

## **(RK.0) The Kholos Dominion**

### **(RK.1) Kholosian Dominion Background**

The Kholos are an ancient humanoid race who have evolved near the Galactic Core virtually undisturbed for millions of years. The Dominion is made up of seven territories, each ruled by descendent of the ancient Adamayak - whom the Kholosians believe to be the first living sentient being in the universe. Each "Most Sacred Son" - as the provincial rulers are known - acts as the spiritual, political, economic, and military leader of his specific territory and is fully responsible for the well being of his subjects in all matters.

All property within each sector is owned by that sectors ruler who is required to distribute all wealth evenly amongst his non-military citizens as required by ancient custom. Military citizens are allowed a greater portion of wealth during their time in service - many of whom eventually take positions as military or economic advisors after retirement. Spiritual advisors make up the third class of Kholosian citizens who are highly respected and revered as being amongst the wisest of all Kholosians.

Although the Kholos are generally a peaceful race - as the original requirement for armed space vessels was due to the proliferation of numerous space monsters in and around the Galactic Core - civil war amongst the seven territories has occurred in the past. Conflict with minor races nearby was also a rare event until the arrival Za'Cahri who waged war against the peaceful Kholos for a number of years before the turning their attention to the Daetharians.

Kholosian protection fleets are made up of an older class of lesser armed vessels as well as a newer war class introduced in the Y160's.

### **(RK.2) Kholosian War Fleet**

#### **Heavy Cruisers and Variants:**

**(RK.14) WILD PHOENIX (PHX):** With the arrival of the Daetharians, and the continued harassment by the Za'Cahri, Kholosian provincial rulers met and discussed increased defensive options in Y171. The new war cruisers and destroyers that had been developed to combat the Za'Cahri had preformed well, but were thought to be somewhat fragile and difficult to replace. Jo'Khon Jh'Rel - ruler of the Mhas'Sihn territory - was voted to develop a heavy cruiser class in a hopeful attempt to get large war ships into the defensive fleet. The Mhas'Sihn shipyard was the oldest manufacturer in all of Kholos and had designed the original Old Series Centurion class. Designers modeled the Wild Phoenix on this design. The end result massively exceeded the allocated budget for the project, but produced the Kholosians largest and most heavily armed vessel. Due to the cost involved very few ships of this class were ever

produced.

### **New War Cruisers and Variants:**

**(RK.10) CD7 WAR CRUISER (CD7)**: With the arrival of the Za'Cahri to the Galactic Core, and the subsequent battles with them, the Kholosian rulers ordered the first major redesign of the defensive fleet in over 50 years. This updated design included the recently discovered hot-warp technology. The CD7 was the first ship out of the production facilities - and is the least battle capable of the new war cruisers, although many variants of this class were produced that outperformed it.

**(RK.12) CC7 WAR CRUISER (CC7)**: This war cruiser variant included a single plasma-R and two plasma-G's, and suffered the loss of the two plasma-S's found on the CD7. Kholosian designers - who were forced to rush the war cruiser project without proper testing due to the Za'Cahri advancement - felt that having two plasma-S's in addition to the plasma-R might produce undue strain on the new hull type.

**(RK.13) CM7 WAR CRUISER (CM7)**: This version of the war cruiser was intended to handle the seeking weapons and satellite pod deployments of the Za'Cahri warships in fleet battles.

**(RK.11) CK7 WAR CRUISER (CK7)**: When it became apparent during the design process in Y163 that not enough plasma-R's were going to be available to outfit the new war cruisers, this variant was included late into the production schedule. The wing attachments were reconfigured slightly to include plasma-F launchers to compensate for the loss of the single plasma-R.

**(RK.17) CE7 WAR CRUISER (CE7)**: With the discovery of the Full Aegis Fire Control system by the Kholosian scientists in Y178, military designers began overhauling the existing CM7 vessels and transforming them into this class. This design proved to be quite successful against the Za'Cahri who continued to occasionally attack the Dominion despite being at war with the Daetharians.

### **New War Destroyers and Variants:**

**(RK.18) DK6 WAR DESTROYER (DK6)**: Produced in high numbers due to its low economic cost, the DK6 was an excellent design and used for a huge variety of missions ranging from escort duty to system defense.

**(RK.19) DS6 WAR DESTROYER SCOUT (DS6)**: A variant of the DK6, this class almost entirely replaced the aging Centurion Scout class which were being dismantled for parts - mostly to recover the plasma-R equipment needed for

the new war cruisers.

**(RK.20) DK6E / DK6A DESTROYER ESCORT:** This was an escort variant of the DK6 Destroyer. The DK6E first entered service in Y170 as much needed improvement over the CNTE. It never completely replaced the CNTE, but supplanted it on the production lines from Y176 and was the only DE built in a Full Aegis version, as distinct from refits. Some were built with Ready Racks configured for the Arquebus fighter to operate with the CC7V. Has Limited Aegis, Full Aegis from Y178. (note: DK6E/DK6A Destroyer Escort was designed by John Christie).

#### **Carriers and Carrier Escorts:**

**(RK.15) CK7V FLEET CARRIER (CK7V):** Introduced in Y171 to meet the need for a Carrier with more power and better armament than the DCV. The main problem needing correction was the DCV's lack of power to re-charge the PI-F torpedoes on the Ballista Fighters. The Ship was fitted as standard for 4 Ballista and 8 Arbelast Fighters and could also carry a MRS. Carries 150 PI-D for fighter reloads. Escort was a CE7 or CLE and a CNTE or DK6E. (note: the CK7V was designed by John Christie).

**(RK.22) CC7V STRIKE CARRIER (CC7V):** With the introduction of the Arquebus Fighter in Y176 a problem emerged that the new fighters had a Power need that was straining the capabilities of the existing Carriers to the limit. The new fighter was obviously not a pure Assault Fighter, and unlike every other Plasma-race's PI-F fighters it could operate on its own. There was, therefore, a need for a Carrier with plenty of power to carry it, a need that fortunately had been foreseen. The CC7V CVS, which entered service in Y177, was a heavily modified CC7 Command Cruiser. At least 2 were built. An MRS was carried as standard. Escort Group was a CLE or CE7 and a DK6E. (note: the CC7V was designed by John Christie).

**(RK.21) DK6V ESCORT CARRIER (DK6V):** This Carrier was designed to undertake Convoy Escort and provide Fighter support to Cruiser and Destroyer Squadrons. First introduced in Y168. Escort was either a CNTE or a DK6E. (note: DK6V was designed by John Christie).

#### **Old Series Defensive Fleet:**

**(RKR.0) SHIELD REFIT:** A number of Old Series Kholosian ships began receiving a shield refit in Y148. Ships that received the refit have SSD's reflecting this.

**(RK.7) CENTURION (CEN):** This is the original class of Kholosian defensive vessels. Used mainly against roaming space monsters and the like, the CEN had a long history in space battles during civil war and minor conflicts with other

galactic Core races.

**(RK.8) CENTURION SCOUT (CS):** A variant of the CEN, the Centurion Scout patrolled Kholos outposts on early warning duty against approaching space monsters.

**(RK.9) PROTECTORATE (PRO):** A variant of the CEN class, the Protectorate includes two plasma-F's in addition to the standard plasma-R that is on nearly all size class 3 Kholos defense vessels.

**(RK.5) CENTARI (CNT):** Produced alongside the Centurion, the CNT provided a low-cost defensive vessel for the eastern Kholosian providences. Variants this ship stayed in production for nearly 50 years before being mothballed with the introduction of the DK6. The deployment of the Defcon Carrier in Y166 resurrected the few remaining Centaris, which were converted into carrier escorts.

**(RK.16) CNTE / CNTA DDE DESTROYER ESCORT:** This was an escort version of the Centari, introduced in Y166. Had limited Aegis. The CNTA was the Full Aegis DDA introduced in Y178. No DDA's were built new, all were conversions of surviving DDE's. (note: the CNTE/CNTA were designed by John Christie).



