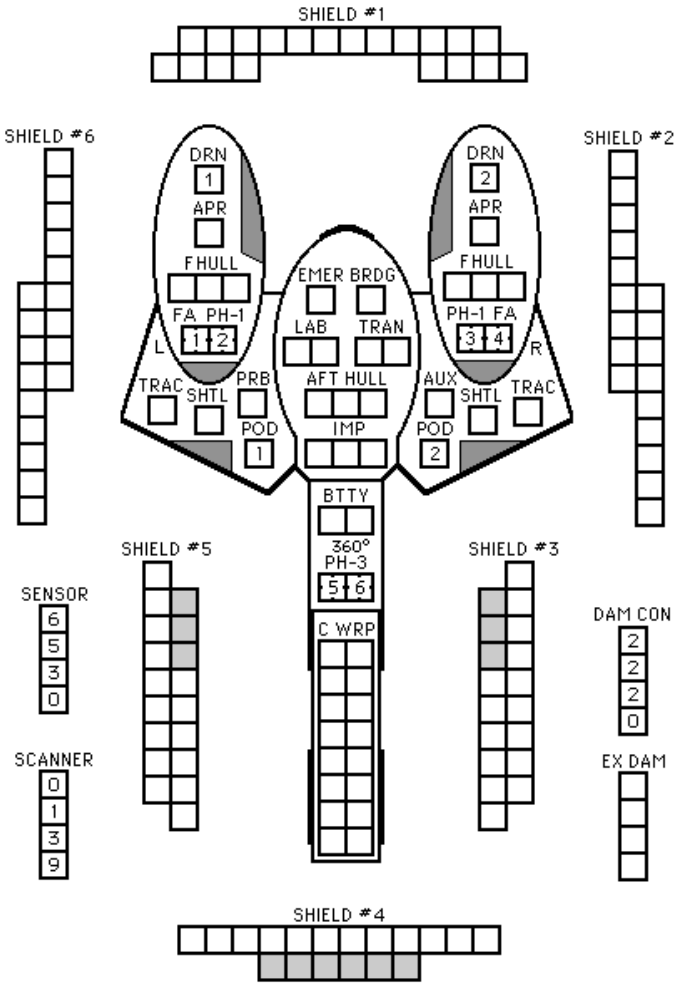
SHIPS PERFORMANCE			
MOVEMENT COST			.5
HET COST			2.5
ERRATIC MANEUVER COST			3
BREAKDOWN			5 - 6
	TURN MODE = B		SPEED
POWER SYSTEMS		1	2 - 5
WARP = 16		2	6 - 10
IMPULSE = 3		3	11 - 15
APR = 2		4	16 - 21
TOTAL = 21		5	22 - 28
BTTY = 2		6	29+
HET		BD	

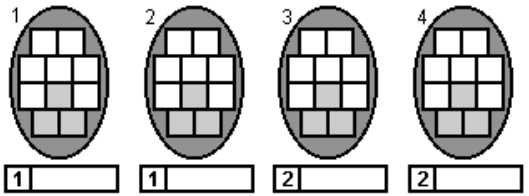
TYPE III DEFENSE PHASER

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

DRONE RACKS		
1		B
2		B

B RACKS HAD ONE RELOAD PRIOR TO Y175, TWO RELOADS THERAFTER.





CORE WORLDS

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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

ZA'CAHRI
SCORPION FRIGATE

CREW UNITS								
			✱					10

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

BOARDING PARTIES						
						6

PROBES				
				5

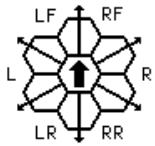
T-BOMBS			
		D	D

SHIP STATISTICS		
TYPE	=	SCP
POINT VALUE	=	61
SHIELD COST	=	.5 +.5
LIFE SUPPORT	=	.5
SIZE CLASS	=	4
TACT INTEL	=	SCP
REFERENCE	=	(RA.11)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y130

