

## **(RTA.0) The Talruum Defectors**

### **(RTA.1) Talruum Background**

The Talruum are a race of Rodents, with sentients of many other races accepted as refugee citizens with full citizenship. Native Talruum have an appearance similar to the European Brown or Plague Rat, standing around 5 feet tall with, obviously, brown fur and a 2 - 3 foot long tail. They are usually bi-pedal (move on their hind legs) but can move extremely fast on all fours when they want to. Talruum are extremely tolerant of other Races. They are also very patient, being able to spend years, or even decades, planning some major activity to ensure that when it is carried out it will be perfect! Talruum are long-lived - generally 100 to 125 years - and fast-breeding. Females can have litters of 5 - 10 young at a time and can produce 2 litters in a year. The young mature very early - usually at around 2 - 3, but remain in study and training until about 10. Talruum females can also restrict, or even halt, breeding when desired. Exactly how, however, is not precisely known at this time.

Talruum are extremely intelligent, being excellent Miners, Ship-builders, Computer Technicians and Scientists. The Talruum language has been defined by the Universal Translator as akin to a mix of mid-18th Century Terran (Earth) Austrian and Prussian. Their names also translate the same way - generally more Prussian than Austrian. Their Ship names can be most closely related to the names of Ships in the early 20th Century Terran Austro-Hungarian Navy. Their system of Government is an elected Democracy with significant Westminster connotations, but with Political Parties providing a minority of elected members. The general Policies and Economy can be best termed as Democratic Socialism. The Talruum were originally resident of one large and several small systems, plus many Asteroid Fields, on the Klingon - Kzinti - Federation Border, and also had the extreme disadvantage of being delicious to the Kzinti palate.

The planet Talruum-1 was (and probably still is) a large inhabitable planet about twice the size of Terra (Earth). There are also a large Gas-Giant and another mineral rich planet in the same Solar System. In the same area there are two other small Solar Systems, each with some resource-rich Planets, plus large and extensive belts of Asteroids. In fact the area is still regarded as something of a no-go area due to high risk of colliding with a rock - or meeting Jindarians, Pirates or miscellaneous nasties.

The Talruum achieved Space Travel capability sometime prior to Y1, and promptly commenced colonizing other planets in the own Solar System and two other neighboring ones. They also commenced prospecting and mining the many surrounding Asteroid Fields. Construction of several types of Freighters commenced fairly rapidly.

Around Y50 - probably in the lead-up to the Klingon-Kzinti Thirty Years War - the Talruum made contact with both

Races. Faced with the choice of one Race, who wanted to take their resources and let them do all the work, and another who wanted to invite them to dinner as the main course, their course was reluctant, but clear. Having no properly armed Warships, the Talruum asked for incorporation into the Klingon Empire. The Klingons, naturally, accepted. It saved them the cost of conquest.

Talruum-1 now settled into the role of a major source of Minerals for the Empire, as well as a builder of Starships, and a R&R destination for DSF units on the Kzinti Front. The Klingon ISF and DSF had one small problem with the new acquisition. The area was a potential haven for pirates (all those asteroids), not to mention illegal mining activity - mostly of Federation origin. The solution brokered by the Klingon Governor - Kronal Kroger - was to grant the Talruum the status of Most Favoured Subject Race and give them several Police Ships, as well as providing them with any necessary technology to enable them to build their own Warships. This solution was, reluctantly, accepted by the Emperor in around Y67.

The Talruum were promptly given 3 Frigates / Police Ships. Drone, Phaser-2 and Disruptor technology was released as well. Over the next 20 years the Talruum built at least 8 Ships (2 AuxYCL, 2 AuxYDD, 2 YDD and 2 YCL) Several more were probably built and later lost. The designs were something of a shock to the Klingons, as they were generally agreed to be somewhat more powerful than their Klingon counterparts. The Klingon DSF also maintained a Squadron of 1 - 2 Cruisers and 2 - 3 Frigates in the area. At some time after Y80 the Talruum acquired Drone Rack-C technology from an unknown (non-Klingon) source. They retrofitted this type of Rack to all Ships of the Defense Force (including the Klingon "gifts") around Y90. The then Governor - K'dan Kwale - was so supportive that he attempted to have the C-Rack adopted as the standard Drone Rack of the DSF. He was executed for treason shortly after.