CREW UNITS				
		*		10
				20
				30
				34

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

SHIP STATISTICS	
TYPE	= CD7
POINT VALUE	= 110
SHIELD COST	= 1 + 1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
TACT INTEL	= CD7
REFERENCE	= (RK.10)
SOURCE	= UNOFFICIAL
YEAR IN SVC	= Y166

BOARDING PARTIES				
				8

T-BOMBS				
		D	D	D

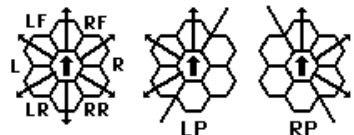
PROBES				
				5

### TYPE I PHASER

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

### TYPE III DEFENSE PHASER

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



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

### PLASMA TORPEDO WARHEAD STRENGTH TABLE

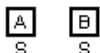
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3			1-2							1		

**CORE WORLDS**

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

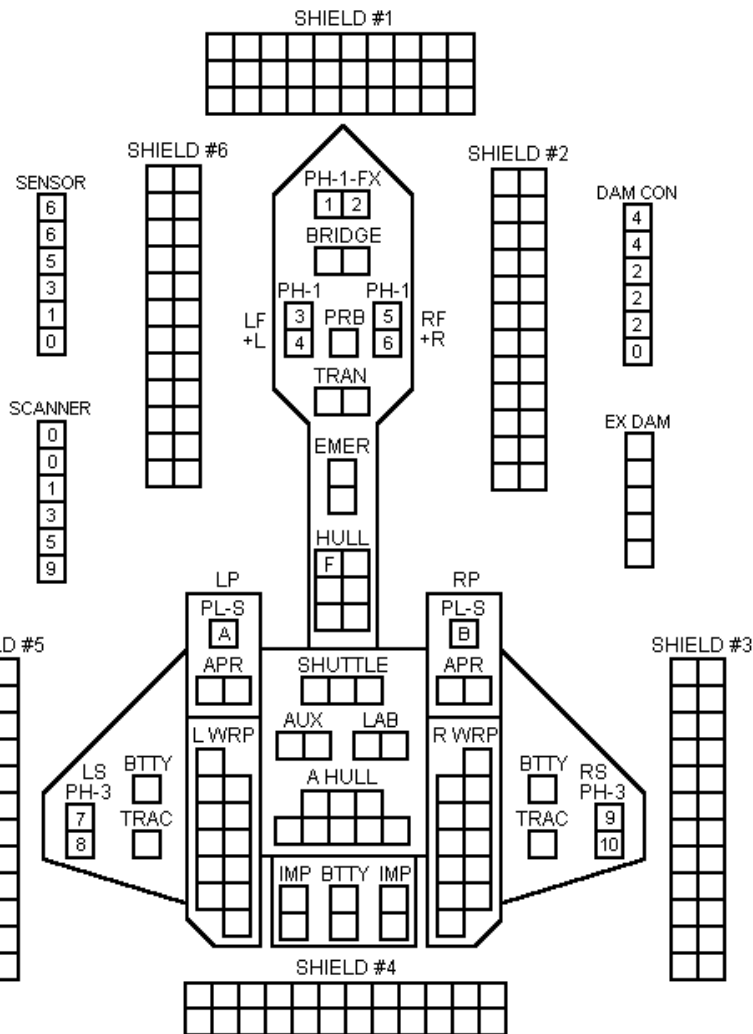
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### PSEUDO PLASMA



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# KHOLOSIAN CD7 CRUISER



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

CREW UNITS									
		*							10
									20
									30
									36

ADMIN SHUTTLES									
IDENT	HIT POINTS	NOTES							

SHIP STATISTICS	
TYPE	= CC7
POINT VALUE	= 142
SHIELD COST	= 1 + 1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
TACT INTEL	= CD7
REFERENCE	= (RK.12)
SOURCE	= UNOFFICIAL
YEAR IN SVC	= Y167

BOARDING PARTIES									
									10

T-BOMBS				
		D	D	D

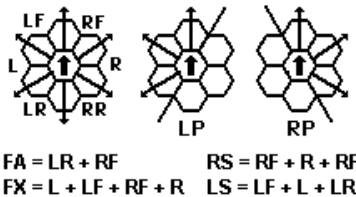
PROBES				
				5

**TYPE I PHASER**

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

**TYPE III DEFENSE PHASER**

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



SHIPS PERFORMANCE	
MOVEMENT COST	.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 = 4	3 11-15
APR = 5	4 16-21
TOTAL = 33	5 22-28
BTY = 4	6 29+
HET	BD

**PLASMA TORPEDO WARHEAD STRENGTH TABLE**

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3			1-2							1		

**CORE WORLDS**

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

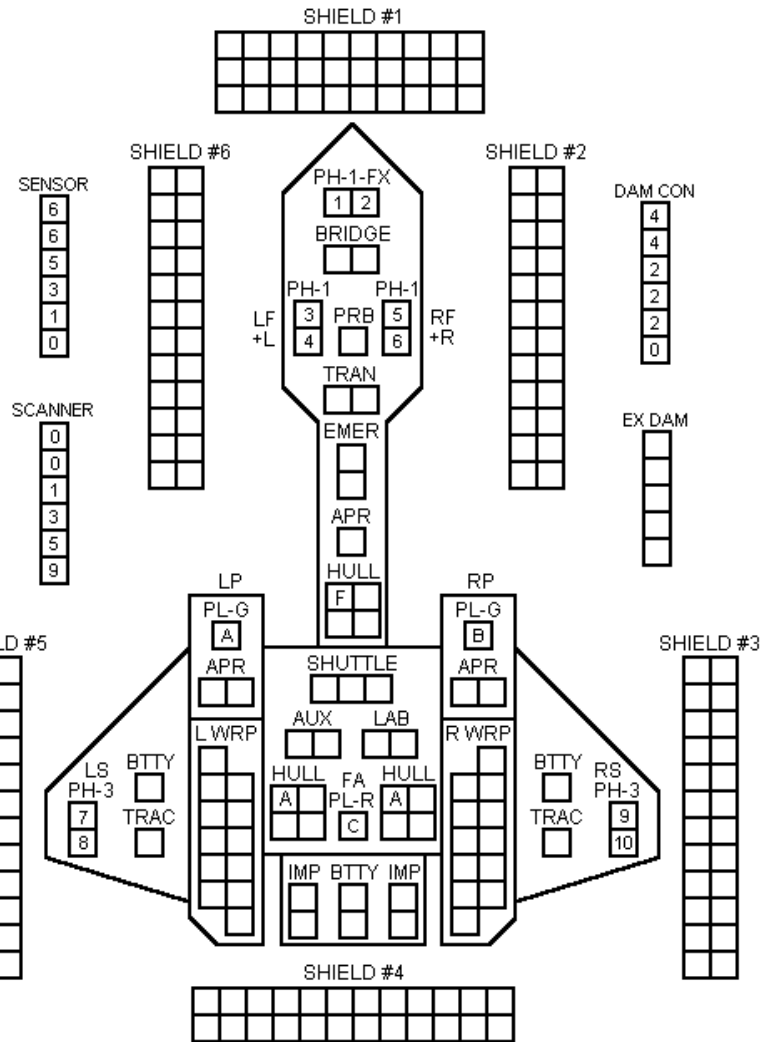
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**KHOLOSIAN CC7 CRUISER**



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

CREW UNITS									
		*							10
									20
									30
								36	

ADMIN SHUTTLES					
IDENT	HIT POINTS	NOTES			

SHIP STATISTICS		
TYPE	=	CM7
POINT VALUE	=	136
SHIELD COST	=	1 + 1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CD7
REFERENCE	=	(RK.13)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y167