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			.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 = 1		4	16 - 21
TOTAL = 19		5	22 - 28
BTTY = 1		6	29+
HET		BD	

IONIC ACCELERATOR

RANGE	0	1	2	3-4	5-8	9-12	13-22
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	1-3	NA
DAMAGE,STD	0	2	2	3	3	4	3
DAMAGE,OVLD	0	4	4	6	6	8	0

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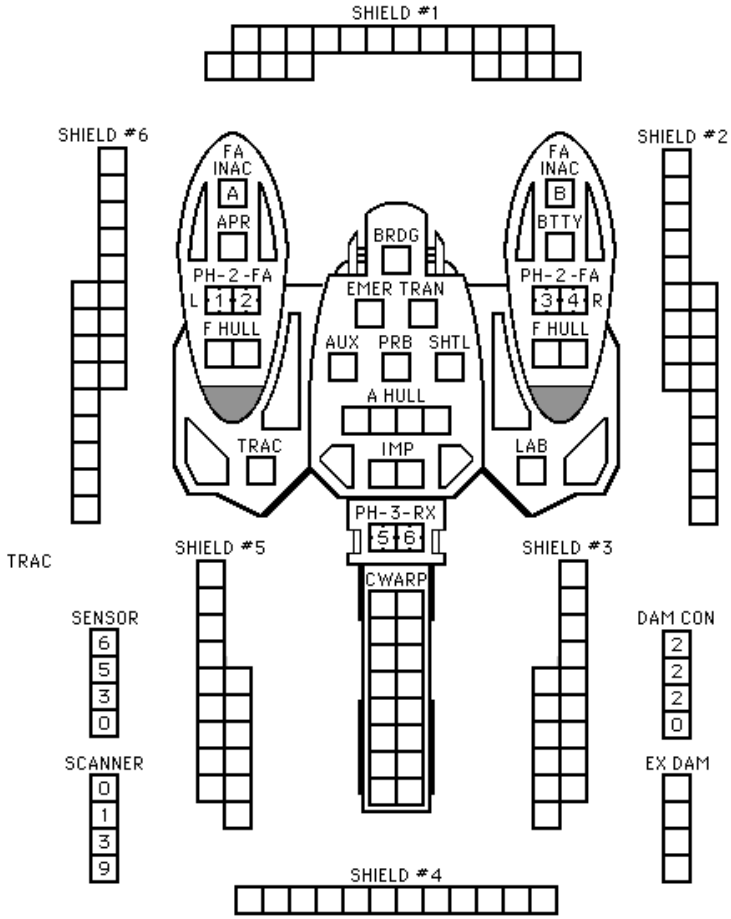
Sean J. Young < youngsea@msu.edu >

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

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



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

ZA'CAHRI SCORPION-L FRIGATE

CREW UNITS										
			✱							10
								18		

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

BOARDING PARTIES							
							8

PROBES				
				5

T-BOMBS			
		D	D

SHIP STATISTICS		
TYPE	=	FFL
POINT VALUE	=	93
SHIELD COST	=	1/2 + 1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
TACT INTEL	=	FF
REFERENCE	=	(RZ.25)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y172

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

HIT & RUN
UIM ☐

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 = 3		3	11 - 15
APR = 2		4	16 - 21
TOTAL = 21		5	22 - 28
BTTY = 2		6	29+
HET		BD	

IONIC ACCELERATOR

RANGE	0	1	2	3-4	5-8	9-12	13-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	1-3	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	1-4	NA	NA
DAMAGE,STD	0	2	2	3	3	4	3	2
DAMAGE,OVLD	0	4	4	6	6	8	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

