Updated: 12.14.01

(RP.0) The PAX Cooperative

(RP.1) PAX Cooperative Background

The PAX Cooperative is not unified government but rather a militarily aligned group of races and political entities. The member governments of the Cooperative each inhabit a small group of systems that are connected to each other by a vast wormhole network. It is through these wormholes that the aligned races have managed an expansive trading network dating back to before the use of warp technology. With the rise of warp power in the Galactic Core - and the increase of instability that was brought with it - the future members of the Cooperative forged shaky alliances to protect each other from pirates and aggresive powers who aimed to exploit the wormhole network for themselves.

For years this arraingment teetered between peace and war - often amongst the aligned governments themselves - until Y128 when the PAX Cooperative was formed, creating official ties between the governments. National fleets were almost entirally disbanded in favor of a unified Defense Fleet, with some of the National vessels entering service under the Cooperative flag, some being retained for National homeworld protection, and others defecting to become pirates and renegades.

The original intentions of forming the Cooperative defensive in nature but as the years passed Galactic Core races witnessed the PAX becoming involved in numerous conflicts outside of their territories. One such case involved the forced assimilation of the Camheliocians into the Cooperative in Y149 thus ending the Kholos-Camhelio war.

The technologies of the Cooperative members are varied, resulting in a few PAX vessels having non-standard armaments, although due to the logistics involved in maintaining such a widespread fleet the vast majority of Cooperative vessels are manufactured with Disruptor technology (and later Hellbore technology after encountering the ISC). When Cooperative fleets are encountered they will generally consist of Disruptor-armed ships with the occasional National vessel.

(RP.2) PAX Conservator Fleet

Heavy Cruisers and Variants:

(RP.2) LANCE HEAVY CRUISER (CA):

Light Cruisers and Variants:

(RP.3) KNIFER LIGHT CRUISER (CL):

(RP.4) PARANG LIGHT SCOUT CRUISER (CLS):

PAX COOPERATIVE DEFENSIVE FLEET

Heavy Cruisers and Variants:

(RP.2) LANCE HEAVY CRUISER (CAL): The mainstay heavy cruiser of the Cooperative fleet until Y173 this vessel was the most widely produced ship in the PAX fleet. Most of these ships were eventually refitted with Hellbores changing the clasification to Javelin.

(RP.3) JAVELIN HEAVY CRUISER (CAJ): The Javelin almost completely replaced the Lance after Y173. Functional the same ship - with the additions of 2 Hellbore cannons and extra power. The designation "Javelin" was taken from the scout vessel based on Lance hull.

(RP.4) DEEP SPACE JAVELIN SCOUT (DSJ): Often encountered by other races within the Galactic Core, the DSJ acts as the long range exploritory and scout vessel of the Cooperative fleet. It was this class that first encountered the ISC and the Kizinti - making numerous trips into Galactic space between Y167 and Y173.

War Cruisers and Variants:

(RP.10) BLADERUNNER CRUISER (BRC): Entering service around Y172, this ship was the first PAX vessel to take advantage of "hot-warp" technology. Slightly smaller than the CAJ, but with similer armament, the BRC was unsuitable for long range missions and was generally regulated to border patrol and defense.

(RP.11) BROADSWORD HEAVY WAR CRUSIER (BSH): An experimental hull type - this class fufilled the role of a long range war crusier. The greater stability of the hull design allowed it to make extended voyages outside of Cooperative territories as long as it underwent timely maintanence.

Carriers and Carrier Escorts:

(RP.15) SCALPEL LIGHT CARRIER (SCVL): The Scalpel is based on a National Fleet hull type (CL) of a drone using Cooperative race. The Jack-Knife fighters were designed with this vessel in mind - armed with two short ranged disruptors and two drone rails.

(RP.16) KONTOS FLEET CARRIER (CV): This was a heavily modified Longsword Battlecruiser. It always carried a MRS standard and had Double Sensor Rating Drone Control. It carries 200 Drones in storage to rearm the fighters.. Escort Group is a CLE and a DWE.

Tugs and Pods:

(RP.20) HALBERD DEEP SPACE TUG (HTUG): The remains of a badly damaged Kizinti tug that was recovered by a PAX border patrol in late Y174 provided the basis for this vessel. Although Cooperative designers were able to reverse engineer the technology by Y176, the massive costs involved in producing this class restricted its deployment. Specially modified pods obtained from the ISC were used for the various tug configurations.

(RP.201)HALBERD DEEP SPACE CARGO TUG (HTUG-C): The most common use for the Halberd was hauling the prefabricated parts used in constructing listening posts across the vastly seperated PAX territiories.

(RP.202)HALBERD DEEP SPACE REPAIR TUG (HTUG-R): This configuration was used to support damaged PAX warships involved in the Western Powers War against the Za'Cahri.

(RP.203) HALBERD DEEP SPACE HEAVY CARRIER TUG (HTUG-CV): Although the PAX had obtained carrier pods through unknown channels, this combination never saw any documented action.

(RP.204) HALBERD DEEP SPACE TROOP TRANSPORT TUG (HTUG-TT): As the name implies, this configuration was used to transport ground defense troops between PAX sectors as well as support troops to Andria and Promethea during the Western Powers War against the Za'Cahri.

(ER.1) RADIAN CANNON

(rules revision 12.14.01)

(ER.11) Designation: Each "RAD" box on the SSD represents one Radian Cannon bolt. Each is recorded and fired separately. This is a Direct Fire weapon that is destroyed on Torpedo hits.

(ER.12) Arming: A Radian Cannon is armed by allocating 3 points of energy during the energy allocation phase in which you wish to fire, or by using 3 points of reserve power at the instant of firing.

(ER.121) Holding: An unfired Radian Cannon may be held for 2 points of energy.

(ER.122) Overloads: A Radian Cannon may be overloaded be allocating 5 points of energy on the turn of firing instead of 3, or by using 5 points of reserve power at the instant of firing. A RAD armed with a 3-point standard load during energy allocation may upgrade to an overload using 2 points of reserve power. Overloaded RADs cannot be fired at ranges over 8.

(ER.123) Holding Overloads: Overloaded RADs may not be held, (although a held Radian Cannon may be overloaded). An unfired overloaded RAD is discharged harmlessly at the end of the turn. Unlike normal loads, simply discharging an overloaded RAD requires a cool-down period (ER.13).

(ER.13) Cool-Down Period: Any Radian Cannon that has been fired requires a 1-turn cool-down period (as per Fusion Beam). If the weapon was merely discharged, rather than fired, no cool-down period is required [unless the discharged RAD was overloaded, see (ER.123)].

(ER.14) Operation: The Radian Cannon is fired during the Direct Fire stage of the Impulse Procedure. Roll one die for each Radian Cannon and consult the chart.

