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

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:

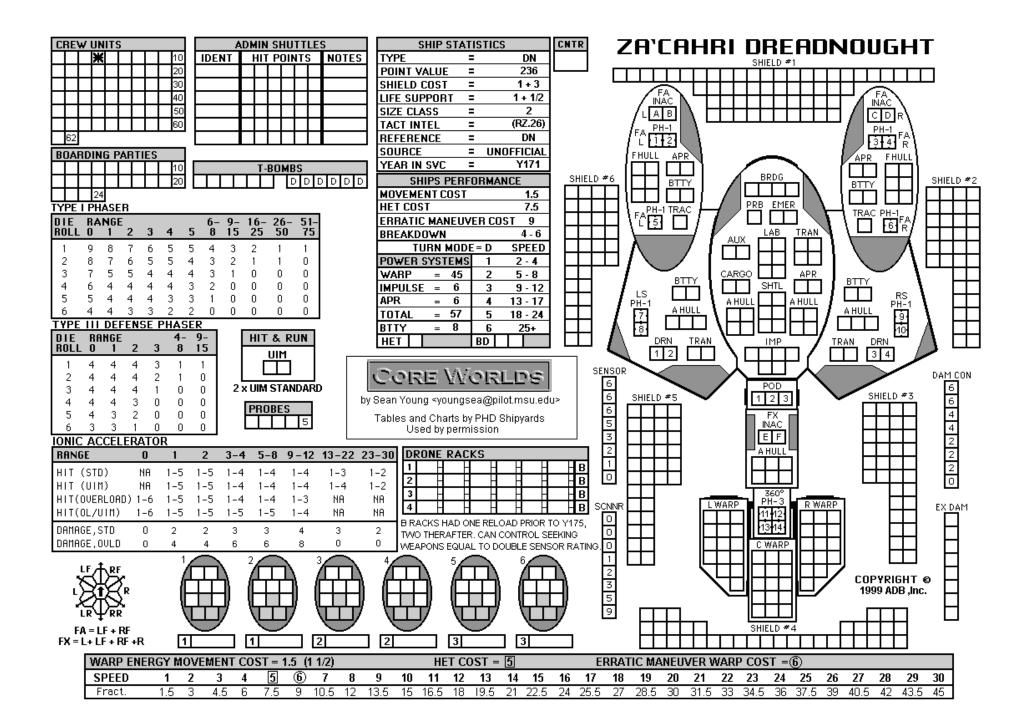
- (JPZ.221) Defensive Pod (PPod): Carries three Phaser-2's that can fire every turn in a 360 degree arc. Cost: 0 (the base cost of this pod is included in the BPV of the ship).
- (JPZ.222) Offensive Pod (IPod): Fitted with one Ionic Accelerator and 2 Phaser-3's that can fire every turn in a 360 degree 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) DESIGNATIONEach "INAC" box on the SSD represent one lonic 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: lonic 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 lonic Accelerator is extended beyond the normal 8 hex limit.
- (EZ.3) REPAIR: The repair cost of a lonic Accelerator is 8.



C	CREW UNITS									
			ж						10	
									20	
									30	
									40	
									50	

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

BOARDING PARTIES								
10								
				15				

6 5 5

3

3 3

TYPE I PHASER

DIE RANGE

ROLL 0 1 2

P	ROI	BE:	S		T-BOMBS							
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0

0 0

6- 9- 16- 26- 51-8 15 25 50 75

0

3

0 0 0

0

0 0 0

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						

SHIPS PERF	<u>UKM/</u>
MOVEMENT COST	
HET COST	
ERRATIC MANEUV	ER C
BREAKDOWN	
TURN MODE	= D
POWER SYSTEMS	1
WARP = 30	2
IMPULSE = 4	3

SHIPS PERFORMANCE							
MOVEMENT COST		1					
HET COST		5					
ERRATIC MANEUV	ER CO:	ST 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						

0 0 0	FA = LF + RF

IONIC ACCELERATOR

DRONE RACKS

8

RANGE	0	1	2	3-4	5-8	9 – 12	13-22	23-30
HIT (STD)	NΑ	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NΑ	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	NΑ
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

В

HIT	&	RUN
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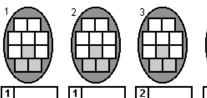
CORE WORLDS

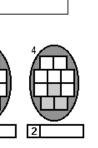
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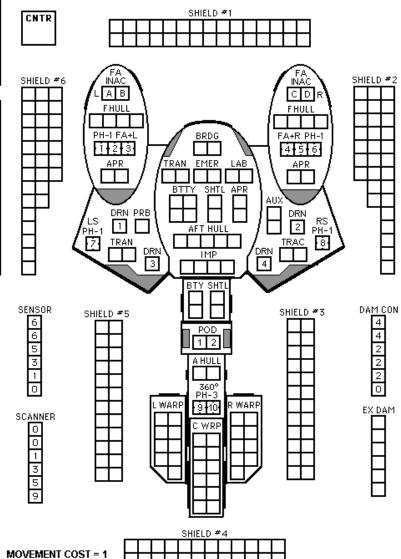
TYPE III DEFENSE PHASER

DIE ROLL	RA O	INGE	2	3	4- 8	9- 15
1	4	<u>.</u>	4	3	1	1
2	4	4	4	2	1	Ó
3	4	4	4	1	Ó	0
4	4	4	3	Ó	0	0
5		3	2	0	0	0
6	4	3	1	0	0	0





ZA'CAHRI MANTIS-B BATTLECRUISER

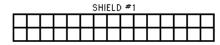


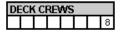
C	RE'	W	UN	ITS	;		
			ж				10
							20
							30
							40
							50
					56		

	ADMIN SHUTTLES											
IDENT	Ξ	HIT POINTS NOTE										
THIS SHI	ΡН	ΑS	TΛ	10	SHL	JTT	LE BAYS.					

SHIP ST.	ATIS	TICS
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

ZA'CAHI	RI DRI	AGO1	NFLY
BATTLE	CONT	ROL	SHIP





В	OΑ	RD	IN	G F	ΆF	łΤΙ	ES			PR	10f	3E	6		T-BOMBS								
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type i Phase

DIE Roll	RA 0	NGE 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



SHI	IPS PERF	ORMAI	NCE
MOVEME	NT COST		1
HET COS	T		5
ERRATIC	MANEUV	ER CO	ST 6
BREAKDO)WN		5 - 6
TU	RN MODE	= D	SPEED
POWER 9	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	

SHIELD #6	INAC LAB FHULL FA+L PH-1 BRDG PH-1 FA+R SEN 3+4 APR 1 TRAN PRB FLAG 3 APR APR 2 DRN EMER SHTTL LAB SHTTL AUX DRN SHTTL LAB SHTTL AUX DRN SHTTL LAB SHTTL SHTTY PH-1 LS 5 IMP	SHIEL
HIELD #5	TRAC A HULL TRAC TRAC SHTTL APR TRAN APR TRAN FRAN PH-3 R WRP	SHIEL

IONIC ACCELERATOR

RANGE	0	1	2	3-4	5-8	9 – 12	13-22	23-30
HIT (STD)	NΑ	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NΑ	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 PHASER HITS

MOVEMENT COST = 1

SENSOR

6 6 5 3 1 0

DI	DRONE RACKS											
1						НВ						
2	\Box		\sqcap	\Box	\Box	Ηв						

TYPE III DEFENSE PHASER

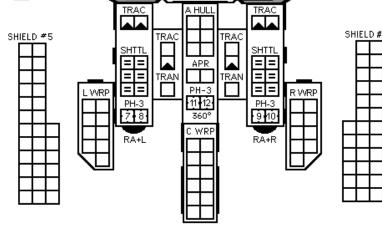
DIE Roll	RA O	NGE 1	2	3	4- 8	9- 15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



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DAM CON

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SCANNER

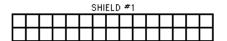
CI	CREW UNITS									
			*						10	
									20	
									30	
									40	
									50	
					56					

ADMIN SHUTTLES									
IDENT									
		Г	Г		Г	П			
		\Box							
SHUT	TLE	SA	٩RE	IN	TVV	ΌВ	IAYS		

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							

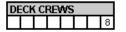
SHIPS PERFORMANCE

ZA'CAHRI	DRAGONFLY-V
HEAV	Y CARRIER



SHIELD #2

FHULL PH-1 FA+R



BOARDING PARTIES				PROBES				T-BOMBS												
						10	П			П	5					Г	D	٥	D	D
				45							_					-				

TYPE	ΙP	HAS	ER
------	----	-----	----

DIE Roll	RA 0	NGE 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



MOVEMENT COST		1
HET COST		5
ERRATIC MANEUV	ER COS	6 T
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	

	FA+L PH-1 FA+L PH-1 APR TRAN PRB FLAG SHTTL LAB SHTTL AUX TRAN PH-1 BTTY IMP
SHIELD #5	CARGO A HULL SHTIL TRAC TRAC

SHIELD #6

IONIC	ACCEL	CDAT	'nn
TESTATE.	AL L FI	CKAI	UK

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)	NΑ	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 PHASER HITS