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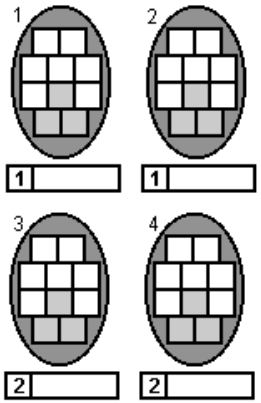
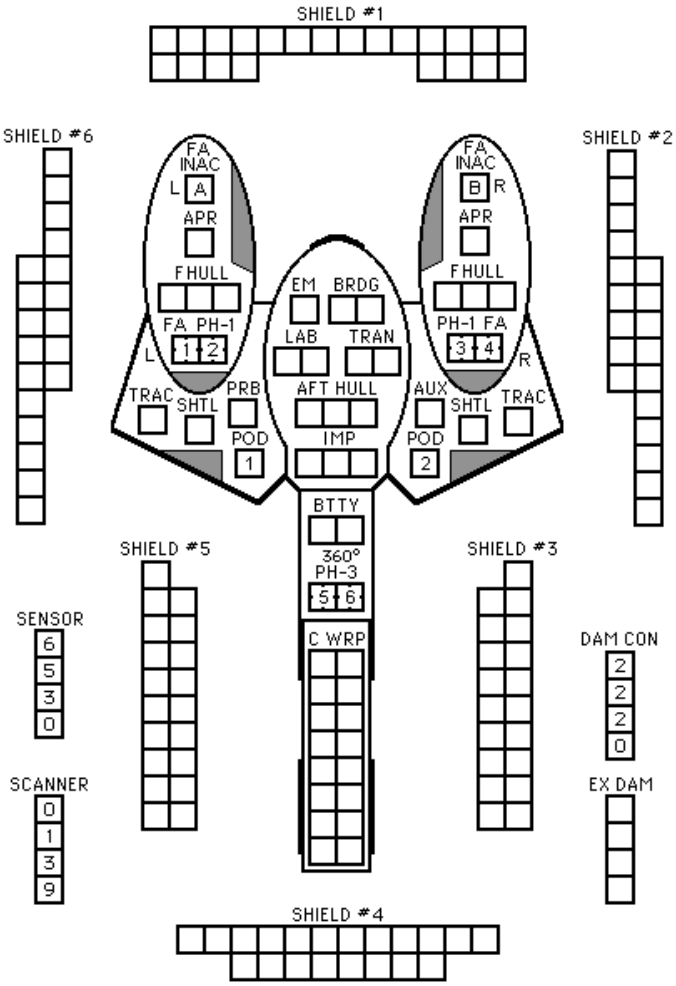




WARP ENERGY MOVEMENT COST = .5 (1/2)					HET COST = 5		ERRATIC MANEUVER WARP COST = ⑥																						
SPEED	1	2	3	4	5	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	.5	1	1.5	2	2.5	3	3.5	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

ZA'CAHRI SCORPION-V ESCORT CARRIER

CREW UNITS								
			✱					10
								20

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

SHIP STATISTICS		
TYPE	=	FFV
POINT VALUE	=	88
SHIELD COST	=	1/2 + 1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
TACT INTEL	=	FF
REFERENCE	=	(RZ.20)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y169

CNTR

BOARDING PARTIES							
							8

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

HIT & RUN
UIM ☐

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	= 3	3	11 - 15
APR	= 2	4	16 - 21
TOTAL	= 21	5	22 - 28
BTTY	= 2	6	29+
HET		BD	