PAX LANCER HEAVY CRUISER

CREW UNITS								
			*					10
								20
								30
								40

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

BOARDING PARTIES									
									10

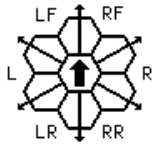
TRANSPORTER BOMBS				
D	D	D	D	

SHIP STATISTICS		
TYPE	=	CA
POINT VALUE	=	130
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CA
REFERENCE	=	(RP.2)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y125
PLUS REFIT		+2
Y175 REFIT		+1

TYPE II PHASER TABLE

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

PROBES				
				5



SHIPS PERFORMANCE			
MOVEMENT COST		1	
HET COST		5	
ERRATIC MANEUVER COST		6	
BREAKDOWN		5-6	
	TURN MODE=C		SPEED
POWER SYSTEMS		1	2-4
WARP =	30	2	5-9
IMPULSE =	4	3	10-14
APR =	4	4	15-20
TOTAL =	38	5	21-27
BTTY =	4	6	28+
HET		BD	

TYPE I PHASER

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

RADIAN CANNON COMBAT RESOLUTION TABLE

DIE ROLL	RANGE 0-1	2-3	4-5	6-8	9-15	16-22	23-40
1	12	11	10	9	5	3	1
2	11	10	9	7	3	2	1
3	10	9	8	5	2	1	0
4	9	8	6	3	1	1	0
5	8	7	4	2	1	0	0
6	7	6	2	1	0	0	0

OVERLOAD DAMAGE +50% PER DIE. ROUND FRACTIONS DOWN

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TYPE III DEFENSE PHASER

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

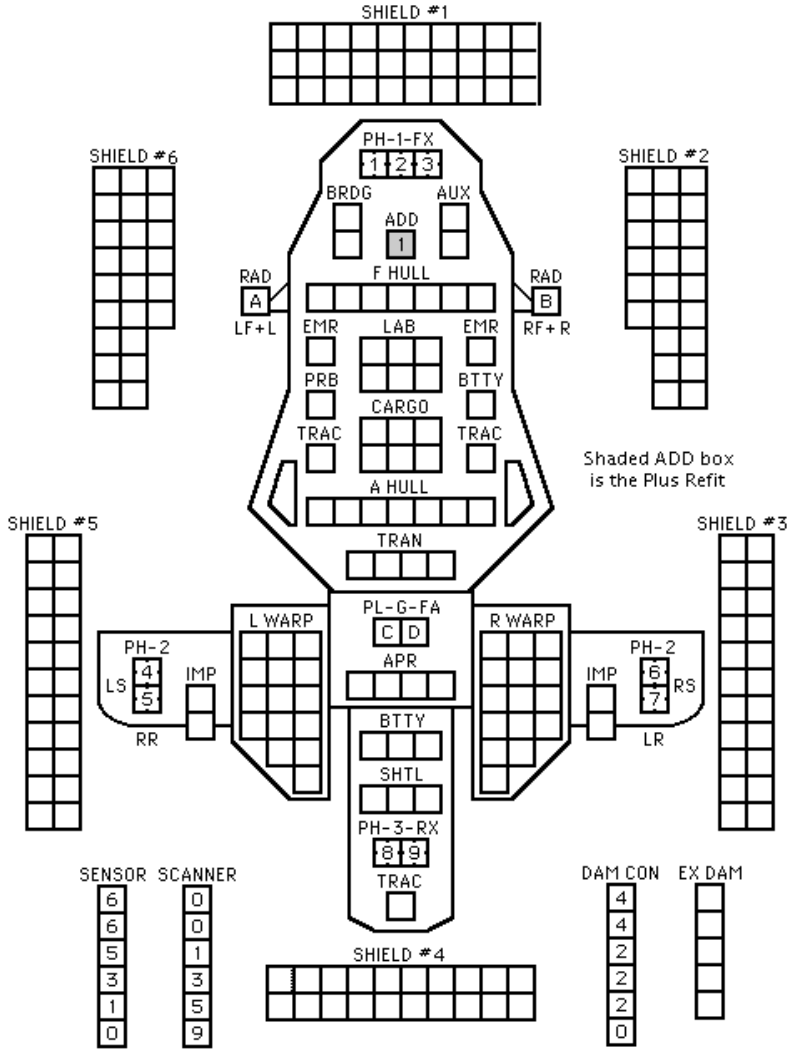
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

ADD TABLE

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

ANTI-DRONES																				
1																				

ADD has 6 rounds prior to Y175 Refit



MOVEMENT COST = 1
HET COST = 5

by Young & Christie
11.01.01

PAX KNIFER
LIGHT CRUISER

CREW UNITS

			*					10
								20
								30

ADMIN SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP STATISTICS

TYPE	=	CL
POINT VALUE	=	105
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	(RP.3)
REFERENCE	=	CL
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y124

BOARDING PARTIES

							8

TRANSPORTER BOMBS

				D	D	D	D

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

PROBES

				5

SHIPS PERFORMANCE

MOVEMENT COST			.66
HET COST			3.33
ERRATIC MANEUVER COST			4
BREAKDOWN			5-6
	TURN MODE=C		SPEED
POWER SYSTEMS		1	2-4
WARP = 24		2	5-9
IMPULSE = 4		3	10-14
APR = 2		4	15-20
TOTAL = 30		5	21-27
BTTY = 2		6	28+
HET		BD	

RADIAN CANNON COMBAT RESOLUTION TABLE

DIE ROLL	RANGE 0-1	2-3	4-5	6-8	9-15	16-22	23-40
1	12	11	10	9	5	3	1
2	11	10	9	7	3	2	1
3	10	9	8	5	2	1	0
4	9	8	6	3	1	1	0
5	8	7	4	2	1	0	0
6	7	6	2	1	0	0	0

OVERLOAD DAMAGE +50% PER DIE. ROUND FRACTIONS DOWN

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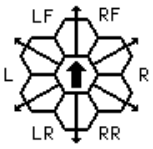
PLASMA TORPEDO WARHEAD STRENGTH TABLE

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					

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



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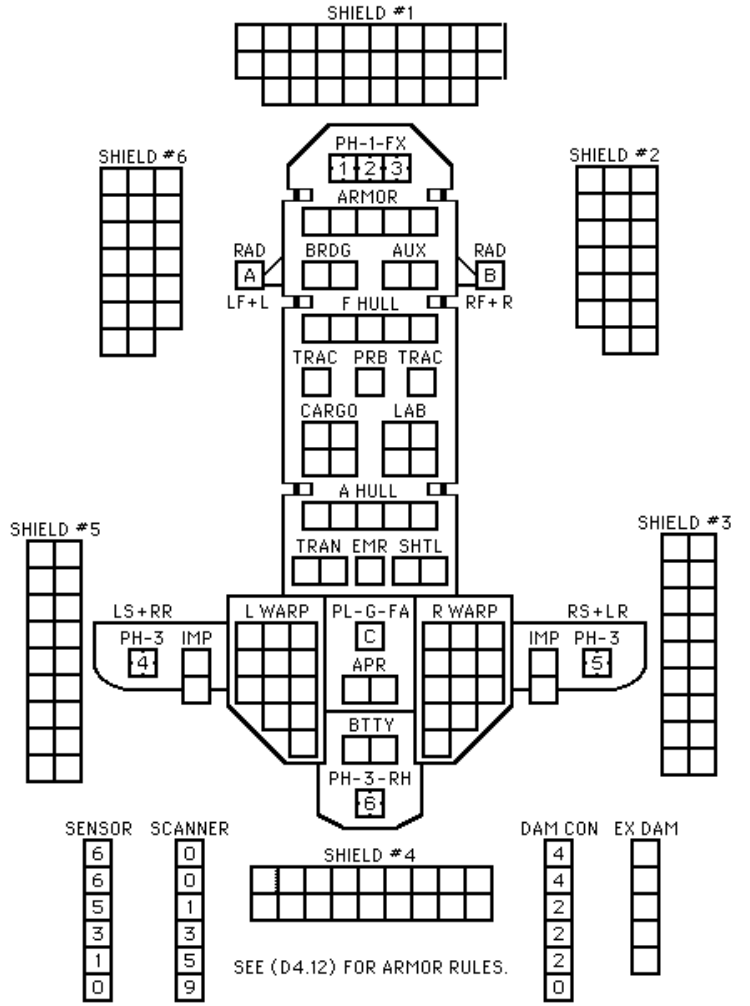


WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

PAX PARANG
LIGHT SCOUT CRUISER

CREW UNITS								
			*					10
								20
								30

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

BOARDING PARTIES							
							8

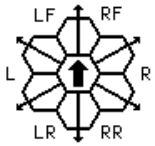
TRANSPORTER BOMBS							
				D	D	D	D

SHIP STATISTICS		
TYPE	=	CLS
POINT VALUE	=	110/135
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	(RP.4)
REFERENCE	=	CL
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y135
PLUS REFIT		+2
Y175 REFIT		+2

TYPE III DEFENSE PHASER

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

PROBES					
					5



SHIPS PERFORMANCE			
MOVEMENT COST			.66
HET COST			3.33
ERRATIC MANEUVER COST			4
BREAKDOWN			5-6
TURN MODE=C			SPEED
POWER SYSTEMS		1	2-4
WARP =	24	2	5-9
IMPULSE =	4	3	10-14
APR =	2	4	15-20
TOTAL =	30	5	21-27
BTTY =	2	6	28+
HET		BD	

TYPE I PHASER

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

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SCOUT FUNCTIONS SUMMARY	
21	LENDING ECM OR ECCM
22	BREAKING LOCK-ONS
23	ATTRACTING DRONES
24	CONTROLLING SEEKING WEAPONS
25	IDENTIFYING DRONES
26	DETECTING MINES
27	GATHERING SCIENCE INFORMATION
28	SELF-PROTECTION JAMMING
29	TACTICAL INTELLIGENCE

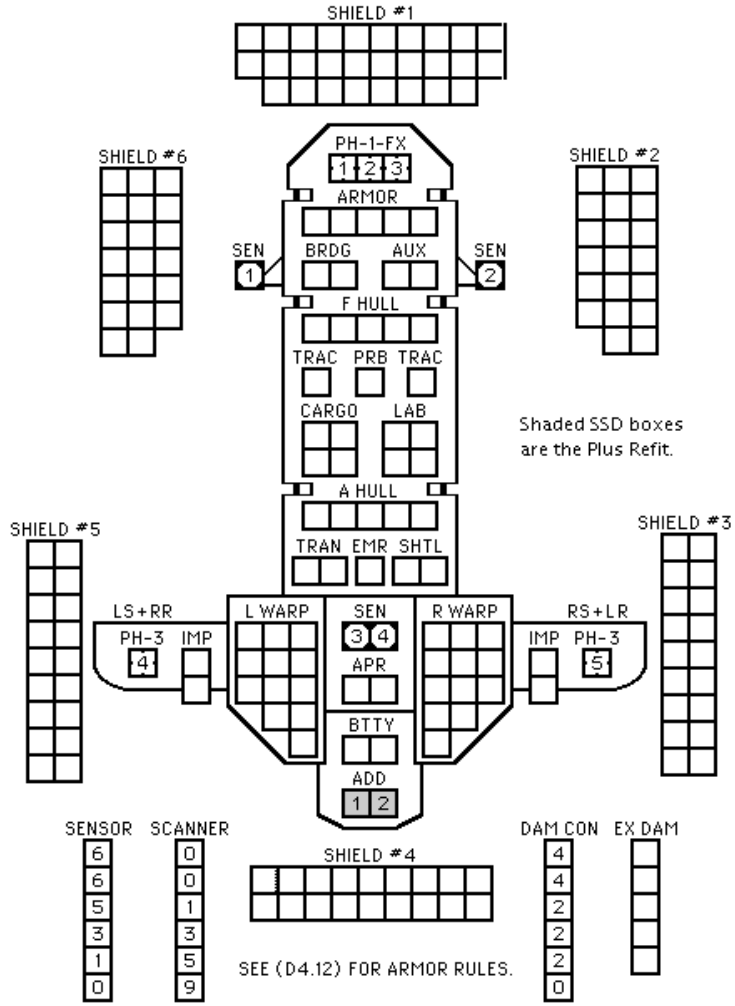
ADD TABLE

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

ANTI-DRONES	
1	
2	

ADD has 6 rounds prior to Y175 Refit

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" HITS.



Shaded SSD boxes are the Plus Refit.

SEE (D4.12) FOR ARMOR RULES.

by Young & Christie
11.14.01

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

PAX JAVELIN
HEAVY CRUISER

CREW UNITS								
			*					10
								20
								30
								40
		43						

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

THIS SHIP HAS 2 SHUTTLE BAYS.

BOARDING PARTIES									
									10

PROBES				
				5

T-BOMBS							
				D	D	D	D

SHIP STATISTICS		
TYPE	=	CAJ
POINT VALUE	=	127
SHIELD COST	=	1 + 1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CAJ
REFERENCE	=	(RP.3)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y173

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 = 4	4	16 - 21		
TOTAL = 38	5	22 - 28		
BTTY = 3	6	29+		
HET	BD			

TYPE I PHASER

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

DISRUPTOR

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

TYPE III DEFENSE PHASER

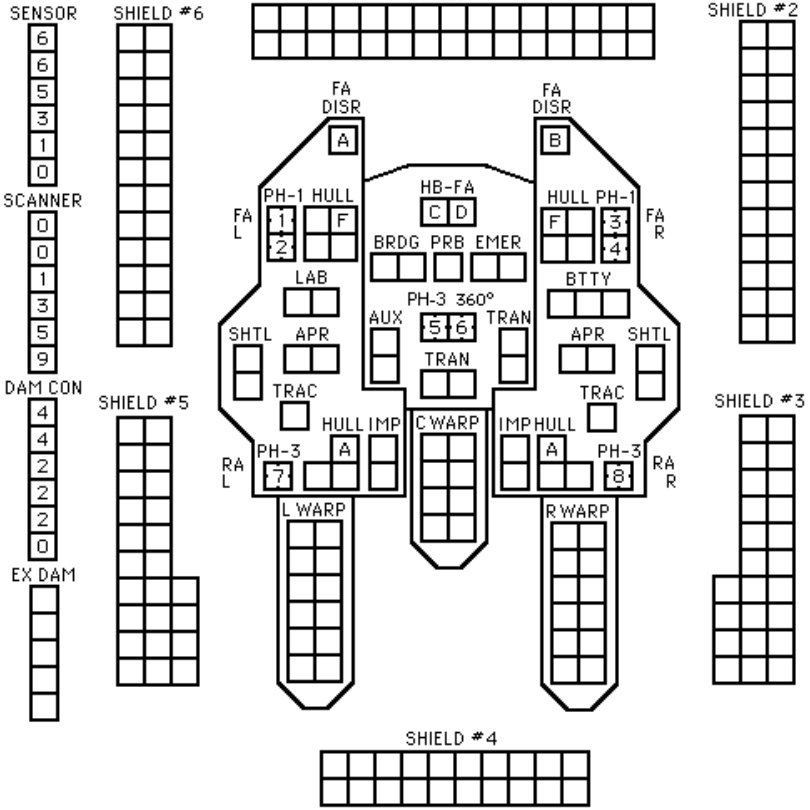
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

HELLBORE

RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT#	11	10	9	8	7	6	5
BASE DAMAGE	20	17	15	13	10	8	4
O/L DAMAGE	30	25	22	19	0	0	0

NON OVERLOADED HELLBORES
CANNOT FIRE AT RANGE ZERO

FA = LF + RF



MOVEMENT COST = 1

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

Tables and Charts by PHD Shipyards
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PAX DEEP SPACE JAVELIN SCOUT

CREW UNITS								
			✱					10
								20
								30
								40

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

THIS SHIP HAS 2 SHUTTLE BAYS.