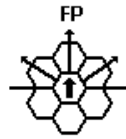
BOARDING PARTIES									
									10

T-BOMBS				
		D	D	D

PROBES				
				5

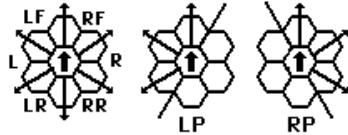
### TYPE I PHASER

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



### TYPE III DEFENSE PHASER

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



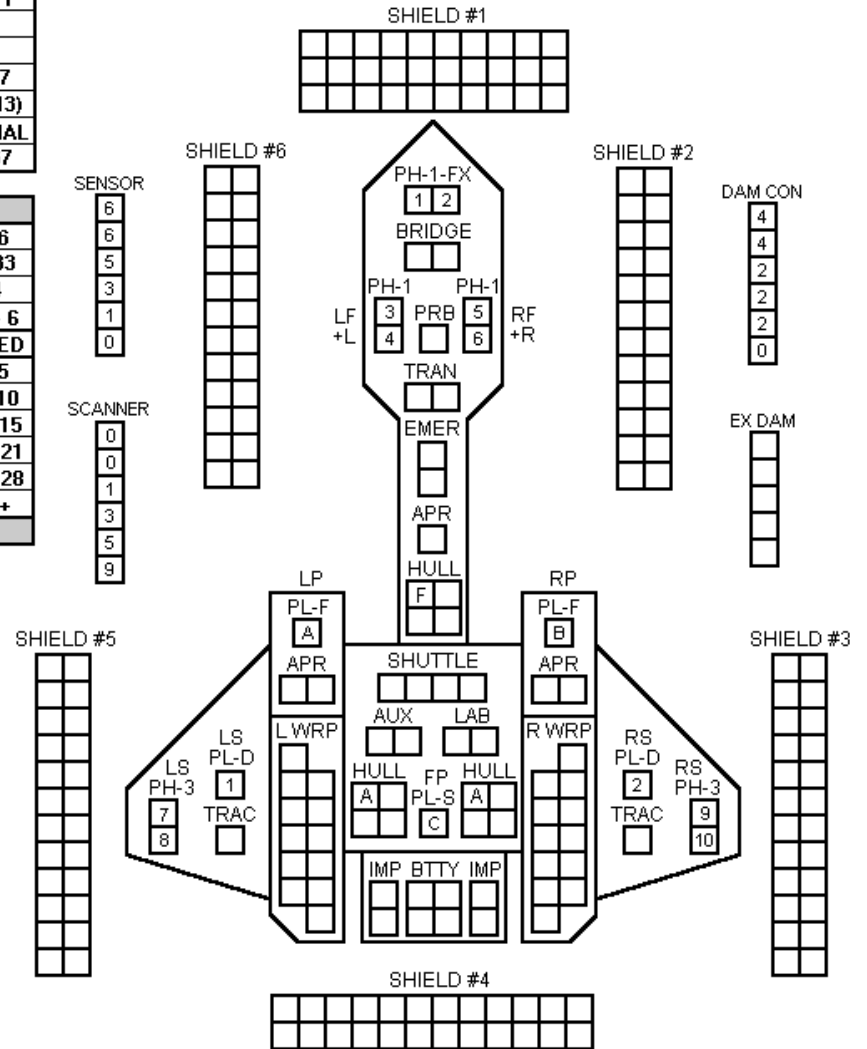
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 LS = LF + L + LR  
 FX = L + LF + RF + R

### PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3				1-2								1

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 = 4	3	11 - 15
APR = 5	4	16 - 21
TOTAL = 33	5	22 - 28
BTTY = 4	6	29+
HET		BD

# KHOLOSIAN CM7 CRUISER



## CORE WORLDS

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

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



CREW UNITS									
		*							10
									20
									30
								36	

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

SHIP STATISTICS	
TYPE	= CK7
POINT VALUE	= 132
SHIELD COST	= 1 + 1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
TACT INTEL	= CD7
REFERENCE	= (RK.11)
SOURCE	= UNOFFICIAL
YEAR IN SVC	= Y167

BOARDING PARTIES									
									10

T-BOMBS				
		D	D	D

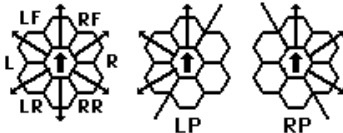
PROBES				
				S

**TYPE I PHASER**

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

**TYPE III DEFENSE PHASER**

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



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

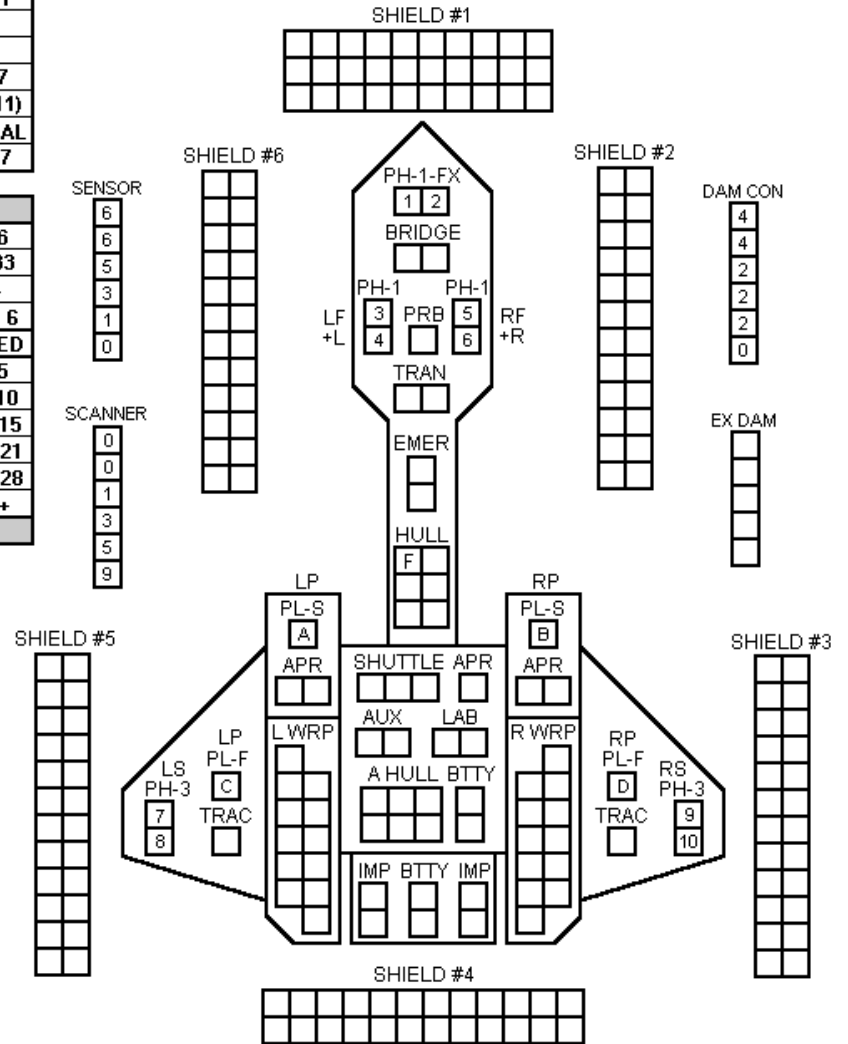
**PLASMA TORPEDO WARHEAD STRENGTH TABLE**

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3			1-2							1		

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 = 4	3 11 - 15
APR = 4	4 16 - 21
TOTAL = 32	5 22 - 28
BTTY = 4	6 29+
HET	BD

PSEUDO PLASMA			
A	B	C	D
S	S	F	F

# KHOLOSIAN CK7 CRUISER



## CORE WORLDS

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

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

CREW UNITS									
		*							10
									20
									30
								36	

ADMIN SHUTTLES					
IDENT	HIT POINTS	NOTES			

SHIP STATISTICS	
TYPE	= CE7
POINT VALUE	= 140
SHIELD COST	= 1 + 1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
TACT INTEL	= CD7
REFERENCE	= (RK.17)
SOURCE	= UNOFFICIAL
YEAR IN SVC	= Y178
BPV INCLUDES FULL AEGIS	