Around Y100, the Klingon insistence on minimum payment for maximum production led to the formation of the Talruum Peoples Liberation Front (TPLF). This group promptly started planning for the inevitable revolution in several decades time. A key part of the plan was the establishment of contact with the UFP - mainly through independent miners and traders. At the same time the TPLF slowly but surely infiltrated the Talruum crew of the many Freighters registered on the Planet, as well as the crews of the Ships of the Talruum Defense Force and the non-Klingon crew of DSF and ISF units based in the area.

The intention seems to have been for a revolt sometime around Y130, followed by a request for membership in the UFP - plus immediate dispatch of a Fleet to save the Talruum from inevitable Klingon retribution.

In the course of the above, the TPLF had come into contact with the Orion Daven Cartel. It seems that the Daven Cartel actually set up a small Base within an Asteroid Belt in Talruum "territory" with TPLF connivance. This contact

seems to have been, at the time, mainly an intended alternative channel to the UFP, plus a way of annoying the Klingons. In the longer term, however, it was to have profound and far reaching effects on the Galactic Core.

### **THIRD KLINGON-KZINTI WAR**

The development of new technologies in the area of Warp Engines and Starship Systems, saw a major increase in the combat power of Warships. The Talruum re-designed their Defense Force units to newer standards, and these Ships were to be the backbone of the Great Defection/Migration. It is believed that the Talruum refitted some of their existing Ships, and built new versions of others.

By the outbreak of the War, they had at least 2 CL (1 a rebuilt YCL), 3 DD (at least 2 new construction), 2 AuxC and 2 AuxDD. Additionally there was a YCL, a YDD, an AuxYCL and an AuxYDD in mothballs. They also had 2 E-4's.. Prototypes were building or being laid down for a POL (based on the new FT design) and a AuxFF (based on the equally new APT). Both the FT and APT were not yet in general service, but the Talruum had started building both types in Y122. Also a F-L was being converted to a "Tug" to provide support for Mining operations. A Survey Ship was also being built on the F-L design, ostensibly to explore and map the Asteroid Fields and locate unwanted "guests". The reality may well have been different.

The Klingons had, by this time, updated their local Squadron to a D-6 and 2 E-4. A D-6E was also supposed to be part of the Squadron, but had been detached for a special mission. The Klingons had also built a modern BS in the Colonized Mollwitz System, and had allowed the Talruum to build a YBS at Talruum-1 and in the Chotusitz System.

In Y126 the Klingon Government decided that it was time to properly survey the Talruum Asteroids. A Prospecting and Mining Squadron was formed, comprising a Processing Ship, several large Prospecting Ships, at least 2 large Ore Carriers and a number of small and Free Prospectors. The ISF supplied an Escort of 2 x E-4, 2 x E-3 and a prototype G-2. These called at Talruum-1 for R&R and briefing - and, co-incidentally, infiltration by the TPLF, as their crews included many Talruum.

Shortly after they had left the balloon finally went up, as a massive Kzinti Fleet, including no less than 6 CS altered for Drone Bombardment, approached. The Klingon governor (Krvill Klyntyn) headed for the bunkers with his staff. The TPLF also went underground (they had built an extensive network of deep bunkers for use in the revolution) and the rest of the population panicked - most of the public shelters were built on the surface, at Klingon insistence. There were quite a few Ships in orbit - including 2 Cruise Liners. These beamed up as many of their crew/passengers as possible in the moments available and headed for the nearest Asteroids. A number of other Ships just launched - including the new Tug and Survey Ship - were sent off with skeleton crews.

The Klingon Defense Squadron, joined by the Talruum CL's and 2 DD's, headed off to try to delay the inevitable. The other DD and the 2 AuxC's were patrolling the Chotusitz System and were too far away to intervene. The 2 E-4's were "investigating" a pirate report far away. The YBS and the 2 AuxDD's, plus the just crewed POL and AuxFF prepared to do their best. Talruum, unfortunately, had only minimal ground defenses thanks to the Klingons.

The Defending Force (D-6, 2 x CL, 2 x DD, 2 x E-4), encountered a Kzinti Covering Force of CS's, CL's and FF's which were just sitting down to lunch at Mollwitz (the BS was a gutted wreck). The Kzintis' were not really keen on another battle just now, and retrograded away from the approaching forces. Suddenly, at about the time that it became known that Talruum-1 was going under to a massive Drone Swarm, the D-6 erupted under the combined Alpha Strikes on its rear Shield of the 4 Talruum Ships present. The E-4's - according to Kzinti sources - appear to have joined the Talruum. The Revolution was on.