DRONE RACKS									
1						НВ			
2	\sqcap		\vdash	\Box	\Box	НВ			

TYPE III DEFENSE PHASER

IIIL	<u> </u>	DEL	LITJ	LI	IMJI	
DIE	RA	NĢE			4-	9-
ROLL	0	1	2	3	8	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

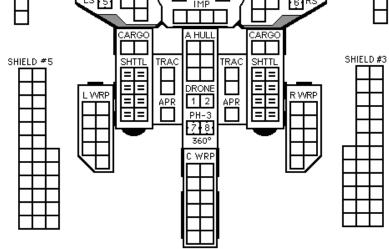


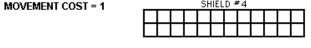
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Za'Cahri CVA is courtesy of George Ebersole < Blueghos@pacbell.net >







CI	CREW UNITS											
			*						10			
									20			
									30			
									40			
г			Г									

A	ADMIN SHUTTLES											
IDENT	_	HIT POINTS NO										

В	BOARDING PARTIES										
10											

PI	ROI	BE:	S		T-BOMBS							
				5					D	D	D	۵

DIE	RA	NGE					6-	9-	16-		51-
ROLL	0	1	2	3	4	5	8	15	25	50	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

D	DRONE RACKS										
1		1	H	H	H	A			В		
2		1			H	Α	\Box		В		

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



SHIP ST.	ATIS	TICS
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

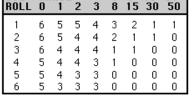
MOVEMENT COST 1 HET COST 5
HET COST 5
ERRATIC MANEUVER COST 6
BREAKDOWN 5-6
TURN MODE = D SPEED
POWER SYSTEMS 1 2-4
WARP = 30 2 5-8
IMPULSE = $4 \ 3 \ 9-12$
APR = 4 4 13-17
TOTAL = 38 5 18-24
BTTY = 5 6 25+
HET BD

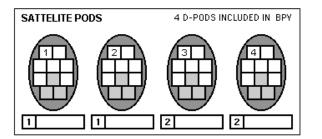
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Sean J. Young < youngsea@msu.edu >

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

TYPE II PHASER TABLE





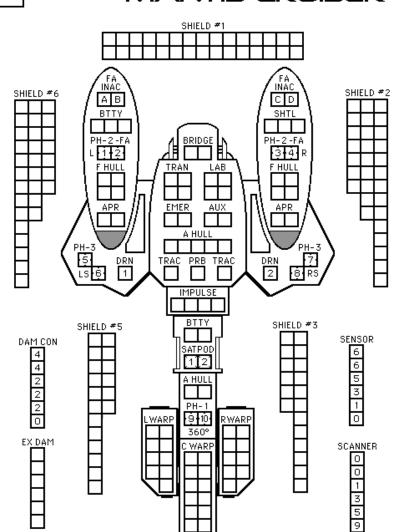
IONIC ACCELERATOR

RANGE	0	1	2	3-4	5-8	9 - 12	13-22	23-30
HIT (STD) HIT(OVERLOAD)		1-5 1-5			1-4	1-4	1-3 NA	1-2 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	Rf O	INGE 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 CRUISER



SHIELD #4

C	CREW UNITS												
			ж						10				
									20				
									30				
									40				
				45									

ADMIN SHUTTLES										
IDENT	-	HIT	· P	6	NOTES					
THIS SHI	THIS SHIP HAS TWO SHUTTLE BAYS.									

BOARDING PARTIES											
								10			
				15							

6 5 5

> 3 2 0 0 0 0

3 3

2 2 0 0 0

TYPE I PHASER

DIE RANGE

3

ROLL 0 1 2

PROBES					T-BOMBS									
				5					D	D	D	D		

0

0

0

0

0

6- 9- 16- 26- 51-8 15 25 50 75

0 0

SHIP STATISTICS CC TYPE = POINT VALUE 158 SHIELD COST = 1 + 1LIFE SUPPORT 1 LASS 3 INTEL CA = (RZ.4) RENCE CE = UNOFFICIAL 기 YEAR IN SVC Y142

CNTR

		SIZE C
YS.		TACT I
		REFER
_	l	SOURC
חוחו		

1	UANDING FANTIES					יטר	DE.	<u> </u>		I-DUMD3												
								10					5						D	D	D	D
	Г	Г	Г	15	Г																	

3 2

2

0 0

LF Å RF	
×CΨ×	
.\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	

FA = LF + RF

SHIPS PERF	ORMA	NCE							
MOVEMENT COST		1							
HET COST		5							
ERRATIC MANEUV	RRATIC MANEUVER COST								
BREAKDOWN		5 - 6							
TURN MODI	E = D	SPEED							
POWER SYSTEMS	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								

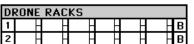


2 x UIM STANDARD

IONIC ACCELERATOR

8

RANGE	0	1	2	3-4	5-8	9 – 12	13-22	23-30
HIT (STD)	NΑ	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NΑ	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 DULD	Ω	4	4	6	6	8	0	0



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

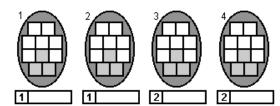
TYPE III DEFENSE PHASER

DIE Roll	Rf O	INGE 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

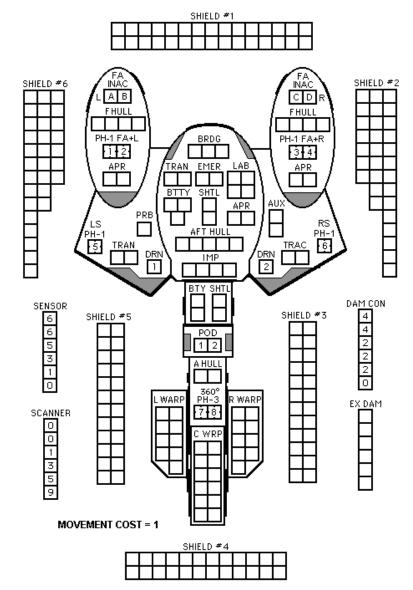


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CI	CREW UNITS												
			ж						10				
									20				
									30				
									40				
П							48						

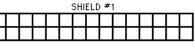
BOARDING PARTIES

ADMIN SHUTTLES									
IDENT	Ξ	HIT	P	NOTES					

T-BOMBS

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							

ZA'CAHRI	MANTIS-U
HEAUY	Carrier



DECH	∢ CI	REN	NS				ı
\top	П				П	12	1

DECK CREWS									
\Box	П			П	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

E	DIE Roll	RA 0	NGE 1	2	3	4	5	6- 8	9- 15	16- 25	26- 50	51- 75
Γ	1	9	8	7	6	5	5	4	3	2	1	1
ı	2	8	7	6	5	5	4	3	2	1	1	0
ı	3	7	5	5	4	4	4	3	1	0	0	0
ı	4	6	4	4	4	4	3	2	0	0	0	0
ı	5	5	4	4	4	3	3	1	0	0	0	0
L	6	4	4	3	3	2	2	0	0	0	0	0

PROBES



DDDD

	LIIIAIIC		11201		<u> </u>
	BREAKDO		5 - 6		
	TUI	E = D	SPEED		
	POWER S	YS1	TEMS	1	2 - 4
R	WARP	=	30	2	5 - 8
R	IMPULSE	=	4	3	9 - 12
*	APR	=	4	4	13 - 17
	TOTAL	=	38	5	18 - 24
₹F	BTTY	=	4	6	25+
	HET			BD	

SHIELD #6	EMER LS HULL FA+L PH-1 FA+L PH-1 APR HULL TR	BRDG TRAN PRB LAB SHUTTLE SHUTTLE SHUTTLE SHUTTLE BTTY TRAN IMPULSE BTY SHTL	FA INAC CDR FHULL PH-1 FA+R 3 4 APR APR PH-1 HULL FRC A 6	SHIELD #2
	SHIELD #5	CARGO	SHIELD #3	

TYPE III DEFENSE PHASER

DIE Roll	Rf 0	INGE 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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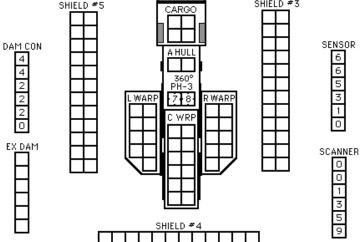
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IONIC ACCELERATOR

