(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.

1

(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 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 FIGHTERThis 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 FIGHTERThis 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 FIGHTERThe 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 FIGHTERThis 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.

<u>LIGHT CARRIER (CVL) SQUADRON</u>: 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.

C	CREW UNITS									
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ADMIN SHUTTLES									
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BI	BOARDING PARTIES									
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T-BOMBS								

TYPE I PHASER

DIE	RA	NGE		_		_	6-	9-	16-	26-	51-
KULL	U	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



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	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 DEFE	NSE PHASER
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ITPE	TYPE III DEFENSE PHASEK										
DIE		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					

HEAVY FLASH CANNON

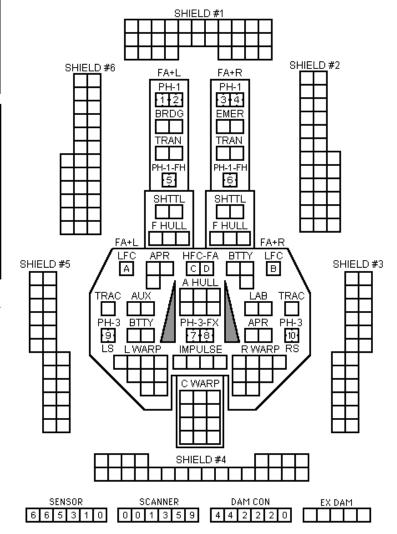
RANGE	1	2	3-5	6-8	9 – 12	13-22	23-30	31-40
HIT#	1-5	1-5	1-4	1-4	1-3	1-3	1-2	1-2
DAMAGE	9+9	8+8	6+6	5+5	4+4	3+3	2+2	1+1

SHIP ST	ATIS	TICS
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

SHIPS	PERF	ORMA	NCE	SHIPS PERFORMANCE										
MOVEMENT C	OST			1										
HET COST	HET COST 5													
ERRATIC MANEUVER COST 6														
BREAKDOWN	BREAKDOWN 5-6													
TURN MODE = B SPEED														
POWER SYST	TEMS	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												

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ANDRIUM RNS BATTLECRUISER



MOVEMENT COST = 1

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CREW UNITS									
			ж						10
									20
									30
			34						

ADMIN SHUTTLES										
IDENT	Ξ	HIT POINTS NOTES								
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		Г								
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BOARDING PARTIES	PROBES	T-BOMBS
8	5	

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							
SHIPS PER	SHIPS PERFORMANCE								
MOVEMENT COST 1									

ERRATIC MANEUVER COST

= 30

=

TURN MODE = C

4

2

36

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6

BD

6

5-6

SPEED

2 - 4

5 - 9

10 - 14

15 - 20

21 - 27

28+

HET COST

WARP

TOTAL

BTTY

HET

BREAKDOWN

IMPULSE =

POWER SYSTEMS

SHIELD #1

SHIELD #6 SHIELD #2
FA+L FA+R
— — — — —
BRDG EMER L
TRAN TRAN
PH-2 PH-2 PF
SHTTL SHTTL LL
<u> </u>
/ F <u>A-LFCARMOR</u> L <u>FC-FA</u> \
SHIELD#5 / LAB CDR \ SHIELD#3
TAHULL LAB \
TRAC AUX (TRAC TRAC
· · · · · · · · · · · · · · · · · · ·
PH-3 BTTY PRB APR PH-3 LL
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
LWARP IMPULSE RWARP 10 J
SHIELD#4

SENSOR SCANNER DAMICON EXIDAM
665310 001359 442220

ANDRIUM RNS HEAVY CRUISER

TYPE I PHASER

DIE	RA	NGE	2	3	4	5	6- 8	9- 15	16- 25	26- 50	51- 75
HOLL	·	•		,	-	<u> </u>	•	13	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



LIGHT FLASH CANNON

TYPE II PHASER TABLE

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			-

TVPF	111	DEFENSE	PHASER

DIE Roll	RANGE 0 1 2 3				4-9-16-31- 3 8 15 30 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		

THE HIDELENSE THASEK										
DIE ROLL	RA O	HGE 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

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11

CREW UNITS									
			ж						10
									20
									30
						37			

ADMIN SHUTTLES										
IDENT	_	HIT POINTS NOTES								
			Г							
TWO E	TWO BAYS - NO TRANSFERS									

BOARDING PARTIES											
								10			
			14								

PROBES										
1					5					
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1 '								

TYPE I PHASER

DIE	ŖΑ	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



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	RA	IHGI	Ε		4-	9-	16-	31-
ROLL	0	1	2	3	8	15	30	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>		
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

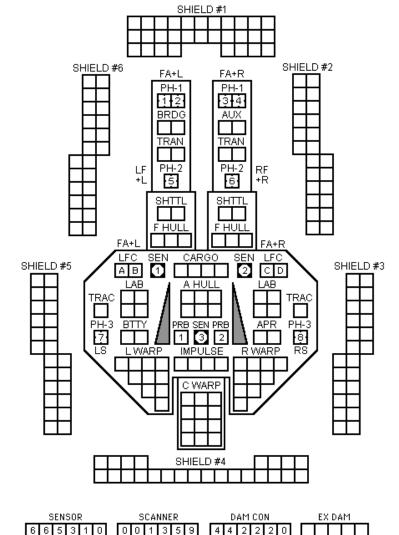
SHIP ST	ATIS	TICS
TYPE	=	CAG
POINT VALUE	=	121 / 151
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CA
REFERENCE	=	(RA.9)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y152

SHIPS PERF	SHIPS PERFORMANCE											
MOVEMENT COST			1									
HET COST			5									
ERRATIC MANEUV	ER CO	ST	6									
BREAKDOWN			5-6									
TURN MOD	E=C	SP	EED									
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	2	:8+									
HET	BD											

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CNTR

ANDRIUM RMS GALACTIC EXPLORER



MOVEMENT COST = 1

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CI	CREW UNITS												
			ж						10				
									20				
									30				
									40				

ADMIN SHUTTLES											
IDENT	_	HIT POINTS NOT									
THIS SHIP HAS A TUNNEL BAY											

BOARDING PARTIES

DECK CREWS					PROBES					T-BOMBS											
						10		П	Т	Τ	5	│ [D	D	D	D
	12											_									

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



LIGHT FLASH CANNON

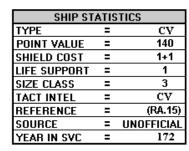
RANGE	0	1	2	3-5	6-8	9 – 12	13-22	23-30
HIT#	1-6	1-5	1-5	1-4	1-4	1-3	1-3	1-2
DAMAGE	5+5	5+4	4+4	3+3	3+2	2+2	2+1	1+1
OVERLOAD	NA	7+6	6+6	5+5	5+4			