IONIC ACCELERATOR

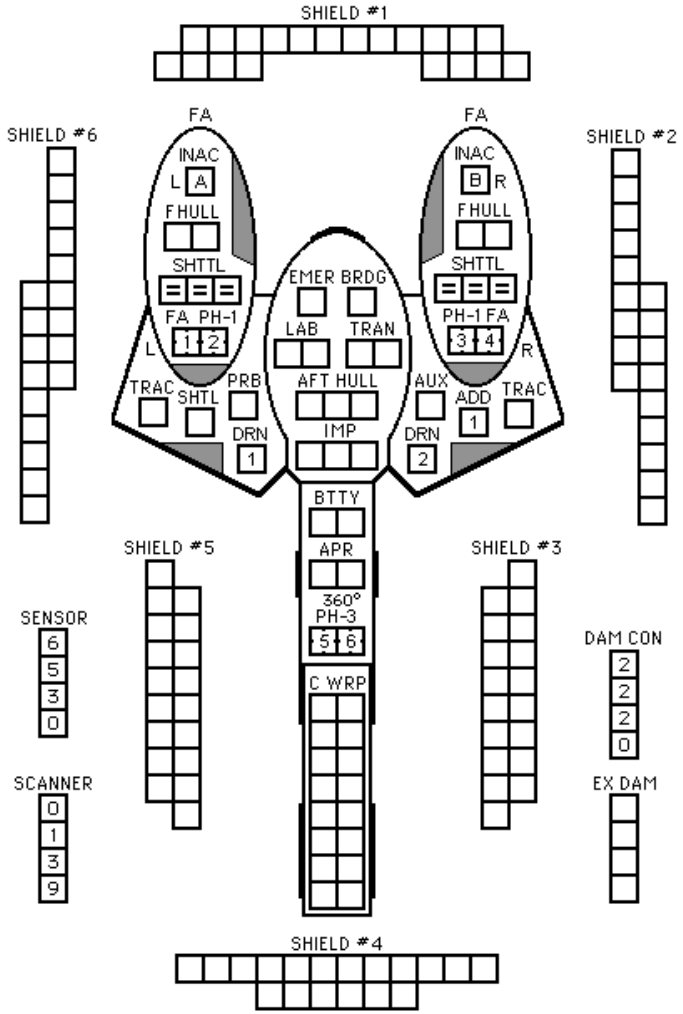
RANGE	0	1	2	3-4	5-8	9-12	13-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	1-3	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	1-4	NA	NA
DAMAGE,STD	0	2	2	3	3	4	3	2
DAMAGE,OVLD	0	4	4	6	6	8	0	0

DRONE RACKS											
1											B
2											B
ADD										6	6

B RACKS HAVE ONE RELOAD PRIOR TO Y175, TWO RELOADS THERAFTER. ADD HOLDS 6 ROUNDS PRIOR TO Y175 AND 12 ROUNDS THEREAFTER

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

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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

ZA'CAHRI SCOUT FRIGATE

CREW UNITS									
			✱						10
					16				

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

BOARDING PARTIES						
						6

PROBES				
				5

T-BOMBS			
		D	D

SHIP STATISTICS		
TYPE	=	FS
POINT VALUE	=	72 / 101
SHIELD COST	=	1/2 + 1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
TACT INTEL	=	FF
REFERENCE	=	(RZ.12)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y131
SHIELD REFIT	=	+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