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

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



MOVEMENT COST = 1

C	CREW UNITS										
			ж						10		
									20		
									30		
									40		
Γ	Γ										

ADMIN SHUTTLES									
IDENT	Ξ	HIT POINTS NO							

В	DA	RD	IN	G F	ΆF	₹TI	ES		PI	30	BE:	S			Г-В	01	4B9	;		Ī
								10					5				D	D	D	Ī
				15	Г															

D

TYPE I PHASER

DIE ROLL	RA 0	NGE 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	RA O	NGE 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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SHIP STA	ATIS	TICS
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

SHIELD #6

SHIPS PERF	ORMAN	CE
MOVEMENT COST		1
HET COST		5
ERRATIC MANEUV	ER COS	T 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	

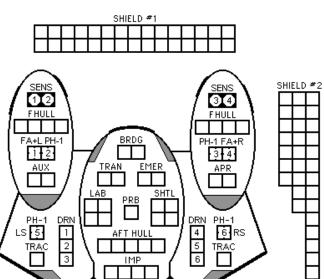
DI	RONE	RAC	KS			
1						В
2						В
3				\vdash		В
4					H	В
5					\vdash	В
6						В

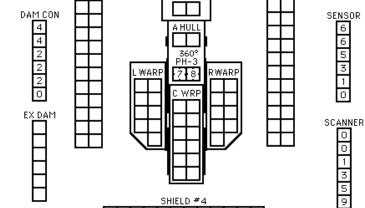
B-RACKS HAVE TWO RELOADS EACH



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

ZA'CAHRI MANTIS-G MISSILE CRUISER





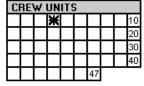
CARGO

SHIELD #5

MOVEMENT COST = 1

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SHIELD #3



BOARDING PARTIES												
									10			
									20			
				25								

A	D١	4IN	S	ΗU	ΤT	LE:	5							
IDENT	Ξ	HIT	· P	910	IT:	ò	NOTES							
THIS SHIP HAS TWO SHUTTLE BAYS.														

PF	RO	BE	S			1	Г-В	01	1B9	;		
	Γ			5	Γ				D	D	D	D

				25	ı					Р	ROBE	S				-	T-B	0	IBS
	ш		ш	Ш	ш			Ŀ	20										
	Н	\vdash	\vdash	Н	\vdash	\vdash	\vdash	Н	20		THIS	SHI	ΡН	ΑS	TΛ	<i>(</i> 0)	SHL	JTT	LE B
1								П	10										
ĺ	DAI	RD	IN	G F	ΆF	RTI	ES						Н	Ш	Ш	Ш	Ш	Н	_
											\vdash		_	-	-	-	-	-	_
						47	Г		_										
								Ė	40										
									30										
_																			

DIE Roll	RA 0	NGE 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

IONIC ACCELERATOR

DRONE RACKS

RANGE	0	1	2	3-4	5-8	9 – 12	13-22	23-30
HIT (STD)	NΑ	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	NΑ
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

В

В

	SHIF	PS PERF	ORMA	NCE
F Å RE	MOVEMEN	TCOST		1
3(1)5%	HET COST			5
⊰¥Y?	ERRATIC I	MANEUV	ER CO	ST 6
₹ ₹	BREAKDO'	WN		5 - 6
.R ₩ RR	TUF	RN MODE	= D	SPEED
i = LF + RF	POWER S'	YSTEMS	1	2 - 4
	WARP	= 30	2	5 - 8
	IMPULSE	= 4	3	9 - 12
	APR	= 4	4	13 - 17

= 38

= 5

5

6

BD

TYPE

POINT VALUE SHIELD COST

LIFE SUPPORT

SIZE CLASS

TACT INTEL

REFERENCE

YEAR IN SVC

SHIELD REFIT

SOURCE

1

3

CA

(RZ.24)

Y143

+3

18 - 24

25+

= UNOFFICIAL

=

=

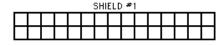
HIT & RUN
<u> </u>

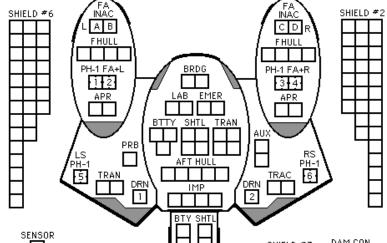
TOTAL

BTTY

HET

ZA'CAHRI MANTIS-Z CNTR SHIP STATISTICS CAZ = **ASSAULT CRUISER** 140 = 1 + 1





6 6 5 3	SHIELD #5	DRN 3 4 A HULL 360° PH-3	SHIELD #3	DAM CON 4 4 2 2 2
SCANNER O O 1 3 5		L WARP 77+8 R WARP C WRP		EX DAM

MOVEMENT COST = 1

CORE WORLDS

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DIE RANGE 15 ROLL 0 8 3 4 4 2 0 3 0 0 3 0 0 0 4 4 5 2 0 0 3 0

> 0 0

3

TYPE III DEFENSE PHASER

SHIELD #4

C	RE'	W	UN	ITS	;		
			ж				9
							20
							30
Г	П						

ADMIN SHUTTLES							
IDENT	_	HIT	· P	910	IT:	6	NOTES

BOARDING PARTIES					PROBES				T-BOMBS											
							10				5						Г	D	D	D
		Г										_								

DIE Roll	RA 0	NGE 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 *	Φ	RF
		\sum_{RR}^{R}

SHIPS PERFORMANCE MOVEMENT COST .66 HET COST 3.33 ERRATIC MANEUVER COST 4 BREAKDOWN 5-6 TURN MODE = D SPEED POWER SYSTEMS 2 - 4 5 - 8 WARP = 24 IMPULSE = 49-12 APR = 4 13-17

SHIP STATIST

=

=

3

LT

Y175

18-24

25+

= UNOFFICIAL

TYPE

POINT VALUE SHIELD COST LIFE SUPPORT SIZE CLASS

TACT INTEL

REFERENCE

YEAR IN SVC

SOURCE

TOTAL

BTTY

HET |

coreworlds.8m.com Sean J. Young < youngsea@msu.edu >

5

6

BD

= 32

= 3

TYPE III DEFENSE PHASER

ROLL	0	INGE 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

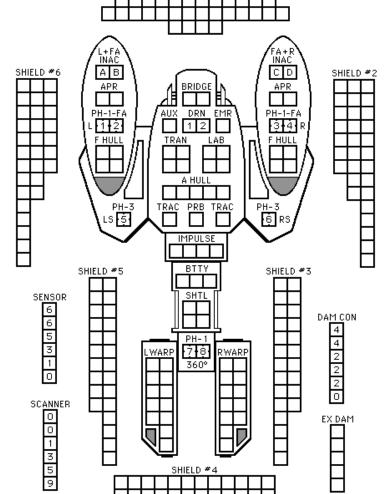
DRC	NE R	ACK	S			
1	H	H	H	\Box H	H	НВ
2	H	H	$^{\rm H}$	\Box H	H	НВ

TYPE-B DRONE RACKS (2 RELOADS)

IONIC ACCELERATOR

RANGE	0	1	2	3-4	5-8	9 – 12	13-22	23-30
HIT (STD)	NΑ	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

ICS	CNTR	ZA'CAHR
LT 122		LOTUS CRUISER
1+1]	SHIFLD #1
1		



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

CI	CREW UNITS												
			ж					10					
								20					
								30					
					36								

BOARDING PARTIES										
								10		
	12									

ROLL 0 1 2 3 4

TYPE I PHASER

DIE RANGE

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

PROBE	S	T-BOMBS								
	5					D	D	D	D	

6- 9- 16- 26- 51-8 15 25 50 75

SHIP ST.	ATIS	TICS
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

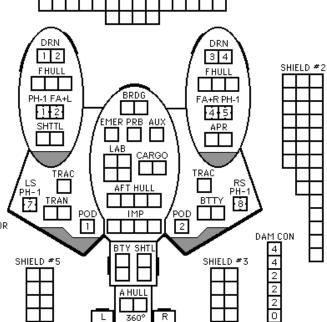
CNTR

SHIELD #6

L	SHIPS PERF	ORMAN	ICE
1	MOVEMENT COST		.66
l	HET COST		3.33
J	ERRATIC MANEUV	ER COS	6T 4
	BREAKDOWN		5 - 6
	TURN MOD	E=D	SPEED
	POWER SYSTEMS	1	2 - 4
	WARP = 24	2	5 - 8
	IMPULSE = 4	3	9 - 12
ı	APR = 2	4	13 - 17
ı	TOTAL = 30	5	18 - 24
ı	BTTY = 4	6	25+
	HET	BD	

ZA'CAHRI LOTUS-D **DRONE CRUISER**

SHIELD #1



EX DAM

IONIC	ACCEL	ERATOR
101110	COUL	LIGHTOR

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

TYPE	Ш	DEF	ENS	E PI	HASI	ER
DIE	RA	NGE			4-	9-
DIE ROLL	0	1	2	3	8	15
1	4	4	4	3	1	1

ROL	LÖ	1	2	3	8	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





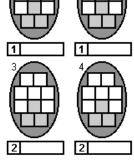
HIT & RUN

UIM

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

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DRONE RACKS										
1					\vdash	H	В			
2					Н	H	В			
3					ΙН	H	В			
4					Н		В			
B RACKS HAVE 2 RELIGADS										



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5 25+	SENSOR 1	BTY SHTL SHIE
	SCANNER W	A HULL A HULL 360° R RP PH-3 WRP 7 1 8
	5 9	C WRP
2		SHIELD #4
T @ 1999 ADB ,Inc.		

