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.

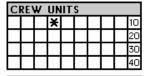
(RP.204) HALBERD DEEP SPACE TROOP TRANSPORT TUG (HTUG-TT): As the name implies, this configuration was used to transport ground defense troops between PAX sectors as well as support troops to Andria and Promethea during the Western Powers War against the Za'Cahri.

(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. Radian Cannon and consult the chart.	Roll one die for each



A	ADMIN SHUTTLES										
IDENT	IDENT HIT POINTS										
		ПП									
		ПП									
	ПТ	ПП									

BOARDING					PARTIES				
								10	

Т	RA	NS	SP(ORTE	R E	30	ME	35
					D	٥	О	D

TYPE II PHASER TABLE

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

PRO	BES	
Т	П	5



TYPE I PHASER

DIE	RA	NGE	2	2	_	_	6-	9- 15	16- 25	26- 50	51- 75
KULL	U	<u> </u>		3	4	5	8	13	23	20	LO
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	RAN		4 E	<i>4</i> 0	0.15	16-22	27. 40
KULL	0-1	2-3	4-3	0-8	9-13	10-22	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
OVERLO	DAD DA	AMAGE	+50%	PER D	E. ROUND) FRACTIO	NS DOWN

SHIP STA	ATIS	TICS
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

SHIPS PERF	ORMA	NCE								
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	2	8+							
HET	BD									

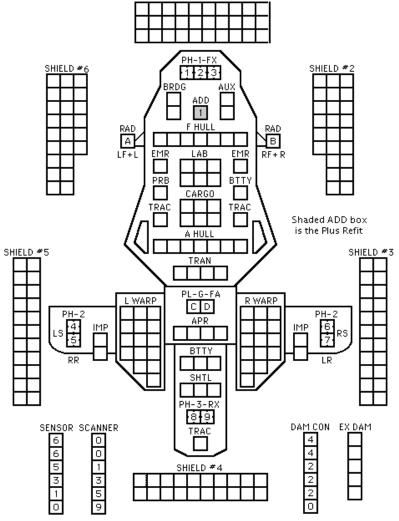
coreworlds.8m.com

Sean J. Young < youngsea@msu.edu >

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	

PAX LANCER HEAVY CRUISER



MOVEMENT COST = 1 HET COST = 5

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	-

Α	NT	 -	DR	ON	ΙES	;						
1	\Box	\vdash	Н	Н	Н	Н	Н	Н	Н	Н	Н	Н
Al	DD	has	s 6	rou	ınd	ls p	rio	r to	·Υ	175	Re	fit

COPYRIGHT © 2001 ADB,Inc.

by Young & Christie 11.01.01

CREW UNITS									
			*						10
									20
									30
П									

ADMIN SHUTTLES										
IDENT	Ξ	HIT POINTS NOTES								
- 										

BOARDING PARTIES

TRA	NNS	SP(ORTE	R E	30	ME	35
				D	D	۵	D

TYPE III DEFENSE PHASER

DIE ROLL	RF N	INGE	2	3	4- 8	9- 15
HOLL	U	_ '		J	U	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

PR	OBI	ES	
\Box	\perp	Ι	5

RADIAN CANNON COMBAT RESOLUTION TABLE

KHUIH	KADIAN CANNON CONBAT RESCENTION TABLE										
DIE ROLL	RANI 0-1		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				
OVEDLO	0 4 0 0	AMACE	150%	DED DI	E DOUNI	NEDACTIO	NIC DOWN				

OYERLOAD DAMAGE +50% PER DIE. ROUND FRACTIONS DOWN

SHIP ST	ATIS	TICS
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

SHIPS PERF	ORMA	NCE							
MOVEMENT COST		.66							
HET COST	3.33								
ERRATIC MANEUV	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								

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

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

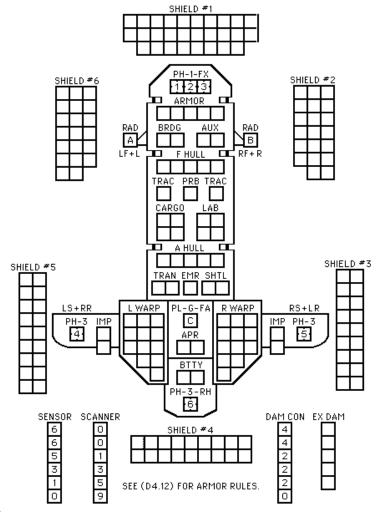
DIE	RA 0	NGE	2	3	4	5	6- 8	9- 15	16- 25	26- 50	51- 75
HOLL	•	•			•			13	23	50	13
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0



COPYRIGHT © 2001 ADB ,Inc.

by Young & Christie 11.11.01

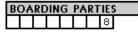
PAX KNIFER LIGHT CRUISER



WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX 6 = ERRATIC MANEUVER WARP COST 5 = HET COST 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 SPEED 10 5 10 11 12 12 13 14 14 15 16 16 17 18 18 19 20 20 Standard 1 10 $4^{2}/_{3}$ $5^{1}/_{3}$ 8¾ 9⅓ 10 10¾11⅓ 12 12¾13⅓ 14 14¾15⅓ 16 16¾17⅓ 18 18¾19⅓ 20 4 6 $6^{2}/_{3}$ $7^{1}/_{3}$ 8

CI	CREW UNITS												
			*						10				
									20				
									30				

ADMIN SHUTTLES											
IDENT	Ξ	HIT	Р	410	1T:	٠,	NOTES				



T	R/	NNS	P(ORTE	R E	30	ME	35
					D	Δ	۵	D

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





TYPE I PHASER

DIE	RΑ	NGE					6-	9-			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

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									

SHIPS PERFORMANCE													
MOVEMENT COST .66													
HET COST	HET COST 3.33												
ERRATIC MANEUV	ER CO	IST	4										
BREAKDOWN			5-6										
TURN MOD	E=C	SP	EED										
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	2	8+										
HET	BD												

coreworlds.8m.com

Sean J. Young < youngsea@msu.edu >

ANTI-DRONES

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

COPYRIGHT © 2001 ADB,Inc.