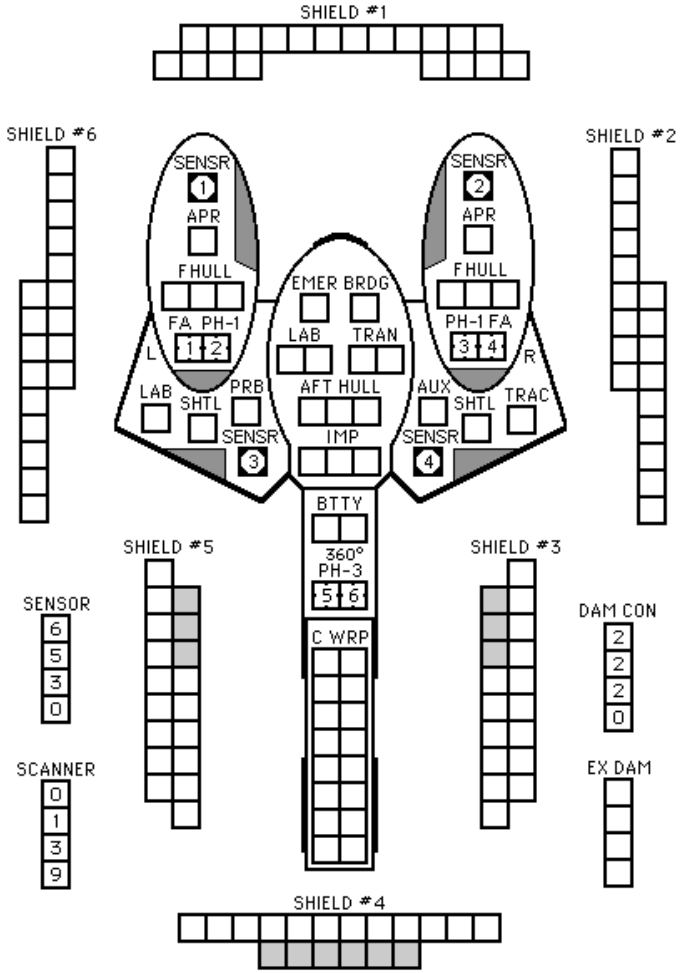
HIT & RUN
UIM ☐

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	= 3	3	11 - 15
APR	= 2	4	16 - 21
TOTAL	= 21	5	22 - 28
BTTY	= 2	6	29+
HET		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

FA = LF + RF



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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

ZA'CAHRI MONITOR

CREW UNITS

✱		10
		20
		30

BOARDING PARTIES 10, 15

ADMIN SHUTTLES

IDENT	HIT POINTS	NOTES

PROBES 5

T-BOMBS D D D D

PALLET

CREW UNITS 6, 12

DECK CREWS 6, 12

BOARDING PARTIES 4

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

SUP, FTR, PF PALLET

POINT VALUE = + 15
CREW = + 6

SPACE CONTROL PALLET

POINT VALUE = + 30
CREW = + 12
MARINES = + 4

DRONE RACKS

1 B
2 B

SEE (R1.22B) FOR MANEUVER LIMITATIONS.

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

HIT & RUN

UIM

IONIC ACCELERATOR

RANGE	0	1	2	3–4	5–8	9–12	13–22	23–30
HIT (STD)	NA	1–5	1–5	1–4	1–4	1–4	1–3	1–2
HIT (UIM)	NA	1–5	1–5	1–4	1–4	1–4	1–4	1–2
HIT(OVERLOAD)	1–6	1–5	1–5	1–4	1–4	1–3	NA	NA
HIT(OL/UIM)	1–6	1–5	1–5	1–5	1–5	1–4	NA	NA
DAMAGE,STD	0	2	2	3	3	4	3	2
DAMAGE,OVLD	0	4	4	6	6	8	0	0

SHIP STATISTICS

TYPE	=	MON
POINT VALUE	=	85/145
SHIELD COST	=	1 + 1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	MON
REFERENCE	=	(RZ.19)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y163

