(RA.0) The Andrium Kingdom

(RA.1) Andrium Kingdom Background

The Andrium are one member of an ancient humanoid race that had at one point occupied a large area of the Western Quadrant. Civil War split the Old Kingdom up into two distinct governments in Y123 - the Andrium Kingdom and the Promethean Confederacy. The Andrium managed to hold onto the original home worlds of the kingdom and as such continue rule in similar fashion as the original government.

The Andrium Kingdom is a Monarchy - although the new ruling family has little ties to the old one other than a continued distrust of the Promethean Confederacy. High level advisors of the Andrium King have often recommended launching a war of reclamation against the Confederacy as opposed to the constant border hostilities that erupted between the two powers, but with the proximity of the Za'Cahri, and in more recent years the Daetharians, Andrium policy towards Promethea has remained one of border protection and reluctant alliance.

(RA.2) Andrium Royal Navy

Heavy Cruisers and Variants:

(RA.8) HEAVY CRUISER (CA): The top end of Andrium modular design, the Heavy Cruiser was the mainstay of the Kingdom's fleet. Eventually some of the ships in this class were overhauled and modified to mount the Heavy Flash Cannon.

(RA.9) GALACTIC EXPLORER (CAG): Concern over the unexpected Za'Cahri invasion that left the Kingdom unprepared, Andrium military advisors recommended the commission of a long range exploratory vessel that would be capable of identifying future deep space threats. Generally serving out 3 to 5 year missions, the CAG proceeded to fulfill that role well into the years of the Galactic Conflicts.

(RA.10) BATTLECRUISER (BC): A modified CA, the Battle Cruiser was developed in response to the Western Powers War against the Za'Cahri. Two Heavy Flash Cannons were hard-mounted underneath the center warp engine (which runs along the bottom of the hull) to provide the necessary support for such weapons. Extra power systems were included at the expense of scientific and research facilities.

(RA.15) ROYAL FLEET CARRIER (CV): This is a CA modified to carry 12 Fighters which entered service in Y172. From Y173 half of these were the Landsknecht Assault Fighter. Escort Group is a CLE and a DDE. A FFE was usually part as well. From Y179 it was common to replace the Fighters with Conquistador Heavy Fighters. (note: Andrium CV is courtesy of John Christie).

War Cruisers and Variants:

(RA.16) WAR CRUISER (CW): The demands of the Western/Galactic Powers War quickly revealed the shortcomings of the CL design. A modernized variant had been developed in the Simulators, and was quickly placed in construction. The first entered service in Y170, and at least 1 or 2 were launched each year thereafter. The need for other Ship types, however, prevented it from ever completely replacing the CL, which also remained in production anyway to provide CLE and CLS hulls. The CW did offer a much heavier armament (4 x LFC) as well as a pair of ADD's and, from Y179, a pair of Mech-Links.

Light Cruisers and Variants:

(RA.5) LIGHT CRUISER (CL): Introduced in Y120 the Light Cruiser served as the first true warship of the Andrium Kingdom.

(RA.7) LIGHT SCOUT CRUISER (SL): Designed at the same time as the CL, the Light Scout Cruiser fulfilled the need for a fast scout ship comparable of the newer fleet operations being employed by the Andrium.

(RA.17) LIGHT CARRIER (CVL): This was a modified CL. It was rather cramped, but was built in larger numbers that the CV for cost reasons. The first was launched in Y168. From Y173 half the fighters were Landsknecht's. From Y179 most of the survivors were converted to CVH, with Conquistador's. Escort Group was a CLE and a FFE, with the FFE being replaced by a DDE from Y171.

(RA.20) LIGHT ESCORT CRUISER (CLE): This vessel was introduced in Y168 as an Escort for the new CVL. It was a CL with the LFC replaced by ADD-12's, a pair of Ready Racks and Limited Aegis. It filled the role of a Drone/Fighter/PF Killer, which was the primary Role of the Andrium Carrier Groups. It never received Full Aegis, but was given more Labs than the standard CL.

Destroyers and Variants:

(RA.6) DESTROYER (DD): A mainstay of the Andrium Kingdom fleet, the DD served primarily as a fleet escort until a true escort destroyer was developed. The modular design of the destroyer class allowed for easy conversion to destroyer variants after the introduction of the HDD in Y164.

(RA.19) ESCORT DESTROYER (DDE): The HDD design was a good starting point for this Ship. The LFC's were replaced by a pair of ADD-12's and a PH-1 with extra Labs added. It had a pair of Ready Racks and Limited Aegis (never receiving Full Aegis). The prototype was launched in Y168.

(RA.22) HEAVY DESTROYER (HDD): A stretched DD hull and a third LFC mount characterize the Andrium Heavy Destroyer. The odd configuration of the boom LFC was an engineering nightmare, which resulted in a halt of this version shortly after the prototype. The basic hull design however made its way into both the Royal Navy and Royal Marine fleets as workable and well suited variants.

(RA.23) COMMANDO DESTROYER (DDG): The Andrium Fleet had always needed a Ship of this type, but never had one until the Prototype DDG was launched in Y168. It was from the same family as the DDE and CVE - the HDD design. Like the MS, every Fleet was supposed to have at least one, and usually did by Y172. A limited production was maintained to replace losses.

(RA.24) POLICE DESTROYER LEADER (PDL): The Royal Marines created this vessel as a command ship for the police forces using Navy hulls from the failed HDD experiment. The original plan called for one PDL to be assigned to each patrol sector, however this turned out to be overly optimistic - as Navy demands on shipyards capable of producing the HDD hulls for the CVE resulted in very few PDL's being produced.

(RA.25) ESCORT CARRIER (CVE): This design was derived from the unsuccessful HDD, first introduced in Y169. It carried 8 Fighters, 4 being Landsknechts after Y173. Escort Group was a FFE, or a DDE from Y171. Many were converted to PFT beginning in Y180. This was the most widely used Andrium Carrier, as a number were allocated to the Police and most independent Cruiser Squadrons included one as well.

Frigates and Police Ships:

(RA.11) FRIGATE (FF): Developed as a low cost patrol and escort vessel, the FF was use mainly in an escort role along supply routes.

(RA.18) ESCORT FRIGATE (FFE): This design, which entered service in Y168, was originally intended as the standard light escort for the Andrium Carriers. It simply replaces the LFC with ADD-12's with double reloads and adds Limited Aegis and Ready Racks. The DD would have made a better starting point, but the production line was already at full capacity. The class was not a success and was replaced rather quickly by the HDD derived DDE. A few were kept by the Fleet, but after Y171 most were found with the Police. Several appear to have been converted back to standard FF's.

Miscellaneous Classes:

(RA.12) SYSTEM PATROL MONITOR (SPM): Designed as a low cost weapons platform, the SPM was used to defend important systems near the Promethean/Andrium border. This unit was never operated within a fleet as its warp engines were unable move the ship at rates necessary for such missions.

(RA.13) CARGO TUG (CTUG): Used to transport military and non-military cargo, the CTUG provided a heavy transport unit that could be configured as needed depending on the mission and the type of cargo to be hauled.

(RA.14) BATTLE TUG (BTUG): Classified as a BTUG when in this configuration, the tug was able to mount a single battle "pallet" under the forward boom section. Used in the rare circumstance that the standard cargo configuration wasn't being used and an extra heavy fire support vessel was required.

(RA.Y) Andrium Early Years Ships by John Christie

The Andrium Kingdom seems to have developed Warp power and Combat Ships around the same time as the Grand Alliance (Kholos, Berhach'i & Soleal), that is between Y33 and Y41. At this time the Kingdom comprised the Andrium (Ruling Class and Military), the Promethean (Workers and Police) and the Thaan (a bit of everything!)

The Andrium Kingdom developed separate Military and Police Ships. The Warships developed into the classic Andrium design, and had a Flash Cannon as their main armament. This has the same arming cost as a LFC, but does damage only in one Impulse. This damage is slightly greater than that scored in one impulse by the LFC. Otherwise it is treated as a LFC. The Police Ships had Drones and Proto-Bolts as their main armament. The Proto-

Bolt had, however, no Overload capability. It could, however, be held.

The Military seem to have built Frigates, Destroyers, some Cruisers (CL) and a very few Flagships (CA). The Police mainly built Destroyers and Armed Freighters, with a few Cruisers to command large Escort Groups and support major “Criminal Investigations”. The rise of the Thaan in or about Y111 saw a number of successful mutinies in both Warships and Police Ships, giving the Thaan their first combat units.

The Thaan, apart from a few mutineers, had a number of Armed Freighters, and had also designed a Raider based on a Small Freighter. This design now went into quantity production. Y118 saw the arrival of a number of refugee Berhach’i Ships, whilst Y120 saw the commencement of the development of the later Raider designs, although the first seem to have not birthed until Y156. Y130 also saw the arrival of a number of Orion OFT and SLV, plus Blueprints to enable further construction.

The Andrium Civil War of Y123 - Y135 saw the development of many improved Warships by both the Andrium and Prometheans. The Prometheans, possibly reflecting their Police background, were always somewhat lighter armed in direct-fire weapons, but had plenty of Drones. Both Groups also had to now resolve the problem of the of the Talruum arrival.

(RA.3) EARLY DESTROYER (YDD): This was the predecessor to the later Andrium DD. It first entered service around Y70. The main armament was 2 Flash-Cannon, which have the same Arming Cost as the later Light Flash Cannon, but do damage as listed in a single Impulse only. From around Y120 most were upgraded to incorporate the latest improvements, before being replaced from Y145 by the better known DD. Two were acquired by the Talruum on arrival and were re-armed with Talruum weaponry. These were still being used for convoy Escort duties as late as Y175. The Thaan Pirates acquired a number by mutiny at the time of the Thaan Revolt in Y111.

(RA.4) EARLY FRIGATE (YFF): The partner to the YDD. It was introduced around Y50. The survivors were re-built as FF’s from Y122 and soldiered on, along with new construction, for many decades. The Talruum acquired three, and after re-arming used them to support their Police Force. The Andrium seem to have relied on this type, and its rebuilt version, for Police work after the Andrium Civil War. At least 10 mutinied in Y111 and 112 and joined the Thaan Pirates.

(RA.J0) Andrium Attrition Units

by John Christie < sfbrocky@rocknet.net.au >

CAVALIER SUPERIORITY FIGHTER This was a largely defensive unit which officially entered service in Y169, although at least one CVL was operational with the type in Y168, and some were deployed on larger Bases in Y168 as well. It has a pair of Phaser-3's only, and has little offensive capability. It was extensively used by the Police, especially after the introduction of the Chevalier.

CHEVALIER SUPERIORITY FIGHTER This was a significant improvement on the Cavalier, being not only faster and tougher, but also having the ability to carry 4 RALAD's (containerized ADD's). This made it a much better Drone killer. It remained in service until at least Y200, probably longer.

LANDSKNECHT ASSAULT FIGHTER The Andrium always had a problem of lack of an effective strike weapon for their Fighters. The Landsknecht, with a Phaser-2, was an attempt to rectify this short-coming. It also had a pair of RALAD, mainly for self-protection against Drones. It was better than nothing, but not much. None-the-less it stayed in use until after Y200. It was often deployed in mixed Squadrons with equal numbers of Chevaliers. Occasional full Squadrons were deployed on Star bases.

CONQUISTADOR HEAVY FIGHTER This was regarded as a better proposition than the Landsknecht, but took up a lot of space. None-the-less, it was extensively deployed, not only on Bases, but in the Fleet. At least 1 CV carried them, and most CVL and a few CVE were converted to carry them as well. It would have been much better with a LFC, but the Andrium could never solve the engineering problems of mounting such a powerful weapon in a Size Class 6 unit.

Andrium Carrier & Tender Squadrons:

HEAVY CARRIER (CV) SQUADRON: Consisted of 12 Cavalier Fighters in Y172. Between Y173 and Y178 the CV carried 6 Chevalier Fighters and 6 Landsknecht Fighters. Beginning in Y179 it was common to replace all fighters on the Andrium CV with 6 double-spaced Conquistador Fighters.

LIGHT CARRIER (CVL) SQUADRON: The CVL carried 12 Cavalier Fighters between Y169 and Y172. From Y173 onward these were replaced with 6 Chevalier and 6 Landsknecht Fighters.

ESCORT CARRIER (CVE) SQUADRON: Assigned 8 Cavalier Fighters between Y169 and Y172. From Y173 onward these were replaced with 4 Chevalier and 4 Landsknecht Fighters.

(EF.1) LIGHT FLASH CANNON

The Flash Cannon is the heavy weapon of the Andrium Kingdom. It operates by manipulating energy into short flashes of unstable particles that do damage over two impulses.