On Talruum, the YBS died rapidly. The defending Ships struggled valiantly with everything at their disposal, but the Kzintis' seem to have launched a huge number of Drones - how many is unclear, but every Kzinti Ship within range must have had at least one full set of Type-IIIIX on board, and some had many more on hand. It is quite possible that 400 to 500 Drones were launched at Talruum-I over a period of many minutes. Only those in deep Shelters survived. And the TPLF's military arm - the Talruum Peoples' Liberation Army (TPLA) eliminated the Klingon Governor and his staff as they emerged from their Shelter. The mothballed Ships, coincidentally, survived as they had not been accepted by any of the Drones as targets.

Talruum can move very quickly in an emergency, and this was one. The TPLF's plans had been activated unexpectedly, but the situation meant that the Klingons did not yet know what had happened. Computer experts quickly sent off a series of "Last Will and Testaments" from all the Talruum Ships and Bases surviving (including the 2 Klingon E-4's which had successfully mutinied) The various Ships which had fled to the Asteroids quickly returned - maintaining silence while they did so. The surprise was the arrival of the Mining/Prospecting Squadron on which a mutiny had removed the few Klingons who did not desire freedom. Careful manipulation of the sub-Space Channels not only gave the impression that the Talruum System and its environs was part of the Kzinti Empire, but also succeeded in giving a "return home" call to the many Talruum-crewed Ships out there.

An emergency meeting of the TPLF determined that Talruum-1 was too badly devastated to be reconstructed. A new Home-World was needed. The Ships present, and coming in, plus the survivors on the Planet and in the various Colonies and Mining bases gave a sizeable population base. This was, as well, being swelled by the Klingon Subject Races - and not a few native, non-military, Klingons - who were on the various Ships. In the midst of all this the 2 Talruum Defense Force E-4's returned accompanied by an Orion CR, LR and SLV of the Daven Cartel. It turned out that the TPLF had sent a representative, **Claus von Dohna**, to hold a meeting with the Daven Cartel's

Consiglieri **Emmanuelle Vasco y Gonzalves** on the issue of contact with the UFP.

**Gonzalves**, however, had recently been in contact with the Thaan pirates in the Core, and had negotiated a deal to supply certain Orion technology (a number of OFT and SLV ships - without any Stealth or Engine-doubling capability however). He suggested that the Talruum might do well to consider a mass migration to territory controlled at present by the Thaan. In return for providing assistance - plus helping to keep the Klingons away - the Orions would happily accept a pair of E-4's, plus a detailed listing of all the resources within the Talruum area - not to mention the handover of the intact workings.

A first group of Talruum representatives were immediately dispatched to the Core with Daven Cartel representatives to sort out the fine points. Meanwhile the sub-Space waves were filled with reports of the destruction of Talruum-1 and all Klingon forces in the area. The DSF bought the lie - the area was too strategic for it not to have been occupied by the Kzintis and the Empire could not afford to provide the Fleet necessary to re-occupy the ruins at this time. Retribution would have to wait. The unexplained disappearance of numerous Freighters in the area (strangely mostly with a large Talruum component in their crews!) only re-enforced the no-go status of this part of the Galaxy. For some strange reason the Kzintis believed that the Sector was still occupied in strength by the Klingons. The UFP (Federation) quietly allowed prospectors to compete with whoever really held the area for its mineral resources.

## **THE GREAT MIGRATION**

The facilities at Talruum had been destroyed, except for a hunk of smoking metal in orbit. Similarly the BS at Mollwitz was out of commission. However the YBS at Chotusitz was undamaged. The TPLF and their Orion friends concentrated all efforts on restoring the repair and construction facilities of the Talruum Base. They also sent the Tug and Survey Ship to a nearby Orion Base to fit out, along with the 4 Early Years Ships which were in mothballs. The Orions also assisted by helping to build several of the new AuxFF's and POL's. Meanwhile a CL and DD were laid down at Chotusitz and all efforts were made to accelerate construction.

Talruum Scientists who were part of the TPLF had been working for some time on new Weapon Systems. The Plasma-Bolt - which despite its name seems to have been a marriage of Disruptor and Photon technology - was one. A drone-armed Shuttle, the P-0, was another. The Klingon G-2 and E-3's in the Prospecting Squadron had ADD's, and it was a simple task to improve the basic weapon by installing it in a C-Rack. Also the Plasma-Bolt was installed in the CL's and DD's in place of, or in addition to, the Disruptors.