TYPE II PHASER TABLE

DIE Roll	RA O	INGI 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

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



CNTR

SH	<u>IIPS</u>	PERF	<u>ORMA</u>	NCE	
MOVEME	NT (COST			1
HET COS	T				5
ERRATIO	: MA	NEUV	ER CO	OST	6
BREAKD	0W1	1			5-6
T	URN	MOD	E = C	SPI	EED
POWER	SYS	TEMS	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	B+
HET			BD	\Box	

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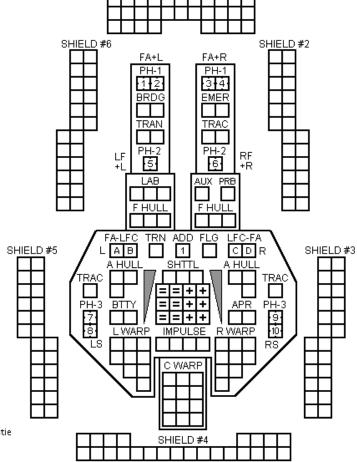
Andrium CV is courtesy of John Christie < sfbrocky@rocknet.net.au >

ADD TABLE

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

ANDRIUM RNS CARRIER

SHIELD #1



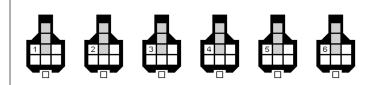
MOVEMENT COST = 1

6 6 5 3 1 0

0 0 1 3 5 9 4 4 2 2 2 0

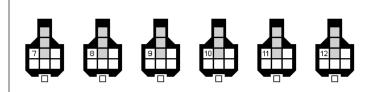
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ANDRIUM CV FIGHTER SQUADRON



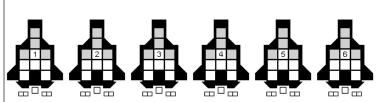
FIGURED C	TATIOTICO
FIGHTER S	
TYPE	= CAVALIER
POINT VALUE	= 4
REFERENCE	= (RA.J1)
SOURCE	= UNOFFICIAL
YEAR IN SVC	= Y169
SPEED = 10	2 X PH-3-FA
DAMAGE = 8	1 X CHAFF
DFR = 2	

Assigned to the CVL Y169 thru Y172.



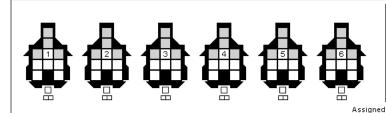
FIGHTER S	TATISTICS
TYPE	= CAVALIER
POINT VALUE	= 4
REFERENCE	= (RA.J1)
SOURCE	= UNOFFICIAL
YEAR IN SVC	= Y169
SPEED = 10	2 X PH-3-FA
DAMAGE = 8	1 X CHAFF
DFR = 2	

Assigned to the CVL Y169 thru Y172.



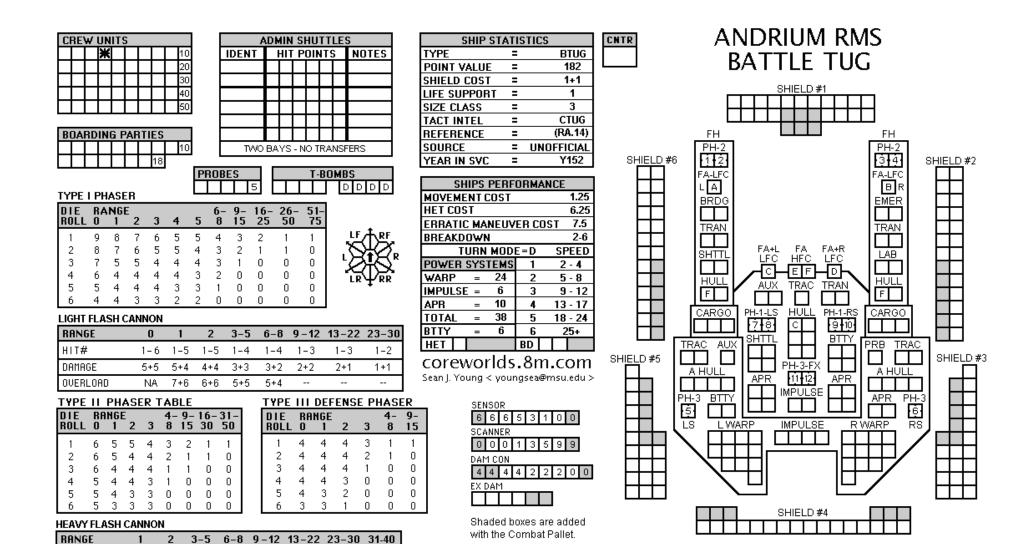
FIGHTER S	TATISTICS
TYPE	= CHEVALIER
POINT VALUE	= 7
REFERENCE	= (RA.J2)
SOURCE	= UNOFFICIAL
YEAR IN SVC	= Y173
SPEED = 14	2 X PH-3-FA
DAMAGE = 10	4 X RALAD-FA
DFR = 4	1 X CHAFF

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										
to the CVL Y173+. 1X CHAFF											

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



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 1	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

HIT#

DAMAGE

1-5 1-5

8+8

9+9

1-4

5+5

1-4

6+6

1-3

4+4

1-3

3+3

1-2

2+2

1-2

1+1

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CI	RE'	W	UN	ITS	;		
			ж				10
							20
							30

ADMIN SHUTTLES										
IDENT	HIT POINTS NOTES									

A	ADMIN SHUTTLES													
IDENT	Ξ	HIT POINTS NOTES												

В	DA	RD	IN	PARTIES
			4	

LIGHT FLASH CANNON

RANGE

HIT#

DAMAGE

OVERLOAD

PROBES									
				5					

3-5

3+3

5+5

1-4 1-3

2+2

3+2

5+4

1-6 1-5 1-5 1-4

4+4

6+6

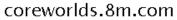
		Γ-R	ΠM	IR9	:		
	П	Ī		D	D	D	С

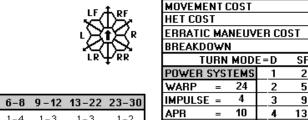
31111 317	MIIJ	TICJ
TYPE	=	CTUG
POINT VALUE	=	151 / 105
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CTUG
REFERENCE	=	(RA.14)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y152
CHIPC DE	DEOL	DMANCE