(EF.11) Designation: Each "LFC" box on the SSD represents one Light Flash Cannon bolt. Each is recorded and fired separately. This is a Direct Fire weapon.

(EF.12) Arming: A Light Flash Cannon is armed by allocating 1 point of energy to it on the first turn of arming and 2 points of energy to it on the second turn of arming. It must be armed over two consecutive turns in this 1+2 fashion only. The LFC may be fired on the second turn of arming.

(EF.121) Holding: If a LFC is not fired on the second turn of arming it may be held for no cost for up to 25 turns, after which time the energy is lost.

(EF.122) Overloads: An LFC may be overloaded by allocating an extra 2 points of energy during the second turn of arming (for a total of 4 points on the second turn of arming). Optionally, a standard load LFC may be overloaded in mid-turn by expending 2 points of Reserve Power.

(EF.123) Holding Overloads: If an overloaded LFC is not fired on the second turn of arming it may be held for up to 25 turns as long as the captain expends 1 point of power for each overload during the energy allocation phase. An overloaded LFC is discharged harmlessly into space if this cost is not paid during energy allocation.

(EF.13) Operation: The Light Flash Cannon is fired during the Direct Fire stage of the Impulse Procedure with all other direct fire weapons. The damage from a LFC is indicated as two numbers separated by a "+" sign. The first number is the damage applied immediately after the weapon hits (with any other damage that may have occurred from direct fire on that impulse). The second number is the amount of damage that will occur on the very next impulse (along with any other direct fire damage that may occur on that impulse - see (EF.131) for exception).

(EF.131) Directional Damage: The amount of damage scored on the second impulse is recorded from the same direction as the original hit even if the ship in question has changed facing. In the case of a facing change - the second damage allocation from the LFC is considered a separate volley from any other direct fire weapons scoring hits on that impulse.

(EF.132) Range Implications: The damage that occurs on the second impulse is recorded using the original firing range if the ships in question have changed ranges between the two impulses.

(EF.14) Repair: Repair cost of a LFC is 6.

(EF.15) Restrictions: Under no circumstances may a Light Flash Cannon be armed, fired, or repaired as a Heavy Flash Cannon.

(EF.2) HEAVY FLASH CANNON

(EF.21) Designation: Each "HFC" box on the SSD represents one Heavy Flash Cannon. Each is recorded and fired separately. The HFC is a direct fire weapon that is identical in all respects to the Light Flash Cannon with the following exceptions:

(EF.211) Arming: An HFC in armed over two consecutive turns by allocating 2 units of energy on the first turn of arming and 3 units of energy on the second turn. The Heavy Flash Cannon may be fired on the second turn of arming.

(EF.212) Holding: An armed HFC may be held in the same manner as a LFC is although 1 unit of energy is required to do so.

(EF.213) Operation: The Heavy Flash Cannon is fired identically to the LFC but does more damage. Note that the Heavy Flash Cannon cannot be fired at range zero.

(EF.22) Overloads: The HFC may not be overloaded.

(EF.23) Repair: Repair cost of an HFC is 10. A destroyed Heavy Flash Cannon may be repaired as a LFC for a cost of 6.

ANDRIUM RNS BATTLECRUISER

CREW UNITS								
			*					10
								20
								30
								40

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

BOARDING PARTIES									
									10
			14						

T-BOMBS							
				D	D	D	D

SHIP STATISTICS		
TYPE	=	BC
POINT VALUE	=	146
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CA
REFERENCE	=	(RA.4)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y173

CNTR

SHIPS PERFORMANCE			
MOVEMENT COST		1	
HET COST		5	
ERRATIC MANEUVER COST		6	
BREAKDOWN		5-6	
TURN MODE = B			SPEED
POWER SYSTEMS		1	2 - 5
WARP =	30	2	6 - 10
IMPULSE =	4	3	11 - 15
APR =	5	4	16 - 21
TOTAL =	39	5	22 - 28
BTTY =	5	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

LIGHT FLASH CANNON

RANGE	0	1	2	3-5	6-8	9-12	13-22	23-30
HIT#	1-6	1-5	1-5	1-4	1-4	1-3	1-3	1-2
DAMAGE	5+5	5+4	4+4	3+3	3+2	2+2	2+1	1+1
OVERLOAD	NA	7+6	6+6	5+5	5+4	--	--	--

TYPE II PHASER TABLE

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

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

HEAVY FLASH CANNON

RANGE	1	2	3-5	6-8	9-12	13-22	23-30	31-40
HIT#	1-5	1-5	1-4	1-4	1-3	1-3	1-2	1-2
DAMAGE	9+9	8+8	6+6	5+5	4+4	3+3	2+2	1+1

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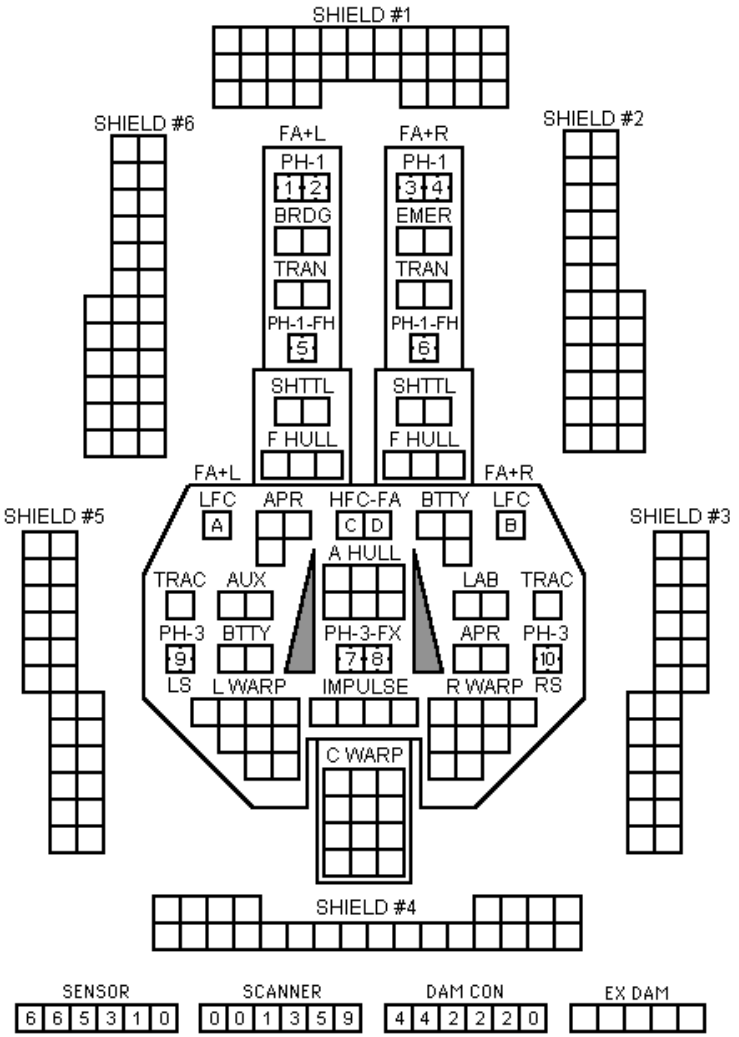

SENSOR						SCANNER						DAM CON						EX DAM					
6	6	5	3	1	0	0	0	1	3	5	9	4	4	2	2	2	0						

MOVEMENT COST = 1

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ANDRIUM
RNS HEAVY CRUISER

CREW UNITS								
			✱					10
								20
								30
			34					

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES
TWO BAYS - NO TRANSFERS		

BOARDING PARTIES							
							8

PROBES				
				5

T-BOMBS				
				D D D D

SHIP STATISTICS		
TYPE	=	CA
POINT VALUE	=	121
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CA
REFERENCE	=	(RA.8)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y129

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 = C			SPEED
POWER SYSTEMS		1	2 - 4
WARP	= 30	2	5 - 9
IMPULSE	= 4	3	10 - 14
APR	= 2	4	15 - 20
TOTAL	= 36	5	21 - 27
BTTY	= 2	6	28+
HET		BD	

LIGHT FLASH CANNON

RANGE	0	1	2	3-5	6-8	9-12	13-22	23-30
HIT#	1-6	1-5	1-5	1-4	1-4	1-3	1-3	1-2
DAMAGE	5+5	5+4	4+4	3+3	3+2	2+2	2+1	1+1
OVERLOAD	NA	7+6	6+6	5+5	5+4	--	--	--

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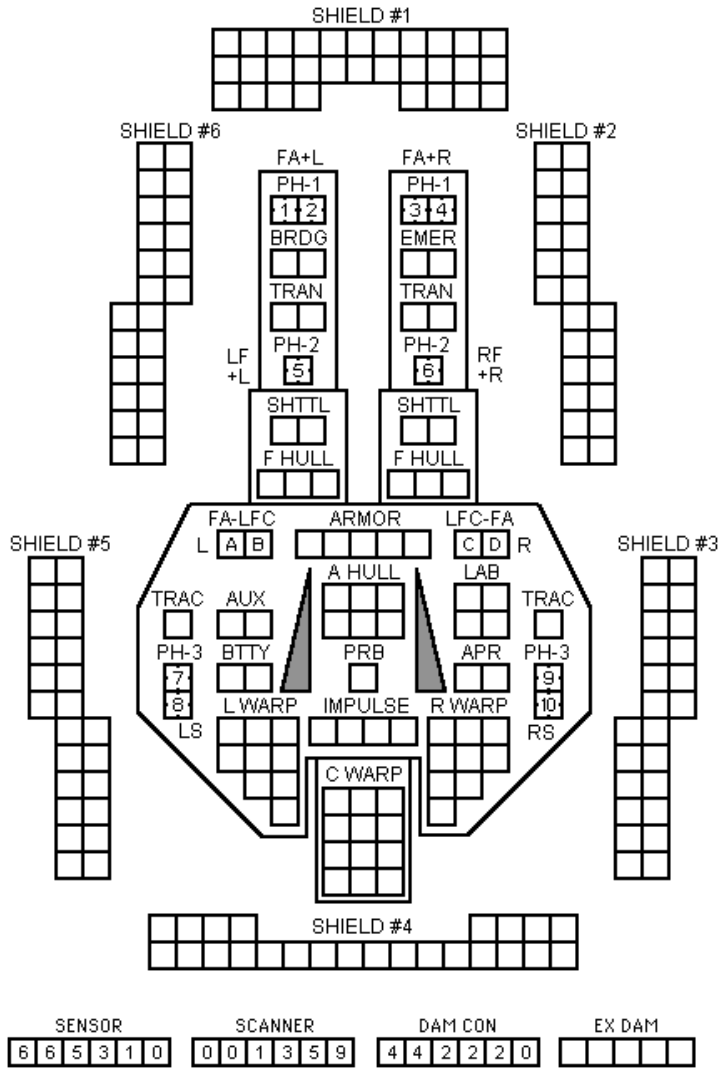
TYPE II PHASER TABLE

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

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					

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ANDRIUM RMS GALACTIC EXPLORER

CREW UNITS								
			✱					10
								20
								30
						37		

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES
TWO BAYS - NO TRANSFERS		

SHIP STATISTICS		
TYPE	=	CAG
POINT VALUE	=	121 / 151
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CA
REFERENCE	=	(RA.9)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y152

CNTR

BOARDING PARTIES								
								10
			14					

PROBES					
1					5
2					5

T-BOMBS								
				D	D	D	D	

SHIPS PERFORMANCE	
MOVEMENT COST	1
HET COST	5
ERRATIC MANEUVER COST	6
BREAKDOWN	5-6

TURN MODE = C		SPEED
POWER SYSTEMS	1	2 - 4
WARP = 32	2	5 - 9
IMPULSE = 4	3	10 - 14
APR = 2	4	15 - 20
TOTAL = 38	5	21 - 27
BTTY = 2	6	28+
HET	BD	