ADD TABLE RANGE 0 1

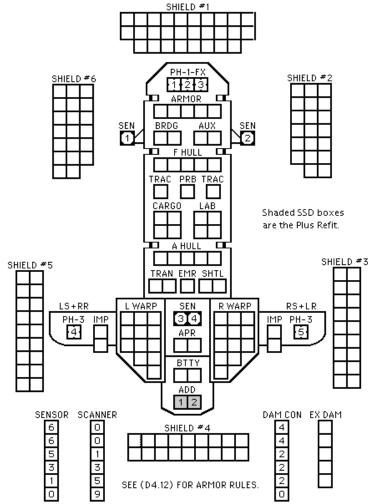
RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

4	ī												
1	ᄔ	Н	Н	Н	Н	Н	Н	Н	Н	Н	Н	Н	Н
J	7												
	ے	Н	Н	Н	Н	Н	Н	Н	Н	Н	Н	Н	Н
	Αſ	OD	has	: 6	rot	ınd	s n	rio	r to	1 Y I	75	Re	fit

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" HITS.

by Young & Christie 11.14.01

PAX PARANO LIGHT SCOUT CRUISER



WARP E	NER	GY MO	13VC	1ENT	COST	Γ = 2	2/3 E	NERG	Y P	DINT	PER	HEX		5 :	= HE	T COS	ST	<u> </u>	ERR	ATIC	MAN	IEUV	ER W	ARP	COS	Γ				
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
Standar	d 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.	2/3	11/3	2	$2^{2}/_{3}$	3½	4	$4^{2}/_{3}$	5½	6	6 ² /3	71/3	8	8²/3	91/3	10	$10^{2}/_{3}$	111/3	12	$12\frac{2}{3}$	13 ¹ / ₃	14	$14^{2}/_{3}$	15½	16	16 ² / ₃	171/3	18	18 ² / ₃	19 ¹ / ₃	20

C	CREW UNITS													
			ж						10					
									20					
									30					
									40					
		43												

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

В	BOARDING PARTIES							PF	
								10	

Р	RO	BE	S			1	Г-В	01	IB9	ì		
				5					Δ	۵	D	Δ

		LIFE
		SIZE
YS.		TACT
		REFE
		SOUF
D D	7	YEAF

TYPE

POINT VALUE

	St
DD	ΥI
	_
	MI HE
	HE

SHIELD CUST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CAJ
REFERENCE	=	(RP.3)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y173
SHIPS PER	REDE	RMANCE

SHIP STATISTICS

=

CAJ 127

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

	τ ζ ε
КФ	χ. R
FA = LF +	RF

DIE	RΑ	NGE				_	6-	9-			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

DISRUPTOR

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NΑ	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NΑ	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(DERFACS)	NΑ	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

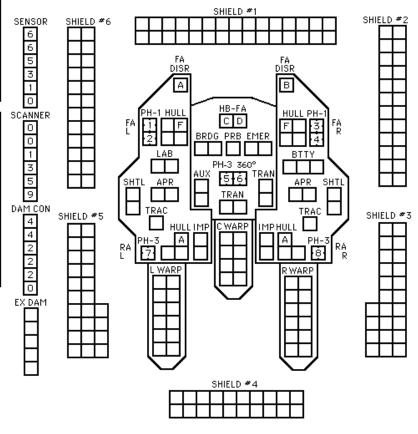
DIE ROLL	RA O	INGE 1	2	3	4- 8	9- 15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

HELLBORE

RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT# BASE DAMAGE O/L DAMAGE	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

PAX JAVELIN HEAVY CRUISER



MOVEMENT COST = 1



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

Tables and Charts by PHD Shipyards Used by permission

COPYRIGHT ⊚ 1999 ADB ,Inc.

C	CREW UNITS									
			ж						10	
									20	
									30	
									40	

TYPE I PHASER

ROLL 0 1 2

DISRUPTOR RANGE

HIT (STD)

HIT (UIM)

HIT(OL/UIM)

DAMAGE,STD

DAMAGE, OVLD

RANGE

ADMIN SHUTTLES								
IDENT	_	HIT POINTS NOTE						
THIS SH	IP I	HAS	3	S	HU.	TTL	E BAYS.	