SHIP STATISTICS

CNTR

SH	IIPS	PERF	ORM	ΑN	CE	
MOVEME	NT (COST				1.25
HET COS	Τ					6.25
ERRATIO	: MA	NEUV	ER C	OS	T	7.5
BREAKD	0W1	1				2-6
T	URN	MOD	E=D		SF	EEC
POWER	SYS	TEMS	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		2	5+
HET			BD	П		





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1-2

1+1

TYPE II PHASER TABLE

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

5+5 5+4

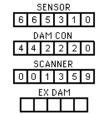
NA 7+6

TYPE III DEFENSE PHASER

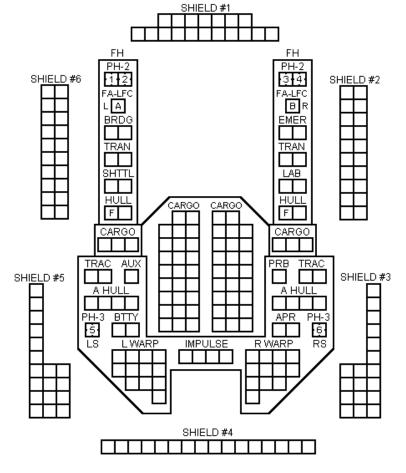
1-3

2+1

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



ANDRIUM RMS CARGO TUG



WARP END	RGY N	JOVE	MENT	CO:	ST = 1	.25	(1 1/4)	1			HE	T C	OST =	5			El	RRAT	TC MA	NEU	VER V	VAR	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
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 1	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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16

CI	CREW UNITS												
			ж						10				
									20				
									30				
П	П		34										

ADMIN SHUTTLES												
IDENT	Ξ	HIT POINTS NOTES										

В	DA	RD	IN	G F	ΆF	RTI	ES	
							8	

SHIP ST	ATIS	TICS
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

PRO	BES		T-B	DMBS
	\prod	5	Ш	DDDD
			 —	

TYPE I PHASER

DIE	RA	NGE		,	_	_	6-	9-	16-	26-	51-
KULL	U		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



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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 II PHASER TABLE

DIE Roll	RHHGE 0 1 2 6 5 5 6 5 4 6 4 4 5 4 3			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

D R	IE OLL	RA O	INGE 1	2	3	4- 8	9- 15
	1	4	4	4	3	1	1
1	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

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SHIP ST	<u>ATIS</u>	TICS
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

SHIPS	PERF	<u>ORMA</u>	NCE	
MOVEMENT	COST			.75
HET COST				3.75
ERRATIC MA	NEUV	ER CO	ST	4.5
BREAKDOWN	1			5-6
TURN	MOD	E = C	SF	EED
POWER SYS	TEMS	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	2	28+
HET		BD		

$oxed{\Xi}$		
SHIELD #6	FX PH-1 PH-2-FH F HULL	SHIELD#2
SHIELD #5 TRAC AUX PH-3 BTTY LS LWARF	ARMOR PE A HULL PH-2-RX 5163 P IMPULSE RV	FA+R RB LFC LAB TRAC APR PH-3 VARP RS VARP RS

ANDRIUM RNS LIGHT CRUISER SHIELD #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	

WARP ENE	ARP 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

CI	RE'	W	UN	IT:	6		
			ж				10
							20
							30
	Γ						

Α	D١	IIN	SI	HU	ΤT	LE:	5
IDENT	_	П	· P	011	IT:	6	NOTES

BC)Al	RD	IN	G F	ΆF	RTI	ES	
							8	

PRO	BE	S			1	Г-В	01	1B 9	;		
\Box	П		5					D	٥	D	D



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

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



Α	NT	<u> </u>	DR	ON	ES	;						
1	\perp	\perp	\perp	\vdash	\perp	1	\perp	\perp	\perp	1	Н	H
2	\perp	1	1	1	\perp	1	1	\perp	1	1		H
3	Н	1	H		H	1	H	Н	1	H		H
4												

add tae	BLE				
RANGE	0	1	2	3	4+
HIT#	_	1-2	1-3	1-4	-

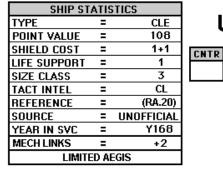
TYPE III DEFENSE PHASER

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

TYPE II PHASER TABLE

DIE	RA	INGE	Ε		4-	9-	16-	31-
ROLL	0	1	2	3	8	15	30	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 RNS LIGHT ESCORT CRUISER

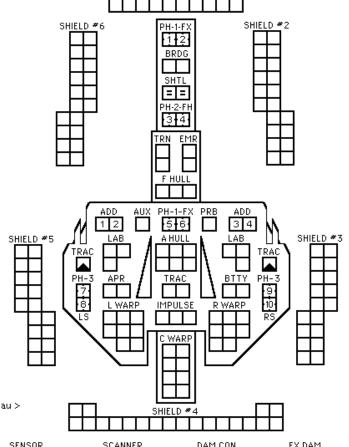


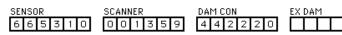
MOVEMENT COST		.75
HET COOT		
HET COST		3.75
ERRATIC MANEUVE	R CO	ST 4.5
BREAKDOWN		5 - 6
TURN MODE	= C	SPEED
POWER SYSTEMS	1	2-4
WARP = 24	2	5 - 9
IMPULSE = 3	3	10-14
APR = 2	4	15-20
TOTAL = 29	5	21-27
BTTY = 2	6	28+
HET	BD	

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







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WARP ENE	RGY N	10VE	MENT	CO	ST = .	75 (3	3/4)				HE	T CO	ST =	: 5			EF	RRAT	IC MA	NEU	VER V	WARE	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	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 1	1.25	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

C	RE'	W	UN	ITS	;		
			ж				10
							20
							30
Г			34				

ADMIN SHUTTLES													
IDENT	_	HIT POINTS NOTE											

6

TYPE II PHASER TABLE

ROLL 0 1 2 3 8 15 30 50

4 4

5 4 4 3 1 0

4 3 3 0 0

5 3 3 3 0 0 0

3 2 2 1

4 4 1 1

4-9-16-31-

0

0 0

0 0

0

DIE RANGE

6 5

PROB	ES		•	Г-В	0 M	IB9	ì		
Ш	5			Ш		D	D	D	D

SHIP ST	ATIS	TICS
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

SENSOR

6 6 5 3 1 0

, \$\$\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
FA = LF + RF FX = L+LF+RF+R