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

C	CREW UNITS											
			ж						10			
									20			
									30			
Г			34									

ADMIN SHUTTLES											
IDENT	_	HIT	· P	6	NOTES						
THIS SH	IP I	HAS	3	S	HU.	ΓTL	E BAYS.				

BOARDING PARTIES									
\Box									10

PI	PROBES					1	Г-В	0 M	IBS	;		
				5					D	D	D	D

SHIP STA	CNTR		
TYPE	=	CMD	
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	

SHIL 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							

	SHIPS PERF	ORM/	ANCE
ı	MOVEMENT COST		.66
l	HET COST		3.33
ı	ERRATIC MANEUV	ER C	OST 4
J	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
ı	TOTAL = 32	5	18 - 24
	BTTY = 4	6	25+
	HET	BD	

	Y1//	
DRMAN	ICE	
	.66	
	3.33	
ER COS	6T 4	
	5 - 6	
= D	SPEED	
1	2 - 4	
2	5 - 8	
3	9 - 12	
4	13 - 17	
5	18 - 24	
6	25+	
nn l		

SPECIAL SENSORS ARE DESTROYED ON TORPEDO HITS

TYPE I PHASER

DIE Roll	RA 0	NGE 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

0	4	4	J	J	-
IONIC	A(CCEL	ER/	ATOI	₹

RANGE	0	1	2	3-4	5-8	9 – 12	13-22	23-30
HIT (STD)	NΑ	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NΑ	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

ı	DIE ROLL	Rf 0	INGE 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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HIT & RUN

UIM

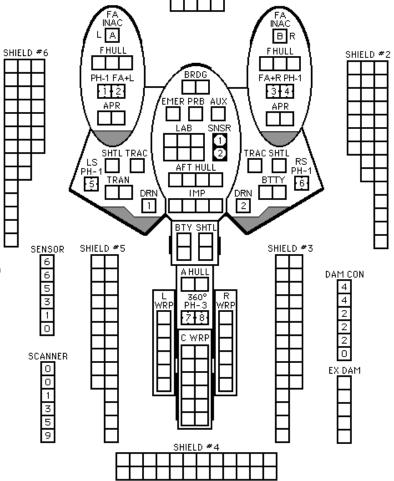
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DR	ONE R	ACK!	6			
1	H	\blacksquare	$^{\rm H}$	H	H	НВ
2	H	\mathbb{H}	\mathbb{H}	-H	\mathbb{H}	НВ
		01/01			0.00	

B RACKS HAVE 2 RELOADS.

ZA'CAHRI LOTUS-P SYSTEM PATROL CRUISER SHIELD #1



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	14.671	15.33	16	16.67	17.33	18	18.67	19.33	20

CI	CREW UNITS											
			ж					10				
								20				

ADMIN SHUTTLES										
IDENT	HIT POINTS						NOTES			

В	DΑ	RD	IN	G P	ΆF	łΤΙ	ES	
							8	

PF	10	BE	S	
				5

	T-BOMBS		
\Box		D	D

TYPE II PHASER TABLE

DIE Roll	RA O	NGI 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) HIT(OVERLOAD)		1-5 1-5			1-4 1-4	1-4 1-3	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	RA	INGE			4-	9-
ROLL	0	1	2	3	8	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

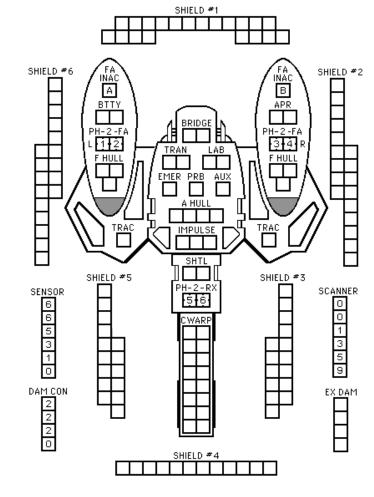
SHIP STATISTICS								
TYPE	=	ILD						
POINT VALUE	=	75						
SHIELD COST	=	.5 +.5						
LIFE SUPPORT	=	.5						
SIZE CLASS	=	4						
TACT INTEL	=	ILD						
REFERENCE	=							
SOURCE	=	UNOFFICIAL						
YEAR IN SVC	=	Y123						

CNTR

SHIPS	SHIPS PERFORMANCE									
MOVEMENT	COST		.5							
HET COST			2.5							
ERRATIC MA	NEUV	ER CO	IST 3							
BREAKDOW	N		5-6							
TURN	I MOD	E=C	SPEED							
POWER SYS	TEMS	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								

coreworlds.8m.com Sean J. Young < youngsea@msu.edu >

ZA'CAHRI ILLICID DESTROYER



WARP ENER	RGY N	IOVE	MENT	COS	ST = .	5 (1/	2)				HE	T CC	ST =	5			Е	RRAT	IC MA	NEU	VER V	VARE	cos	T =(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

CREW UNITS									
			ж					10	
								20	

ADMIN SHUTTLES								
IDENT	H	ΤP	NOTES					
		Т						
	ГΤ	Т	Γ					

В	BOARDING PARTIES									
							8			

PI	ROBE	S		7	Г-В	01	189	ì		
		5					Δ	Δ	Δ	Δ

DIE Roll	RA 0	NGE 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





IONIC ACCELERATOR

FΑ	=	LF	+	RF

RANGE	0	1	2	3-4	5-8	9-12	13-22	23-30
HIT (STD)	NΑ	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

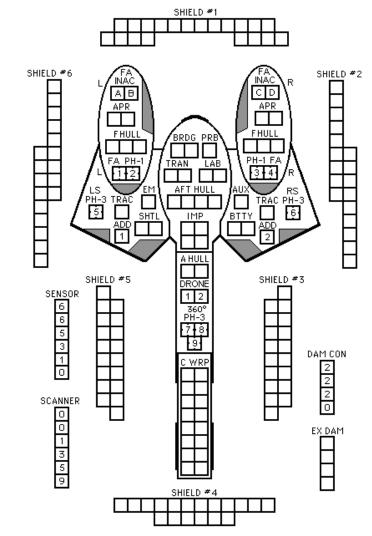
TYPE	=	DDA
POINT VALUE	=	115
SHIELD COST	=	1/2 + 1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
TACT INTEL	=	DD
REFERENCE	=	(RZ.10)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y169
LIMITED AI	EGIS	(ADDs)

SHIP STATISTICS

SHIPS PERFORMANCE										
MOVEME	NT (COST		.5						
HET COS	Τ			2.5						
ERRATIO	: MA	NEUV	ER CO	ST 3						
BREAKD	0W1	1		5 - 6						
T	URN	MOD	E = B	SPEED						
POWER	SYS	TEMS	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							

CNTR

ZA'CAHRI ILLICID-A AEGIS DESTROYER



TYPE III DEFENSE PHASER

DIE	RA	NGE			4-	9-
ROLL	0	1	2	3	8	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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DRONE RACKS										1	
1	\mathbf{H}	-	Ε	\top	Г	\perp		Н		В]
2	\mathbf{H}	-	Ε	\top	Е	-		Н		В	
ADD	Т								6	6	1
ADD	Т								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

WARP ENER	RGY N	IOVE	MENT	CO:	ST = .	.5 (1.	/2)				HE	T CC	ST =	5			E	RRAT	TC MA	ANEU	VER V	VARI	P COS	ST =(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