T-BOMBS

0

0

0

1-4

1-4

1-4

NΑ

NΑ

3

0

5-8 9-15 16-22 23-30

1-3

1-4

1-3

NΑ

NΑ

2

0

0 0 DDDD

BOARDING F	PROBES	
	8	5

6 5

5 5

> 3 3

NA 1-5

1-6 1-5

0

10

NA 1-5 1-5

5

10

SHIP ST	<u>ATIS</u>	TICS
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

SENSOR

6 5 1

0 SCANNER

0

3 5 9

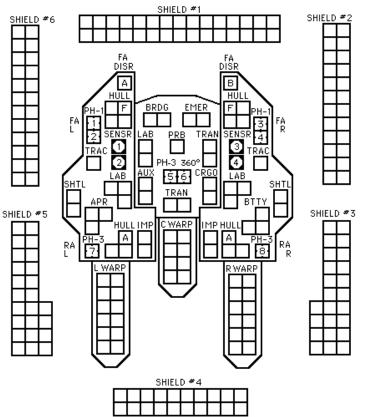
EX DAM

SHIPS PERFORMANCE									
				UNM.	HN	ᇆ			
MOVE	ME	NT (COST				1		
HET C	:05	T					5		
ERRA	TIC	: MA	NEUV	ER C	os	T	6		
BREA	KD	0W1	1			5	- 6		
	T	URN	MOD	E = B		SF	EED		
POWE	R	SYS	TEMS	1		2	- 5		
WARE	,	=	30	2		6	-10		
IMPUL	_SE	=	4	3		11	- 15		
APR		=	3	4		16	- 21		
TOTA	L	=	37	5		22	- 28		
BTTY		=	3	6		- 2	29+		
HET				BD					

LE TRE
LR\₩RR FA=LF+RF

HIPS P	ERF	ORMAN	ICE						
ENT CO	OST		1						
IST			5						
IC MANEUVER COST 6									
DOWN 5-6									
TURN MODE = B SPEED									
SYSTI	EMS	1	2 - 5						
=	30	2	6 - 10						
6E =	4	3	11 - 15						
=	3	4	16 - 21						
= :	37	5	22 - 28						
=	3	6	29+						
		BD							

PAX DEEP SPACE **JAVELIN SCOUT**



MOVEMENT COST = 1

TYPE III DEFENSE PHASER

HIT(DERFACS) NA 1-5

HIT(OVERLOAD) 1-6 1-5

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

HELLBORE

1-4

1-4

1-4

1-4

1-5

3

6

6- 9- 16- 26- 51-

8 15 25 50 75

3

3 3

1-5

1-5

1-5

1-5

3

0 0 0 0

3-4

1-4

1-4

1-4

1-4

1-5

8

5

RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT# BASE DAMAGE O/L DAMAGE	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

1-2

1-2

1-3

NΑ

NΑ

2

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



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

Tables and Charts by PHD Shipyards Used by permission

COPYRIGHT © 1999 ADB,Inc.

C	CREW UNITS								
			ж						10
									20
									30
Г					36				

ADMIN SHUTTLES							
IDENT	_	HIT POINTS					NOTES
THIS SH	IP I	HAS	3 2	S	HU.	ΓTL	E BAYS.

BOARDING PARTIES										
									10	

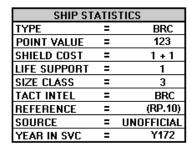
PF	ROB	ES		1	Г-В	01	IBS	ì		
		5					D	D	D	D

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

DISRUPTOR

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NΑ	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(DERFACS)	NΑ	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

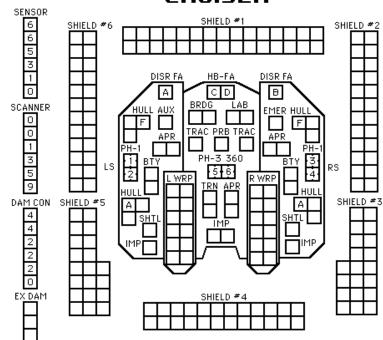


SHIPS PERI	FORMAN	ICE
MOVEMENT COST		.66
HET COST		3.33
ERRATIC MANEUV	ER COS	ST 4
BREAKDOWN		5 - 6
TURN MOD	E = B	SPEED
POWER SYSTEMS	1	2 - 5
WARP = 24	2	6 - 10
IMPULSE = 4	3	11 - 15
APR = 6	4	16 - 21
TOTAL = 34	5	22 - 28
BTTY = 4	6	29+
HET	BD	



CNTR

PAX BLADERUNNER CRUISER



TYPE III DEFENSE PHASER

I	DIE Roll	Rf 0	INGE 1	2	3	4- 8	9- 15
I	1	4	4	4	3	1	1
I	2	4	4	4	2	1	0
I	3	4	4	4	1	0	0
I	4	4	4	3	0	0	0
I	5	4	3	2	0	0	0
I	6	3	3	1	0	0	0

HELLBORE

RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT# BASE DAMAGE O/L DAMAGE	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



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

Tables and Charts by PHD Shipyards
Used by permission

COPYRIGHT © 1999 ADB,Inc.

WARP ENER	RGY N	MOVE	NEN.	T COS). = Ta	67 (2	2/3)				HE	T CO	ST =	5			ER	RAT	TC MA	NEUV	ER '	WARP	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	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	12.671	13.33	14	14.67	15.33	16	16.671	17.33	18	18.67	19.33	20

CI	RE'	W	UN	IT:	6		
			ж				10
							20
							30
					36		

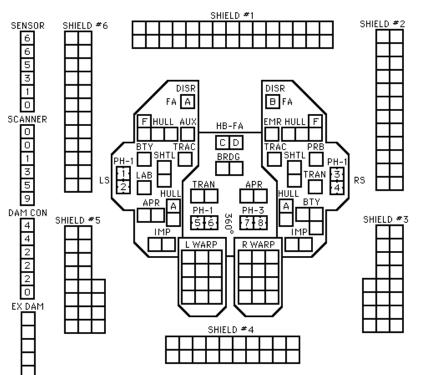
, A	۱D۱	4IN	S	HU	TT	LE:	5				
IDENT HIT POINTS NOTES											
THIS SHIP HAS 2 SHUTTLE BAYS.											