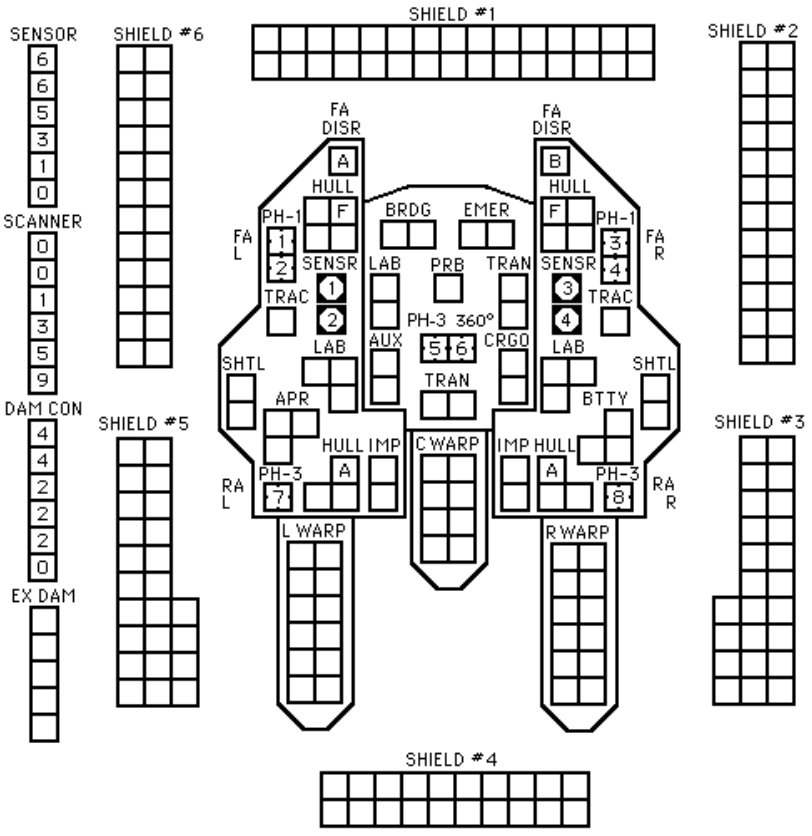
BOARDING PARTIES							
							8

PROBES				
				5

T-BOMBS							
				D	D	D	D

SHIP STATISTICS		
TYPE	=	DJS
POINT VALUE	=	116/136
SHIELD COST	=	1 + 1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	DJS
REFERENCE	=	(RP.4)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y124

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	= 3	6	29+
HET		BD	



MOVEMENT COST = 1

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

DISRUPTOR

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

FA = LF + RF

TYPE III DEFENSE PHASER

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

HELLBORE

RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT#	11	10	9	8	7	6	5
BASE DAMAGE	20	17	15	13	10	8	4
O/L DAMAGE	30	25	22	19	0	0	0

NON OVERLOADED HELLBORES
CANNOT FIRE AT RANGE ZERO

SPECIAL SENSOR #1 AND #3 ARE DESTROYED ON TORPEDO HITS
SPECIAL SENSOR #2 AND #4 ARE DESTROYED ON PHASER HITS

CORE WORLDS

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

Tables and Charts by PHD Shipyards
Used by permission

PAX BLADERUNNER CRUISER

CREW UNITS								
			✱					10
								20
								30
				36				

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

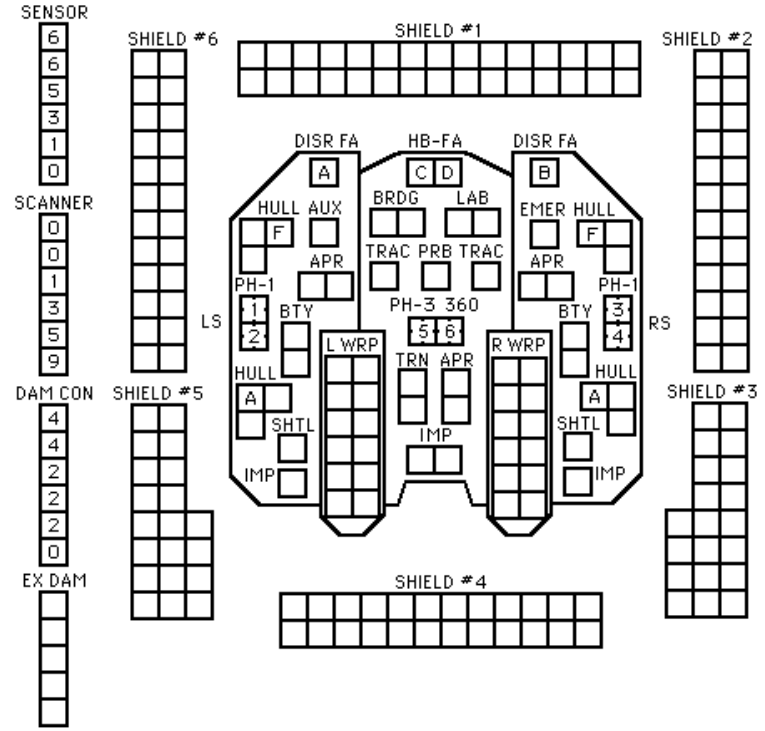
BOARDING PARTIES									
									10

PROBES				
				5

T-BOMBS							
				D	D	D	D

SHIP STATISTICS		
TYPE	=	BRC
POINT VALUE	=	123
SHIELD COST	=	1 + 1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	BRC
REFERENCE	=	(RP.10)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y172

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	= 6	4	16 - 21
TOTAL	= 34	5	22 - 28
BTTY	= 4	6	29+
HET		BD	



TYPE I PHASER

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

DISRUPTOR

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

FA = LF + RF

TYPE III DEFENSE PHASER

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

HELLBORE

RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT#	11	10	9	8	7	6	5
BASE DAMAGE	20	17	15	13	10	8	4
O/L DAMAGE	30	25	22	19	0	0	0

NON OVERLOADED HELLBORES
CANNOT FIRE AT RANGE ZERO

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

PAX BROADSWORD
HEAVY CRUISER

CREW UNITS								
			✱					10
								20
								30
				36				

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

THIS SHIP HAS 2 SHUTTLE BAYS.