SHIPS PERFORMANCE

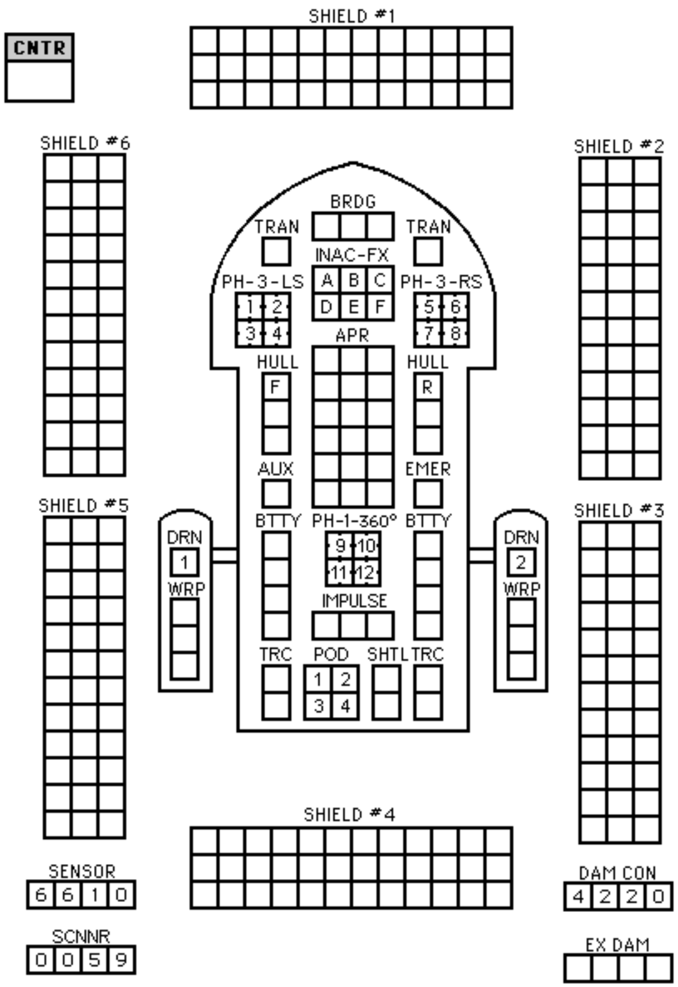
MOVEMENT COST	.5
HET COST	2.5
ERRATIC MANEUVER COST	3
BREAKDOWN	5 - 6

POWER SYSTEMS	TURN MODE = D	SPEED
WARP = 6	1	2 - 4
IMPULSE = 3	2	5 - 8
APR = 18	3	9 - 12
TOTAL = 27	4	13 - 17
BTTY = 8	5	18 - 24
	6	25+
HET	BD	

PALLET

INSERT PALLET SEE (R1.22E).

CNTR



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Za'Cahri Monitor is courtesy of Loren Smith.

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

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

ZA'CAHRI POLICE CRUISER LEADER

CREW UNITS							
			✱				8

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

BOARDING PARTIES						
						6

PROBES					
					5

T-BOMBS			
		D	D

SHIP STATISTICS		
TYPE	=	PL
POINT VALUE	=	60
SHIELD COST	=	1/2 + 1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
TACT INTEL	=	PL
REFERENCE	=	(RZ.23)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y164
SHIELD REFIT	=	+3

CNTR

SHIPS PERFORMANCE	
MOVEMENT COST	.33
HET COST	1.67
ERRATIC MANEUVER COST	2
BREAKDOWN	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
BTTY = 2	6	29+
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

HIT & RUN
UIM ☐

IONIC ACCELERATOR

RANGE	0	1	2	3-4	5-8	9-12	13-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	1-3	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	1-4	NA	NA
DAMAGE,STD	0	2	2	3	3	4	3	2
DAMAGE,OVLD	0	4	4	6	6	8	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

CORE WORLDS

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

Tables and Charts by PHD Shipyards
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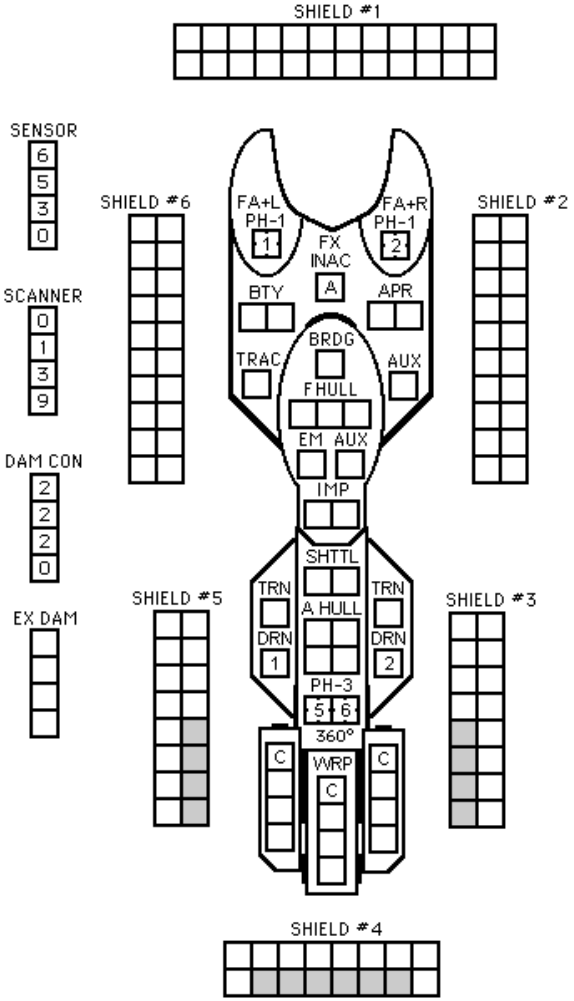
DRONE RACKS									
1									B
2									B