В	OA	RD	ING	PA	RTI	ES		PI	20	BE	S			Г-В	01	1B 9	ì		
			П	\perp			10					5				D	D	D	

SHIP STA	ATIS	TICS
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 PERF	ORMA	NCE
MOVEMENT COST		.66
HET COST		3.33
ERRATIC MANEUV	ER CO	OST 4
BREAKDOWN		5 - 6
TURN MOD	E = 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	

PAX BROADSWORD HEAVY CRUISER



TYPE I PHASER

DIE	RΑ	NG		_	_	_	6-	9-			51-
KULL	U	<u> </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

ISRL		

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NΑ	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NΑ	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(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	NΑ
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	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

HELLBORE

RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT# BASE DAMAGE O/L DAMAGE	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

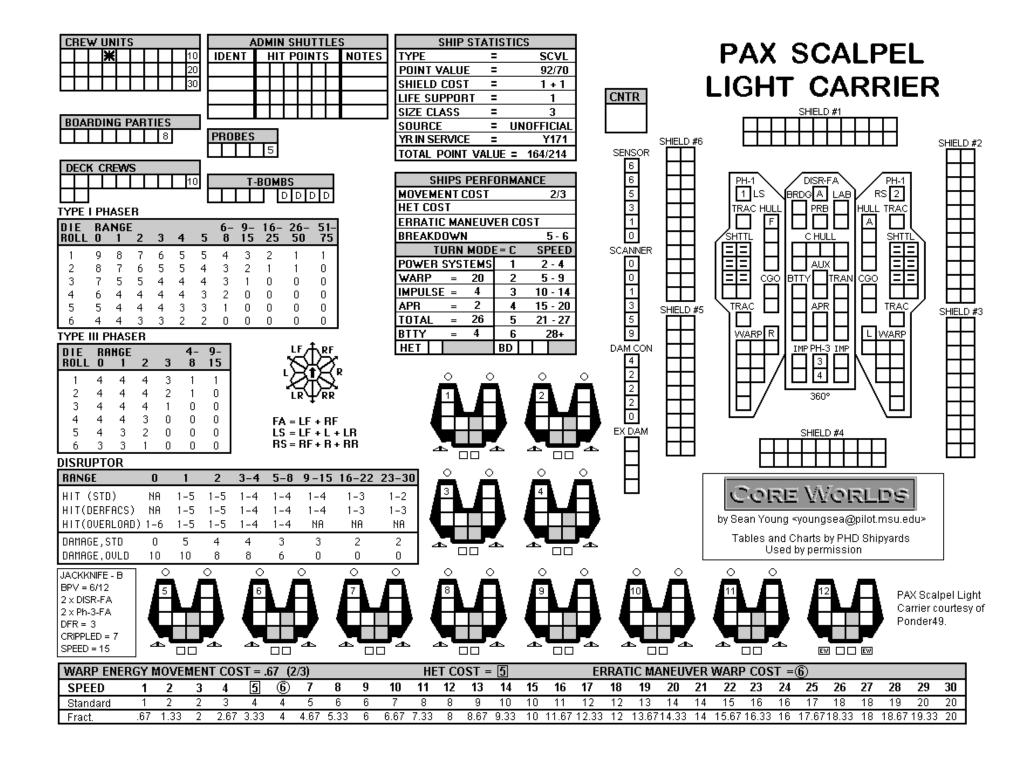


by Sean Young <youngsea@pilot.msu.edu>

Tables and Charts by PHD Shipyards Used by permission

COPYRIGHT © 1999 ADB ,Inc.

WARP ENER	RGY N	MOVE	NEN.	T COS). = Ta	67 (2	2/3)				HE	T CO	ST =	5			ER	RAT	TC MA	NEUV	ER '	WARP	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	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	12.671	13.33	14	14.67	15.33	16	16.671	17.33	18	18.67	19.33	20



C	RE'	W	UN	ITS	6		
			ж				10
							20
							30
							40

ADMIN SHUTTLES											
IDENT HIT POINTS NOTES											

BOARDING PARTIES											
						10					

PROBES	T-BOMBS									
5										

DE	CH	(CI	REN	NS		
						10
	12					

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



2 X DRONE

KONTOS CV HAS MRS STANDARD

HIT	&	RUN
UΙΜ	D	ERFAC
lШ		\sqcup

DISRUPTOR

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NΑ	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NΑ	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(DERFACS)	NА	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	=	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
CHIDC DEL	ירטו	DMANCE

SHIP STATISTICS

SHIPS PERF	ORMANCE
MOVEMENT COST	1
HET COST	5
ERRATIC MANEUV	/ER COST 6
BREAKDOWN	5 - 6
TURN MOD	E=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



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

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



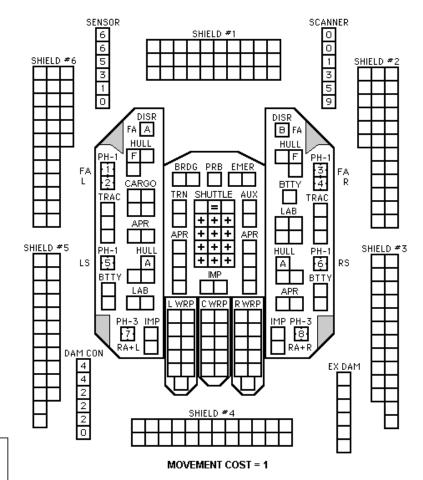
by Sean Young <youngsea@pilot.msu.edu>

Tables and Charts by PHD Shipyards Used by permission

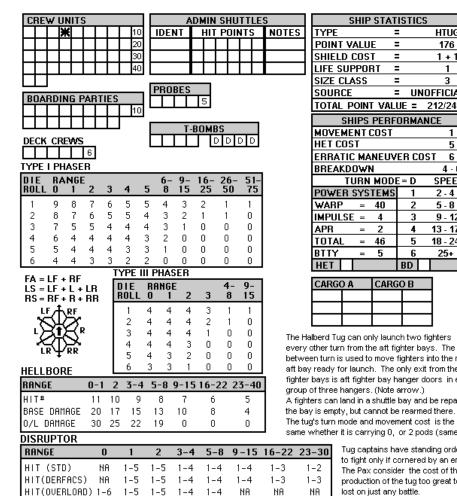
COPYRIGHT © 1999 ADB ,Inc.