CREW UNITS									
		*	•				10		
			Т				20		
Г	Г	2	4						

ADMIN SHUTTLES										
IDENT	ΗÏ	HIT POINTS NOTES								
		П								
	П	П								

BOARDING PARTIES										
							8			

PROBI	ES	T-BOMBS									
	5	Γ			D	D	D	D			

DIE	RA	NGE						9-		26-	51-
ROLL	0	1	2	3	4	5	8	15	25	50	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

8 15

0 0

0 0

0 0 0

0 0

2 0

0





IONIC ACCELERATOR

101110 1100000		••						
RANGE	0	1	2	3-4	5-8	9 – 12	13-22	23-30
HIT (STD)	NΑ	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NΑ	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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DRO	NE R	ACK!	5			
1	H	H	H	$^{\rm H}$	H	НВ
2	\mathbb{H}	Н	\mathbf{H}	\mathbb{H}	H	НВ

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3

TYPE III DEFENSE PHASER

DIE RANGE

ROLL O

3

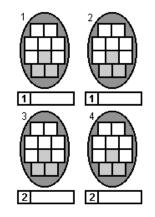
5

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

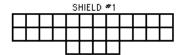
SHIP ST	ATIS	TICS
TYPE	=	DLL
POINT VALUE	=	130
SHIELD COST	=	1/2 + 1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
TACT INTEL	=	DD
REFERENCE	=	(RZ.21)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y172

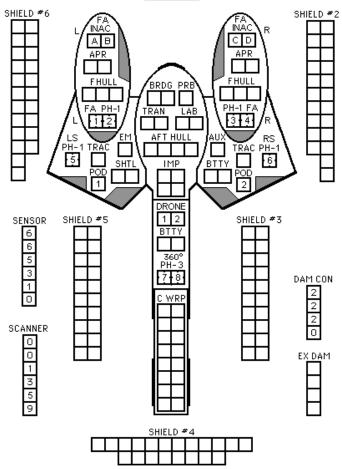
CNTR

SHIPS PERF	ORMA	ANCE
MOVEMENT COST		.5
HET COST		2.5
ERRATIC MANEUV	ER C	DST 3
BREAKDOWN		5 - 6
TURN MOD	E = 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	



ZA'CAHRI ILLICID-L DESTROYER LEADER





WARP ENE	RGY N	MOVE	MENT	CO:	ST = .	.5 (1/	2)				HE	T CC	ST =	5			E	RRAT	IC MA	NEU	VER \	VARI	P COS	T =(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

CI	CREW UNITS											
									10			
П							18			Γ		

A	ADMIN SHUTTLES										
IDENT	_	HIT	P	410	1T S	۲,	NOTES				

BO	Α	RDING	PARTIES
Т		4	

T-BOMBS										
				۵	Δ	۵				



DIE	RA n	NGE	2	3	4	5	6- 8	9- 15	16- 25	26- 50	51- 75
HOLL		•			_			_	23	30	13
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	RF O	INGE 1	2	3	4- 8	9- 15
Γ	1	4	4	4	3	1	1
ı	2	4	4	4	2	1	0
ı	3	4	4	4	1	0	0
ı	4	4	4	3	0	0	0
ı	5	4	3	2	0	0	0
L	6	3	3	1	0	0	0

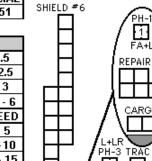


SHIP STATISTICS TYPE DLTR POINT VALUE = 82/70 SHIELD COST = 1/2 + 1/2LIFE SUPPORT = 1/2 SIZE CLASS 4 TACT INTEL DD = REFERENCE = (RZ.30) SOURCE = UNOFFICIAL Y151 YEAR IN SVC

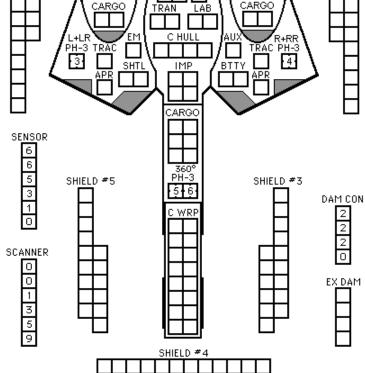
SHIPS PER	FORMA	NCE
MOVEMENT COST	Γ	.5
HET COST		2.5
ERRATIC MANEU	VER CO	OST 3
BREAKDOWN		5 - 6
TURN MO	DE = B	SPEED
POWER SYSTEM	S 1	2 - 5
WARP = 16	2	6 - 10
IMPULSE = 4	3	11 - 15
APR = 2	4	16 - 21
TOTAL = 22	5	22 - 28
BTTY = 2	6	29+
HET	BD	

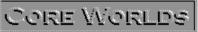
ZA'CAHRI LIGHT TAC REPAIR ESCORT

SHIELD #1



CNTR





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

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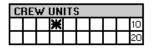
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SHIELD #2

2 FA+R

REPAIR

WARP ENER	RGY N	IOVE	MENT	COS	ST = .	5 (1/	2)				HE	T CO	ST =	5			El	RRAT	IC MA	NEU	VER V	VARE	cos	T =(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



Α	ADMIN SHUTTLES								
IDENT	HIT POINTS	NOTES							

BOARDING PARTIES

ROBES	T-BOMBS
5	

	SHIEL
_	LIFE 9
0.10	SIZE (
טוט	TACT

TYPE

TYPE I PHASER

DIE BOLL	RA N	NGE	2	3	4	5	6- 8	9- 15	16- 25	26- 50	51- 75
	Ť	÷	<u>-</u>	- -						-	
1	9	8	- (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



SATTELITE PODS	8 D-PODS INCLUDED IN BPY
1 1	2 2
3 3	4 4

	POINT VALUE	=	94/128
	SHIELD COST	=	.5 +.5
_	LIFE SUPPORT	=	.5
	SIZE CLASS	=	4
D	TACT INTEL	=	ILD
	REFERENCE	=	
	SOURCE	=	UNOFFICIAL
F	YEAR IN SVC	=	Y145
マ			
/ -			

SHIP STATISTICS

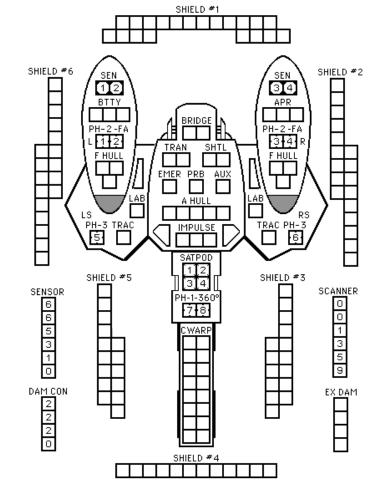
CNTR

ILP

SH	<u>IPS</u>	PERF	ORM/	ANCE
MOVEME	NT	COST		.5
HET COS	T			2.5
ERRATIC	MA	NEUV	ER C	OST 3
BREAKDO)WI	V		5-6
ΤL	JRN	MOD	E=C	SPEED
POWER 9	SYS	TEMS	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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ZA'CAHRI ILLICID-P TENDER



TYPE	Ш	PH	<u>ASI</u>	ER 1	ΓAE	BLE		
DIE Roll	Rf 0	INGI 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	Ш	DEF	ENS	E PI	IASE	ER
DIE ROLL	RA O	INGE 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 ENEI	RGY N	10VE	MENT	CO:	ST = .	5 (1/	2)				HE	T CC	ST =	5			E	RRAT	IC MA	MEU	VER V	VARI	COS	T =(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

CI	RE'	W	UN	ITS	;		
			ж				10
П							20

A	ADMIN SHUTTLES								
IDENT	HIT POINTS NOTES								
	\Box	П	П						

В	DΑ	RD	IN	G P	ΆF	łΤΙ	ES	
							8	

PF	30	BE:	S	
				5

T-BOMBS	
	D D

DIE ROLL	RA 0	NGE 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



DI	DRONE RACKS											
1		Н	-H	HA		HВ						
2	\sqcap	П	-H	HA	\vdash	⊣в						

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

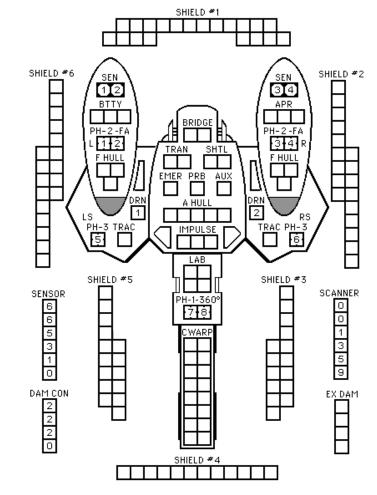
SHIP STA	ATIS	TICS
TYPE	=	ILS
POINT VALUE	=	76/100
SHIELD COST	=	.5 +.5
LIFE SUPPORT	=	.5
SIZE CLASS	=	4
TACT INTEL	=	ILD
REFERENCE	=	
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y123
Y175 REFIT	=	+0