BOARDING PARTIES									
									10

PROBES					
					5

T-BOMBS							
				D	D	D	D

SHIP STATISTICS		
TYPE	=	BSH
POINT VALUE	=	134
SHIELD COST	=	1 + 1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	BSH
REFERENCE	=	(RP.11)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y176

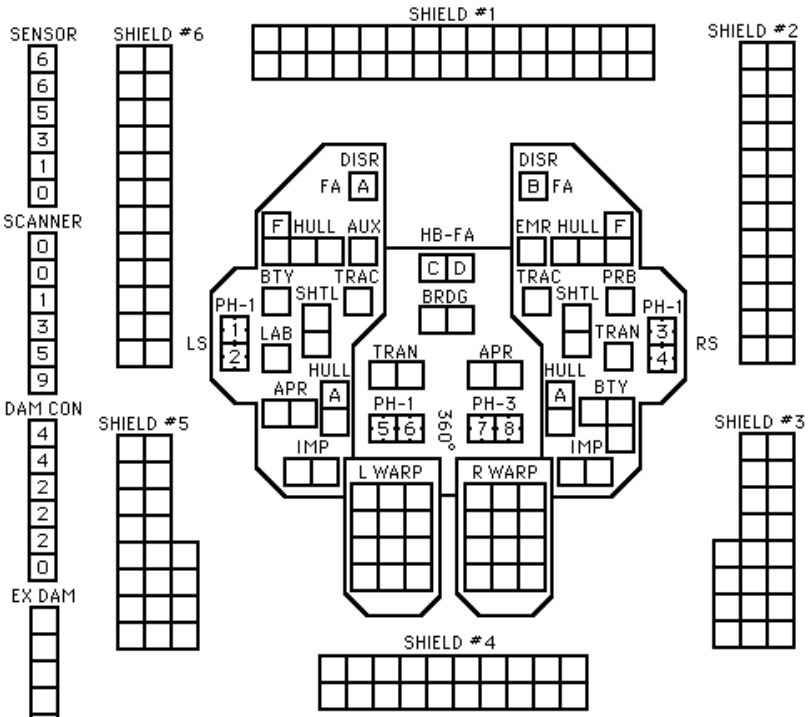
SHIPS PERFORMANCE			
MOVEMENT COST			.66
HET COST			3.33
ERRATIC MANEUVER COST			4
BREAKDOWN			5 - 6
TURN MODE = B			SPEED
POWER SYSTEMS		1	2 - 5
WARP =	24	2	6 - 10
IMPULSE =	4	3	11 - 15
APR =	4	4	16 - 21
TOTAL =	32	5	22 - 28
BTTY =	4	6	29+
HET		BD	

SENSOR: 6 6 5 3 1 0

SCANNER: 0 0 1 3 5 9

DAM CON: 4 4 2 2 2 0

EX DAM



TYPE I PHASER

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

DISRUPTOR

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

FA = LF + RF

TYPE III DEFENSE PHASER

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

HELLBORE

RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT#	11	10	9	8	7	6	5
BASE DAMAGE	20	17	15	13	10	8	4
O/L DAMAGE	30	25	22	19	0	0	0

NON OVERLOADED HELLBORES
CANNOT FIRE AT RANGE ZERO

CORE WORLDS

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

Tables and Charts by PHD Shipyards
Used by permission

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

PAX SCALPEL LIGHT CARRIER

CREW UNITS								
			✱					10
								20
								30

BOARDING PARTIES							
							8

DECK CREWS									
									10

ADMIN SHUTTLES							
IDENT	HIT POINTS						NOTES

PROBES				
				5

T-BOMBS								
					D	D	D	D

SHIP STATISTICS		
TYPE	=	SCVL
POINT VALUE	=	92/70
SHIELD COST	=	1 + 1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
SOURCE	=	UNOFFICIAL
YR IN SERVICE	=	Y171
TOTAL POINT VALUE	=	164/214

SHIPS PERFORMANCE			
MOVEMENT COST			2/3
HET COST			
ERRATIC MANEUVER COST			
BREAKDOWN			5 - 6
TURN MODE = C			SPEED
POWER SYSTEMS		1	2 - 4
WARP	= 20	2	5 - 9
IMPULSE	= 4	3	10 - 14
APR	= 2	4	15 - 20
TOTAL	= 26	5	21 - 27
BTTY	= 4	6	28+
HET		BD	

TYPE I PHASER

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

TYPE III PHASER

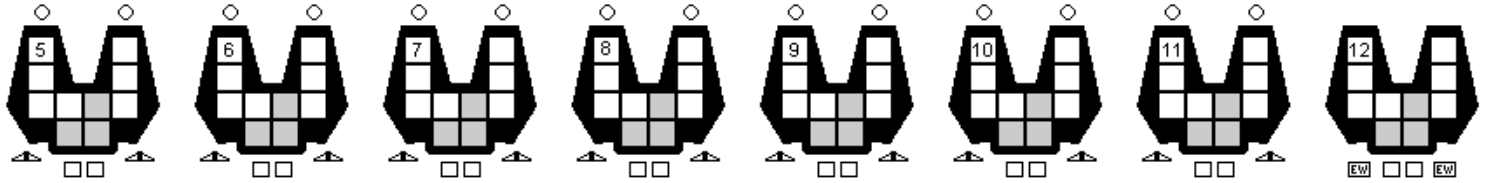
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

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

DISRUPTOR

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

JACKKNIFE - B
BPV = 6/12
2 x DISR-FA
2 x Ph-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15



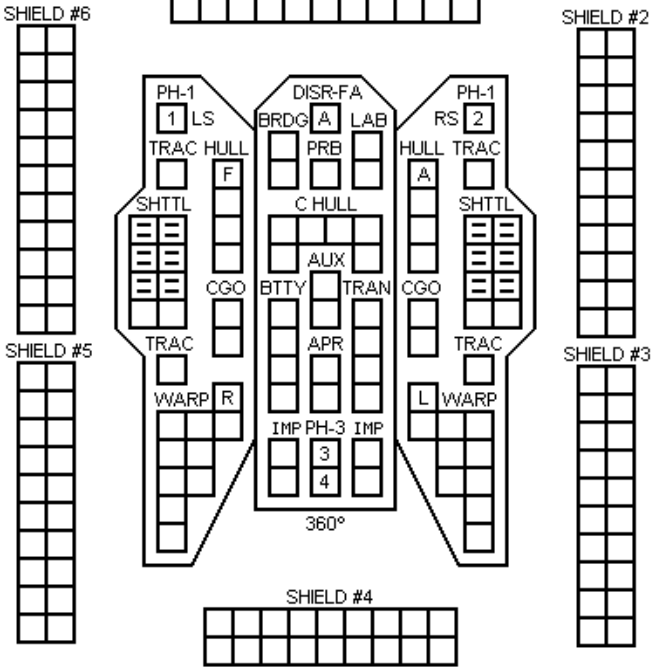
CNTR

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

DAM CON 4 2 2 2 0

EX DAM



PAX Scalpel Light Carrier courtesy of Ponder49.