PAX CV KONTOS FLEET CARRIER IS COURTESY OF JOHN CHRISTIE < sfbrocky@rocknet.net.au >

PAX KONTOS FLEET CARRIER



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



5 0

10 10

0

4

8

0

4

0

3

3

0

0

2

0

DAMAGE,STD

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

SPEED = 15

DAMAGE, OVLD

SHIP S	TATIS:	TICS
TYPE	=	HTUG
POINT VALUE	=	176
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
SOURCE	=	UNOFFICIAL
TOTAL POINT V	/ALUE	= 212/248

CNTR

SHIPS PERF	ORMAI	NCE
MOVEMENT COST		1
HET COST		5
ERRATIC MANEUV	ER CO:	ST 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

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.) A fighters can land in a shuttle bay and be repaired if the bay is empty, but cannot be rearmed there.

same whether it is carrying 0, or 2 pods (same).

1-2

1-3

NΑ

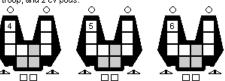
2

0

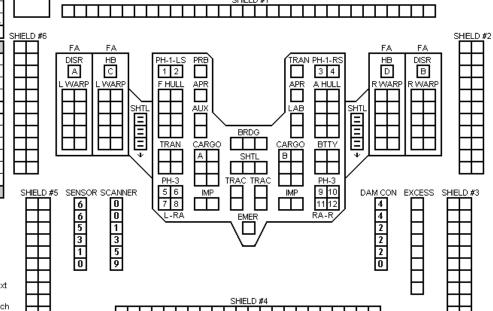
0

Tug captains have standing orders to fight only if cornered by an enemy. The Pax consider the cost of the production of the tug too great to be lost on just any battle.

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



PAX HALBERD DEEP SPACE TUG



CORE WORLDS

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

Tables and Charts by PHD Shipvards Used by permission

PAX TUG COURTESY OF PONDER49.

COPYRIGHT © 1999 ADB ,Inc.

CREV			5					Α	DMIN	SHL	JTTL	ES
Ш	-	K	Ц	\perp	10	-	IDEN	ΙT	HIT	POI	NTS	NO
$oldsymbol{\perp}$	4	┸	Щ	_	20			_	_	Щ	ш	_
$\bot\!\!\!\!\bot$	4	_	Щ	_	30	- 1 -		_	_	Щ	ш	_
$oldsymbol{\perp}$			<u>Ш</u>	丄	40	의 L				$oxed{oxed}$	<u>ш</u>	
ш			г	_								
				l h	Sea							
				by	Sea	n Yo les :	ung and (<you >har</you 	ngse	a@pi PHD:		su.edu
YPE I	I PH	IASE	:R	by	Sea	n Yo les :	ung and (<you >har</you 	ngse s by l	a@pi PHD:	lot.m	su.edu
YPE DIE ROLL		IASE NGI		by 3	Sea	n Yo les :	ung and (<you >har</you 	ngse s by l ermis	a@pi PHD:	lot.m Shipy	su.edu rards
DIE	RA	NG			/Sea	n Yo les :	ung and (Jsed	<you charl by p 9- 15</you 	ngse s by l ermis	a@pi PHD: sion	lot.m Shipy	su.edu rards
DIE ROLL	RA 0	NGI 1	2	3	Sea Tab	n Yo les :	ung and (Jsed 6- 8	≺you Charl by p	ngse s by l ermis 16- 25	a@pi PHD ssion 26- 50	lot.m Shipy - 51 - 75	su.edu rards
DIE	RA 0	NGI 1	2	3	/ Seal Tab	n Yo les : 5	ung and (Jsed 6- 8	<you charl by p 9- 15</you 	ngse s by l ermis 16- 25	a@pi PHD : sion 26- 50	lot.m Shipy - 51 - 75	su.edu rards
IIE ROLL 1 2	9 8	NGI 1 8 7	2 7 6	3 6 5	/ Sea Tab 4 5	n Yo les : 5 4	ung and (Jsed 6- 8 4 3	<you har by p 9- 15 3</you 	ngse s by l ermis 16- 25 2	a@pi PHD : sion 26- 50 1	lot.m Shipy - 51 - 75 1	su.edu rards
1 2 3	RA 0 9 8 7	8 7 5	2 7 6 5	3 6 5 4	7 Sea Tab 4 5 5	n Yo les : 5 4 4	ung and (Jsed 6- 8 4 3 3	<you by p 9- 15 3 2</you 	ngse s by l ermis 16- 25 2 1	a@pi PHD : sion 26- 50 1 1	lot.m Shipy - 51 - 75 1 0	su.edu rards