B RACKS HAD ONE RELOAD PRIOR TO Y175, TWO RELOADS THEREAFTER.

FA = LF + RF



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

ZA'CAHRI POLICE CRUISER

CREW UNITS							
			✱				8

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

BOARDING PARTIES						
						6

PROBES					
					5

T-BOMBS			
		D	D

SHIP STATISTICS		
TYPE	=	POL
POINT VALUE	=	51
SHIELD COST	=	1/2 + 1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
TACT INTEL	=	POL
REFERENCE	=	(RZ.16)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y142
SHIELD REFIT	=	+3

CNTR

SHIPS PERFORMANCE			
MOVEMENT COST			.33
HET COST			1.67
ERRATIC MANEUVER COST			2
BREAKDOWN			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
BTTY	= 2	6	29+
HET		BD	

SENSOR: 6 5 3 0

SCANNER: 0 1 3 9

DAM CON: 2 2 2 0

EX DAM:

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

HIT & RUN: UIM ☐

FA = LF + RF

IONIC ACCELERATOR

RANGE	0	1	2	3-4	5-8	9-12	13-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	1-3	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	1-4	NA	NA
DAMAGE,STD	0	2	2	3	3	4	3	2
DAMAGE,OVLD	0	4	4	6	6	8	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

CORE WORLDS

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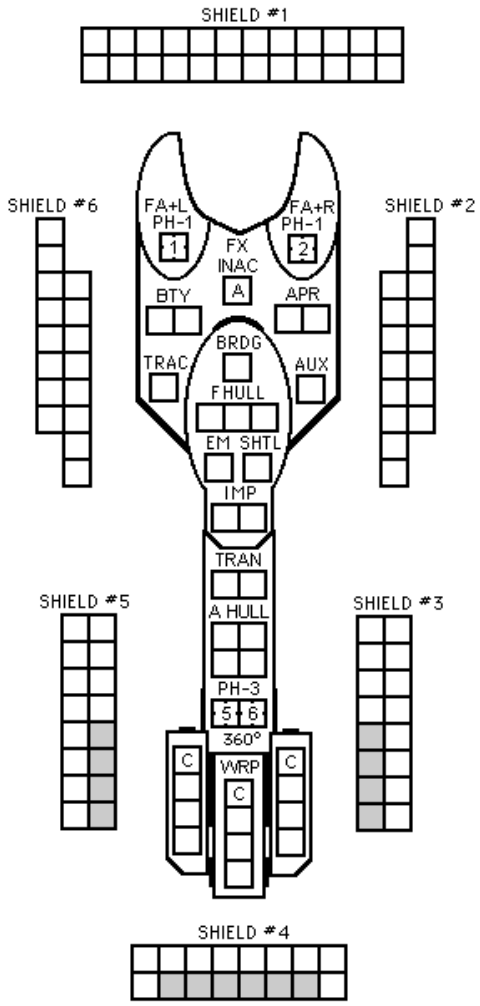

WARP ENERGY MOVEMENT COST = .33 (1/3)					HET COST = 5		ERRATIC MANEUVER WARP COST = ⑥																						
SPEED	1	2	3	4	5	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	.33	.67	1	1.33	1.67	2	2.33	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