TYPE I PHASER

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

SPECIAL SENSORS ARE DESTROYED ON PHASER HITS

LIGHT FLASH CANNON

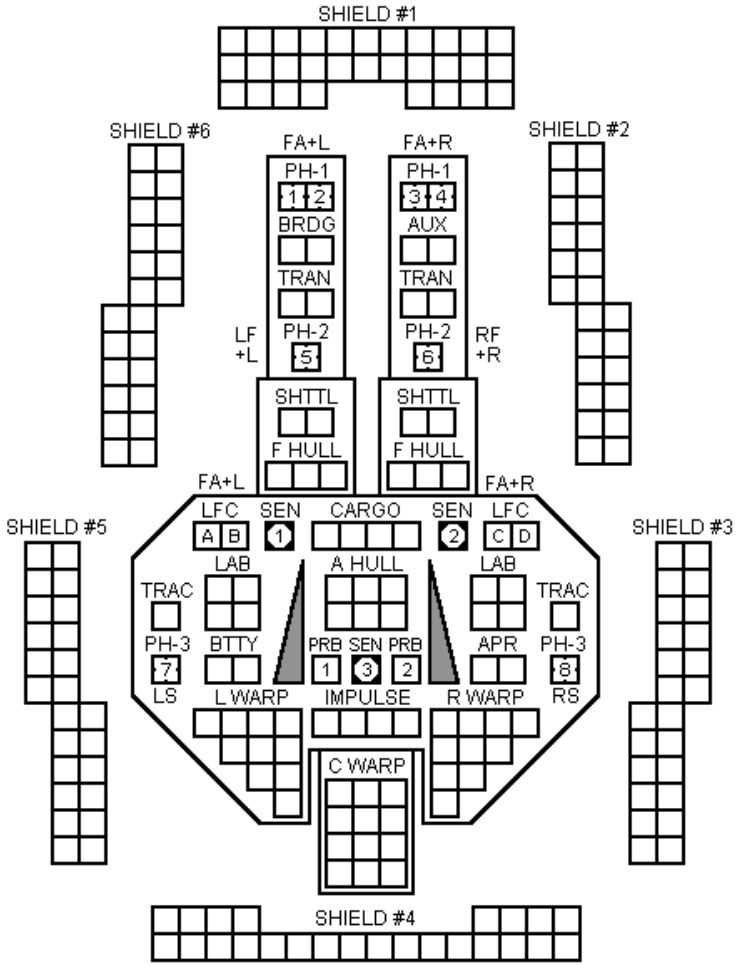
RANGE	0	1	2	3-5	6-8	9-12	13-22	23-30
HIT#	1-6	1-5	1-5	1-4	1-4	1-3	1-3	1-2
DAMAGE	5+5	5+4	4+4	3+3	3+2	2+2	2+1	1+1
OVERLOAD	NA	7+6	6+6	5+5	5+4	--	--	--

TYPE II PHASER TABLE

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

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



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

MOVEMENT COST = 1

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ANDRIUM
RNS CARRIER

CREW UNITS

			✱						10
									20
									30
									40

ADMIN SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS A TUNNEL BAY

BOARDING PARTIES

							8

DECK CREWS

									10
12									

PROBES

				5

T-BOMBS

				D	D	D	D

SHIP STATISTICS

TYPE	=	CV
POINT VALUE	=	140
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CV
REFERENCE	=	(RA.15)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	172

CNTR

SHIPS PERFORMANCE

MOVEMENT COST			1	
HET COST			5	
ERRATIC MANEUVER COST			6	
BREAKDOWN			5-6	
TURN MODE = C			SPEED	
POWER SYSTEMS			1	2 - 4
WARP	=	30	2	5 - 9
IMPULSE	=	4	3	10 - 14
APR	=	2	4	15 - 20
TOTAL	=	36	5	21 - 27
BTTY	=	2	6	28+
HET			BD	

TYPE I PHASER

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

LF RF L R LR RR

FA = LF + RF

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LIGHT FLASH CANNON

RANGE	0	1	2	3-5	6-8	9-12	13-22	23-30
HIT#	1-6	1-5	1-5	1-4	1-4	1-3	1-3	1-2
DAMAGE	5+5	5+4	4+4	3+3	3+2	2+2	2+1	1+1
OVERLOAD	NA	7+6	6+6	5+5	5+4	--	--	--

ADD

1														

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

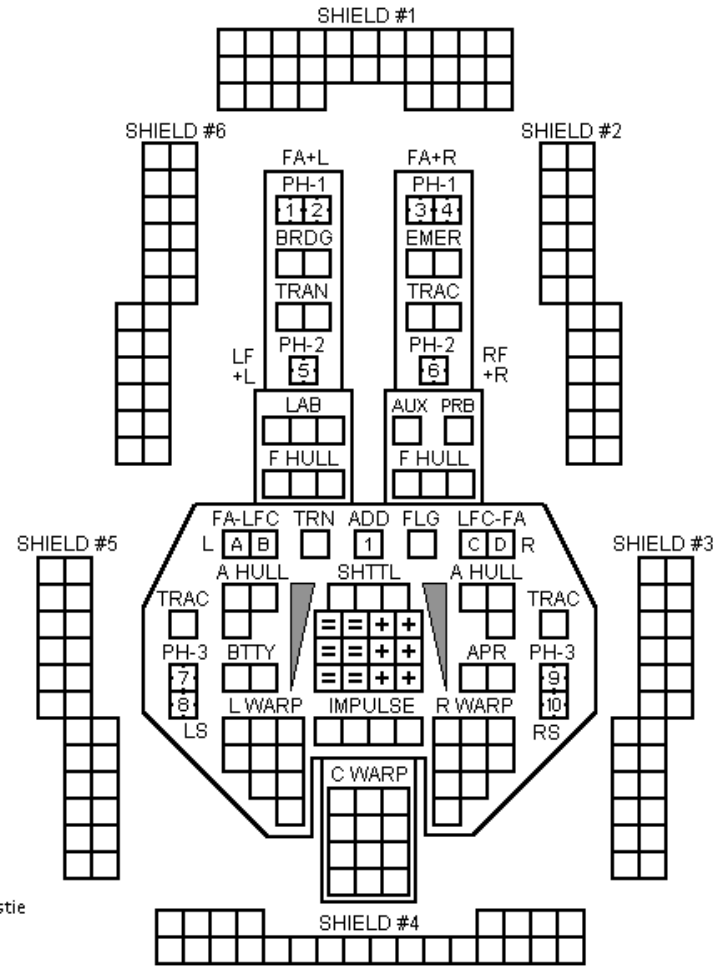
TYPE III DEFENSE PHASER

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

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

ADD TABLE

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



MOVEMENT COST = 1

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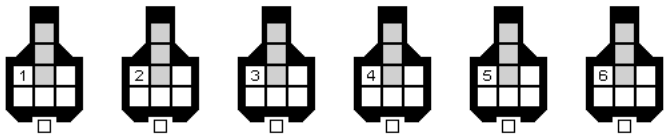
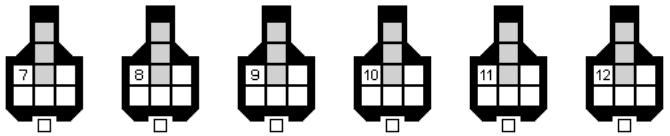
ANDRIUM CV FIGHTER SQUADRON



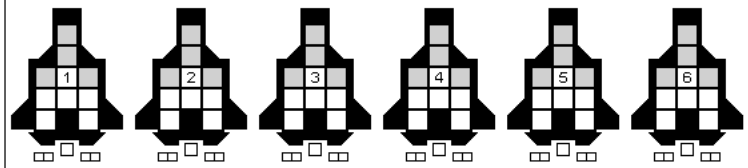
FIGHTER STATISTICS		
TYPE	=	CAVALIER
POINT VALUE	=	4
REFERENCE	=	(RA.J1)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y169
SPEED = 10		2 X PH-3-FA
DAMAGE = 8		1 X CHAFF
DFR = 2		

Assigned to the CVL Y169 thru Y172.



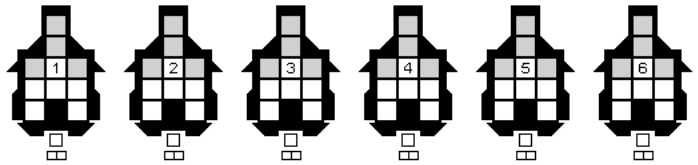
FIGHTER STATISTICS		
TYPE	=	CAVALIER
POINT VALUE	=	4
REFERENCE	=	(RA.J1)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y169
SPEED = 10		2 X PH-3-FA
DAMAGE = 8		1 X CHAFF
DFR = 2		

Assigned to the CVL Y169 thru Y172.



FIGHTER STATISTICS		
TYPE	=	CHEVALIER
POINT VALUE	=	7
REFERENCE	=	(RA.J2)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y173
SPEED = 14		2 X PH-3-FA
DAMAGE = 10		4 X RALAD-FA
DFR = 4		1 X CHAFF

Assigned to the CVL Y173+.



FIGHTER STATISTICS		
TYPE	=	LANDSKNECHT
POINT VALUE	=	7
REFERENCE	=	(RA.J3)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y173
SPEED = 12		1 X PH-2-FA
DAMAGE = 10		1 X PH-3-FA
DFR = 2		2 X RALAD-FA
		1 X CHAFF

Assigned to the CVL Y173+.

Andrium Fighters are by John Christie < sfbrocky@rocknet.net.au >

ANDRIUM RMS BATTLE TUG

CREW UNITS							
		✱					10
							20
							30
							40
							50

BOARDING PARTIES							
							10
						18	

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES
TWO BAYS - NO TRANSFERS		

PROBES					
					5

T-BOMBS							
					D	D	D	D

SHIP STATISTICS		
TYPE	=	BTUG
POINT VALUE	=	182
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CTUG
REFERENCE	=	(RA.14)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y152

CNTR

SHIPS PERFORMANCE			
MOVEMENT COST			1.25
HET COST			6.25
ERRATIC MANEUVER COST			7.5
BREAKDOWN			2-6
		TURN MODE=D	SPEED
POWER SYSTEMS		1	2 - 4
WARP	= 24	2	5 - 8
IMPULSE	= 6	3	9 - 12
APR	= 10	4	13 - 17
TOTAL	= 38	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

LIGHT FLASH CANNON

RANGE	0	1	2	3-5	6-8	9-12	13-22	23-30
HIT#	1-6	1-5	1-5	1-4	1-4	1-3	1-3	1-2
DAMAGE	5+5	5+4	4+4	3+3	3+2	2+2	2+1	1+1
OVERLOAD	NA	7+6	6+6	5+5	5+4	--	--	--

TYPE II PHASER TABLE

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

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

HEAVY FLASH CANNON

RANGE	1	2	3-5	6-8	9-12	13-22	23-30	31-40
HIT#	1-5	1-5	1-4	1-4	1-3	1-3	1-2	1-2
DAMAGE	9+9	8+8	6+6	5+5	4+4	3+3	2+2	1+1

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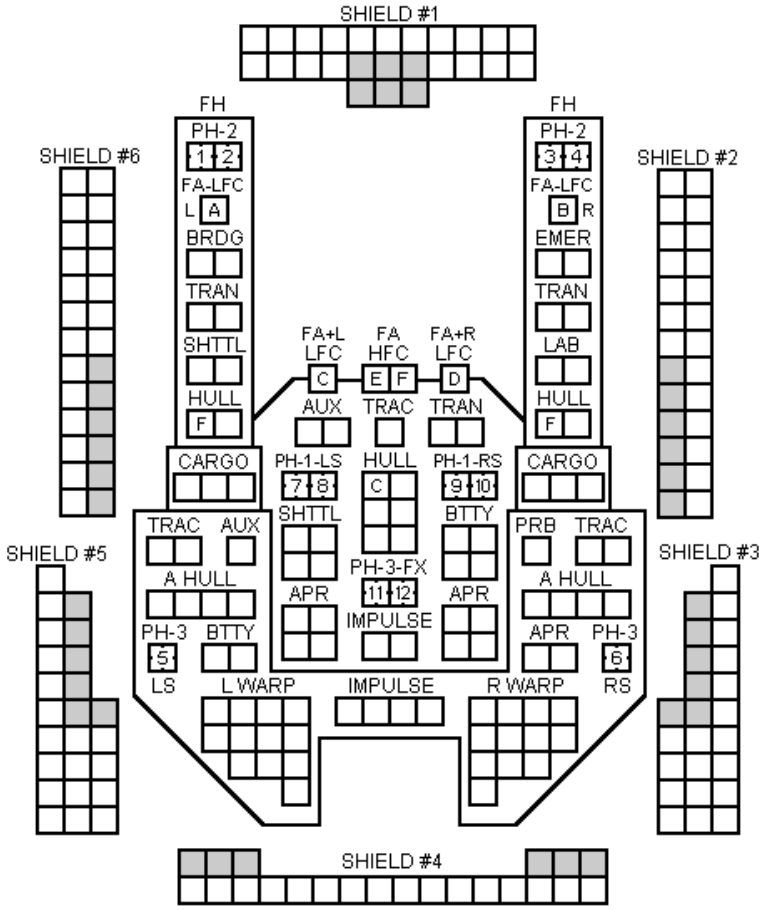
SENSOR 6 6 6 5 3 1 0 0

SCANNER 0 0 0 1 3 5 9 9

DAM CON 4 4 4 4 2 2 2 0 0

EX DAM

Shaded boxes are added with the Combat Pallet.