ROLL 0 1

4

9 8

11 10

BASE DAMAGE 20 17 15 13

O/L DAMAGE 30 25 22 19

2 3

3 0 0 0

3 2

0-1 2 3-4 5-8 9-15 16-22 23-40

10

0

3 2 1 0 0 0

0 0

8

0

0

5

4

0

OOOTICE		OFFICIAL				
TOTAL POINT VAL	UE =	254/278] 5			
SHIPS PERF	ORMA	NCE				
MOVEMENT COST		1				
HET COST		5				
ERRATIC MANEUVER COST 6						
BREAKDOWN		4 - 6				
TURN MODI	E = 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 CARG	חמי		-			
CARGO A CARG	T	-				
igwdow	+-	⊣				

SHIP STATISTICS

=

=

= HTUG+2P-C

218/206

1 + 1

TYPE

POINT VALUE

SHIELD COST

SIZE CLASS SOURCE

LIFE SUPPORT =

The Halberd Tug can only launch two fighters every other turn from the aft fighter bays. The i between turn is used to move fighters into the aft bay ready for launch. The only exit from the fighter bays is aft fighter bay hanger doors in group of three hangers. (Note arrow.) A fighters can land in a shuttle bay and be repai the bay is empty, but cannot be rearmed there. The tug's turn mode and movement cost is the same whether it is carrying 0, or 2 pods (same

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

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

RS = RF + R + RR

HELLBORE

RANGE

HIT#



Tug captains have standing orders
to fight only if cornered by an enemy
The Pax consider the cost of the
production of the tug too great to be
lost on just any battle.

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

c ii oop, ai	101 Z O 1 PO	ao.			
0	0	0	0	0	0
4	A	5	A	6	\mathbf{A}
ч		7		7	
<u> </u>	<u> </u>				_ 4

DECK CREWS

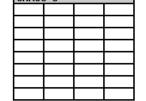
6

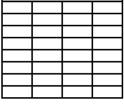
PROBES

5

PAX HALBERD DEEP SPACE TUG

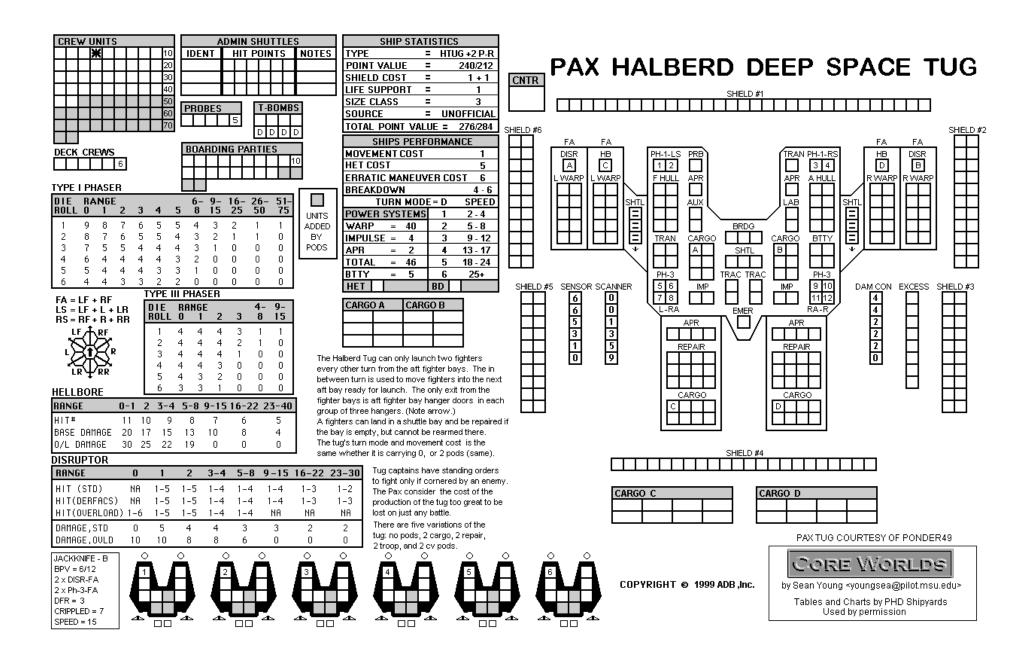
	CMIK													
= 1							SHIELD	#1						
= 3			ПП	П	тт	ТП		 	ТТ	ТП	ТТ	ТП		
= UNOFFICIAL		ш											ш	
ALUE = 254/278	01.051.0.40													01.051.0.40
	SHIELD #6													SHIELD #2
RFORMANCE	HH	FA	FA	_		$\overline{}$					-	FA	FA	₁
T 1	ш	DISR	₩В		H-1-LS	PRB)			TRAN	PH-1-RS	ì	HB	DISR	1
5	ш	Α	<u> </u>	١L	1 2	\Box			\sqcup	3 4	1	D	₿	ΙШ
UVER COST 6	ш	L_WARP_L	WARP	l E	HULL	APR			APR	A HULL	Ι.	R WAR	R WARP	І Ш
4 - 6			\square \sqcap	ιП	П	\Box			ΙП	ПП	1 /	$1 \square \square$	ІПП	
DE = D SPEED	П		□ Isi	三二	П	AUX			LAB	П	SHTL	ІПП	ΙПП	
4S 1 2-4	\Box				П	\sqcap		/	/□	т		ІПП		
2 5-8	Н				\blacksquare	Н	BRDO		Н	Н		ІНН	ΙНН	
3 9-12	\mathbf{H}		HHIII	= 5	RAN	CARGO		_	ARGO	BTTY	ΙĦ	ІНН	ΙНΗ	I HH
4 13 - 17	HH		ш,	╗╻		A	SHT	_ ,	BIT		딸.	ш	шш	J HH
 	HH			ĬΗ		ĤΗ	SHII	- ⊣ ŀ	- H	HH	レン			· HH
5 18 - 24	ш			Λr		HH	لللا	┦	+	لبا	\vee			ш
6 25+					PH-3	ш	TRAC TE	KAC [ш	PH-3	l .			
BD	SHIELD#	5 SENSOR			5 6	IMP	\sqcup	┙,	IMP	9 10	D.		EXCESS	SHIELD #3
RGO B	-	6	0	ŲL	7 8	Ш	\sqcup	ا لـ	ш	11 12	J	4	Ш	Ш
I	ш	6 5 3	0	\	L-RA		EMEF	`		RA-R		4	Ш	Ш
		[5]	1		C/	ARGO	Π	71.	CARG	0_		2	Ш	
		3	3		С		$I \setminus \Box$	/ II	D	ПΠ		2	П	
	П	1	3 5 9		ΙП	$\top \Box$	1 -	11	\top	ПΙ		2 2 0	П	П
unch two fighters	\Box	o	9			\top		- 11	\top	ПΙ		同	П	\Box
t fighter bays. The in	-	ш			ΙН	+		- 11		ĦI.			Н	H
ve fighters into the nex	t HH				IH	+		- 11	++	II II			Н	\vdash
he only exit from the	-H				I⊢	+		- 11	++	II II			ш	HH
y hanger doors in eac	h HH				$1 \mapsto$	+		- 11	++	+II				HH
ote arrow.)	ш				I₩	+		- 11	+	HI.				ш
ttle bay and be repaired	lif		-		IШ	\perp		L		ШΙ				
t be rearmed there.		T-BOMBS					_	_						
vement cost is the	Ш	Ш ╚	DDD											
0, or 2 pods (same).							SHIELD	#4				_		
s have standing orders			Ш	$\perp \perp$	Ш		<u> </u>	$\perp \perp$	Ш	oxdot	$\perp \perp$	Ш		
if cornered by an enem	V DOAD!	DING PAR	TIEC	1										
isider the cost of the	BUARL	TITE	11E5	4										
of the tug too great to be	₃ 	++++	 	4		CAL	RGO C				CAB	GO D		
any battle.		ш	╜ _			CAI	T				CMI	T		
											1			