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	11.67	12.33	12	13.67	14.33	14	15.67	16.33	16	17.67	18.33	18	18.67	19.33	20

PAX KONTOS FLEET CARRIER

CREW UNITS								
			✱					10
								20
								30
								40

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

SHIP STATISTICS		
TYPE	=	CV
POINT VALUE	=	155
SHIELD COST	=	1 + 1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CV
REFERENCE	=	(RP.20)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y175

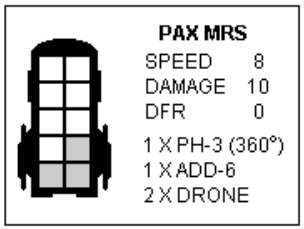
BOARDING PARTIES									
									10

PROBES				
				5

T-BOMBS				
				D D D D

DECK CREWS									
									10
12									

KONTOS CV HAS MRS STANDARD



PAX MRS

SPEED 8
DAMAGE 10
DFR 0

1 X PH-3 (360°)
1 X ADD-6
2 X DRONE

HIT & RUN	
UIM	DERFAC
☐	☐

SHIPS PERFORMANCE			
MOVEMENT COST			1
HET COST			5
ERRATIC MANEUVER COST			6
BREAKDOWN			5 - 6
TURN MODE = C			SPEED
POWER SYSTEMS		1	2 - 4
WARP = 32		2	5 - 9
IMPULSE = 6		3	10 - 14
APR = 12		4	15 - 20
TOTAL = 50		5	21 - 27
BTTY = 5		6	28+
HET		BD	

TYPE III DEFENSE PHASER

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

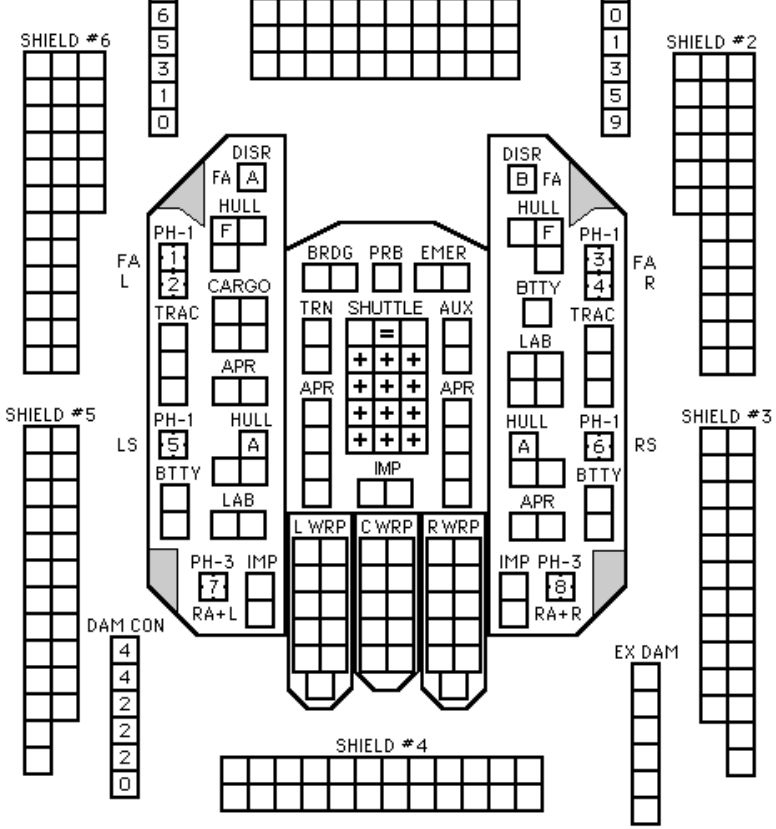
DISRUPTOR

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

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

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



MOVEMENT COST = 1

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

CORE WORLDS

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

Tables and Charts by PHD Shipyards
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PAX CV KONTOS FLEET CARRIER IS COURTESY OF JOHN CHRISTIE
< sfbrocky@rocknet.net.au >

PAX HALBERD DEEP SPACE TUG

CREW UNITS								
		*						10
								20
								30
								40

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

SHIP STATISTICS		
TYPE	=	HTUG
POINT VALUE	=	176
SHIELD COST	=	1 + 1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
SOURCE	=	UNOFFICIAL
TOTAL POINT VALUE	=	212/248

BOARDING PARTIES								
								10

PROBES				
				5

T-BOMBS								
					D	D	D	D

DECK CREWS

					6

SHIPS PERFORMANCE		
MOVEMENT COST		1
HET COST		5
ERRATIC MANEUVER COST		6
BREAKDOWN		4 - 6
TURN MODE = D		SPEED
POWER SYSTEMS	1	2 - 4
WARP = 40	2	5 - 8
IMPULSE = 4	3	9 - 12
APR = 2	4	13 - 17
TOTAL = 46	5	18 - 24
BTTY = 5	6	25+
HET	BD	

TYPE I PHASER

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

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

TYPE III 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

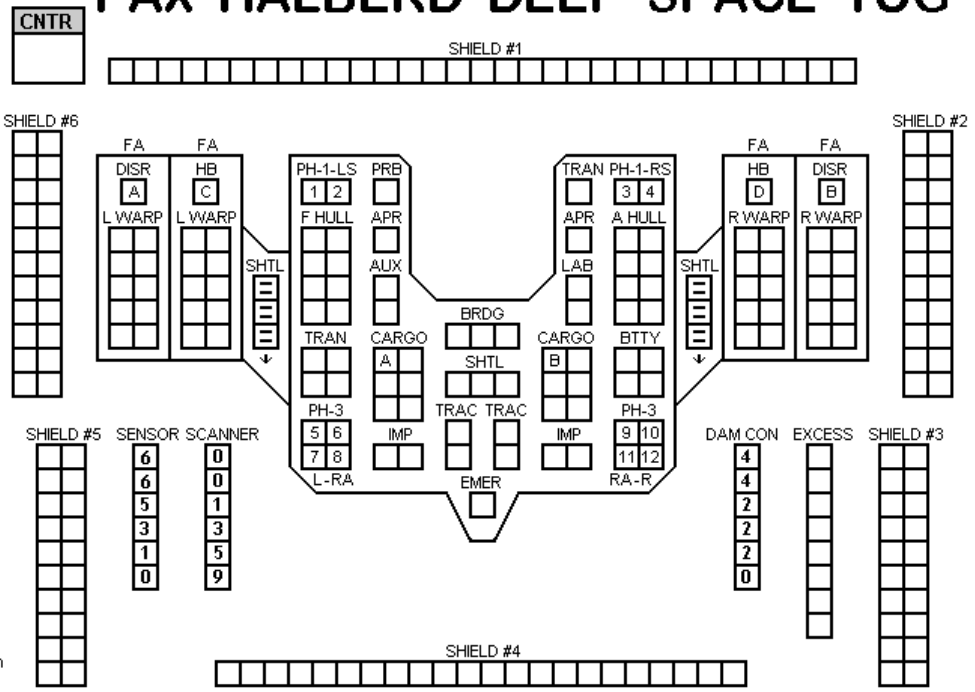
HELLBORE

RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT#	11	10	9	8	7	6	5
BASE DAMAGE	20	17	15	13	10	8	4
O/L DAMAGE	30	25	22	19	0	0	0

DISRUPTOR

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

CARGO A		CARGO B	



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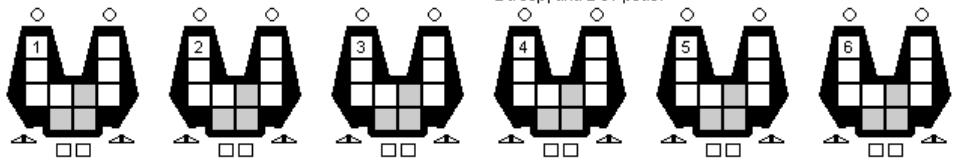
There are five variations of the tug: no pods, 2 cargo, 2 repair, 2 troop, and 2 cv pods.