BOARDING PARTIES									
									8

T-BOMBS					
			D	D	D

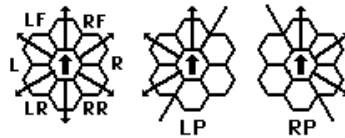
PROBES					
					5

**TYPE I PHASER**

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

**TYPE III DEFENSE PHASER**

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



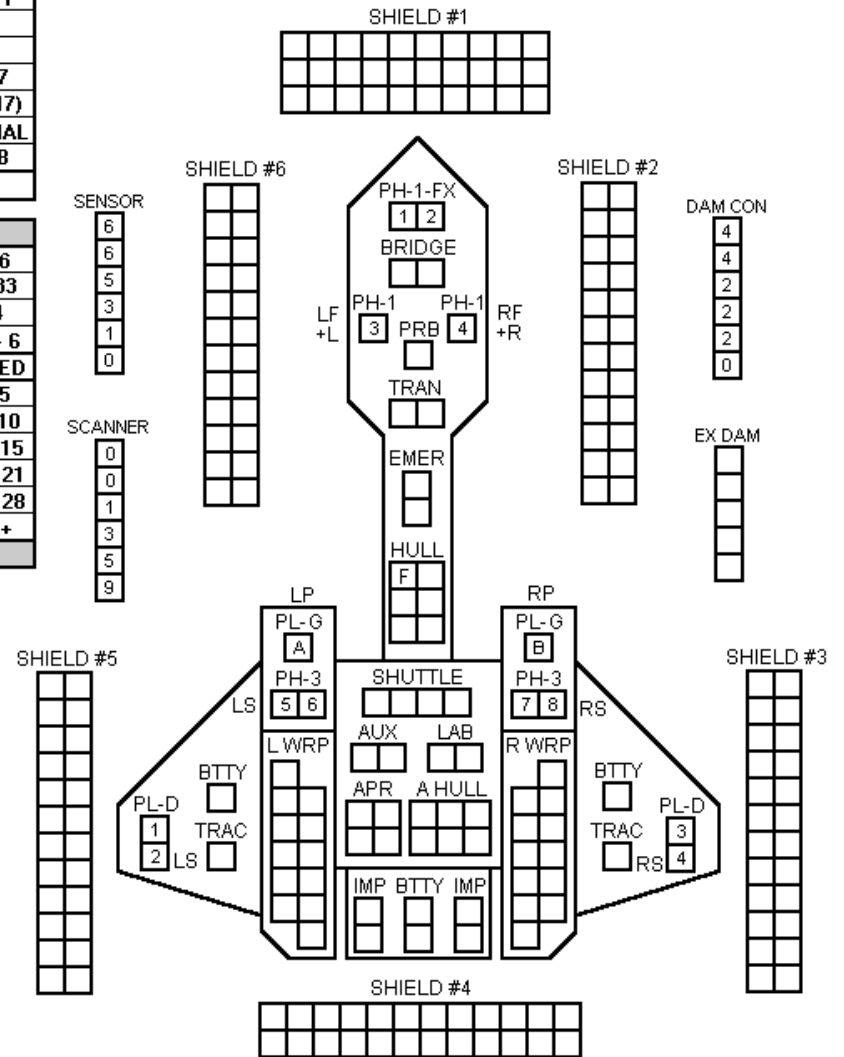
RS = RF + R + RR  
 LS = LF + L + LR  
 FX = L + LF + RF + R

**PLASMA TORPEDO WARHEAD STRENGTH TABLE**

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3				1-2						1		

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 = 4	3 11 - 15
APR = 4	4 16 - 21
TOTAL = 32	5 22 - 28
BTTY = 4	6 29+
HET	BD

# KHOLOSIAN CE7 CRUISER

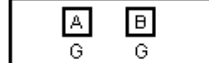


## CORE WORLDS

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**PSEUDO PLASMA**



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

CREW UNITS						
		✳				10
						20
		25				

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

SHIP STATISTICS	
TYPE	= DK6
POINT VALUE	= 98
SHIELD COST	= .5 + .5
LIFE SUPPORT	= .5
SIZE CLASS	= 4
TACT INTEL	= DD6
REFERENCE	= (RK.18)
SOURCE	= UNOFFICIAL
YEAR IN SVC	= Y166

# KHOLOSIAN DK6 DESTROYER

BOARDING PARTIES						
						8

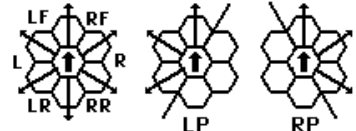
T-BOMBS		
		D D

PROBES			
			5

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	.50
HET COST	2.5
ERRATIC MANEUVER COST	3
BREAKDOWN	5-6
TURN MODE = A SPEED	
POWER SYSTEMS	1 2-6
WARP	= 16 2 7-12
IMPULSE	= 3 3 13-19
APR	= 2 4 20-26
TOTAL	= 21 5 27+
BTTY	= 2
HET	
	BD

TYPE III DEFENSE PHASER						
DIE ROLL	RANGE 0	1	2	3	4-9	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



$$RS = RF + R + RR$$

$$LS = LF + L + LR$$

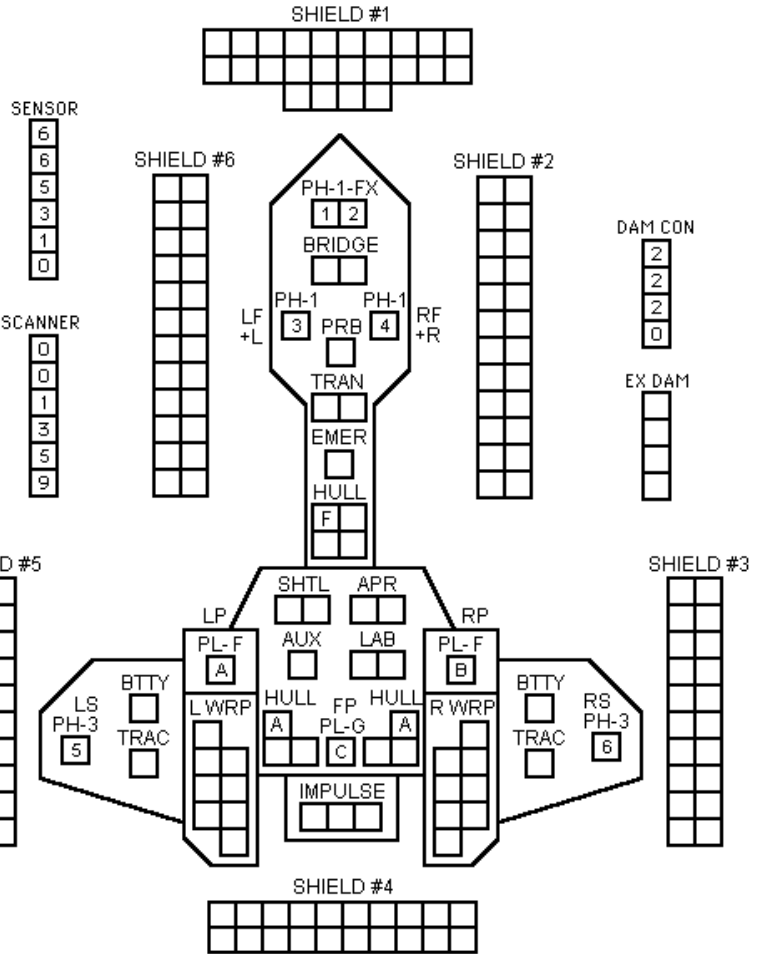
$$FX = L + LF + RF + R$$

PLASMA TORPEDO WARHEAD STRENGTH TABLE														
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3			1-2							1		

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PSEUDO PLASMA		
A	B	C
F	F	G

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WARP ENERGY MOVEMENT COST = .5 (1/2)																														
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

HET COST = 5														
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7
Fract.	.5	1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7

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

# KHOLOSIAN DS6 DESTROYER SCOUT

CREW UNITS									
		*							10
									20
								25	

ADMIN SHUTTLES					
IDENT	HIT POINTS	NOTES			

SHIP STATISTICS	
TYPE	= DS6
POINT VALUE	= 86/118
SHIELD COST	= .5 + .5
LIFE SUPPORT	= .5
SIZE CLASS	= 4
TACT INTEL	= DD6
REFERENCE	= (RK.19)
SOURCE	= UNOFFICIAL
YEAR IN SVC	= Y166