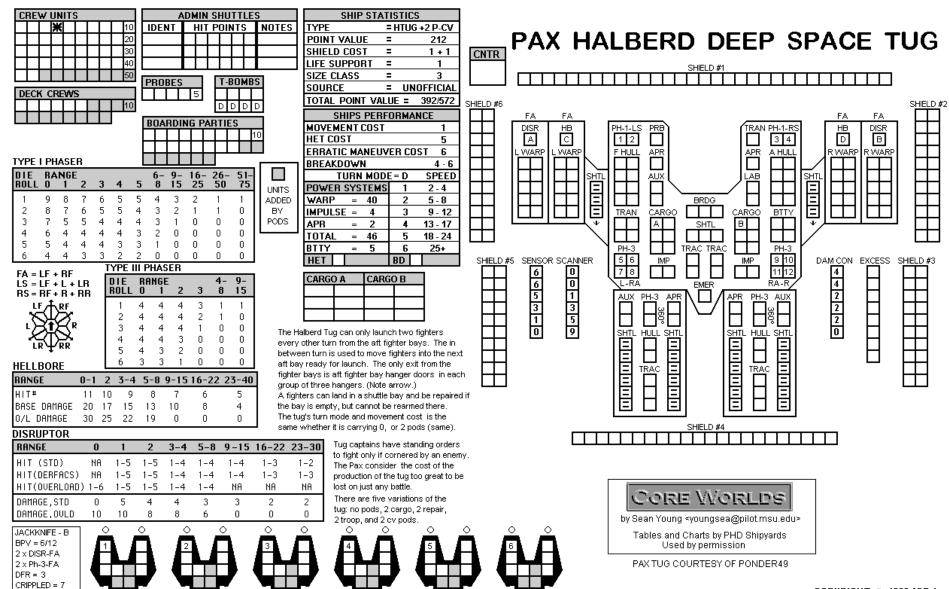




PAX TUG COURTESY OF PONDER49.

COPYRIGHT © 1999 ADB ,Inc.





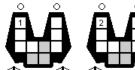
SPEED = 15

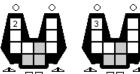
COPYRIGHT © 1999 ADB,Inc.