SHI	IPS	PERF	ORM.	<u>ance</u>	
MOVEME	NT (COST			.75
HET COS	T				3.75
ERRATIC	MA	NEUV	ER C	OST	4.5
BREAKDO)WI	1			5-6
ΤL	JRN	MOD	E = C	SF	PEED
POWER 9	SYS	TEMS	1	2	- 4
WARP	=	24	2	5	- 9
IMPULSE	=	3	3	10	- 14
APR	=	2	4	15	- 20
TOTAL	=	29	5	21	- 27
BTTY	=	2	6		28+
HET			BD		

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TYPE III DEFENSE PHASER

DIE ROLL	RA O	HGE 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

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

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

LIGHT SCOUT CRUISER SHIELD #1 SHIELD #6 SHIELD #2 BRDG F HULL ARMOR PRB SEN 2 A HULL SHIELD #3 SHIELD #5 LAB PH-3 BTTY SEN PH-3 34 R WARP LWARP **IMPULSE** SHIELD #4

SCANNER

0 0 1 3 5 9

DAM CON

4 4 2 2 2 0

ANDRIUM RNS

SSD UPDATED ON 8.28.00

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330 01 DA 1 CD	014 0.2	20.00							IKIOI	0	2000	HUL	,,c.																	
WARP ENE	RGY N	JOVE	MENT	. C0	ST = .7	<mark>75 (</mark> 3	3/4)				HE	T C	OST =	5			EF	RRAT	TC MA	MEL	IVER 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	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

EX DAM

CI	RE	W	UN	ITS	;		
			ж				10
							20
							30
П							

A	ıD١	IIN	SI	ΗU	ΤT	LE:	5
IDENT	Ξ	HIT	· P	011	IT:	6	NOTES

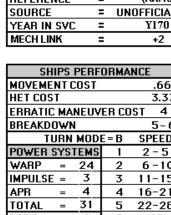
BOA	RDIN	IG P	ART	IES	
		П			10

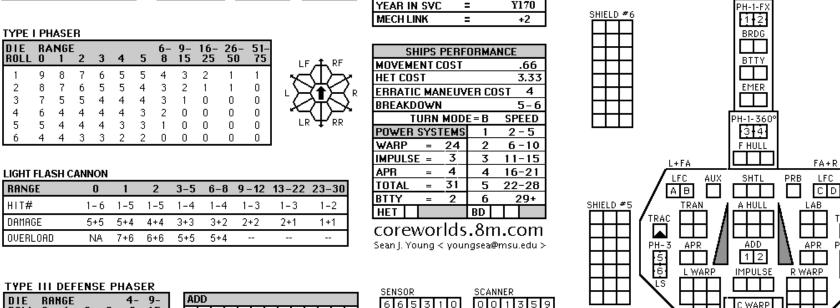
PROBES			1	Г-В	٥,	IB9	;		
	5					D	D	D	D

SHIP STATISTICS TYPE CW

CNTR

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
SHIPS PER	RFOI	RMANCE

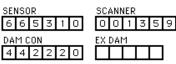




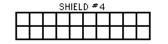
DIE ROLL	Rf O	INGE 1	2	3	4- 8	9- 15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

ADD											
1 -	Н	Н	Н	Н	Н	Н	Н	Н	Н	Н	Н
2	Н	Н	Н	Н	Н	Н	Н	Н	Н	Н	Н

ADD TAE	BLE				
RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-



Y179 Mech Links allow this vessel to carry PFs.



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WARP EN	ERGY	(MO	VEN	1ENT	COS	T = :	2/3 E	NER	SY F	POINT	PEF	≀ HE	X		<u>5</u> :	= HE	т со	ST		(6)=	: ER	RATI	СМА	NEU	IVER	WAF	RP C	OST		
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

SHIELD #2

SHIELD #3

PH-3 7 8

RNS WAR CRUISER

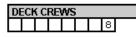
SHIELD #1

CREW UNITS	A	ADMIN SHUTTLES						
 	IDENT HIT POINTS						NOT	
20								
BOARDING PARTIES	PROBES				T	-B	DMBS	
6		5			Γ			

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

ANDE		RNS
ESCORT	CAR	RIER



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									

SHIPS PERFORMANCE

TOTAL

5-6

22-28

SENSOR

SHIELD #6	TRAN LAB LAB EMER ADD	HIELD #2
SHIELD #5 TRAC FHU PH-3 APR SHIELD #5 L WAR	PRB SHTL AUX PH-1-FA (4
	SHIELD #4	

0 0 1 3 5 9

DAM CON

SHIELD #1

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



NOTES

LF 📤 RF	MOVEMENT	COST		.5
بحر(ا)ڪ	HET COST			2.5
L CY¥CAR	ERRATIC MA	ANEUV	ER CO	IST 3
` \\	BREAKDOW	'N		5 - 6
ىتىرلى <u>ت.</u>	TURI	MOD I	E=B	SPEED
LR 🎔 RR	POWER SYS	STEMS	1	2-5
	WARP =	16	2	6-10
	IMPULSE =	3	3	11-15
	APR =	3	4	16-21

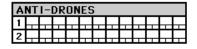
DIE		INGE	_	_	4-	9-
ROLL	0	1	2	3	8	15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

ADD INDLL	ADD	TABLE
-----------	-----	-------

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

RILL		=	3	0		- 4	29+
HET				BD			
core	ev	vor	lds	.8r	n.	.c	om

Sean J. Young < youngsea@msu.edu >

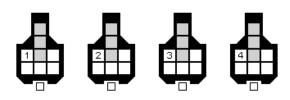


Andrium CVE is courtesy of John Christie < sfbrocky@rocknet.net.au >

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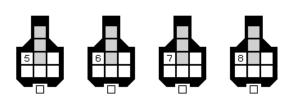
WARP ENERGY MOVEMENT COST = .5 (1/2)									HE	T CC	ST =	5			ERRATIC MANEUVER WARP COST =6															
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	.5	1	1.5	2	2.5	3	3.5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



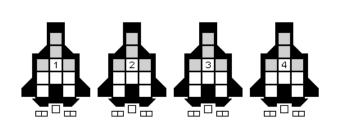
FIGHTER S	STATISTICS
TYPE	= CAVALIER
POINT VALUE	= 4
REFERENCE	= (RA.J1)
SOURCE	= UNOFFICIAL
YEAR IN SVC	= Y169
SPEED = 10	2 X PH-3-FA
DAMAGE = 8	1 X CHAFF
DFR = 2	

Assigned to the CVE Y169 thru Y172.