WARP ENERGY MOVEMENT COST = 1.25 (1 1/4)					HET COST = 5						ERRATIC MANEUVER WARP COST = ⑥																		
SPEED	1	2	3	4	5	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Fract.	1.25	2.5	3.75	5	6.25	7.5	8.75	10	11.25	13.5	14.75	16	17.25	18.5	18.75	20	21.25	22.5	23.75	25	26.25	27.5	28.75	30	31.25	32.5	33.75	35	36.25	37.5

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ANDRIUM RMS CARGO TUG

CREW UNITS								
			✱					10
								20
								30

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

SHIP STATISTICS		
TYPE	=	CTUG
POINT VALUE	=	151 / 105
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CTUG
REFERENCE	=	(RA.14)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y152

CNTR

BOARDING PARTIES			
			4

PROBES				
				5

T-BOMBS								
				D	D	D	D	

SHIPS PERFORMANCE		
MOVEMENT COST		1.25
HET COST		6.25
ERRATIC MANEUVER COST		7.5
BREAKDOWN		2-6
TURN MODE=D		SPEED
POWER SYSTEMS	1	2 - 4
WARP = 24	2	5 - 8
IMPULSE = 4	3	9 - 12
APR = 10	4	13 - 17
TOTAL = 38	5	18 - 24
BTTY = 6	6	25+
HET	BD	

LIGHT FLASH CANNON

RANGE	0	1	2	3-5	6-8	9-12	13-22	23-30
HIT#	1-6	1-5	1-5	1-4	1-4	1-3	1-3	1-2
DAMAGE	5+5	5+4	4+4	3+3	3+2	2+2	2+1	1+1
OVERLOAD	NA	7+6	6+6	5+5	5+4	--	--	--

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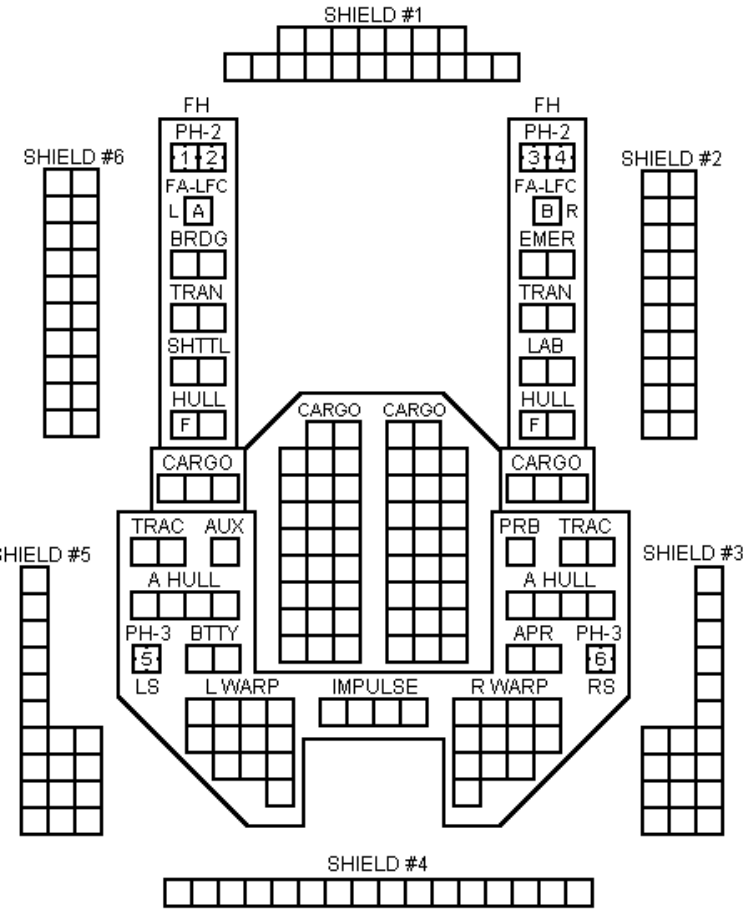

TYPE II PHASER TABLE

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

SENSOR						
6	6	5	3	1	0	

DAM CON						
4	4	2	2	2	0	

SCANNER						
0	0	1	3	5	9	

EX DAM					

WARP ENERGY MOVEMENT COST = 1.25 (1 1/4)					HET COST = 5					ERRATIC MANEUVER WARP COST = ⑥																			
SPEED	1	2	3	4	5	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Fract.	1.25	2.5	3.75	5	6.25	7.5	8.75	10	11.25	13.5	14.75	16	17.25	18.5	18.75	20	21.25	22.5	23.75	25	26.25	27.5	28.75	30	31.25	32.5	33.75	35	36.25	37.5

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ANDRIUM
RNS LIGHT CRUISER

CREW UNITS								
			✱					10
								20
								30
			34					

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

SHIP STATISTICS		
TYPE	=	CL
POINT VALUE	=	90
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CL
REFERENCE	=	(RA.5)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y120

CNTR

BOARDING PARTIES							
							8

PROBES				
				5

T-BOMBS							
				D	D	D	D

TYPE I PHASER

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

FA = LF + RF

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

LIGHT FLASH CANNON

RANGE	0	1	2	3–5	6–8	9–12	13–22	23–30
HIT#	1–6	1–5	1–5	1–4	1–4	1–3	1–3	1–2
DAMAGE	5+5	5+4	4+4	3+3	3+2	2+2	2+1	1+1
OVERLOAD	NA	7+6	6+6	5+5	5+4	--	--	--

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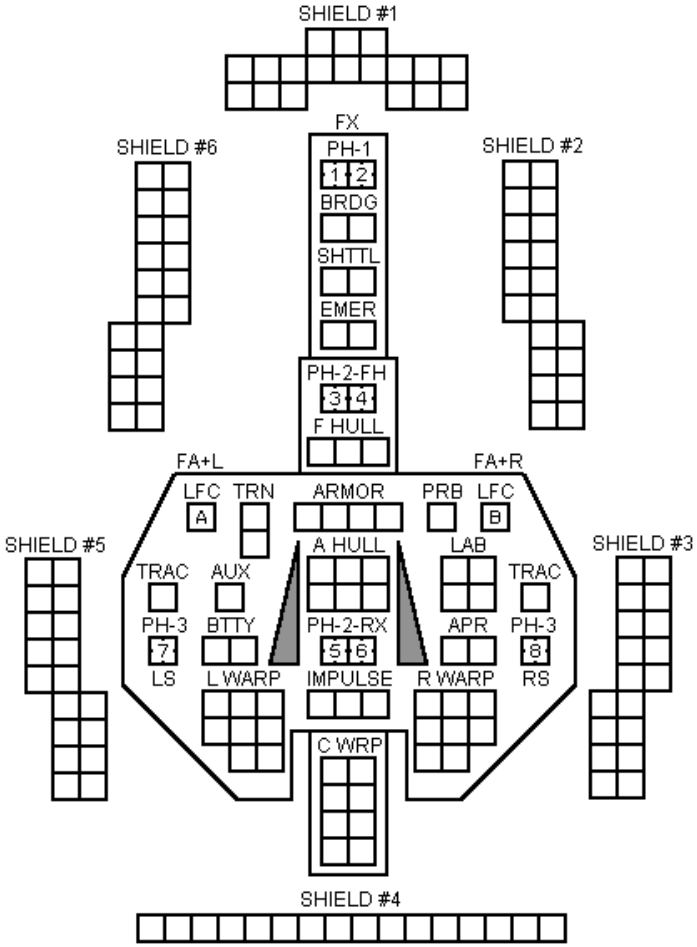
TYPE II PHASER TABLE

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



SENSOR					
6	6	5	3	1	0

SCANNER					
0	0	1	3	5	9

DAM CON					
4	4	2	2	2	0

EX DAM			

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

SPEED	1	2	3	4	5	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	3	3	4	5	6	6	7	8	9	9	10	11	12	12	13	14	15	15	16	17	18	18	19	20	21	21	22	23
Fract.	.75	1.5	2.25	3	3.75	4.5	5.25	6	6.75	7.5	8.25	9	9.75	10.5	11.25	12	12.75	13.5	14.25	15	15.75	16.5	17.25	18	18.75	19.5	20.25	21	21.75	22.5

ANDRIUM RNS
LIGHT ESCORT CRUISER

CREW UNITS

			✱						10
									20
									30

ADMIN SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP STATISTICS

TYPE	=	CLE
POINT VALUE	=	108
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CL
REFERENCE	=	(RA.20)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y168
MECH LINKS	=	+2
LIMITED AEGIS		

CNTR

BOARDING PARTIES

							8

PROBES

				5

T-BOMBS

				D	D	D	D

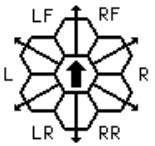
DECK CREWS

	2

Y179 Mech Link Refits allows the CLE to carry two PFs.

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

ANTI-DRONES

1												
2												
3												
4												

ADD TABLE

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

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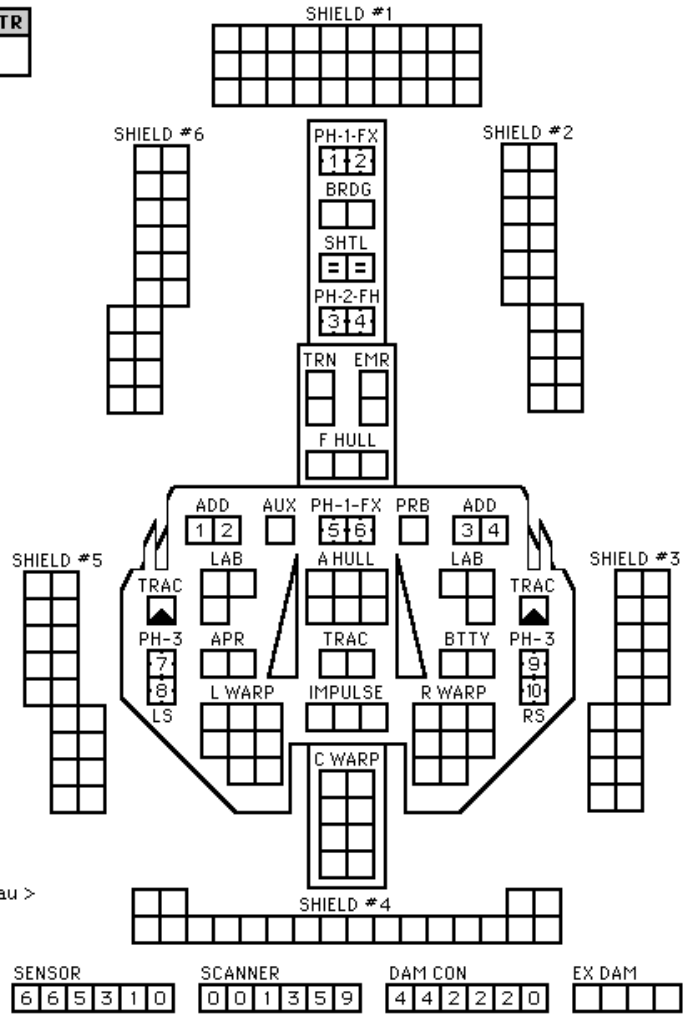
TYPE III DEFENSE PHASER

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

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



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

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

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

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	3	3	4	5	6	6	7	8	9	9	10	11	12	12	13	14	15	15	16	17	18	18	19	20	21	21	22	23
Fract.	.75	1.5	2.25	3	3.75	4.5	5.25	6	6.75	7.5	8.25	9	9.75	10.5	11.25	12	12.75	13.5	14.25	15	15.75	16.5	17.25	18	18.75	19.5	20.25	21	21.75	22.5

ANDRIUM RNS
LIGHT SCOUT CRUISER

CREW UNITS								
			✱					10
								20
								30
			34					

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

SHIP STATISTICS		
TYPE	=	CLS
POINT VALUE	=	79 / 113
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CL
REFERENCE	=	(RA.6)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y120