BOARDING PARTIES									
									8

T-BOMBS			
		D	D

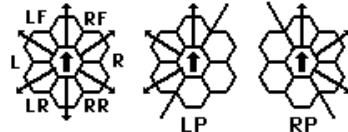
PROBES				
				5

## TYPE I PHASER

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

## TYPE III DEFENSE PHASER

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



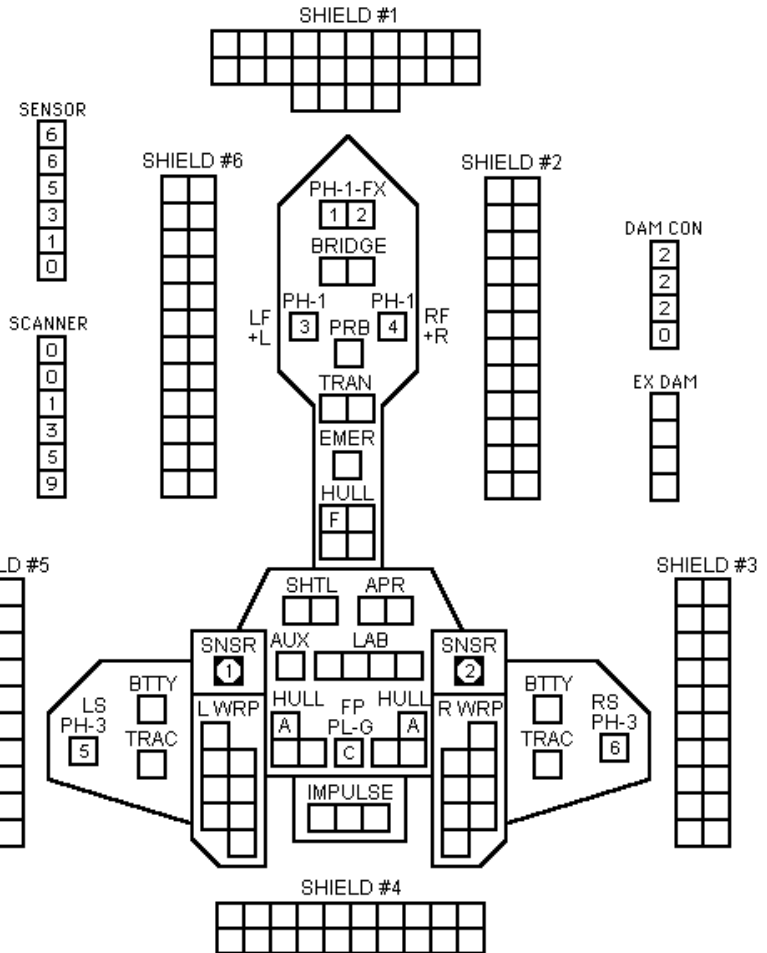
RS = RF + R + RR  
 LS = LF + L + LR  
 FX = L + LF + RF + R

PPT	
A	G

## PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3			1-2							1		

SHIPS PERFORMANCE	
MOVEMENT COST	.50
HET COST	2.5
ERRATIC MANEUVER COST	3
BREAKDOWN	5-6
TURN MODE = A SPEED	
POWER SYSTEMS	1 2-6
WARP	= 16 2 7-12
IMPULSE	= 3 3 13-19
APR	= 2 4 20-26
TOTAL	= 21 5 27+
BTTY	= 2
HET	
	BD



SPECIAL SENSORS ARE 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

# KHOLOSIAN DK6E DESTROYER ESCORT

CREW UNITS									
		*							10
									20
								25	

ADMIN SHUTTLES					
IDENT	HIT POINTS	NOTES			

SHIP STATISTICS	
TYPE	= DK6E / DK6A
POINT VALUE	= 105
SHIELD COST	= .5 + .5
LIFE SUPPORT	= .5
SIZE CLASS	= 4
TACT INTEL	= DD6
REFERENCE	= (RK.20)
SOURCE	= UNOFFICIAL
YEAR IN SVC	= Y170
LIMITED AEGIS	
FULL AEGIS (DK6A - Y178) BPV 115	

BOARDING PARTIES							
							8

T-BOMBS			
			D D

DECK CREWS	
	2

PROBES			
			5

## TYPE I PHASER

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

## TYPE III DEFENSE PHASER

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



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

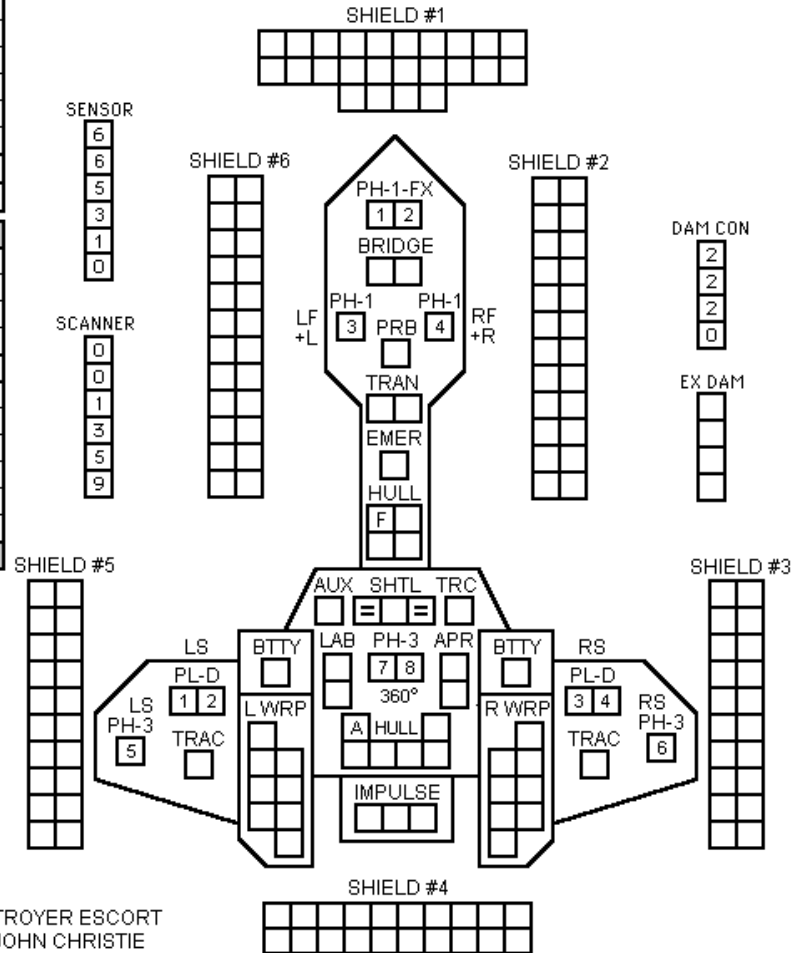
## PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3				1-2						1		

SHIPS PERFORMANCE	
MOVEMENT COST	.50
HET COST	2.5
ERRATIC MANEUVER COST	3
BREAKDOWN	5-6
TURN MODE = A SPEED	
POWER SYSTEMS	1 2-6
WARP	= 16 2 7-12
IMPULSE	= 3 3 13-19
APR	= 2 4 20-26
TOTAL	= 21 5 27+
BTY	= 2
HET	BD

SENSOR
6
6
5
3
1
0

SCANNER
0
0
1
3
5
9



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PLASMA-D RACKS			
1			
2			
3			
4			

D RACKS HAVE ONE RELOAD  
 PRIOR TO Y175, TWO THERAFTER.

DK6E/DK6A DESTROYER ESCORT  
 COURTESY OF JOHN CHRISTIE  
 <sfrocky@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

CREW UNITS									
		*							10
									20
									30
								36	

ADMIN SHUTTLES									
IDENT	HIT POINTS	NOTES							

SHIP STATISTICS	
TYPE	= CK7V
POINT VALUE	= 140
SHIELD COST	= 1 + 1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
TACT INTEL	= CK7V
REFERENCE	= (RK.15)
SOURCE	= UNOFFICIAL
YEAR IN SVC	= Y171