CNTR

SHIPS PERF	ORMA	NCE	
MOVEMENT COST			.5
HET COST			2.5
ERRATIC MANEUV	ER CO	ST	3
BREAKDOWN		5	- 6
TURN MOD	E=C	SPI	EED
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	2	8+
HET	BD	TT	

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ZA'CAHRI ILLICID SCOUT



			~		
TYPE	ш	PHA	SER	IAt	1L E

DIE Roll	RA O	INGI 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	Rf O	INGE 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 ENER	WARP ENERGY MOVEMENT COST = .5 (1/2)								HE	T CC	ST =	5			El	RRAT	IC MA	NEU'	VER \	VARI	cos	T =(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

CREW UNITS											
			ж						10		
П								П	20		

ADMIN SHUTTLES										
IDENT	Ξ	HIT	· P	NOTES						

DECK CREWS

	BOARDING PARTIES										
I								8			

PROBES	T-BOMBS
5	D D

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

CNTR

SHIF	95	PERF	ORMAI	NCE					
MOVEMEN	T C	OST		.5					
HET COST				2.5					
ERRATIC N	đΑ	NEUV	ER CO	ST 3					
BREAKDOV	WΝ	l		5-6					
TUF	TURN MODE=C SPEED								
POWER SY	/ S1	TEMS	1	2-4					
WARP :	=	16	2	5 - 9					
IMPULSE :	=	3	3	10-14					
APR :	=	3	4	15-20					
TOTAL :	=	22	5	21-27					
RTTY		٦.	6	28+					

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HET

BD

TYPE I PHASER

DIE Roll	RA 0	NGE 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



IONIC ACCELERATOR

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

TYPE II PHASER TABLE

DIE	RA O	INGE	2	3	4- 8	9- 15	16- 30	31- 50
HOLL	U	•		J	U	13	JU	JU
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

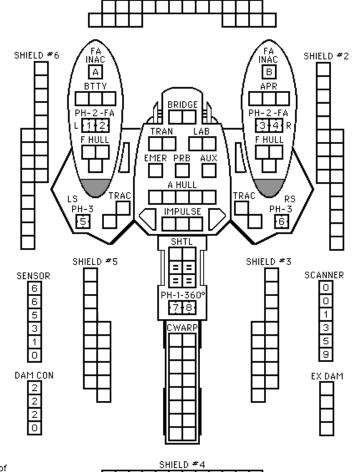
TYPE III DEFENSE PHASER

DIE ROLL	Rf 0	INGE 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

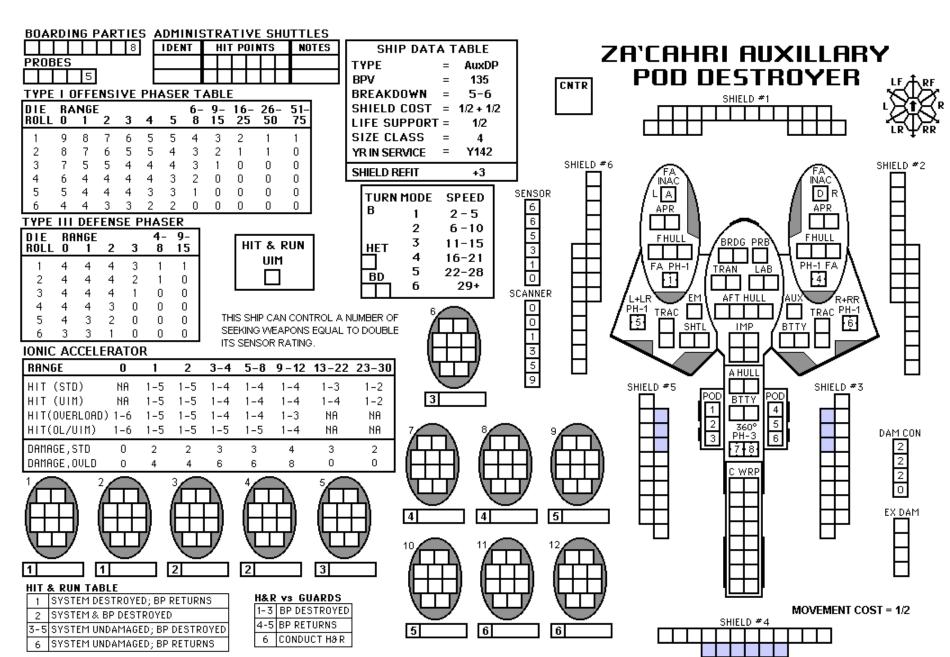
Za'Cahri ILT is courtesy of John Christie < sfbrocky@rocknet.net.au >

ZA'CAHRI ILLICID-T TRAINING CARRIER

SHIELD #1



WARP ENE	RGY N	NOVE	MENT	COS	ST = .	5 (1/	2)				HE	T CC	ST =	5			EI	RRAT	IC MA	ANEU	VER V	VARI	COS	T =(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



by SEAN YOUNG youngsea@pilot.msu.edu>

CI	CREW UNITS											
			ж					1	0			
П								2	0			

A	DMIN SHUTTI	LES
IDENT	HIT POINTS	NOTES

BOA	RDIN	G PAR	TIES

PROBES	T-BOMBS	
5		DC

DIE	RA	NGE	Ē				6-			26-	51-
ROLL	0	1	2	3	4	5	8	15	25	50	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





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	NΑ
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	Rf O	INGE 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

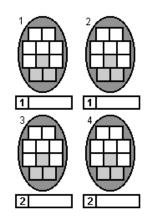
CORE WORLDS

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

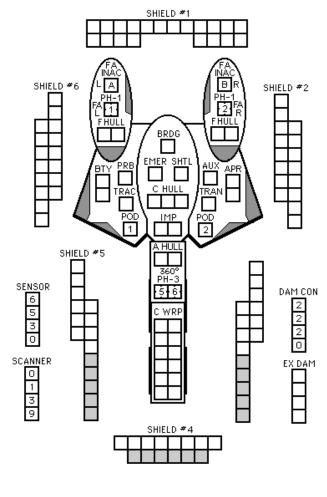
Tables and Charts by PHD Shipyards Used by permission

SHIP ST.	ATIS	TICS
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

SHIPS PERF	ORM.	AN	CE								
MOVEMENT COST				.33							
HET COST				1.67							
ERRATIC MANEUV	ER C	os	T	2							
BREAKDOWN				6							
TURN MODE = B SPEED											
POWER SYSTEMS	- 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										



ZA'CAHRI SPIDER-P ESCORT FRIGATE



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WARP ENE	WARP ENERGY MOVEMENT COST = .33 (1/3)									HE	T C	DST =	5			EI	RRAT	TIC MA	ANEU'	VER	WAR	COS	ST =	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

(RE	WI	UN	ITS	;			l
Г			ж				10	l
Γ					16			

- 4	ADMIN SHUTTLES												
IDENT	_	HIT POINTS NOTES											
				Г									
THIS SHIP HAS TWO SHUTTLE BAYS.													

BOA	RDIN	G PA	RTIES	
		Ш	8	

PF	PROBES									
				5						

1	T-BOMBS	
]		D D

DIE Roll	RA 0	NGE 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

ROLL	0 0	1NGE 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

by Sean Young
youngsea@pilot.msu.edu>
Tables and Charts by PHD Shipyards
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DRO	NE R	ACK:	5			
冝	\Box	\Box	-H	-H	\Box	НВ
2	-H	-H	-H	-H	-H	ΗВ

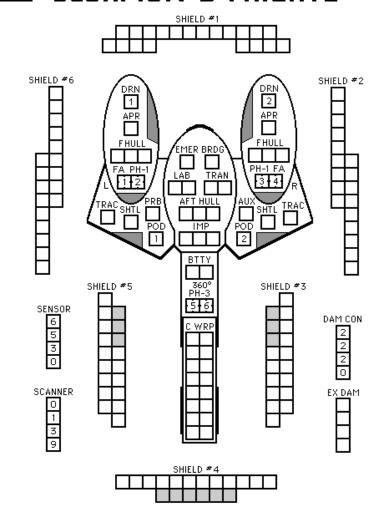
B RACKS HAD ONE RELOAD PRIOR TO Y175, TWO RELOADS THERAFTER.