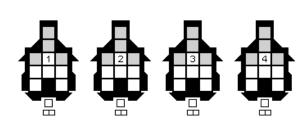
FIGHTER STATISTICS										
TYPE	= CAVALIER									
POINT VALUE	= 4									
REFERENCE	= (RA.J1)									
SOURCE	= UNOFFICIAL									
YEAR IN SVC	= Y169									
SPEED = 10	2 X PH-3-FA									
DAMAGE = 8	1 X CHAFF									
DFR = 2										

Assigned to the CVE Y169 thru Y172.



FIGHTER S	TATISTICS
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 S	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
Assigned to the CVE Y173+.	1 X CHAFF

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

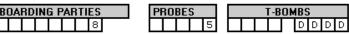
CI	CREW UNITS													
			ж						10					
									20					
									30					
П														

A	ADMIN SHUTTLES								
IDENT	Ξ	HIT	P	9110	IT:	٠,	NOTES		

BUYBUING DYBLIES	PRORES	T.ROM

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			

		RNS
LICHT	CAR	RIER



BS	;		
D	D	D	D

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

SHIELD #6 PH-1-FX T1 2 BRDG	
TRAN DH-2-FH	
[3+4] EMER	
PH-1-FA APR ADD BTTY PH-1-FA	
HIELD #5 / LAUX HOLL PRB N S	SHIELD
PH-3 SHTL + PH-3 PH-3 S	H

SHIELD #1

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



3

1-3 1-4

SHIPS PERFORMANCE							
MOVEME	NT (COST			.75		
HET COS	ST				3.75		
ERRATIO	C MA	NEUV	ER C	OST	4.5		
BREAKD	0WN	1			5 - 6		
T	URN	MOD	E=C	SI	PEED		
POWER	SYS	TEMS	1	2	-4		
WARP	=	22	2	5	- 9		
IMPULSE	Ξ =	3	3	10	-14		
APR	=	2	4	15	-20		
TOTAL	=	27	5	21	I-27		
BTTY	=	2	6	- 1	28+		
HET			BD				

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

ANTI-DRONES
1
ADD TABLE

RANGE 0 1

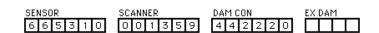
- 1-2

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Sean J. Young < youngsea@msu.edu >	-

TYPE	Ш	PHASER	TABLE

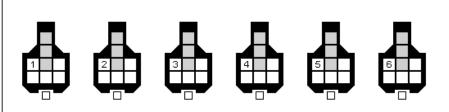
DIE Roll	RA O	INGE 1	E 2	3	4- 8	9- 15	16- 30	31- 50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

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



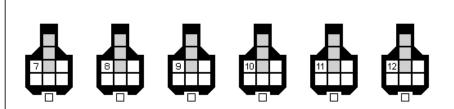
WARP ENE	RGY N	10VE	MENT	CO	ST = .:	75 (3	3/4)				HE	T CO	OST =	5			EF	RAT	IC MA	NEU	VER V	VARI	cos	T =(6					
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	3	3	4	5	6	6	7	8	9	9	10	11	12	12	13	14	15	15	16	17	18	18	19	20	21	21	22	23
Fract.	.75	1.5	2.25	3	3.75	4.5	5.25	6	6.75	7.5	8.25	9	9.75	10.5 1	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



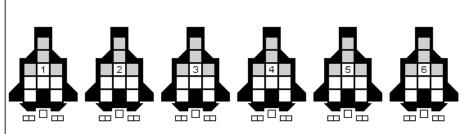
FIGHTER STATISTICS								
TYPE	= CAVALIER							
POINT VALUE	= 4							
REFERENCE	= (RA.J1)							
SOURCE	= UNOFFICIAL							
YEAR IN SVC	= Y169							
SPEED = 10	2 X PH-3-FA							
DAMAGE = 8	1 X CHAFF							
DFR = 2								

Assigned to the CVL Y169 thru Y172.



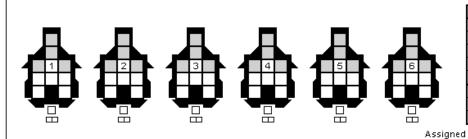
FIGHTER STATISTICS								
TYPE	= CAVALIER							
POINT VALUE	= 4							
REFERENCE	= (RA.J1)							
SOURCE	= UNOFFICIAL							
YEAR IN SVC	= Y169							
SPEED = 10	2 X PH-3-FA							
DAMAGE = 8	1 X CHAFF							
DFR = 2								

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							
to the CVL Y173+.	1 X CHAFF							

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CREW UNITS									
			ж					10	
								20	
Г	Г								

ADMIN SHUTTLES								
IDENT	ΗÏ	HIT POINTS NOTES						
		П						
	П	П						

В	DA	RD	IN	G F	ΆΡ	RTI	ES	
							8	

PROBES	T-BOMBS
5	D D

IIIE		прр
POINT VALUE	=	96
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
TACT INTEL	=	DD
REFERENCE	=	(RA.22)
SOURCE	=	HNOFFICIAL

Y164

YEAR IN SVC

SHIP STATISTICS

CNTR

-					JM RNS CROYER
	SH	IELD	#1		
	Ш	П	\perp	П	_
	ш	Ш		Щ	_
	Ш		L	Ш	
	_		_		

LFC-FA PRB

TRAC

LAB

L WARP

SHIELD #6

SHIELD #5

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



SH	IIPS	PERF	ORMA	NCE
MOVEME	NT (COST		.5
HET COS	T			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	=	3	3	11-15
APR	=	4	4	16-21
TOTAL	=	23	5	22-28
BTTY	=	3	6	29+
HET			BD	

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LIGHT FLASH CANNON

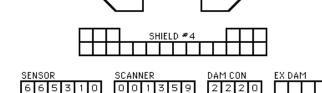
RANGE	0	1	2	3-5	6-8	9-12	13-22	23-30
HIT#	1-6	1-5	1-5	1-4	1-4	1-3	1-3	1-2
DAMAGE	5+5	5+4	4+4	3+3	3+2	2+2	2+1	1+1
OVERLOAD	NA	7+6	6+6	5+5	5+4			-