CNTR

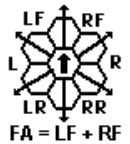
BOARDING PARTIES					
					6

PROBES				
				5

T-BOMBS							
				D	D	D	D

TYPE II PHASER TABLE

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



FA = LF + RF
FX = L+LF+RF+R

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

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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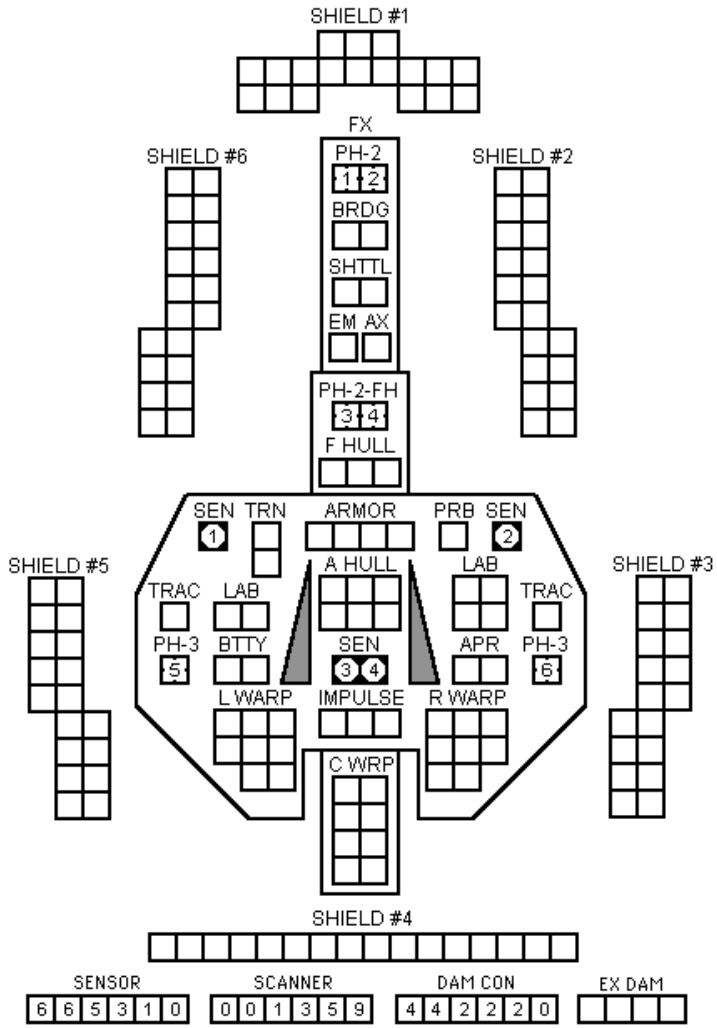
SPECIAL SENSORS #1 AND #2 ARE DESTROYED ON TORPEDO HITS.

SPECIAL SENSORS #3 AND #4 ARE DESTROYED ON PHASER HITS.



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

SSD UPDATED ON 8.28.00

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WARP ENERGY MOVEMENT COST = .75 (3/4)					HET COST = 5						ERRATIC MANEUVER WARP COST = ⑥																			
SPEED	1	2	3	4	5	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	3	3	4	5	6	6	7	8	9	9	10	11	12	12	13	14	15	15	16	17	18	18	19	20	21	21	22	23
Fract.	.75	1.5	2.25	3	3.75	4.5	5.25	6	6.75	7.5	8.25	9	9.75	10.5	11.25	12	12.75	13.5	14.25	15	15.75	16.5	17.25	18	18.75	19.5	20.25	21	21.75	22.5

ANDRIUM RNS WAR CRUISER

CREW UNITS	
☐☐☐✱☐☐☐☐☐	10
☐☐☐☐☐☐☐☐☐	20
☐☐☐☐☐☐☐☐☐	30
☐☐☐☐	

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

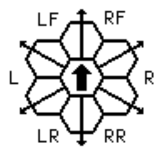
BOARDING PARTIES	PROBES	T-BOMBS
☐☐☐☐☐☐☐☐☐ 10	☐☐☐☐ 5	☐☐☐☐ D D D D

SHIP STATISTICS		
TYPE	=	CW
POINT VALUE	=	125
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CW
REFERENCE	=	(RA.16)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y170
MECH LINK	=	+2

CNTR

TYPE I PHASER

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



SHIPS PERFORMANCE	
MOVEMENT COST	.66
HET COST	3.33
ERRATIC MANEUVER COST	4
BREAKDOWN	5-6

TURN MODE = B		SPEED
POWER SYSTEMS	1	2-5
WARP = 24	2	6-10
IMPULSE = 3	3	11-15
APR = 4	4	16-21
TOTAL = 31	5	22-28
BTTY = 2	6	29+
HET ☐☐	BD ☐☐	

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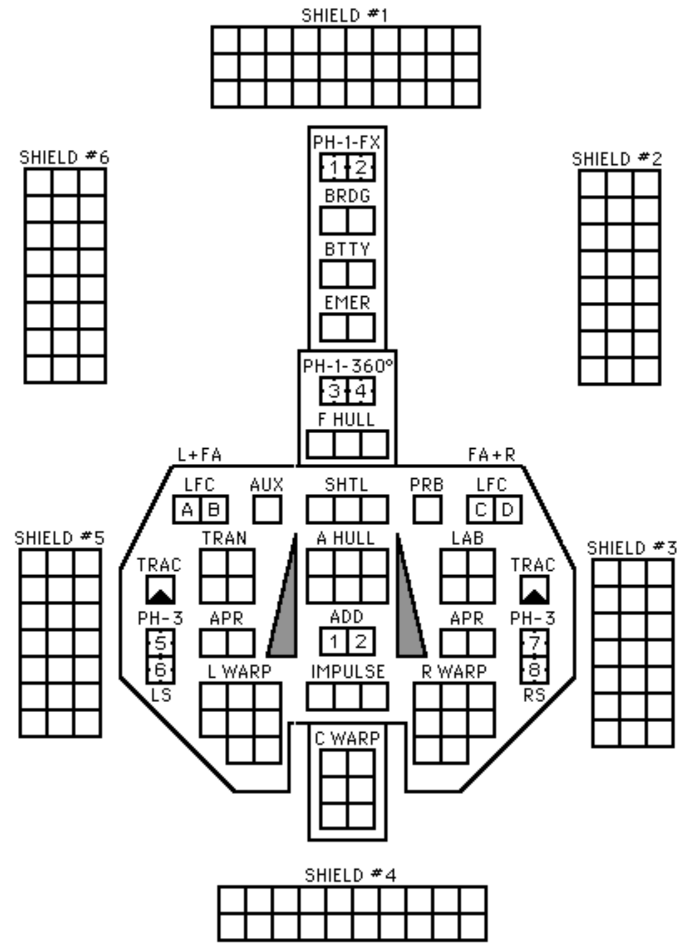
LIGHT FLASH CANNON

RANGE	0	1	2	3-5	6-8	9-12	13-22	23-30
HIT#	1-6	1-5	1-5	1-4	1-4	1-3	1-3	1-2
DAMAGE	5+5	5+4	4+4	3+3	3+2	2+2	2+1	1+1
OVERLOAD	NA	7+6	6+6	5+5	5+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

ADD
1 ☐☐☐☐☐☐☐☐☐☐☐☐
2 ☐☐☐☐☐☐☐☐☐☐☐☐

ADD TABLE

RANGE	0	1	2	3	4+
HIT#	–	1-2	1-3	1-4	–

SENSOR	SCANNER
6 6 5 3 1 0	0 0 1 3 5 9

DAM CON	EX DAM
4 4 2 2 2 0	☐☐☐☐☐

Y179 Mech Links allow this vessel to carry PFs.

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

ANDRIUM RNS
ESCORT CARRIER

CREW UNITS								
			✱					10
								20

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

SHIP STATISTICS		
TYPE	=	CVE
POINT VALUE	=	90
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
TACT INTEL	=	DD
REFERENCE	=	(RA.25)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y169

CNTR

BOARDING PARTIES					
					6

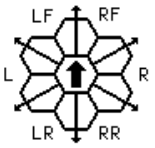
PROBES				
				5

T-BOMBS			
		D	D

DECK CREWS							
							8

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	= 3	3	11-15
APR	= 3	4	16-21
TOTAL	= 22	5	22-28
BTTY	= 3	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

ADD TABLE

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

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ANTI-DRONES												
1												
2												

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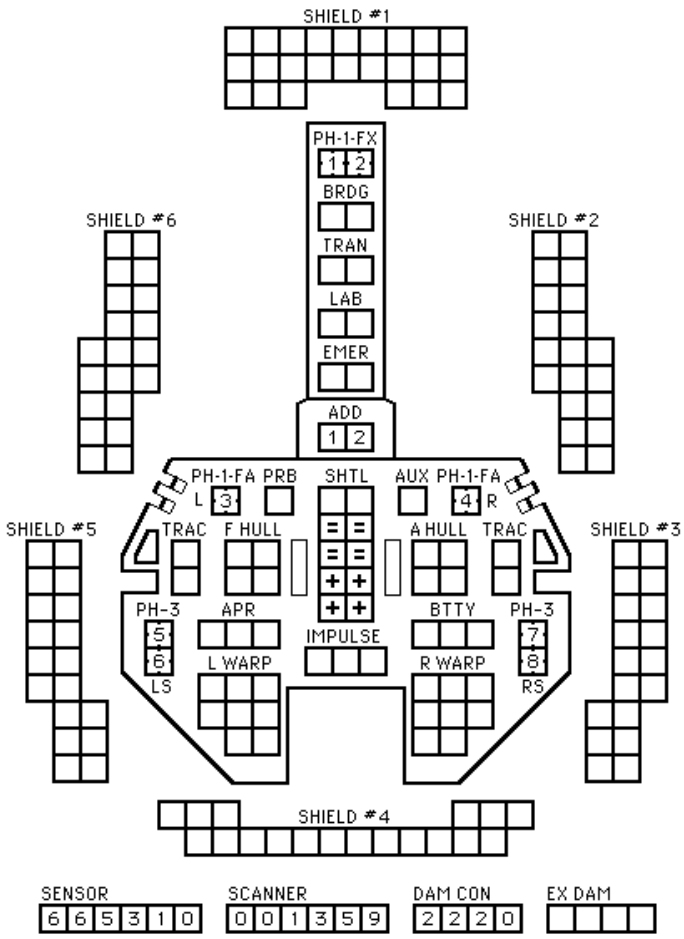

SENSOR							SCANNER							DAM CON				EX DAM			
6	6	5	3	1	0		0	0	1	3	5	9		2	2	2	0				

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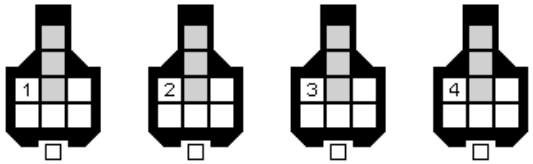
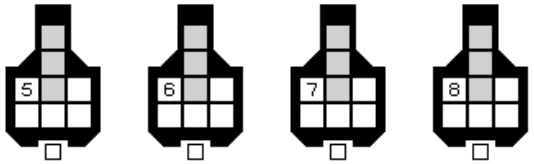
WARP ENERGY MOVEMENT COST = .5 (1/2)					HET COST = 5						ERRATIC MANEUVER WARP COST = 6																			
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	.5	1	1.5	2	2.5	3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

ANDRIUM CVE FIGHTER SQUADRON



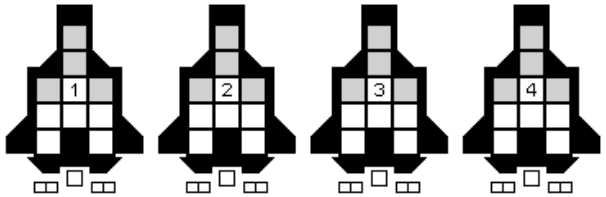
FIGHTER STATISTICS		
TYPE	=	CAVALIER
POINT VALUE	=	4
REFERENCE	=	(RA.J1)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y169
SPEED = 10		2 X PH-3-FA
DAMAGE = 8		1 X CHAFF
DFR = 2		

Assigned to the CVE Y169 thru Y172.



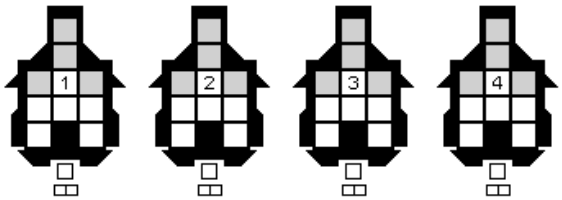
FIGHTER STATISTICS		
TYPE	=	CAVALIER
POINT VALUE	=	4
REFERENCE	=	(RA.J1)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y169
SPEED = 10		2 X PH-3-FA
DAMAGE = 8		1 X CHAFF
DFR = 2		

Assigned to the CVE Y169 thru Y172.