JACKKNIFE - B
BPV = 6/12
2 x DISR-FA
2 x Ph-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15



CORE WORLDS

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

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PAX TUG COURTESY OF PONDER49.

PAX HALBERD DEEP SPACE TUG

CREW UNITS								
		*						10
								20
								30
								40

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

SHIP STATISTICS		
TYPE	=	HTUG +2 P-C
POINT VALUE	=	218/206
SHIELD COST	=	1 + 1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
SOURCE	=	UNOFFICIAL
TOTAL POINT VALUE	=	254/278

SHIPS PERFORMANCE		
MOVEMENT COST		1
HET COST		5
ERRATIC MANEUVER COST		6
BREAKDOWN		4 - 6
TURN MODE = D		SPEED
POWER SYSTEMS	1	2 - 4
WARP = 40	2	5 - 8
IMPULSE = 4	3	9 - 12
APR = 2	4	13 - 17
TOTAL = 46	5	18 - 24
BTTY = 5	6	25+
HET	BD	

CORE WORLDS

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TYPE I PHASER

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

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

TYPE III 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

HELLBORE

RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT#	11	10	9	8	7	6	5
BASE DAMAGE	20	17	15	13	10	8	4
O/L DAMAGE	30	25	22	19	0	0	0

DISRUPTOR

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

CARGO A		CARGO B	

The Halberd Tug can only launch two fighters every other turn from the aft fighter bays. The in between turn is used to move fighters into the next aft bay ready for launch. The only exit from the fighter bays is aft fighter bay hanger doors in each group of three hangers. (Note arrow.)
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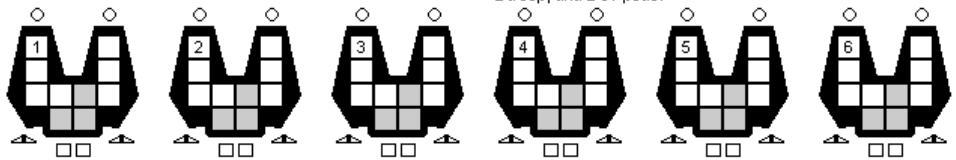

CARGO C			

CARGO D			

JACKKNIFE - B
BPV = 6/12
2 x DISR-FA
2 x Ph-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15

PAX TUG COURTESY OF PONDER49.

PAX HALBERD DEEP SPACE TUG

CREW UNITS							
		*					10
							20
							30
							40
							50
							60
							70

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

PROBES	
	5

T-BOMBS			
D	D	D	D

SHIP STATISTICS		
TYPE	=	HTUG +2 P-R
POINT VALUE	=	240/212
SHIELD COST	=	1 + 1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
SOURCE	=	UNOFFICIAL
TOTAL POINT VALUE	=	276/284

SHIPS PERFORMANCE		
MOVEMENT COST		1
HET COST		5
ERRATIC MANEUVER COST		6
BREAKDOWN		4 - 6
TURN MODE = D		SPEED
POWER SYSTEMS	1	2 - 4
WARP = 40	2	5 - 8
IMPULSE = 4	3	9 - 12
APR = 2	4	13 - 17
TOTAL = 46	5	18 - 24
BTTY = 5	6	25+
HET	BD	

DECK CREWS						
						6

BOARDING PARTIES										
										10

UNITS ADDED BY PODS

TYPE I PHASER

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

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

TYPE III 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

HELLBORE

RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT#	11	10	9	8	7	6	5
BASE DAMAGE	20	17	15	13	10	8	4
O/L DAMAGE	30	25	22	19	0	0	0

DISRUPTOR

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

CARGO A			

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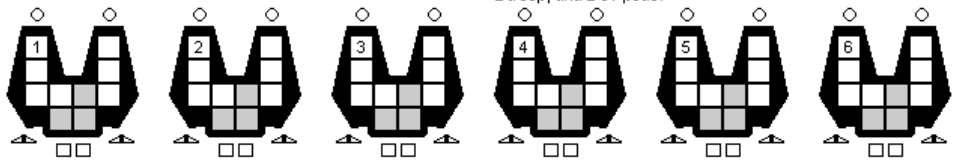
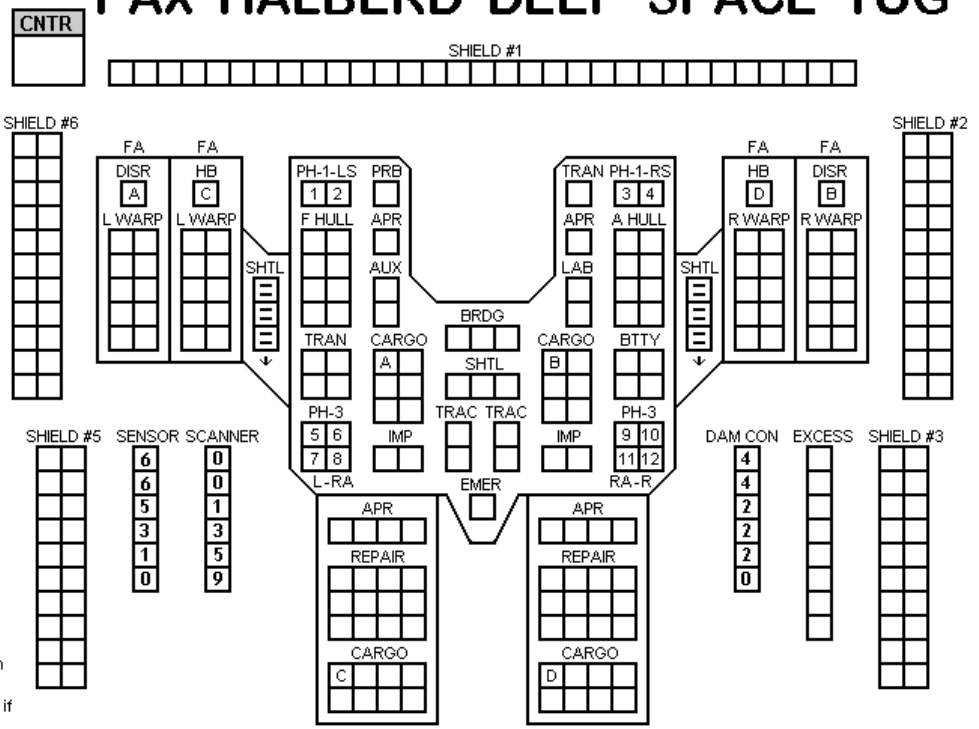
JACKKNIFE - B
BPV = 6/12
2 x DISR-FA
2 x Ph-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15