TYPE II PHASER TABLE

DIE Roll	RA O	INGE 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

<u> </u>	• • •			<u> </u>		
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



TRAN

A HULL

IMPULSE

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WARP ENER	GY M	IOVE	MENT	CO	ST = .:	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

SHIELD #2

SHIELD #3

AUX LFC-FA

BTTY

R WARP

SHTL

CI	RE'	CREW UNITS												
			ж					10						
								20						

ADMIN SHUTTLES											
IDENT	DENT HIT POINTS NOTES										

В	DA	RD	IN	G F	ΆF	RTIES
					6	

PF	ROE	BE:	S			T-BOMBS		
				5			D	Δ

TYPE I PHASER

DIE	RA	NGE	Ξ				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



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			-

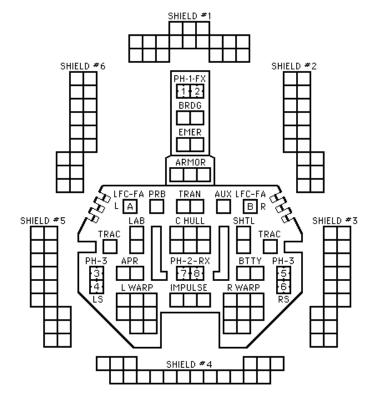
SHIP STATISTICS TYPE DD = 86 POINT VALUE SHIELD COST = 1/2+1/2 LIFE SUPPORT 1/2 SIZE CLASS 4 TACT INTEL DD REFERENCE = (RA.6) SOURCE = UNOFFICIAL YEAR IN SVC Y123

SHIPS PERF	ORMA	NCE
MOVEMENT COST		.5
HET COST		2.5
ERRATIC MANEUV	ER CO	IST 3
BREAKDOWN		5-6
TURN MOD	E = 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	

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CNTR

ANDRIUM RNS DESTROYER



SENSOR	SCANNER	DAM CON	EX DAM
665310	0 0 1 3 5 9	2220	

TYPE II PHASER TABLE

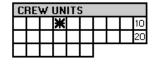
DIE	RA	HGI	Ε		4-9-16-31-					
ROLL	0	1	2	3	8	15	30	50		
1	6	5	5	4	3	2	1	1		
2	6	5	4	4	2	1	1	0		
3	6	4	4	4	1	1	0	0		
4	5	4	4	3	1	0	0	0		
5	5	4	3	3	0	0	0	0		
6	5	3	3	3	0	0	0	0		

TYPE III DEFENSE PHASER

DIE ROLL	RA O	HGE 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 ENER	RGY N	IOVE	MENT	C0:	ST = .	5 (1/	2)				HE	T CC	ST =	5			El	RRAT	IC MA	NEU'	VER V	VAR	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



A	D١	ШN	SI	HU	<u>TT</u>	LE:	5
IDENT	_	111	· P	011	IT:	6	NOTES



BOA	BOARDING PARTIES						Р	RO	BE:	5		Γ		T-BOMBS				
								10					5				D	D

TYPE I PHASER

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



ANTI-DRONES												
1	+	Н	Н	Н	Н	Н	Н	+	Н	Н	Н	\Box
2	Н	Н	Н	Н	Н	Н	Н	Н	Н	Н	Н	\Box

ADD	TABLE

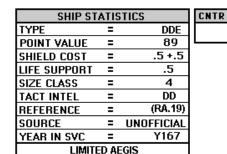
RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	1

TYPE II PHASER TABLE

DIE	RA O	HGE	2	3	4- 8	9- 15	16- 30	31- 50
NULL	U	<u> </u>		J	U	IJ	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 I	Ш	DEFENSE	PHASER
--	--------	---	---------	--------

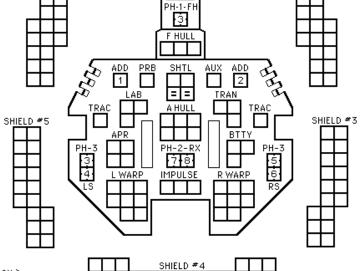
DIE ROLL	RA O	INGE 1	2	3	4- 8	9- 15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



SHIPS PERFORMANCE									
MOVEME	NT (COST			.5				
HET COS	T				2.5				
ERRATIC	: MA	NEUV	ER CO	IST	3				
BREAKDO	OWN	V		;	5 - 6				
TU	JRN	MOD	E=B	SF	EED				
POWER 9	SYS	TEMS	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	\perp					

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ANDRIUM RNS

SHIELD #2

ESCORT DESTROYER

SHIELD #1

SHIELD #6

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

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

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WARP ENER	RGY N	10VE	MENT	CO	ST = .	5 (1/	2)				HE	T CC	ST =	5			El	RRAT	IC MA	NEU'	VER V	VAR	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									
			ж						10	
									20	
									30	

ADMIN SHUTTLES									
IDENT	Ξ	HIT POINTS							ES
									GAS
									GAS

B	BOARDING PARTIES										
									10		
									20		
									30		

PRO	BE:	S				T-BC)MB:	S		
			5						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							

SHIP STA	<u>ATIS</u>	TICS
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

	SHIELD #1	
SHIELD #6	PH-1-FX 1-1-2-1 BRDG TRAN EMER	SHIELD #2
SHIELD #5 PH-1-FA F	SHTL SHTL SHTL SHTL SHTL SHTL SHTL SHTL	SHIELD #3
PH-3 APR 1 L WARF	TRAN BTTY	
	SHIELD #4	/ 田 P

SCANNER

DAM CON

ANDRIUM RMV COMMANDO DESTROYER

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



SHIPS PE	RFORM	ANCE
MOVEMENT CO	ST	.5
HET COST		2.5
ERRATIC MANE	UVER C	OST 3
BREAKDOWN		5-6
TURN M	ODE = B	SPEED
POWER SYSTE	MS 1	2-5
WARP = 1	6 2	6-10
IMPULSE =	3 3	11-15
APR =	3 4	16-21
TOTAL = 2	2 5	22-2
BTTY = 3	3 6	29+
HET	BD	

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TYPE III DEFENSE PHASER

1	DIE	Kt	1111 bE			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



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

Andrium DDG is courtesy of

John Christie < sfbrocky@rocknet.net.au >

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WARP ENER	RGY N	10VE	MENT	CO:	ST = .:	5 (1/	2)				HE	T CC	ST =	5			El	RRAT	TC 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