BOARDING PARTIES									
									10

T-BOMBS				
		D	D	D

PROBES				
				5

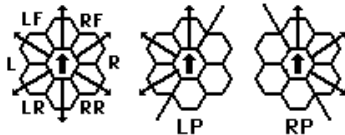
DECK CREWS									
									8

**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	3	1	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

**TYPE III DEFENSE PHASER**

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



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



**PLASMA TORPEDO WARHEAD STRENGTH TABLE**

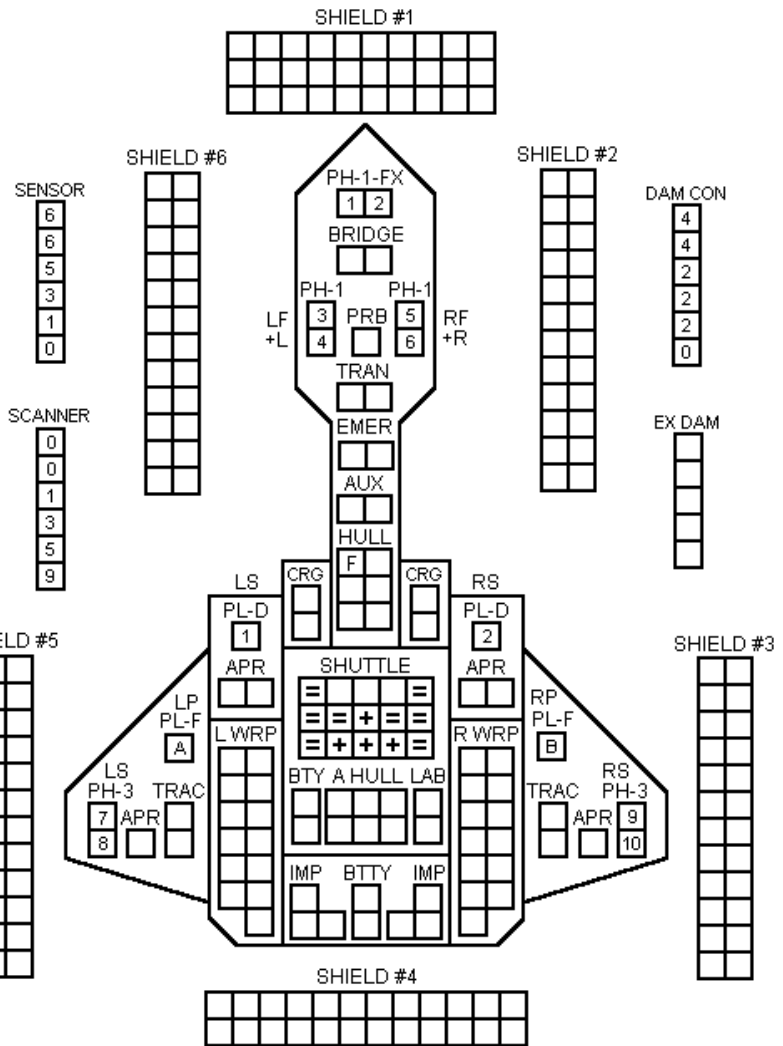
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3		1-2								1		

PLASMA-D RACKS	
1	
2	

D RACKS HAVE ONE RELOAD PRIOR TO Y175, TWO THERAFTER.

CK7V FLEET CARRIER COURTESY OF JOHN CHRISTIE.  
 < sfbrocky@rocknet.net.au >

# KHOLOSIAN CK7U FLEET CARRIER



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

CREW UNITS									
		*							10
									20
									30
									36

ADMIN SHUTTLES									
IDENT	HIT POINTS	NOTES							

SHIP STATISTICS	
TYPE	= CC7V
POINT VALUE	= 179
SHIELD COST	= 1 + 1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
TACT INTEL	= CC7V
REFERENCE	= (RK.22)
SOURCE	= UNOFFICIAL
YEAR IN SVC	= Y177

BOARDING PARTIES									
									10

T-BOMBS				
		D	D	D

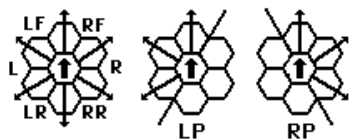
PROBES				
				S

DECK CREWS									
									13

TYPE I PHASER													
DIE	RANGE	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		

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 = 26	2 6 - 10
IMPULSE = 6	3 11 - 15
APR = 12	4 16 - 21
TOTAL = 44	5 22 - 28
BTTY = 6	6 29+
HET	BD

TYPE III DEFENSE PHASER						
DIE	RANGE	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



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

PLASMA TORPEDO WARHEAD STRENGTH TABLE														
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3				1-2						1		

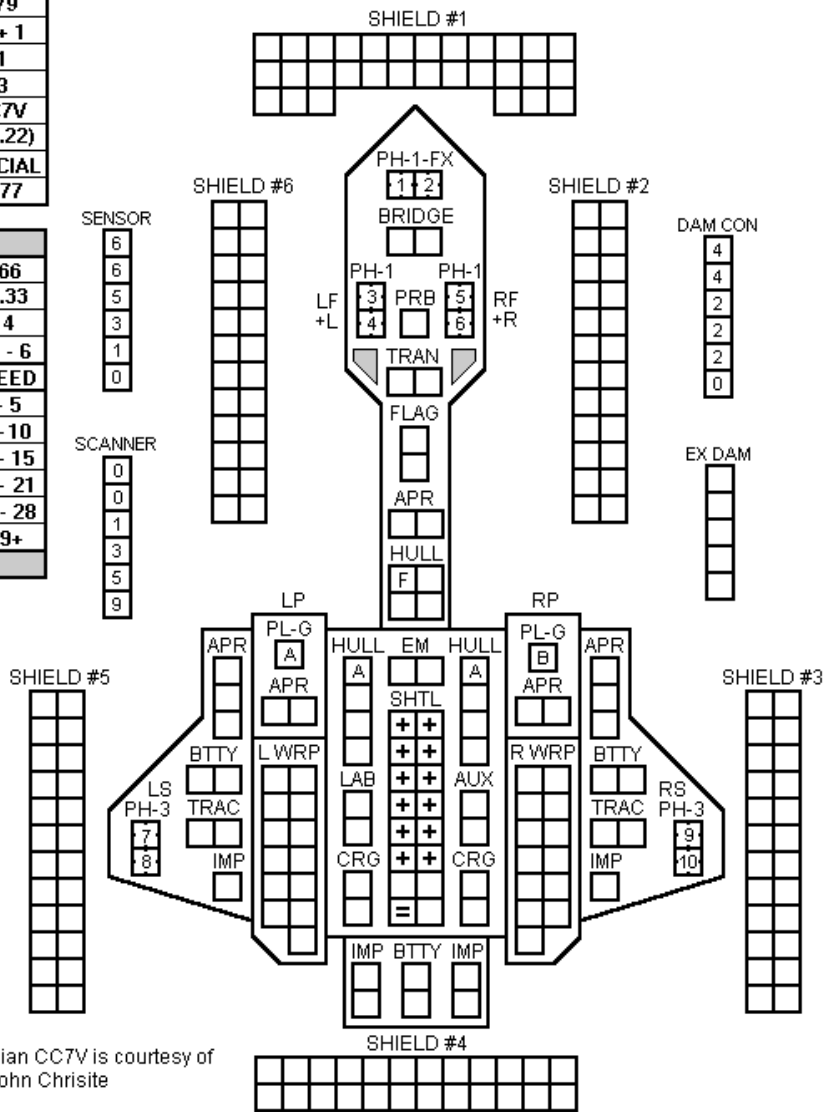
**CORE WORLDS**  
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The Kholosian CC7V is courtesy of John Chrisite

# KHOLOSIAN CC7V STRIKE CARRIER



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

CREW UNITS									
		*							10
									20
									25

ADMIN SHUTTLES					
IDENT	HIT POINTS	NOTES			

SHIP STATISTICS	
TYPE	= DK6V
POINT VALUE	= 102
SHIELD COST	= .5 + .5
LIFE SUPPORT	= .5
SIZE CLASS	= 4
TACT INTEL	= DD6
REFERENCE	= (RK.21)
SOURCE	= UNOFFICIAL
YEAR IN SVC	= Y168