FIGHTER STATISTICS		
TYPE	=	CHEVALIER
POINT VALUE	=	7
REFERENCE	=	(RA.J2)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y173
SPEED = 14		2 X PH-3-FA
DAMAGE = 10		4 X RALAD-FA
DFR = 4		1 X CHAFF

Assigned to the CVE Y173+.



FIGHTER STATISTICS		
TYPE	=	LANDSKNECHT
POINT VALUE	=	7
REFERENCE	=	(RA.J3)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y173
SPEED = 12		1 X PH-2-FA
DAMAGE = 10		1 X PH-3-FA
DFR = 2		2 X RALAD-FA
		1 X CHAFF

Assigned to the CVE Y173+.

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ANDRIUM RNS
LIGHT CARRIER

CREW UNITS								
			✱					10
								20
								30

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

SHIP STATISTICS		
TYPE	=	CVL
POINT VALUE	=	95
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CL
REFERENCE	=	(RA.17)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y168

CNTR

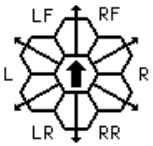
BOARDING PARTIES							
							8

PROBES				
				5

T-BOMBS							
				D	D	D	D

TYPE I PHASER

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



SHIPS PERFORMANCE			
MOVEMENT COST			.75
HET COST			3.75
ERRATIC MANEUVER COST			4.5
BREAKDOWN			5 – 6
		TURN MODE=C	SPEED
POWER SYSTEMS		1	2 – 4
WARP	= 22	2	5 – 9
IMPULSE	= 3	3	10 – 14
APR	= 2	4	15 – 20
TOTAL	= 27	5	21 – 27
BTTY	= 2	6	28+
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

ANTI-DRONES														
1														

ADD TABLE

RANGE	0	1	2	3	4+
HIT#	–	1–2	1–3	1–4	–

TYPE II PHASER TABLE

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

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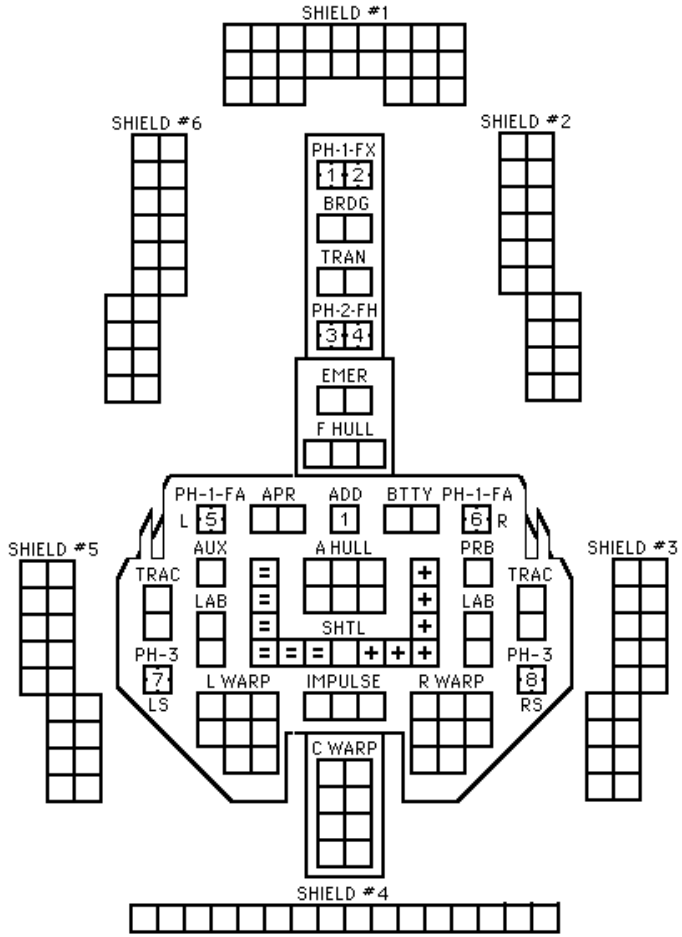


SENSOR						
6	6	5	3	1	0	

SCANNER						
0	0	1	3	5	9	

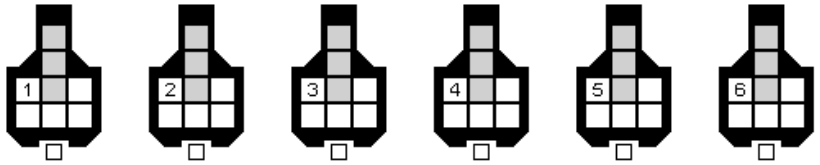
DAM CON						
4	4	2	2	2	0	

EX DAM				

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

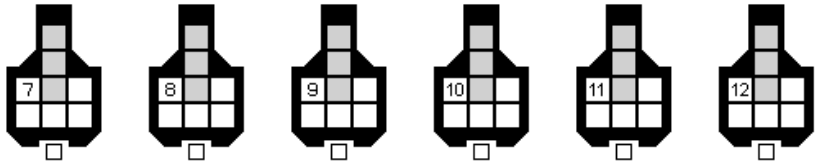
SPEED	1	2	3	4	5	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	3	3	4	5	6	6	7	8	9	9	10	11	12	12	13	14	15	15	16	17	18	18	19	20	21	21	22	23
Fract.	.75	1.5	2.25	3	3.75	4.5	5.25	6	6.75	7.5	8.25	9	9.75	10.5	11.25	12	12.75	13.5	14.25	15	15.75	16.5	17.25	18	18.75	19.5	20.25	21	21.75	22.5

ANDRIUM CVL FIGHTER SQUADRON



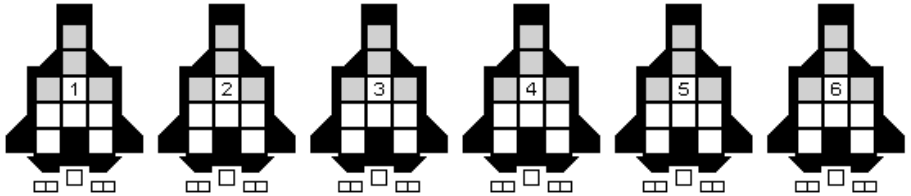
FIGHTER STATISTICS		
TYPE	=	CAVALIER
POINT VALUE	=	4
REFERENCE	=	(RA.J1)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y169
SPEED = 10		2 X PH-3-FA
DAMAGE = 8		1 X CHAFF
DFR = 2		

Assigned to the CVL Y169 thru Y172.



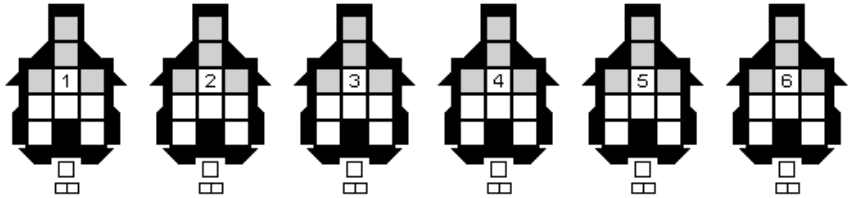
FIGHTER STATISTICS		
TYPE	=	CAVALIER
POINT VALUE	=	4
REFERENCE	=	(RA.J1)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y169
SPEED = 10		2 X PH-3-FA
DAMAGE = 8		1 X CHAFF
DFR = 2		

Assigned to the CVL Y169 thru Y172.



FIGHTER STATISTICS		
TYPE	=	CHEVALIER
POINT VALUE	=	7
REFERENCE	=	(RA.J2)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y173
SPEED = 14		2 X PH-3-FA
DAMAGE = 10		4 X RALAD-FA
DFR = 4		1 X CHAFF

Assigned to the CVL Y173+.



FIGHTER STATISTICS		
TYPE	=	LANDSKNECHT
POINT VALUE	=	7
REFERENCE	=	(RA.J3)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y173
SPEED = 12		1 X PH-2-FA
DAMAGE = 10		1 X PH-3-FA
DFR = 2		2 X RALAD-FA
		1 X CHAFF

Assigned to the CVL Y173+.

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ANDRIUM RNS
HEAVY DESTROYER

CREW UNITS								
			✱					10
								20

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

BOARDING PARTIES							
							8

PROBES				
				5

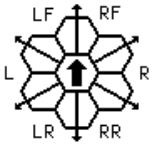
T-BOMBS			
		D	D

SHIP STATISTICS		
TYPE	=	HDD
POINT VALUE	=	96
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
TACT INTEL	=	DD
REFERENCE	=	(RA.22)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y164

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	= 3	3	11-15
APR	= 4	4	16-21
TOTAL	= 23	5	22-28
BTTY	= 3	6	29+
HET		BD	

LIGHT FLASH CANNON

RANGE	0	1	2	3-5	6-8	9-12	13-22	23-30
HIT#	1-6	1-5	1-5	1-4	1-4	1-3	1-3	1-2
DAMAGE	5+5	5+4	4+4	3+3	3+2	2+2	2+1	1+1
OVERLOAD	NA	7+6	6+6	5+5	5+4	--	--	--

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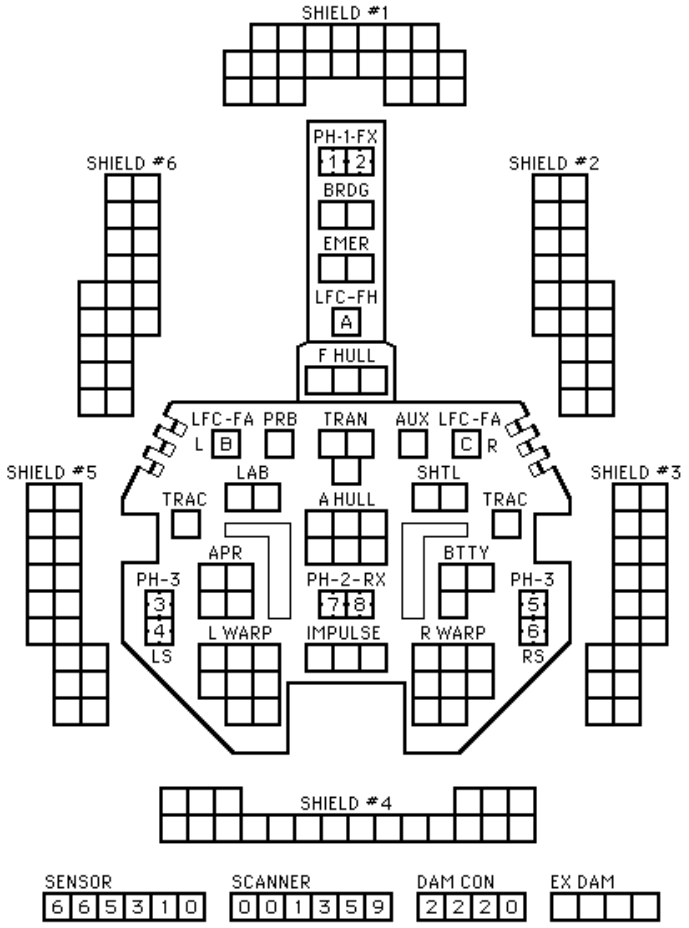

SENSOR						
6	6	5	3	1	0	

SCANNER						
0	0	1	3	5	9	

DAM CON				
2	2	2	0	

EX DAM				

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

ANDRIUM RNS DESTROYER

CREW UNITS									
			✱						10
									20

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

BOARDING PARTIES						
						6

PROBES					
					5

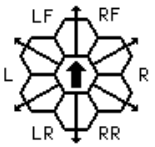
T-BOMBS			
		D	D

SHIP STATISTICS		
TYPE	=	DD
POINT VALUE	=	86
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
TACT INTEL	=	DD
REFERENCE	=	(RA.6)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y123

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

LIGHT FLASH CANNON

RANGE	0	1	2	3-5	6-8	9-12	13-22	23-30
HIT#	1-6	1-5	1-5	1-4	1-4	1-3	1-3	1-2
DAMAGE	5+5	5+4	4+4	3+3	3+2	2+2	2+1	1+1
OVERLOAD	NA	7+6	6+6	5+5	5+4	--	--	--