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

CNTR

SH	IIPS	PERF	ORM.	ANCE				
MOVEMENT COST .5								
HET COS	Τ				2.5			
ERRATIO	: MA	NEUV	ER C	OST	3			
BREAKD	0W1	1			5 - 6			
T	URN	MOD	E = B	S	PEED			
POWER	SYS	TEMS	1	2	2 - 5			
WARP	=	16	2	(6 - 10			
IMPULSE	=	3	3	11	l - 15			
APR	=	2	4	16	6 - 21			
TOTAL	=	21	5	2	2 - 28			
BTTY	=	2	6		29+			
HET			BD					

ZA'CAHRI SCORPION-D FRIGATE



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WARP ENER	RGY N	IOVE	MENT	CO:	ST = .:	5 (1/	2)				HE	T CO	ST =	5			El	RRAT	IC MA	NEU	VER V	VARE	P COS	T =(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

CREW UNITS								
			ж					10
	Π				Π			

ADMIN SHUTTLES							
IDENT	HI	ΤР	011	115	Ų	NOTES	
	П	Г					

В	DΑ	RD	IN	G F	ΆF	RTIES
					6	

PROBES			T-BOMBS	
	5			

SHIP ST.	ATIS	TICS
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

3HIF 314	<u> HIIƏ</u>	HICO
TYPE	=	SCP
POINT VALUE	=	61
SHIELD COST	=	.5 +.5
LIFE SUPPORT	=	.5
SIZE CLASS	=	4
TACT INTEL	=	SCP
REFERENCE	=	(RA.11)
SOURCE	=	UNOFFICIAL
VEAD IN CVC		V130

CNTR

SHIELD #6

ZA'CAHRI SCORPION FRIGATE

SHIELD #2



T	Υ	P	Έ	I	F	Ή	A	S	E	F	Ì

DIE ROLL	RA 0	NGE 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 PERI	FORMANCE								
MOVEMENT COST .5									
HET COST	2.5								
ERRATIC MANEUV	VER COST 3								
BREAKDOWN	5-6								
TURN MODE = B SPEED									
POWER SYSTEMS 1 2-									
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								

coreworlds.8m.com Sean J. Young < γoungsea@msu.edu >

IONIC ACCELERATOR

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

TYPE II PHASER TABLE

DIE Roll	RA O	INGE 1	E 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

<u> </u>	<u></u>	D.L.I			11101	
DIE ROLL	RA O	NGE 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

	SENSOR 6 5 3 0 1 3 9	FAC INAC APR PH-2-FA L 112 FHULL TRAC SHIELD #5	BRDG EMER TRAN AUX PRB SHTL A HULL IMP PH-3-RX CWARP CWARP SHIELD #4	SHIELD #3	DAM CON 2 2 2 0 0 EX DAM
--	----------------------	---	--	-----------	--------------------------

WARP ENE	RGY N	10VE	MENT	CO:	ST = .	5 (1/	2)				HE	T CC	ST =	5			El	RRAT	IC MA	\NEU	VER V	VARI	P COS	T =(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

C	CREW UNITS											
			ж						10			
							18					

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

BOA	RDIN	G PA	ARTII	ES	
Ш				8	

PRO	BE	S			T-BOMBS	
\perp			5			D

DIE	RA	NGE						9-		26-	51-
ROLL	0	1	2	3	4	5	8	15	25	50	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





IONIC ACCELERATOR

RANGE	0	1	2	3-4	5-8	9-12	13-22	23-30
HIT (STD)	NΑ	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	NΑ	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	1-4	NA	NΑ
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	RA O	INGE 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

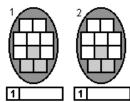
by Sean Young <youngsea@pilot.msu.edu>

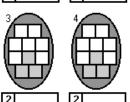
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SHIP STATISTICS								
TYPE	=	FFL						
POINT VALUE	=	93						
SHIELD COST	=	1/2 + 1/2						
LIFE SUPPORT	=	1/2						
SIZE CLASS	=	4						
TACT INTEL	=	FF						
REFERENCE	=	(RZ.25)						
SOURCE	=	UNOFFICIAL						
YEAR IN SVC	=	Y172						

CNTR

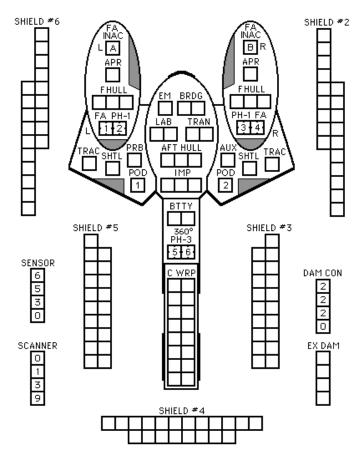
SI	SHIPS PERFORMANCE										
MOVEM	MOVEMENT COST										
HET COS	6T					2.5					
ERRATIO	C MA	NEUV	ER C	os	T	3					
BREAKD	0W1	1			ļ	5 - 6					
T	URN	MOD	E = B		SF	EED					
POWER	SYS	TEMS	1		2	- 5					
WARP	=	16	2		6	-10					
IMPULS	E =	3	3		11	- 15					
APR	=	2	4		16	- 21					
TOTAL	=	21	5		22	- 28					
BTTY	=	2	6		- :	29+					
HET			BD								





ZA'CAHRI SCORPION-L FRIGATE





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WARP ENER	RGY N	IOVE	MENT	COS	ST = .	5 (1/	2)				HE	T CC	ST =	5			E	RRAT	IC MA	\NEU	VER \	WARI	COS	T =(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

CI	RE'	W	UN	ITS	;		
			ж				10
П							20

ADMIN SHUTTLES						
IDENT	HIT POINTS	NOTES				

В	DAI	RD	IN	G F	ΆF	RTI	ES	
							8	

PROBES						
				5	l	

T-BOMBS		
	D	[

DIE Roll	RA 0	NGE 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





IONIC ACCELERATOR

RANGE	0	1	2	3-4	5-8	9 – 12	13-22	23-30
HIT (STD)	NΑ	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	NΑ	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	1-4	NA	NА
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	Rf O	INGE 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

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							

SHIPS PERF	SHIPS PERFORMANCE											
MOVEMENT COST	.5											
HET COST		2.5										
ERRATIC MANEUV	ER COS	ST 3										
BREAKDOWN		5 - 6										
TURN MOD	E = 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											

DRO	DNE	RAC	KS		
П	-H				НВ
2	H	H			НВ
ADD	П	П			6 6

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

CORE WORLDS

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

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SHIP ST	<u>ATIS</u>	TICS
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

SI	HIPS	PERF	ORM.	<u>AN</u>	CE	
MOVEM	ENT (COST				.5
HET CO:	ST					2.5
ERRATI	C MA	NEUV	ER C	os	T	3
BREAKD	0WN	ı			į	5 - 6
T	URN	MOD	E = B		SF	EED
POWER	SYS	TEMS	1		2	- 5
WARP	=	16	2		6	-10
IMPULS	E =	3	3		11	- 15
APR	=	2	4		16	- 21
TOTAL	=	21	5		22	- 28
BTTY	=	2	6		- 2	29+
HET			BD			

SHIELD #6	FA INAC LA FHULL SHTTL SHTTL FA PH-1 L112 TRAC SHTL ORN		FA INAC B R FHULL SHTTL PH-1FA 314 R AUX ADD TRAC	SHIELD #2
SENSOR 6 5 M O SCANNER 9	SHIELD #5	APR 360° PH-3 \$\frac{1}{5} \cdot \hat{6}\$	SHIELD #3	DAM CON 2 2 2 0 EX DAM
		SHIELD #4		

ZA'CAHRI SCORPION-V ESCORT CARRIER

WARP ENERGY MOVEMENT COST = .5 (1/2)									HE	T CC	ST =	5			E	RRAT	TC MA	NEU	VER \	WARI	P COS	T =(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

CI	RE	W	UN	ITS	;		
			ж				10
П					16		

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

BOARDING PARTIES	PROBES	T-BOMBS				
6	5	D D				

TYPE I PHASER DIE RANGE 6- 9- 16- 26- 51- HIT & R

NULL	U			J	7	J	U	13	ZJ	JU	IJ
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	Ο.	Ω	η (