In early Y127, the Survey Ship was sent off to the Core World carrying a group of seasoned Diplomats (basically

anyone with an above average “gift of the gab”) along with an Orion CR with a number of persons on board who had previous contact with the Thaan.

By late Y129 the Talruum were ready to take advantage of a Daven Cartel mission to take a number of OFT’s and SLV’s to the Thaan. The return of the Orion CR with favourable news of the negotiations with the Thaan, plus the realization that the subterfuge about the real fate of Talruum could not be maintained forever, was the catalyst needed. A large part of the Fleet remained behind, as the Orions had a strong Escort for their “presents”. Some Freighters - mainly Large ones - remained behind also, as well as a lot of smaller prospecting Ships which were engaged in maximizing ore extraction before handover of the facilities to the Orions. With the completion of the Warships building, construction of a number of extra Freighters was given top priority. Also a number of Talruum manned Ships were still coming in from the depths of Klingon Space.

The second wave of the Migration left in mid Y131, just before the end of the Klingon - Kzinti War. Both Waves followed the Neutral Zone between Federation and Kzinti Territory and disappeared into the Galactic Barrier beyond the edge of the Federation and Kzinti Exploration Zones.

The Talruum appear to have handed over to the Orions all Mining operations and Colonies, plus a detailed map of the Mineral and other Resource Deposits in the area. They also gave the Orions 2 of the E-4’s which they had on strength!

When the Klingons finally decided to find out exactly what had happened at Talruum - mainly because the Kzintis denied all knowledge of any occupation and insisted that the Klingons still held it - they found the entire area devoid of Talruum, but overrun with Orions. It appears that the Klingon problems were exacerbated by the presence in the area of 2 E-4’s which were definitely NOT crewed by Klingons!

### **Core Arrival**

The Talruum arrival in the Galactic Core, in around Y130 and 132, caused a huge distortion in the balance of power. The Thaan had taken advantage of the Andrium/Promethean War to take control of a large area in the middle of the two Races Territories, containing at least 5 Systems - all with at least one inhabited Planet - surrounded by an intensive network of Asteroid Fields.

The Thaan controlled a small Planet, *Tarfranjce*, which was about the size of the Terran (Earth’s) Moon. It had a soil and climate which produced prolific growth in several of the Agricultural Staples of the Thaan, Andrium and Prometheans, as well as waterways well stocked with aquatic delicacies. The population seem to have been

absorbed by the Thaan. There were 3 planets, *Camargue*, *Mikligadr* and *Sebenico* which were inhabited by Races who were at late 19th. to early 20th. Century Terran levels of technology. These Planets were well populated by highly intelligent beings, given their levels of technology, who were well aware of the existence of other Races out there. *Laudameia* and *Ormenion* were Andrium populated Mining Colonies, on worlds of only marginal habitability, but with processing facilities, rudimentary Bases, and 2 YDD's and 3 FF's between them. *Tao-te-Ch'ing* was a similar Promethean Colony with 2 YDD's. (Apparently the Promethean elements within the Andrium Kingdom had their own designs of Warships).

By the time the first wave of the Great Migration arrived, the Thaan had brokered an agreement between these various Worlds which allowed the Talruum to take over the area. The Talruum would get *Tarfranjce*, with all assets as a new Home world, plus would be able to place populations on the other Worlds (the inhabited Planets had relatively small populations for their size). The Andrium and Promethean Colonies were quite happy to join the newcomers, as they had had no contact with their parent Governments since before the start of the break-up of the Andrium Kingdom (For unexplained reasons, all attempts by these Colonies to communicate back to their Home worlds since Y110 had failed. They relied on the Thaan for protection and markets).

The Talruum were to provide the Thaan with secure bases for R&R and re-supply, as well as deterring hot-pursuit by the PAX, Velkyriens, etc. The Thaan helped the Talruum out by providing Shipyard facilities on *Tarfranjce*, as well as assisting in setting them up on *Camargue* and *Sebenico*. They also allowed the Talruum the use of a Thaan Shipyard elsewhere to fast-track the construction of a CL, DD and a prototype CA and CC (these last two were the result of detailed Simulator work on Scaled-up CL designs). The Thaan got a profound shock when they realized just what the Talruum were building. Aside from the lack of PH-1 technology, these new-comers were far more advanced than the Thaan had realized. And when they released their females from breeding restrictions, their population sky-rocketed. The Thaan soon found out that they were tolerated as a necessary nuisance by a new Race which had rapidly expanded its Fleet base to the point that it could only be reined in by a major invasion. The Thaan never had the capability to do this.