SENSOR

EX DAM

CI	RE	W UNIT	۲S		
		*			10
П		14			

Α	D١	4IN	SI	ΗU	ΤT	LE:	5
IDENT	_	HIT	· P	011	IT:	6	NOTES

A	<u>IDN</u>	<u>IIN</u>	SI	HU	<u>TT</u>	LE:	5
IDENT	_	HIT	P	410	AT:	Ų	NOTES

B	DA	RDIN	IG	PARTIES
		4	Ι	

TYPE II PHASER TABLE

PROBE	S	T-BOM	IBS
	5		D D

SHIP ST	ATIS	TICS
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

FA = LF + RF

DIE Roll	RA O	INGE 1	E 2	3	4- 8		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

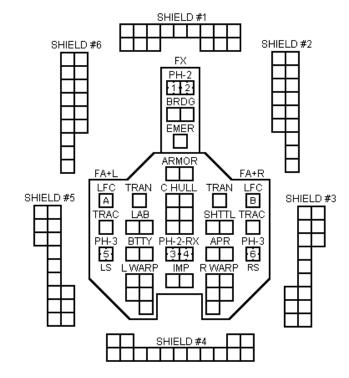
LIGHT FLASH CANNON

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			-

MOVEMENT COST			.5									
	MOVEMENT COST											
HET COST	HET COST											
ERRATIC MANEUV	ER CO	ST	3									
BREAKDOWN			5-6									
TURN MOD	E = A	SP	EED									
POWER SYSTEMS	1	2	- 6									
WARP = 10	2	7	-12									
IMPULSE = 2	3	13	- 19									
APR = 2	4	20	- 26									
TOTAL = 14	5	2	27+									
BTTY = 2												
HET	BD											

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ANDRIUM RNS FRIGATE



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

TYPE III DEFENSE PHASER

DIE Roll	RA O	HGE 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

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

CREW UNITS	,	ADMIN SHUTTLES							
 	IDENT	HIT POINTS	NOT						

DECK CREWS 2

BOA	RDING PARTIES	
	4	

TYPE II PHASER TABLE

5 4 4

6 4 4 4 1

5 4 4 3 1

ANTI-DRONES

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

2

1 0

0 0 0

2

5 4 3 3 0 0 0 0 3 3 3 0 0 0

ADMIN SHUTTLES											
IDENT HIT POINTS NOTES											

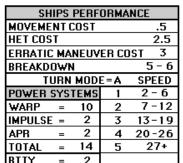
PROBES	T-BOMBS	
5	DI)

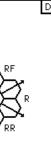
SHIP STA	ATIS	TICS							
TYPE	=	FFE							
POINT VALUE	=	75							
SHIELD COST	=	.5 +.5							
LIFE SUPPORT	=	.5							
SIZE CLASS	=	4							
TACT INTEL	=	FF							
REFERENCE	=	(RA.18)							
SOURCE	=	UNOFFICIAL							
YEAR IN SVC	=	Y168							
LIMITED AEGIS									
LIMITED AEGIS									

CNTR

SHIF	'S PE	RF	ORM/	ANCE	
MOVEMEN	T CO:	ST			.5
HET COST					2.5
ERRATIC	AANE	UV	ER C	DST	3
BREAKDOV	WN.				5 - 6
TUF	RN M	ODI	E=A	SI	PEED
POWER SY	/STE	MS	1	2	- 6
WARP :	= 1	0	2	7	-12
IMPULSE :	=	2	3	13	5-19
APR :	=	2	4	20	-26
TOTAL :	= 1	4	5		27+
BTTY :	=	2			
HET			BD		

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SHIELD #6		SHIELD #1		}	SHIELD #2
Ħ		PH-2-FX 1 2 BRDG			
		TRAN	Jr.		
SH <u>IELD #</u> 5	ADD AUX	C HULL	TRAC	ADD 2	SH <u>IELD *</u>

BTTY PH-2-RX 3 4

L WARP IMPULSE

SCANNER

0 1 3 9

PH-3

SENSOR

6530

ANDRIUM RNS

ESCORT FRIGATE

APR

R WARP

DAM CON

2 2 2 0

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

TYPE III DEFENSE PHASER

DIE		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

<u>add tai</u>	3LE			
RANGE	0	1	2	3
HIT#	-	1-2	1-3	1-4

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WARP ENER										HE	T C	OST =	5			El	RRA	FIC MA	ANEU	VER	WAR	COS	ST =0	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

EX DAM

CI	RE'	W	UN	ITS	6		
			ж				10
							20
П							

ADMIN SHUTTLES													
IDENT	Ξ	HIT POINTS NOTES											
				Γ									

В	BOARDING PARTIES													
								10						

PROB	ES	T-BOMBS	
\Box	5		D D

0

SHIP STATISTICS

31111 317	7113	11103
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

FDL	
110	
+1/2	CN
1/2	CIN
4	
DD	
RA.24)	
FICIAL	

POLICE C)ESTR	DYER	LE
ITR	SHIE	LD #1	

SHIELD #6

SHIELD #5

ANDRIUM RMV

SHIELD #2

SHIELD #3

TYPE I	PH	IASE	R								
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	Π	Π	Π	Π



SHIPS PERF	ORMANCE
MOVEMENT COST	.5
HET COST	2.5
ERRATIC MANEUV	/ER COST 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 = 4	4 16-21
TOTAL = 23	5 22-28
BTTY = 3	6 29+
HET	BD

11121 0001			2.0							
ERRATIC MA	ANEUV	ER CO	IST 3							
BREAKDOW	BREAKDOWN									
TURN	MOD.	E=B	SPEED							
POWER SYS	TEMS	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								
		_								

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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			

3 3 1 0 0

2 2 0 0 0

TYPF	ш	PHASER	TARIF

DIE Roll	RA O	INGE 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

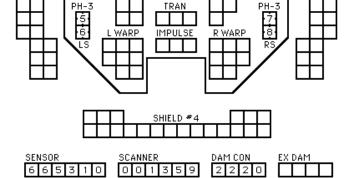
TYPE III DEFENSE PHASER

DIE ROLL	RF 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

ANT	I -I	DR	ON	IES	;						
1	Н	Н	Н	Н	Н	Н	Н	H	Н	Н	\blacksquare

ADD TABLE

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



LFC-FA PRB PH-1-FH AUX LFC-FA

LAB

FLAG ADD

F HULL

A HULL

BTTY

SPECIAL SENSOR DESTROYED ON TORPEDO HITS.