HIT & RUN
MIÜ

TYPE III DEFENSE PHASER

DIE Roll	RF 0	INGE 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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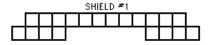
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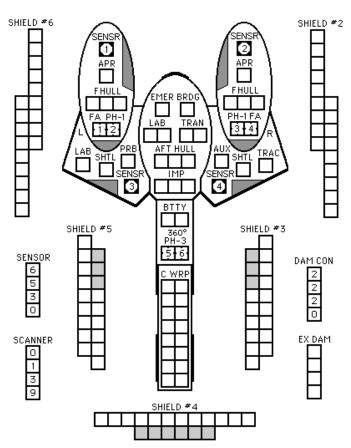
SHIP ST	SHIP STATISTICS									
TYPE	=	FS								
POINT VALUE	=	72 / 101								
SHIELD COST	=	1/2 + 1/2								
LIFE SUPPORT	=	1/2								
SIZE CLASS	=	4								
TACT INTEL	=	FF								
REFERENCE	=	(RZ.12)								
SOURCE	=	UNOFFICIAL								
YEAR IN SVC	=	Y131								
SHIELD REFIT	=	+2								

SHIPS PERF	ORM/	NCE	
MOVEMENT COST			.5
HET COST			2.5
ERRATIC MANEUV	ER CO	DST	3
BREAKDOWN			5 - 6
TURN MOD	E=B	SF	PEED
POWER SYSTEMS	1	2	- 5
WARP = 16	2	6	-10
IMPULSE = 3	3	11	- 15
APR = 2	4	16	- 21
TOTAL = 21	5	22	2 - 28
BTTY = 2	6		29+
HET	BD		



ZA'CAHRI SCOUT FRIGATE





WARP ENER	RGY N	IOVE	MENT	CO:	ST = .	5 (1/	2)				HE	T CC	ST =	5			E	RRAT	TC MA	ANEU	VER V	VARI	P COS	ST =(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

CREW UNITS	10 20 30		IDE	_	IIN SH	UTTLES DINTS NOTES
BOARDING PARTIES	10		PROBI	5		T-BOMBS DDDD
PALLET		II DEF Range O 1	<u> </u>	PHAS 4- 3 8	9- 15	SUP, FTR, PF PALLET
CREW UNITS 6	1 4	4 4 4 4	4	3 1 2 1	1 0	POINT VALUE = + 15 CREW = + 6
DECK CREWS	3 4	 4 4 4 4	4 3	1 0	0	SPACE CONTROL PALLET POINT VALUE = +30
BOARDING PARTIES		4 3 3 3	2 1	0 0 0 0	0 0	CREW = + 12 MARINES = + 4
TYPE I PHASER	DRONE 1 -	RACK	S +	H	H	SEE (R1.22B) B FOR MANEUVER B LIMITATIONS.
DIE RANGE BOLL O. 1. 2. 3.	4 5	6- 9- 8 1:		- 26- 50	51- 75	

HIT & RUN									
UIM									
ΪÏ									

IONIC ACCELERATOR

3

4

RANGE	0	1	2	3-4	5-8	9-12	13-22	23-30
HIT (STD)	NΑ	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NΑ	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.OULD	0	4	4	6	6	8	0	0

2 3

> 0 0

0 0 0

> 0 0

3

1

0

0



5 5 4 3 2

4 3 2 0 0 0 0

3

2 0 0

4 3

6

5 5

3

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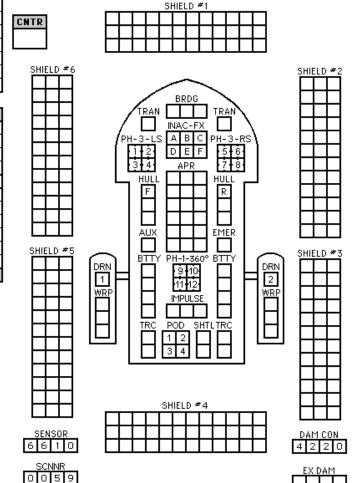
LS = LF + L + LRRS = RF + R + RRFX = L + LF + RF + R

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

SHIPS PERF	ORMAN	ICE
MOVEMENT COST		.5
HET COST		2.5
ERRATIC MANEUV	ER COS	T 3
BREAKDOWN		5 - 6
TURN MODE	= D	SPEED
POWER SYSTEMS	1	2 - 4
WARP = 6	2	5 - 8
IMPULSE = 3	3	9 - 12
APR = 18	4	13 - 17
TOTAL = 27	5	18 - 24
BTTY = 8	6	25+
HET	BD	

PALLET INSERT PALLET SEE (R1.22E).

ZA'CAHRI MONITOR



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WARP ENER	RGY N	IOVE	MENT	CO:	ST = .	5 (1/	2)				HE	T CO	ST =	5			E	RRAT	IC MA	NEU	VER V	VARF	COS	T =(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

CREW UNITS	ì
*	8

ADMIN SHUTTLES										
IDENT	IDENT HIT				Ų	NOTES				
		П								

BOARDING PARTIES									
					6				

PROBES											
				5							

BES			T-BOMBS	
П	5			D

DIE	RA	NGE					6-	9-	16-	26-	51-
ROLL	0	1	2	3	4	5	8	15	25	50	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



IONIC ACCELERATOR

RANGE	0	1	2	3-4	5-8	9-12	13-22	23-30
HIT (STD)	NΑ	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NΑ	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	RF O	INGE 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

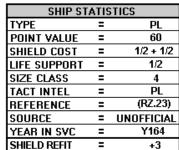
CORE WORLDS

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DI	RONE	RAC	KS			
1		-	-			В
2					H	В

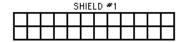
B RACKS HAD ONE RELOAD PRIOR TO Y175, TWO RELOADS THERAFTER.

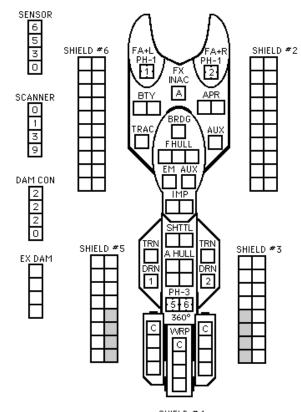


SH	IIPS	PERF	ORMA	ANCE	
MOVEME	NT (COST			.33
HET COS	T				1.67
ERRATIO	: MA	NEUV	ER C	OST	2
BREAKD	0WI	V V			6
TI	URN	MOD	E = B	S	PEED
POWER:	SYS	TEMS	1	2	2 - 5
WARP	=	12	2	•	6 - 10
IMPULSE	=	2	3	11	- 15
APR	=	2	4	16	6 - 21
TOTAL	=	16	5	22	2 - 28
BTTY	=	2	6		29+
HET			BD		



ZA'CAHRI POLICE CRUISER LEADER





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_	SHIELD #4										
Γ	Т	П						ı			
Н	-						Н	ı			
L								ı			

WARP ENER	RGY N	IOVEI	MEN	T COS	:. = T	33 (1	1/3)				HE	T CO	ST =	5			EF	RRAT	TC MA	ANEU	VER	WAR	P COS	ST =	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

CREW	UNITS		
	*	8	_

ADMIN SHUTTLES										
IDENT	HIT	P	OIN	IT:	Ų	NOTES				

BOARDING PARTIES									
					6				

PR	OB	ES			
	Т	Ι	5		

T-BOMBS		
	D	I

DIE	RA	NGE	Ē				6-			26-	51-
ROLL	0	1	2	3	4	5	8	15	25	50	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





IONIC ACCELERATOR

RANGE	n	1	2	3-4	5-8	9 - 12	13-22	23-30
		•				, IL	10 LL	
HIT (STD)	NА	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	NА
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	RA O	INGE 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 Used by permission

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

=

Y142

+3

YEAR IN SVC

SHIELD REFIT

SHII	PS	PERF	ORM	ANCE	
MOVEMEN	IT C	OST			.33
HET COST	•				1.67
ERRATIC	MAI	NEUV	ER C	OST	2
BREAKDO	WN	l			6
TU	RN	MOD	E = B	SF	PEED
POWER S'	YS1	TEMS	1	2	- 5
WARP	=	12	2	6	-10
IMPULSE	=	2	3	11	- 15
APR	=	2	4	16	- 21
TOTAL	=	16	5	22	2 - 28
BTTY	=	2	6		29+
HET			BD		

CNTR

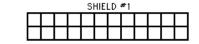
SENSOR

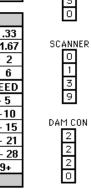
9

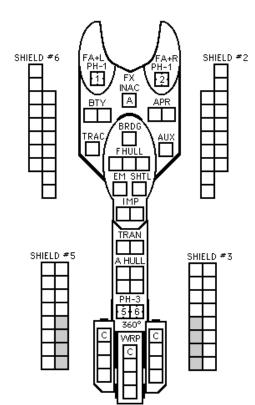
2 2 0

EX DAM

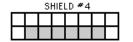
ZA'CAHRI POLICE CRUISER







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WARP ENER	RGY M	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