One Race who did was the PAX. The PAX were forever holding out the bait of membership to the Talruum, and the Talruum kept drawing the PAX on, but never delivering. (**Claus von Dohna** was an *exceptional* Diplomat!). By the time the PAX realized the Talruum were stalling, it was too late. The Talruum had expanded their Fleet to an adequate size and the Thaan were reduced to almost a vassal state level - or at least so claimed the PAX. By Y140 the Talruum were well established.

The Talruum steadily developed the P-0 concept, replacing them with the P-1 shortly after arrival in the Galactic

Core. A number of Prospecting Freighters were converted into Auxiliary Carriers. The 2 E-4's were modernized with a refit similar to the later Klingon "B" refit, the G-2 was converted to a Scout and the 2 E-3's were rebuilt into almost a Carrier Escort! By Y145 a full range of Warships had been developed. Carriers proper and their Escorts followed from around Y167, and a BC and DN soon after that.

The Talruum relations with the Velkyriens had also developed. Initially the Velkyriens regarded the Talruum as just another target. However in Y140 a Snorri was intercepted and wiped out by a Talruum Squadron. The few survivors were fully informed of the Talruum history and repatriated. From this time the Talruum gained a grudging respect from the Velkyriens, and almost total immunity from raiding.

The Talruum seem to have detested the Za'Cahri, and their only known alliance with anyone other than the Thaan was with the PAX and the Andrium Kingdom against them in the War of Y148. Contrary to rumour, the Talruum did not aid the Za'Cahri attack on the Andrium and Prometheans in Y164. The conflict with the PAX was the result of a Thaan raid which went wrong! The resultant war just happened to coincide with the Za'Cahri attack!

By the start of the Galactic Conflicts in Y166 the Talruum were strong enough to adopt an almost neutral attitude, and in fact their territory was an oasis of calm in a sea of chaos. This was to last until the arrival of the Andromedans in Y184, when the Talruum were the first to give credence to the warnings of Velkyrien Raiders, and finally entered into a binding alliance with the Vulpian League which established a rock on which the Andros were eventually to run aground.

### **(Z.CW) Designer's Notes:**

This material is a complete rework of the first "race" I ever created, back when I was still learning how to draw SSDs (these were [still available](#) at [J. Kim's site](#) last I checked). I gave John Christie the "green light" to expand original material, which he did over the course of last year into a large range and number of ships, the above background, numerous scenarios and even a fiction piece or two. Aside from the look of the SSDs, some minor changes to the ships, and some minor input on the background, all of this material is the excellent work of John C.'s.



## (RTA.2) Talruum War Fleet

[ Master Ship Chart ]

*NOTE: John has sent me a huge number of ships for the Talruum, so expect new ones on a semi-regular basis (as I get the SSDs finished).*

### Heavy Cruisers and Variants:

**(RTA.4) HEAVY CRUISER (CA):** This was an enlarged Light Cruiser, designed and built after arrival in the Galactic Core. At least four were built, usually one being attached to each Fleet. The CVAC and CC were both variants of the same design, and it was also the basis for the BC and DN. It was a very nasty surprise to the Andrium, Thaan and Prometheans, none of whom had believed that the newcomers could build something of this size so quickly. The CA also served as the base for its eventual replacement, the NCA. Only one CA survived to be mothballed after replacement by the NCA, and was quickly re-activated as a training ship after the Andromedan Incursion.

**(RTA.5) COMMAND CRUISER (CC):** This was the essential Command Ship for the rapidly expanding Talruum Fleet. The first was built around Y145 as a development of the CA. It appears that three to four were built, but this probably included replacement of losses, as there were never more than three Fleets in which these Ships ever served. This design also served as the base for the later BC and DN.

### War Cruisers and Variants:

**(RTA.15) WAR CRUISER (CW):** The first of these entered service in Y169, and immediately replaced the NCL on the production line. There were, however, no variants, converted and / or purpose built NCL's being preferred. The NCL was, however, more popular, and was placed back in production, replacing the CW, in Y176.