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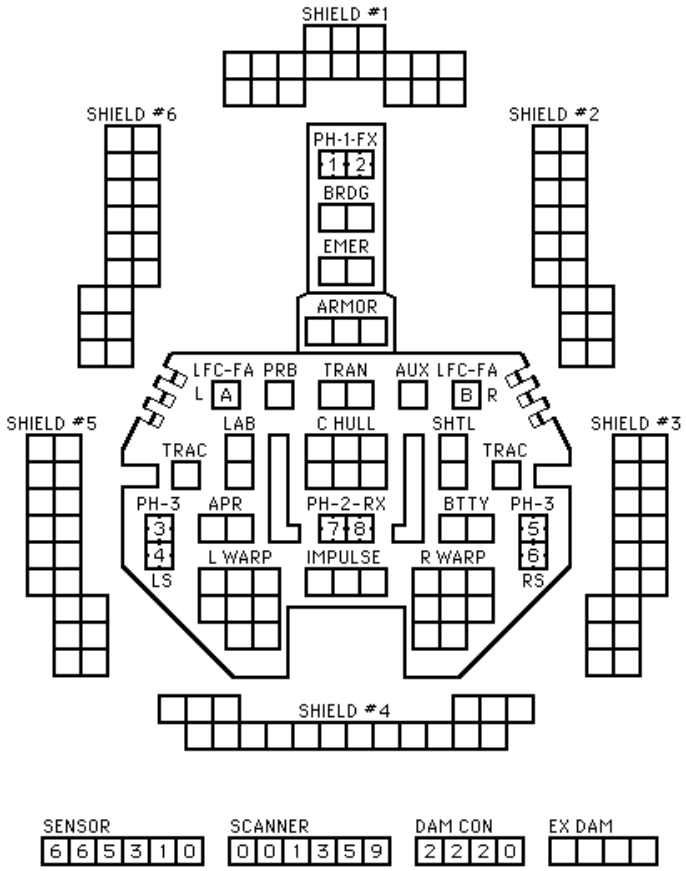

SENSOR						
6	6	5	3	1	0	

SCANNER						
0	0	1	3	5	9	

DAM CON				
2	2	2	0	

EX DAM				

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

ANDRIUM RNS ESCORT DESTROYER

CREW UNITS								
			✱					10
								20

DECK CREWS
2

BOARDING PARTIES									
									10

PROBES				
				5

T-BOMBS			
		D	D

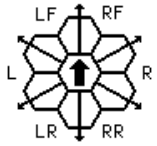
ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

SHIP STATISTICS		
TYPE	=	DDE
POINT VALUE	=	89
SHIELD COST	=	.5 +.5
LIFE SUPPORT	=	.5
SIZE CLASS	=	4
TACT INTEL	=	DD
REFERENCE	=	(RA.19)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y167
LIMITED AEGIS		

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 = 3	3	11 - 15
APR = 4	4	16 - 21
TOTAL = 23	5	22 - 28
BTTY = 3	6	29+
HET	BD	

ANTI-DRONES													
1													
2													

ADD TABLE

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

TYPE II PHASER TABLE

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

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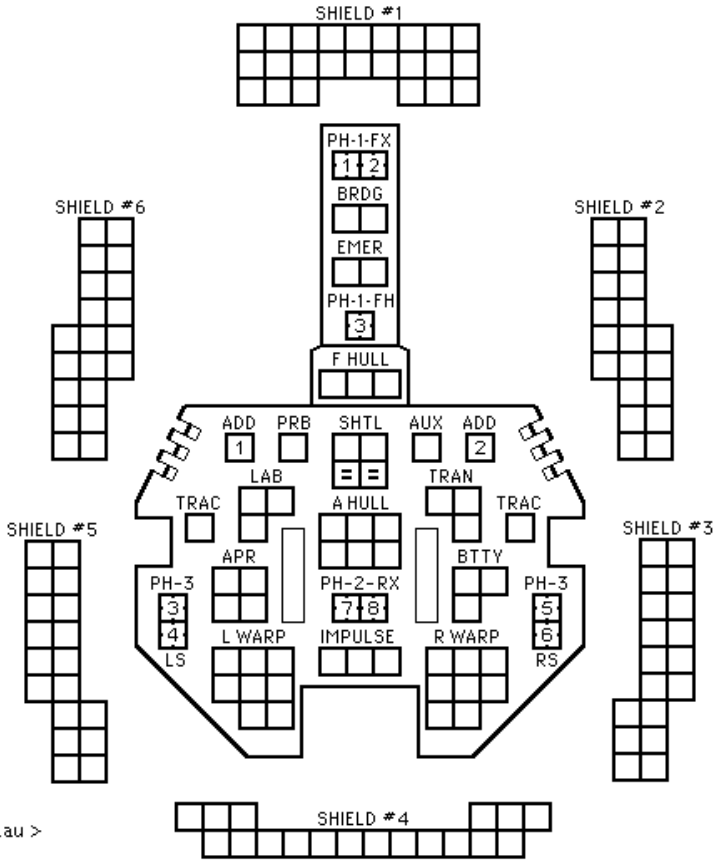
Andrium DDE is courtesy of
John Christie < sfbrocky@rocknet.net.au >



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

ANDRIUM RMV
COMMANDO DESTROYER

CREW UNITS								
			✱					10
								20
								30

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES
		GAS
		GAS

BOARDING PARTIES									
									10
									20
									30

PROBES					
					5

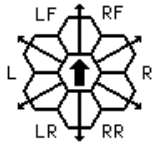
T-BOMBS			
		D	D

SHIP STATISTICS		
TYPE	=	DDG
POINT VALUE	=	85/65
SHIELD COST	=	.5 +.5
LIFE SUPPORT	=	.5
SIZE CLASS	=	4
TACT INTEL	=	DD
REFERENCE	=	(RA.23)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y168

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

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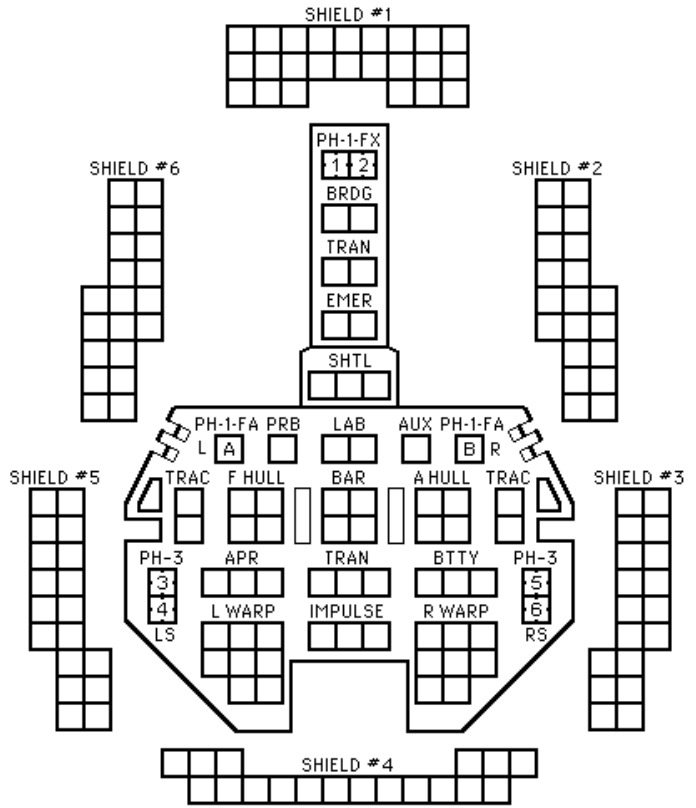
TYPE III DEFENSE PHASER

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

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



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

SENSOR						
6	6	5	3	1	0	

SCANNER						
0	0	1	3	5	9	

DAM CON				
2	2	2	0	

EX DAM				

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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

ANDRIUM
RNS FRIGATE

CREW UNITS										
			✱							10
			14							

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

SHIP STATISTICS		
TYPE	=	FF
POINT VALUE	=	72
SHIELD COST	=	1/2 + 1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
TACT INTEL	=	FF
REFERENCE	=	(RA.11)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y123

CNTR

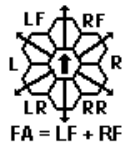
BOARDING PARTIES				
			4	

PROBES					
				5	

T-BOMBS					
				D	D

TYPE II PHASER TABLE

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



FA = LF + RF

SHIPS PERFORMANCE				
MOVEMENT COST				.5
HET COST				2.5
ERRATIC MANEUVER COST				3
BREAKDOWN				5-6
TURN MODE = A			SPEED	
POWER SYSTEMS		1	2 - 6	
WARP	= 10	2	7 - 12	
IMPULSE	= 2	3	13 - 19	
APR	= 2	4	20 - 26	
TOTAL	= 14	5	27+	
BTTY	= 2			
HET		BD		

LIGHT FLASH CANNON

RANGE	0	1	2	3-5	6-8	9-12	13-22	23-30
HIT#	1-6	1-5	1-5	1-4	1-4	1-3	1-3	1-2
DAMAGE	5+5	5+4	4+4	3+3	3+2	2+2	2+1	1+1
OVERLOAD	NA	7+6	6+6	5+5	5+4	--	--	--

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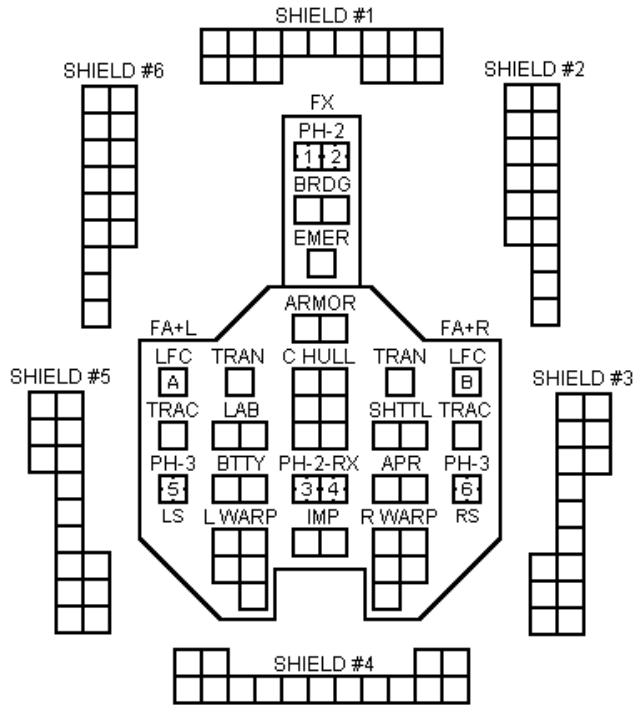
TYPE III DEFENSE PHASER

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



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

SSD UPDATED ON 09.19.2000

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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

ANDRIUM RNS ESCORT FRIGATE

CREW UNITS										
				✱						10

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

DECK CREWS	
	2

BOARDING PARTIES				
			4	

PROBES					
					5

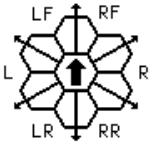
T-BOMBS				
			D	D

SHIP STATISTICS		
TYPE	=	FFE
POINT VALUE	=	75
SHIELD COST	=	.5 +.5
LIFE SUPPORT	=	.5
SIZE CLASS	=	4
TACT INTEL	=	FF
REFERENCE	=	(RA.18)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y168
LIMITED AEGIS		

CNTR

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



SHIPS PERFORMANCE			
MOVEMENT COST			.5
HET COST			2.5
ERRATIC MANEUVER COST			3
BREAKDOWN			5 - 6
TURN MODE = A			SPEED
POWER SYSTEMS		1	2 - 6
WARP	= 10	2	7 - 12
IMPULSE	= 2	3	13 - 19
APR	= 2	4	20 - 26
TOTAL	= 14	5	27+
BTTY	= 2		
HET		BD	

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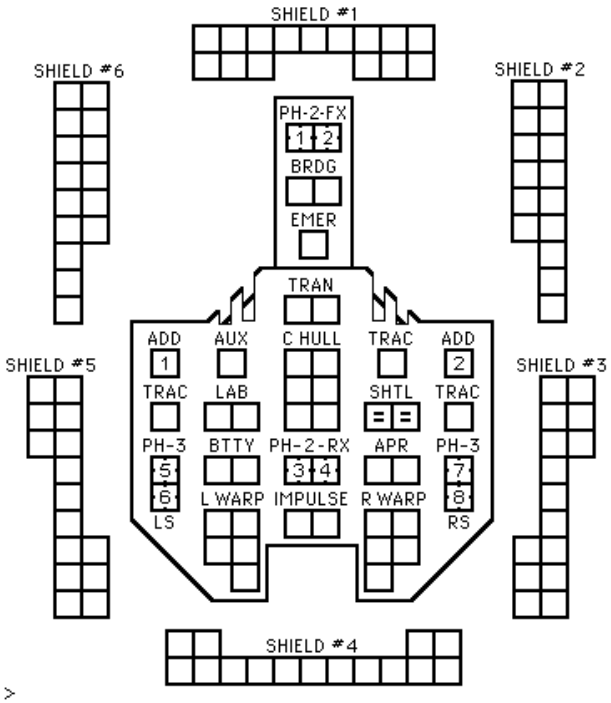
ANTI-DRONES												
1												
2												