BOARDING PARTIES									
									8

T-BOMBS					
			D	D	

PROBES					
					5

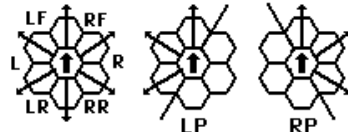
DECK CREWS									
									8

### 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	3	1	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

### TYPE III DEFENSE PHASER

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



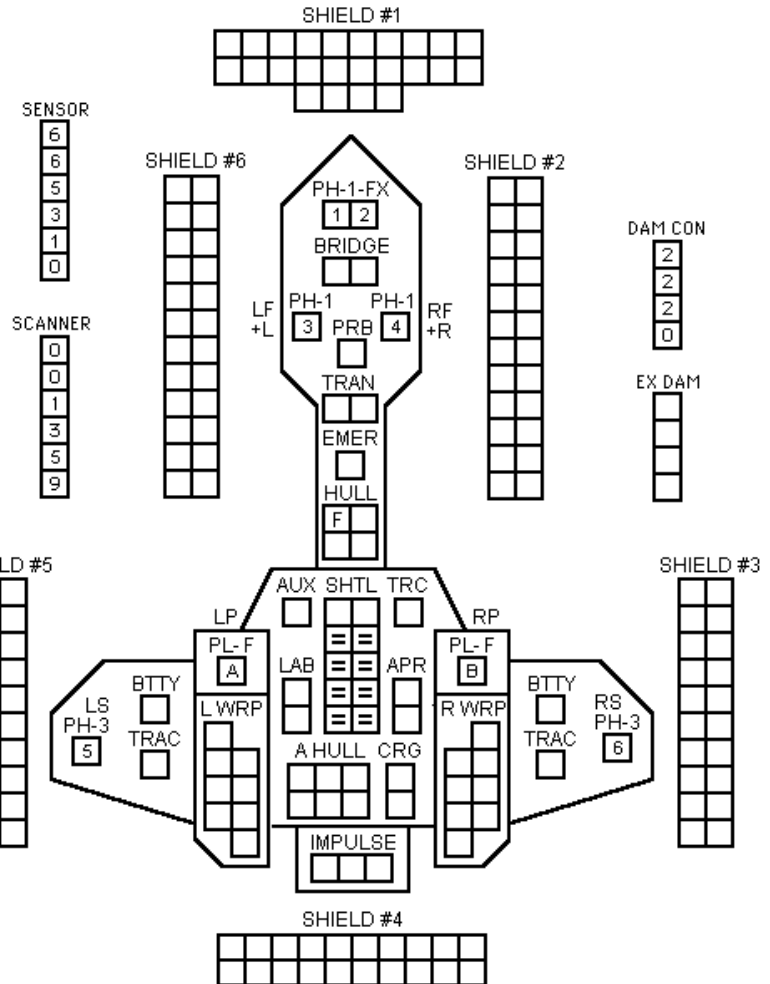
RS = RF + R + RR  
 LS = LF + L + LR  
 FX = L + LF + RF + R

### PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3			1-2							1		

SHIPS PERFORMANCE	
MOVEMENT COST	.50
HET COST	2.5
ERRATIC MANEUVER COST	3
BREAKDOWN	5-6
TURN MODE = A SPEED	
POWER SYSTEMS	1 2-6
WARP = 16	2 7-12
IMPULSE = 3	3 13-19
APR = 2	4 20-26
TOTAL = 21	5 27+
BTTY = 2	
HET	BD

# KHOLOSIAN DK6V ESCORT CARRIER



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DK6V CARRIER ESCORT  
 COURTESY OF JOHN CHRISTIE  
 <sfrocky@rocknet.net.au >

### PSEUDO PLASMA

A	B
F	F

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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																														



# KHOLOS RDF CENTURION

CREW UNITS					
		*			10
					20
					30
		34			

ADMIN SHUTTLES					
IDENT	HIT POINTS	NOTES			

ONE SHUTTLE BAY

SHIP STATISTICS		
TYPE	=	CEN
POINT VALUE	=	104
SHIELD COST	=	1 + 1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CEN
REFERENCE	=	(RK.7)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y115

BOARDING PARTIES					
					6

T-BOMBS					
			D	D	D

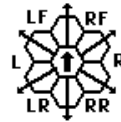
PROBES					
					5

## TYPE I PHASER

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

## TYPE III DEFENSE PHASER

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



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

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 = 2	4	16 - 21
TOTAL = 36	5	22 - 28
BTTY = 2	6	29+
HET		BD

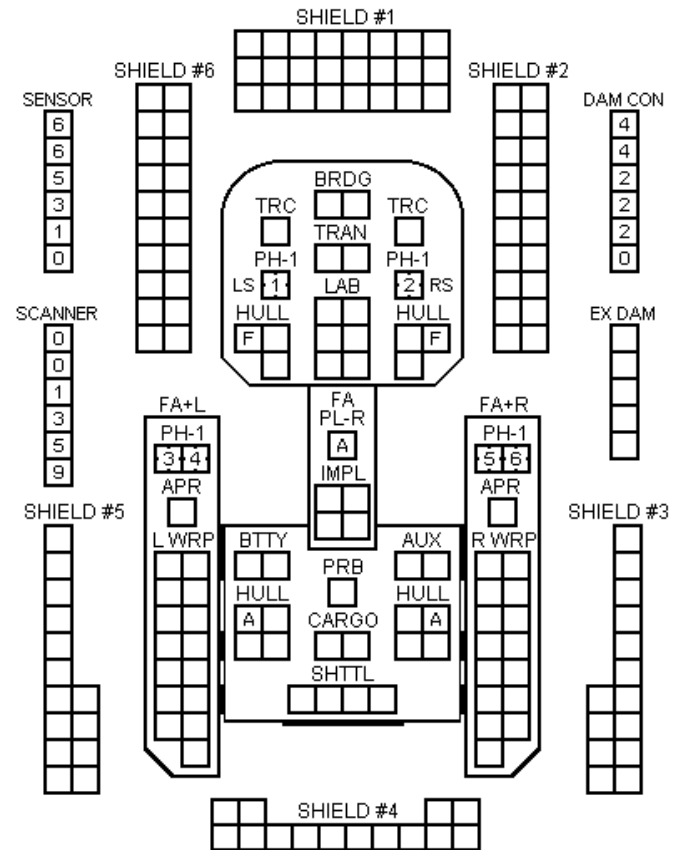
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## PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2				1							

PPT
A R



MOVEMENT COST = 1



# KHOLOS RDF PROTECTORATE

CREW UNITS					
		*			10
					20
					30
				34	

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES
ONE SHUTTLE BAY		

SHIP STATISTICS	
TYPE	= PRO
POINT VALUE	= 125
SHIELD COST	= 1 + 1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
TACT INTEL	= CEN
REFERENCE	= (RK.9)
SOURCE	= UNOFFICIAL
YEAR IN SVC	= 148

BOARDING PARTIES					
					8

T-BOMBS				
		D	D	D

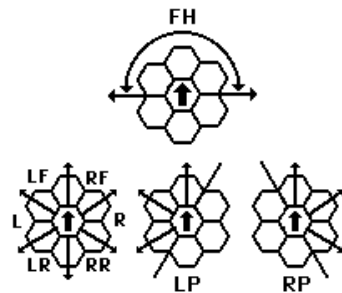
PROBES				
				5

### TYPE I PHASER

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

### TYPE III DEFENSE PHASER

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



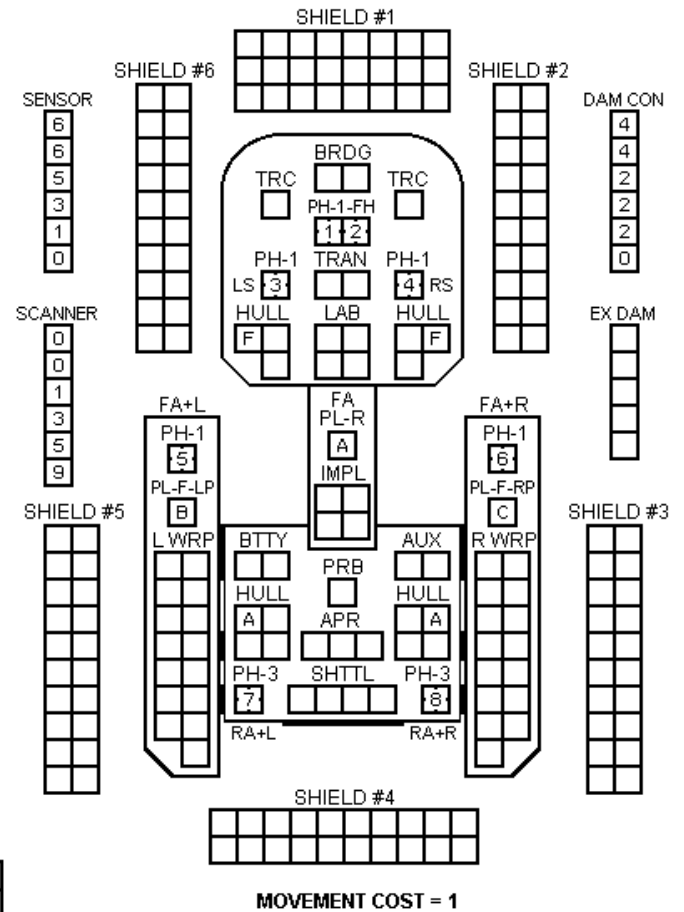
SHIPS PERFORMANCE	
MOVEMENT COST	1
HET COST	5
ERRATIC MANEUVER COST	6
BREAKDOWN	5 - 6
TURN MODE = B SPEED	
POWER SYSTEMS	1 2 - 5
WARP = 30	2 6 - 10
IMPULSE = 4	3 11 - 15
APR = 3	4 16 - 21
TOTAL = 37	5 22 - 28
BTTY = 2	6 29+
HET	BD