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WARP ENER	RGY N	10VE	MENT	CO:	ST = .	5 (1/	2)				HE	T CC	ST =	5			E	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

CI	RE'	W١	JN	ITS	;		
			ж				10
							20
Г		П	24				

B	DA	RD	IN	G F	ΆF	RTIES
П					6	

A	۱D۱	4IN	SI	ΗU	ΤT	LE:	5
IDENT	Ξ	HIT	· P	6	NOTES		
							·

PROBES		1	Г-В	01	189	ì		
5					D	D	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



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

TTE III DEFENSE FRASEK									
DIE ROLL	RA O	NGE	2	3	4- 8	9- 15			
HOLL	v	_ '		,		13			
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			

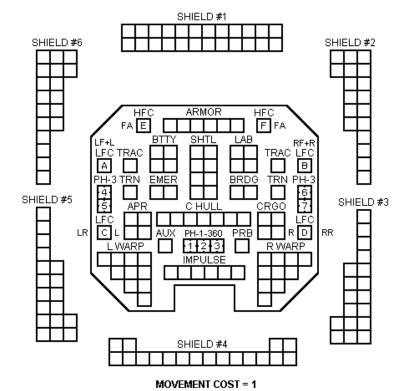
SHIP STATISTICS TYPE **SPM** 100 POINT VALUE SHIELD COST 1+1 = LIFE SUPPORT 1 SIZE CLASS 3 TACT INTEL **SPM** REFERENCE = (RA.12) SOURCE = UNOFFICIAL YEAR IN SVC Y126

CNTR

SHIPS PERFORMANCE									
MOVEMENT COST 1									
HET COST			5						
ERRATIC MA	ERRATIC MANEUVER COST 6								
BREAKDOW	N		4-6						
TURN MODE = C SPEED									
POWER SYS	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							
	$\overline{}$	$\overline{}$							

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ANDRIUM RMS SYSTEM PATROL MONITOR



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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CREW UNITS								
 								
П								20

ADMIN SHUTTLES									
IDENT	_	HIT POINTS NOTES							

S	
NOTES	T
	P
	SH
_	· III

SHIP STATISTICS									
=	YDD								
=	60								
=	1/2 + 1/2								
=	1/2								
=	4								
=	YDD								
=	(RA.4)								
	######################################								

ANDRIUM EARLY DESTROYER





T-BOMBS	
	D

О		
_	'	

		REFERENCE
D		SOURCE
	'	YEAR IN SVC

=	60	
=	1/2 + 1/2	
=	1/2	
=	4	
=	YDD	
=	(RA.4)	
=	UNOFFICIAL	

70

		••	`	•	-
				_	_
			L		┸
SH	IELD	#6	L		\perp
Γ	o		_		

SHIELD #6		SHIELD #2
	<u>FH</u>	— Ш
	<u>PH-2</u>	
	112	
$\overline{}$	DDDO	

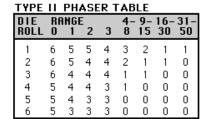
SHTTL

EMER

B

SHIELD #3

SHIELD #1 $\Box\Box$





	<u>nirə</u>	FENE	UNMAR	111
MOVEN	MENT C	COST		.5
HET CO	OST			2.5
ERRAT	IC MAI	NEUV	ER CO	ST 3
BREAK	DOWN	ı		5-6
	TURN	MODI	E = B	SPEED
POWER	R SYST	TEMS	1	2 - 5
WARP	=	12	2	6 - 10
IMPUL:	SE =	2	3	11 - 15
APR	=	0	4	16 - 21
TOTAL	=	14	5	22 - 28
BTTY	=	2	6	29+
HET			BD	

SHIPS DEBENBMANCE

ARMOR FA EFC TRAN PRB EFC SHIELD #5 Α C HULL TRAC LAB PH-2 TRAN BTTY LWARP IMPULSE RWARP

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	б	6	5	5	4	3	2

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TYPE III DEFENSE PHASER

DIE Roll	Rf O	ANGE 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 >

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

SHIELD #4

WARP ENER	lgy M	IOVE	MENT	. CO	ST = .:	5 (1/	2)				HE	T CO	ST =	5			Е	RRAT	TC MA	NEU	VER \	NARI	COS	T = 0	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											
I				ж					10			
Γ					15							

ADMIN SHUTTLES												
IDENT	_	HIT	P	NOTES								

	SHIP ST	<u>atist</u>	ICS
	TYPE	=	YFF
	POINT VALUE	=	46
	SHIELD COST	=	1/2 + 1/
•	LIFE SUPPORT	=	1/2
	SIZE CLASS	=	4

AN[DRIUM
EARLY	FRIGATE

SHIELD #2

SHIELD #3

BOARDING PARTIES						
					6	



r-BOMBS		
	D	

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

SHIPS PERFORMANCE

L/	IKLI I KIOA I
SHIELD#6	SHIELD #1
	EFC-FA A BRDG
F	ARMOR
SHIELD #5	2 C HULL PI FA+L
$H \sqcup$	

TRAN L<u>WAR</u>P

PH-2 IS

	II PHASER	TABLE
DIE	DONCE	4 0

E RANGE			4-				
0	1	2	3	8	15	30	50
6	5	5	4	3	2	1	1
6	5	4	4	2	1	1	0
6	4	4	4	1	1	0	0
5	4	4	3	1	0	0	0
5	4	3	3	0	0	0	0
5	3	3	3	0	0	0	0
	6 6 5 5	0 1 6 5 6 5 6 4 5 4 5 4	0 1 2 6 5 5 6 5 4 6 4 4 5 4 4 5 4 3	0 1 2 3 6 5 5 4 6 5 4 4 6 4 4 4 5 4 4 3 5 4 3 3	0 1 2 3 8 6 5 5 4 3 6 5 4 4 2 6 4 4 4 1 5 4 4 3 1 5 4 3 3 0	0 1 2 3 8 15 6 5 5 4 3 2 6 5 4 4 2 1 6 4 4 4 1 1 5 4 4 3 1 0 5 4 3 3 0 0	0 1 2 3 8 15 30 6 5 5 4 3 2 1 6 5 4 4 2 1 1 6 4 4 4 1 1 0 5 4 4 3 1 0 0 5 4 3 3 0 0 0



MOVEMENT COST		.5
HET COST		2.5
ERRATIC MANEUV	ER CO	IST 3
BREAKDOWN		5-6
TURN MOD	E = 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	

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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

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

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

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

IMP R WARP RS

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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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