CARGO C			

CARGO D			

PAX TUG COURTESY OF PONDER49

CORE WORLDS

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

Tables and Charts by PHD Shipyards
Used by permission

PAX HALBERD DEEP SPACE TUG

CREW UNITS								
		*						10
								20
								30
								40
								50

DECK CREWS								
								10

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

PROBES				
				5

T-BOMBS			
D	D	D	D

BOARDING PARTIES									
									10

SHIP STATISTICS		
TYPE	=	HTUG +2 P-CV
POINT VALUE	=	212
SHIELD COST	=	1 + 1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
SOURCE	=	UNOFFICIAL
TOTAL POINT VALUE	=	392/572

SHIPS PERFORMANCE		
MOVEMENT COST		1
HET COST		5
ERRATIC MANEUVER COST		6
BREAKDOWN		4 - 6
TURN MODE = D		SPEED
POWER SYSTEMS	1	2 - 4
WARP = 40	2	5 - 8
IMPULSE = 4	3	9 - 12
APR = 2	4	13 - 17
TOTAL = 46	5	18 - 24
BTTY = 5	6	25+
HET	BD	

CARGO A		CARGO B	

UNITS ADDED BY PODS

TYPE I PHASER

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

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

TYPE III 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

HELLBORE

RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT#	11	10	9	8	7	6	5
BASE DAMAGE	20	17	15	13	10	8	4
O/L DAMAGE	30	25	22	19	0	0	0

DISRUPTOR

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

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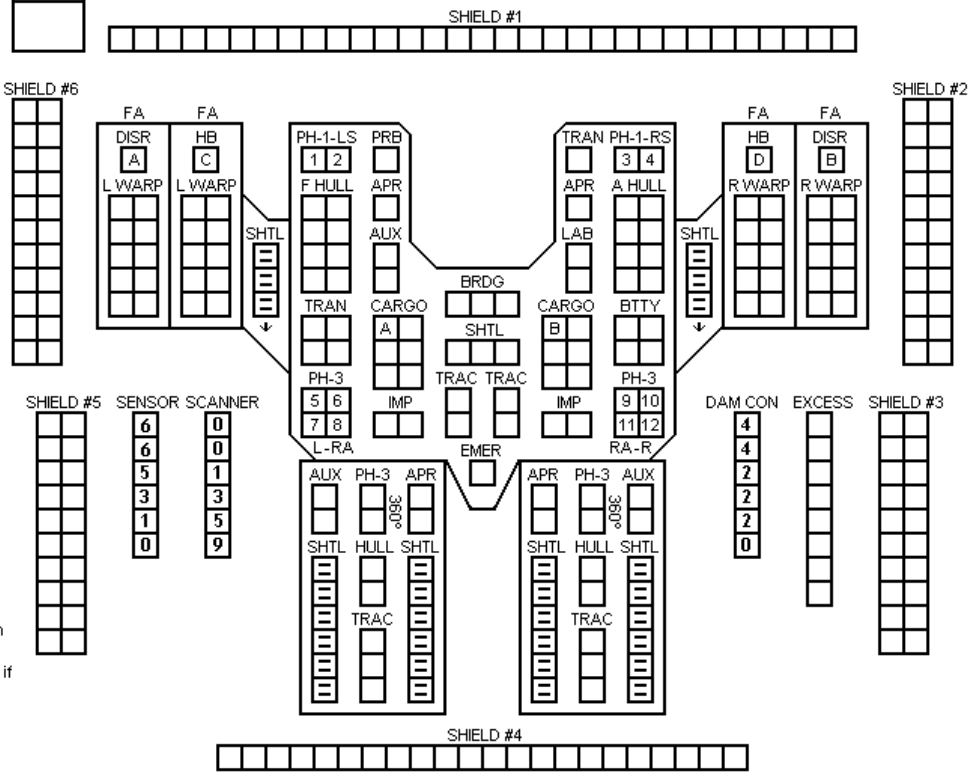

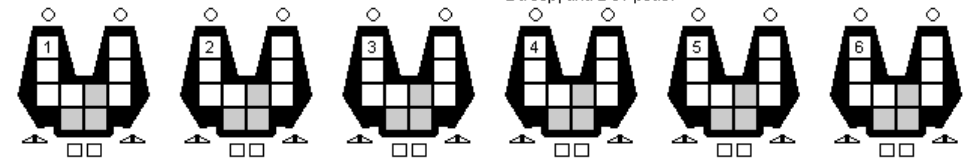

JACKKNIFE - B
BPV = 6/12
2 x DISR-FA
2 x Ph-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15

CORE WORLDS

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

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PAX TUG COURTESY OF PONDER49

PAX HALBERD DEEP SPACE TUG

CREW UNITS								
		*						10
								20
								30
								40
								50
								60
								70
								80
								90
								100
								110

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

SHIP STATISTICS		
TYPE	=	HTUG +2 P-TT
POINT VALUE	=	236/216
SHIELD COST	=	1 + 1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
SOURCE	=	UNOFFICIAL
TOTAL POINT VALUE	=	272/288

SHIPS PERFORMANCE		
MOVEMENT COST		1
HET COST		5
ERRATIC MANEUVER COST		6
BREAKDOWN		4 - 6
TURN MODE = D		SPEED
POWER SYSTEMS	1	2 - 4
WARP = 40	2	5 - 8
IMPULSE = 4	3	9 - 12
APR = 2	4	13 - 17
TOTAL = 46	5	18 - 24
BTTY = 5	6	25+
HET	BD	

CNTR

SHIELD #1

SHIELD #6

SHIELD #2

FA DISR A L WARP

FA HB C L WARP

SHTL

PH-1-LS 1 2 F HULL

PRB APR AUX

TRAN

CARGO A

PH-3 5 6 7 8

IMP

L-RA

BRDG SHTL

TRAC TRAC

EMER

TRAN PH-1-RS 3 4 APR A HULL

LAB

CARGO B

BTTY

PH-3 9 10 11 12

IMP

RA-R

SHTL

FA HB D R WARP

FA DISR B R WARP

SHIELD #5

SENSOR: 6 6 5 3 1 0

SCANNER: 0 0 1 3 5 9

TRANS BARRACKS CARGO C SHUTTLES

TRANS BARRACKS CARGO D SHUTTLES

DAM CON: 4 4 2 2 2 0

EXCESS

SHIELD #3

SHIELD #4

CARGO C

CARGO D

UNITS ADDED BY PODS

CARGO A	CARGO B

T-BOMBS			
D	D	D	D

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LS = LF + L + LR
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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

HELLBORE

RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT#	11	10	9	8	7	6	5
BASE DAMAGE	20	17	15	13	10	8	4
O/L DAMAGE	30	25	22	19	0	0	0

DISRUPTOR

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

TYPE III 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

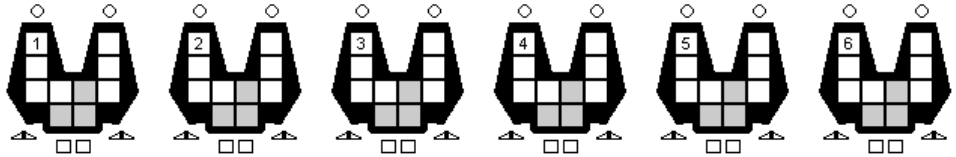
DECK CREWS 6

PROBES 5

BOARDING PARTIES 10

MARINES FROM PODS 10 20 30 40 50 60 70 80 90 100 110 120

JACKKNIFE - B
BPV = 6/12
2 x DISR-FA
2 x Ph-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15



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