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

ADD TABLE

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



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

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

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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

ANDRIUM RMV
POLICE DESTROYER LEADER

CREW UNITS

			✱					10
								20

ADMIN SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP STATISTICS

TYPE	=	PDL
POINT VALUE	=	110
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
TACT INTEL	=	DD
REFERENCE	=	(RA.24)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y165

CNTR

BOARDING PARTIES

									10

PROBES

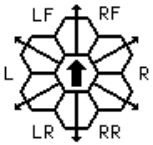
				5

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 = B			SPEED
POWER SYSTEMS		1	2-5
WARP	= 16	2	6-10
IMPULSE	= 3	3	11-15
APR	= 4	4	16-21
TOTAL	= 23	5	22-28
BTTY	= 3	6	29+
HET		BD	

LIGHT FLASH CANNON

RANGE	0	1	2	3-5	6-8	9-12	13-22	23-30
HIT#	1-6	1-5	1-5	1-4	1-4	1-3	1-3	1-2
DAMAGE	5+5	5+4	4+4	3+3	3+2	2+2	2+1	1+1
OVERLOAD	NA	7+6	6+6	5+5	5+4	--	--	--

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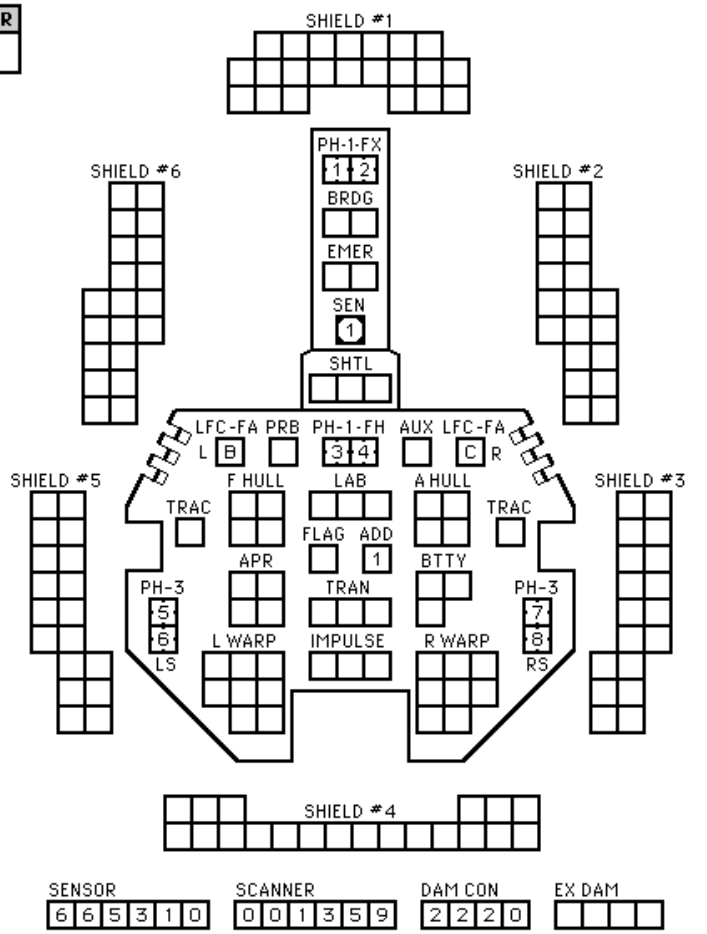

TYPE II PHASER TABLE

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

ANTI-DRONES

1													

ADD TABLE

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

SENSOR						
6	6	5	3	1	0

SCANNER						
0	0	1	3	5	9

DAM CON				
2	2	2	0

EX DAM			

SPECIAL SENSOR DESTROYED ON TORPEDO HITS.

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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

ANDRIUM RMS
SYSTEM PATROL MONITOR

CREW UNITS									
			✱						10
									20
			24						

BOARDING PARTIES					
					6

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

PROBES				
				5

T-BOMBS							
				D	D	D	D

SHIP STATISTICS		
TYPE	=	SPM
POINT VALUE	=	100
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	SPM
REFERENCE	=	(RA.12)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y126

CNTR

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

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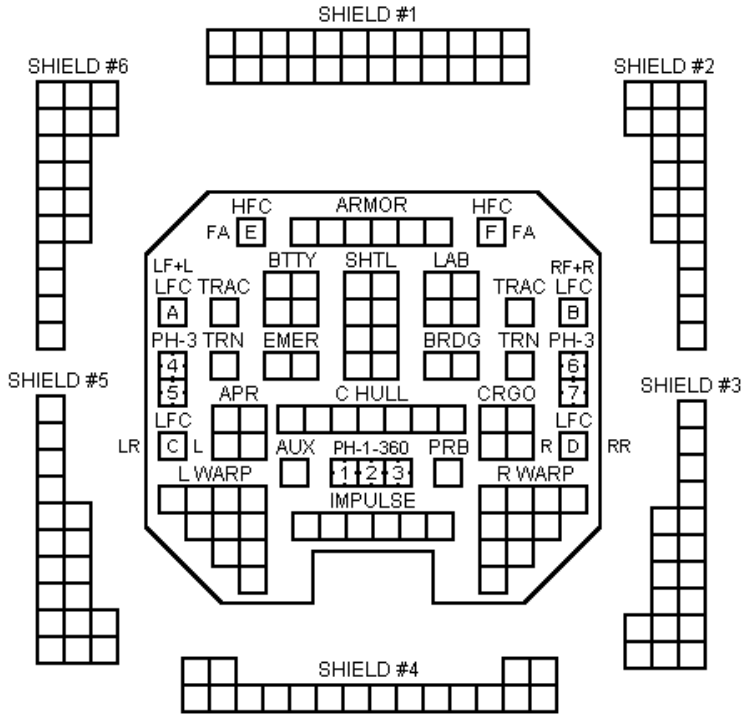

MOVEMENT COST = 1

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

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

LIGHT FLASH CANNON

RANGE	0	1	2	3-5	6-8	9-12	13-22	23-30
HIT#	1-6	1-5	1-5	1-4	1-4	1-3	1-3	1-2
DAMAGE	5+5	5+4	4+4	3+3	3+2	2+2	2+1	1+1
OVERLOAD	NA	7+6	6+6	5+5	5+4	--	--	--

HEAVY FLASH CANNON

RANGE	1	2	3-5	6-8	9-12	13-22	23-30	31-40
HIT#	1-5	1-5	1-4	1-4	1-3	1-3	1-2	1-2
DAMAGE	9+9	8+8	6+6	5+5	4+4	3+3	2+2	1+1

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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ANDRIUM EARLY DESTROYER

CREW UNITS								
			✱					10
								20

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

SHIP STATISTICS		
TYPE	=	YDD
POINT VALUE	=	60
SHIELD COST	=	1/2 + 1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
TACT INTEL	=	YDD
REFERENCE	=	(RA.4)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	70

CNTR

BOARDING PARTIES					
					6

PROBES		

T-BOMBS	
	D

TYPE II PHASER TABLE

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

FA = LF + RF

SHIPS PERFORMANCE				
MOVEMENT COST				.5
HET COST				2.5
ERRATIC MANEUVER COST				3
BREAKDOWN				5-6
TURN MODE = B			SPEED	
POWER SYSTEMS		1	2 - 5	
WARP	= 12	2	6 - 10	
IMPULSE	= 2	3	11 - 15	
APR	= 0	4	16 - 21	
TOTAL	= 14	5	22 - 28	
BTTY	= 2	6	29+	
HET		BD		

EARLY FLASH CANNON

RANGE	0	1	2	3-5	6-8	9-15	16-25
HIT#	1-6	1-5	1-5	1-4	1-4	1-3	1-3
DAMAGE	6	6	5	5	4	3	2

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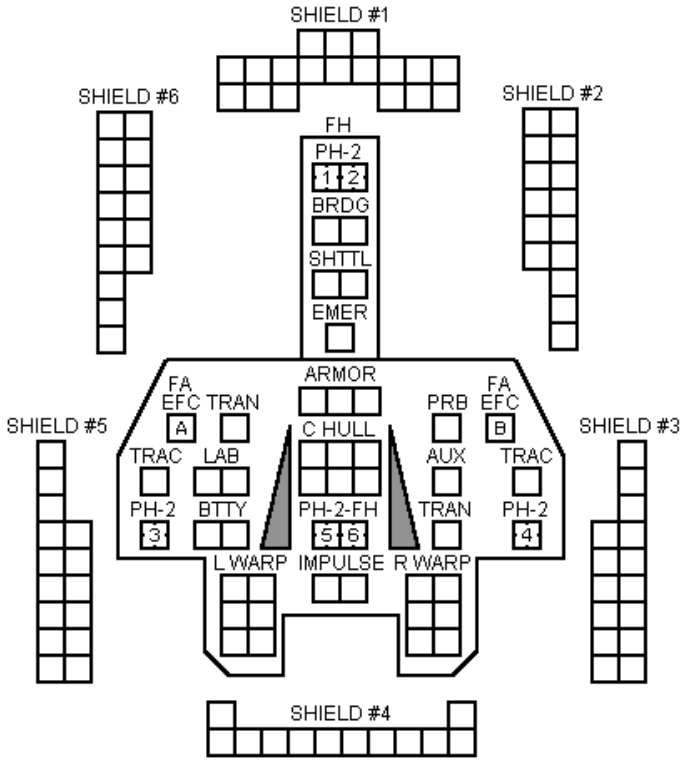
TYPE III DEFENSE PHASER

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

Andrium Early Destroyer 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

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CREW UNITS										
			✱							10
				15						

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

SHIP STATISTICS		
TYPE	=	YFF
POINT VALUE	=	46
SHIELD COST	=	1/2 + 1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
TACT INTEL	=	YFF
REFERENCE	=	(RA.3)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	50

CNTR

ANDRIUM EARLY FRIGATE

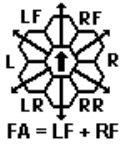
BOARDING PARTIES						
						6

PROBES		

T-BOMBS		
		D

TYPE II PHASER TABLE

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



FA = LF + RF

SHIPS PERFORMANCE			
MOVEMENT COST			.5
HET COST			2.5
ERRATIC MANEUVER COST			3
BREAKDOWN			5-6
TURN MODE = A			SPEED
POWER SYSTEMS		1	2 - 6
WARP	= 8	2	7 - 12
IMPULSE	= 2	3	13 - 19
APR	= 0	4	20 - 26
TOTAL	= 10	5	27+
BTTY	= 2		
HET		BD	

EARLY FLASH CANNON

RANGE	0	1	2	3–5	6–8	9 – 15	16 - 25
HIT#	1-6	1-5	1-5	1-4	1-4	1-3	1-3
DAMAGE	6	6	5	5	4	3	2

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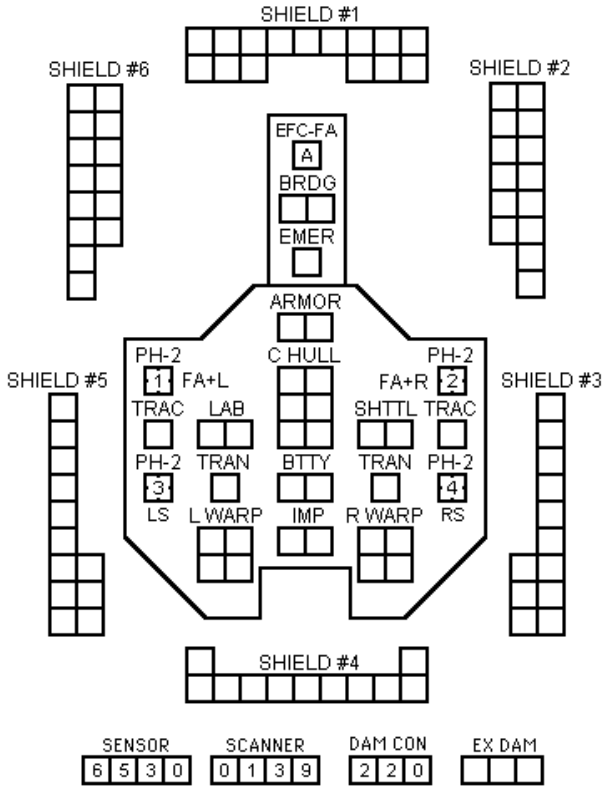

TYPE III DEFENSE PHASER

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

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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

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