### Light Cruisers and Variants:

**(RTA.7) LIGHT CRUISER (CL):** One was converted from a YCL in Y122 and a second was built new. A third was converted from the mothballed YCL after the destruction of Talruum-1. The Orions aided in the commencement of a fourth in Y128, however this was fast-tracked and completed as the prototype NCL. Two more were laid down as *Tarfranjce* and *Laudameia* after the first wave of the Great Migration had arrived. One was completed as a CL, the other was converted to a NCL on the stocks. All survived until Y168 when they were taken in hand for conversion to CLE.

**(RTA.8) LIGHT SCOUT CRUISER (CLS):** This unit provided the until now lacking Electronic Warfare support for the Fleet, and one was attached to each Fleet. At least 4 must have therefore been built. The Class leader is believed

to have been a rebuild of a CL crippled in a clash with an unknown foe - possibly Daetharians or Velkyrien raiders.

### **Destroyers and Variants:**

**(RTA.10) DESTROYER (DD)**: This was a re-built YDD. The prototype was a conversion in Y121. Two more were built by Y126. The mothballed YDD was similarly rebuilt in Y127/8. This gave four to proceed to the Galactic Core. Another was built new there. One was lost in the First Talruum - Promethean War of Y152. The others were converted to DDE in Y167.

**(RTA.11) PDD DESTROYER (PDD)**: The Promethean "lost" Colony provided two Promethean YDD for conversion to this class. These were heavily re-built in Y131-2, resulting in what was effectively a Light Cruiser masquerading as a Destroyer. The power was also increased (it needed to be for the weaponry). The resulting design would have done credit to the WYN, but was capable of much longer voyages. In Y152, during the First Talruum - Promethean War, both operating PDD's were engaged in a clash with a Promethean CA which attempted an independent raid, the CA retired heavily damaged while both PDD were relatively undamaged.

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

**(RTA.20) WAR DESTROYER (DW)**: This Ship was called a DW by *Admiral von Zieten* as a security cover. It is actually the long missing DDL. It was developed to meet a need for a small Flagship for Police and Destroyer/Frigate Squadrons. At least three are known to have been built and they were very popular with their crews. They were also extremely expensive! However, some form of Destroyer Leader was needed for groups of Size Class 4 Ships where there was no need to deploy a Cruiser or Carrier. Therefore the DW, cost notwithstanding, was it.

### **Frigates and Police Ships:**

**(RTA.14) FRIGATE (FF)**: This unit was intended as a small warship to supplement the DD in the Fleet and the SPS in the Police, and succeeded in neither role. Only about three were built, and those which were were mainly used for training. The design, however, was also developed into an FFE, a number of which were built as escorts for CVL's and CVT's. The biggest problem was that it was too expensive for a Police Ship and too lightly armed for a Destroyer substitute.

### **Early Years Auxiliary Ships:**

**(RTA.30) AUXILIARY EARLY DESTROYER (AxYDD)**: Two were built in Y68 and 70 using Klingon technology.

They were regarded as better than the Klingon E-1 Escorts, and were widely used for patrol and mining protection work until the introduction of new Technology in Y120. (It is believed that at least 2 were losses, but there were 2 in service in Y120, so at least 4 were built in total). One was mothballed in Y120, the other was converted to a AxDD. The mothballed unit was refurbished, but not modernized, in Y126-7 and took part in the Great Migration, being converted back to a standard Freighter shortly after.

**(RTA.31) AUXILIARY EARLY LIGHT CRUISER (AxYCL)**: Two of these were built in Y72 and 75 to support the AxYDD's. They were hard-worked, and at least one was lost , and subsequently replaced. In Y120 one was taken in hand for rebuilding with the new Technology. The other was mothballed, being refurbished in Y127 and taking part in the Great Migration. it was then relegated to training for several years before being scrapped.

time, also, sufficient Carriers were in service to remove any remaining need for the deployment of Fighters on ordinary Warships. In fact this need had largely been removed by the development of the Plasma-Bolt.

### **P-4 FIGHTER (THYLOCINE)**

The Talruum's best Fighter. Rapidly replaced the P-3 on Carriers and larger Bases. The Talruum never developed anything better - at least not until after the Andromedan Incursion - and really never needed to.

### **P-5 FIGHTER (GERBIL)**

The replacement for the P-4. This was initially deployed for Base and Planetary Defense, not on Carriers. The Andromedan incursion, however, saw it deployed on Carriers. Also the BCV/BCS was designed around it. It was also deployed on CVAC and CV after Y185, relegating the P-4 to smaller Carriers and other Fighter-carrying Warships.