CREW UNITS	AD	MIN SHU	JTTLE:	S	SHIP S	TATISTIC	:S								
 	IDENT	HIT POI	INTS	NOTES	TYPE	= HTL	G +2 P-TT				_				
20		$\Pi\Pi$	TT		POINT VALUE	=	236/216		ΡΔΧ	ΗΔ	l RFRI	ט נ	FFP :	SPACE	THE
30		ПП			SHIELD COST	=	1+1	CNTR	~~			, ,	,	OI AOL	.00
40		ПП			LIFE SUPPORT	=	1	J.IIII				SHIELD #1			
50		ПП	П		SIZE CLASS	=	3		\Box	TTTT	ПППП	I I I I	$\overline{1}$		
60		ПП	П		SOURCE	= UI	IOFFICIAL L								ш
70		ПП	П		TOTAL POINT V	/ALUE =	272/288 SH	HELD #6							SHIELD #2
80		ПП	П		SHIPS PE	REORMA		T	FA	FA				FA F	A
90			\prod		MOVEMENT CO			+			PH-1-LS PRB		TRAN PH-1-I		_ —
100		ITT	\prod		HET COST		' 5	 		Öll	1121 [1]		3 4		
110					ERRATIC MANE	IIVER C		╅┪╏	LWARP LV		F HULL APR		APR A HUL		
					BREAKDOWN	OTEILO	4 · 6	 	֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓֓	ТП / ГТТ					
7					TURN M	NNF = N	SPEED	++ $+$	HHIIF	$H \bowtie H$	H LUX		LAB H		HI
CORE WO	MENT IENS				POWER SYSTE		2-4	+	HHIIF		HI Till		ノバサ	┨╏═╢┝┼┤╽┝	HI
COLCE ARC	IVEE.2				WARP = 4		5-8	+	HHIIF	十川田	HHH `	BRDG	$^{\prime}$ H H	11 <u> </u>	HI HH
by Sean Young <youngsea< td=""><td>@pilot.msu.e</td><td> <∪b</td><td></td><td></td><td>IMPULSE = 4</td><td>3</td><td>9 - 12</td><td>\dashv</td><td>HHIL</td><td></td><td>TRAN CARGO</td><td></td><td>CARGO BTT</td><td></td><td>HI</td></youngsea<>	@pilot.msu.e	 <∪b			IMPULSE = 4	3	9 - 12	\dashv	HHIL		TRAN CARGO		CARGO BTT		HI
Tables and Charts by P	UD Obimuarda				APR = 2	4	13 - 17	┰┤┖		= (₹		SHTL	вп п	╗┯┇╧╧┇╧	◰▥
Used by permis:					TOTAL = 4	6 5	18 - 24	\Box			m m	$\Box\Box$	H	71/	П
, , ,					BTTY = 5	6	25+			Υ	PH-3	RAC TRAC	PH-3	<u> </u>	
TYPE I PHASER					HET	BD		SHIELD #5	SENSOR S	CANNER	5 6 IMP	\Box	IMP 9 10	DAMICON EXCE	SS SHIELD#3
DIE RANGE	6- 9-	16- 26	- 51-	UNITS	CARGO A C	ARGO B	T-BOMBS	ı Ш	6		5 6 IMP 7 8	\Box	1111	2 4 -	
ROLL 0 1 2 3 4	5 8 15	25 50	75	ADDED	CARGO A C	AKGO B	I-BUMBS	! □ □ □	6 5 3 1	0 1 3 5	L-RA	EMER	RA-R	2 4 4 2 2 2 2 0	
1 9 8 7 6 5	5 4 3	2 1	1	BY	\vdash			┨	5	1	TRANS	$\Pi \Pi \Pi$	TRANS	2	
2 8 7 6 5 5	4 3 2	1 1	0	PODS	\parallel	_		J 🔲	3	3		\Box		2	
3 7 5 5 4 4	4 3 1	0 0	0						1	5	BARRACKS		BARRACKS	2	
4 6 4 4 4 4	3 2 0	0 0	0	The h	Halberd Tug can only	launch two	fighters		0	9				0	
5 5 4 4 4 3	3 1 0	0 0	0		y other turn from the a			П	_	_			ımmı	— г	
6 4 4 3 3 2	2 0 0	0 0	0		een turn is used to m			П			CARGO		CARGO		
HELLBORE					ay ready for launch. er bays is aft fighter b						С		D		
RANGE 0-1 2 3-4	4 5-8 9-15	16-22	23-40		ต bays is ait lighter เ ว of three hangers. (N										
HIT# 11 10 9	8 7	6	5		hters can land in a sh			CAR	GO C		SHUTTLES		SHUTTLES	CARGO D	
BASE DAMAGE 20 17 15	13 10	8	4		ay is empty, but cann			CAR	T		111			CARGO D	
O/L DAMAGE 30 25 22	19 0	0	0		ug's turn mode and m				+ +		لـــــــــا ا				+
DISRUPTOR				ם same	whether it is carryin	g 0, or 2 p	ods (same).				<u>, , , , , , , , , , , , , , , , , , , </u>	SHIELD #4			
RANGE 0 1	2 3-4	5_8	Q_15	16-22 2	3_3n Tug captair	ns have sta	anding orders	FA = LF · LS = LF ·		ШШ					
		3-0			to fight only	if cornere	d by an enemy.	RS = RF		TYPE III	PHASER		DECK CREV	NS	
HIT (STD) NA 1-5	1-5 1-4	1-4	1-4	1-3	1-2 The Pax co	nsider the	cost of the	LF.		DIE B	OHOE	4_ Q_		6 MARINES ER	OM DODE

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 NΑ NA NΑ 1-4 DAMAGE,STD 0 5 4 3 3 2 2 DAMAGE,OVLD 10 10 8 0 0 0

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

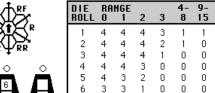




production of the tug too great to be lost on just any battle.

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

0 0



3	_	4	4	4	2	'n	0	l
4	ĺ	4	4	3	Ö	Ö	Ö	l
5	5	4	3	2	0	0	0	l
6	<u> </u>	3	3	1	0	0	0	
ВО	ΑF	RDII	NG F	ART	IES		l	
	_	_	$\overline{}$		$\overline{}$	4.0	I	

DECK CREWS MARINES FROM PODS **PROBES** 5

COPYRIGHT @ 1999 ADB ,Inc.

				20
				30
				40
				50
				60
				70
				80
				90
				100
				110
				120

PAXITUG COURTESY OF PONDER49.