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### PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3					1-2							

PSEUDO PLASMA		
A	B	C
R	F	F



CREW UNITS									
		*							10
									20

ADMIN SHUTTLES					
IDENT	HIT POINTS	NOTES			

SHIP STATISTICS	
TYPE	= CNT
POINT VALUE	= 74
SHIELD COST	= .5 + .5
LIFE SUPPORT	= .5
SIZE CLASS	= 4
TACT INTEL	= CNT
REFERENCE	= (RK.5)
SOURCE	= UNOFFICIAL
YEAR IN SVC	= 114

CNTR	
------	--

# KHOLOS RDS CENTARI

BOARDING PARTIES				
				4

T-BOMBS		
		D D

PROBES				
				5

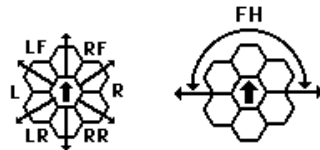
## TYPE I PHASER

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

SHIPS PERFORMANCE	
MOVEMENT COST	.5
HET COST	2.5
ERRATIC MANEUVER COST	3
BREAKDOWN	5 - 6
TURN MODE = B	SPEED
POWER SYSTEMS	1 2 - 5
WARP = 16	2 6 - 10
IMPULSE = 2	3 11 - 15
APR = 1	4 16 - 21
TOTAL = 19	5 22 - 28
BTTY = 2	6 29+
HET	BD

## TYPE III DEFENSE PHASER

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



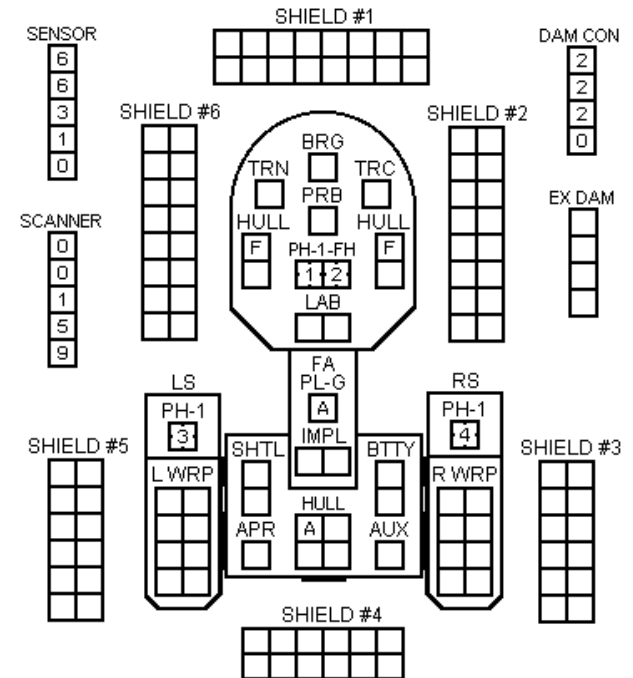
FA = LF + RF  
RS = RF + R + RR  
LS = LF + L + LR

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## PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3			1-2						1			

PSEUDO PLASMA
A
G



## 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

# KHOLOSIAN CENTARI-E DDE ESCORT DESTROYER

CREW UNITS									
		*							10
									20

ADMIN SHUTTLES					
IDENT	HIT POINTS	NOTES			

SHIP STATISTICS	
TYPE	= DDE/DDA
POINT VALUE	= 84
SHIELD COST	= .5 + .5
LIFE SUPPORT	= .5
SIZE CLASS	= 4
TACT INTEL	= CNTE
REFERENCE	= (RK.16)
SOURCE	= UNOFFICIAL
YEAR IN SVC	= Y166
LIMITED AEGIS	
FULL AEGIS (DDA - Y176)	BPV 94

BOARDING PARTIES					
					6

T-BOMBS			
		D	D

PROBES				
				5

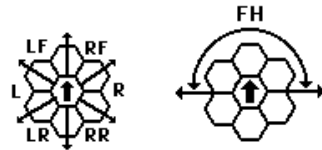
DECK CREWS	
	2

## TYPE I PHASER

DIE	RANGE	6-9					16-26					51-75							
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	4	4	4	3	1	0	0	0	0								
4	6	4	4	4	4	3	2	0	0	0	0								
5	5	4	4	4	3	3	1	0	0	0	0								
6	4	4	3	3	2	2	0	0	0	0	0								

## TYPE III DEFENSE PHASER

DIE	RANGE	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



$$RS = RF + R + RR$$

$$LS = LF + L + LR$$

$$RA = LR + RR$$

SHIPS PERFORMANCE	
MOVEMENT COST	.5
HET COST	2.5
ERRATIC MANEUVER COST	3
BREAKDOWN	5 - 6
TURN MODE = B SPEED	
POWER SYSTEMS	1 2 - 5
WARP = 16	2 6 - 10
IMPULSE = 2	3 11 - 15
APR = 1	4 16 - 21
TOTAL = 19	5 22 - 28
BTTY = 2	6 29+
HET	BD

PLASMA-D RACKS	
1	
2	

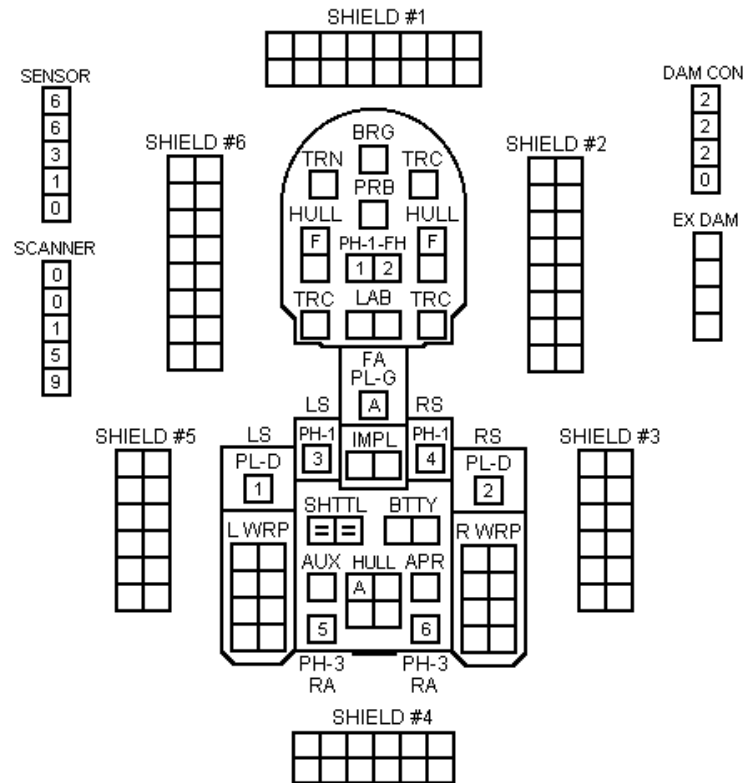
D RACKS HAVE ONE RELOAD PRIOR TO Y175, TWO THERAFTER.

## PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3				1-2						1		

PSEUDO PLASMA	
	A
	G

DDE/DDA ESCORT DESTROYER COURTESY OF JOHN CHRISTIE < sfbrocky@rocknet.net.au >



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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