### **Talruum Squadron and Fighter Attachments:**

**COMMAND CRUISER (CC) FIGHTER ATTACHMENT**: The Talruum CC was designed to carry a single fighter at its inception, and later was often assigned an MRS. The MRS costs 8 BPV and replaces an Admin Shuttle.

**FRIGATE (FF) FIGHTER ATTACHMENT**: The few Talruum FF's in service were designed to carry one fighter. Historically the P4 was never carried, (as most FF's had been converted to variants by Y173) however it is included for players wishing to use it.

## **(EPB.1) PLASMA-BOLT TORPEDO**

This is the primary Talruum Heavy Weapon. The weapon's basic details are below. It is a fairly simple and relatively powerful weapon, which is, however, rather energy hungry and requires fairly close range to achieve maximum energy efficiency. It was developed as a result of research and investigation into Disruptor and Photon technology by Talruum Scientists in the years prior to the devastation of Talruum-1, resulting in rapid testing and introduction in the period of the Great Migration. It was in initial production with the assistance of the Daven Cartel in Y127, and went into mass production after arrival in the Core-World. The Daven Cartel is the ONLY Orion Cartel that can use it in Option Mounts. It is available to the Thaan, but is restricted to a MAXIMUM of 2 on Mercury and Quicksilver Raiders and is not allowed on other Size Class 4 Thaan Ships. Cost is the same as a Plasma-S with Swivel (i.e. 7 BPV).

**(EF.11) Designation:** Each "PB" box on the SSD represents one Plasma-Bolt Torpedo. Each is recorded and fired separately. This is a Direct Fire weapon that is destroyed on Torpedo hits on the DAC.

**(EF.12) Arming:** A Plasma-Bolt Torpedo is armed by allocating 2 points of energy to it on the first turn of arming and 2 points of energy to it on the second turn of arming. It must be armed over two consecutive turns in this 2+2 fashion only. The PB Torpedo may be fired on the second turn of arming.

**(EF.121) Holding:** The PB Torpedo uses the "rolling delay" method. (The second turn of arming must be repaid each turn if not fired).

**(EF.122) Overloads:** An PB Torpedo can be overloaded in two different fashions: by allocating 4 points of energy on the second turn of arming rather than the normal 2 points; or by expending 2 points of Reserve Power at the instant of firing for each PB Torpedo being overloaded.

**(EF.123) Holding Overloads:** The PB Torpedo cannot be held, but rather must be fired on the turn it is overloaded (or the instant it is overloaded if reserve power is used).

**(EF.13) Operation:** The PB Torpedo is fired during the Direct Fire stage of the Impulse Procedure with all other direct fire weapons.

**(EF.14) Repair:** Repair cost of a PB Torpedo is 10.

## **(ECW.1) Close In Weapon System (CIWS)**

This was a marriage of ADD and Type-VI (Dogfight) Drone technology to a standard C-Rack, producing what was almost a G-Rack. The first were introduced immediately before the start of the Great Migration - around Y130.

**(ECW.11) DESIGNATION:** Each "CIWS" box on a ship's SSD represents one Close In Weapons System and is destroyed on Drone hits on the DAC.

**(ECW.12) AMMO:** The CIWS is loaded with 4 drone spaces of ADD's &/or Type-VI Drones in any combination (for a total of 8 half-spaces).

**(ECW.13) OPERATION:** The CIWS operates under the same rules as a G-Rack **EXCEPT** that it can launch Type-VI Drones at E-Rack rates (every 8 Impulses).

**(ECW.14) RELOADS:** The CIWS has double reloads only. There is no Y175 refit. Reloads must be identical to what is loaded in the rack.

**(ECW.15) OPTION MOUNTS:** The Thaan may use it in Option Mounts. Option Mount Cost is the same as for a ADD-12.

# TALRUUM COMMAND CRUISER

CREW UNITS	
	10
	20
	30
	40
	50

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES
		HRS

SHIP STATISTICS		
TYPE	=	CC
POINT VALUE	=	165
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CA
REFERENCE	=	(RTA.5)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y148
Y175 REIT	=	+0

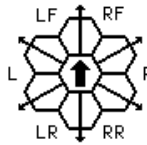
BOARDING PARTIES	
	10

PROBES		T-BOMBS			
	5		D	D	D

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DECK CREWS	
	2

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



## DISRUPTOR TABLE

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(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, OULD	10	10	8	8	6	0	0	0

## PLASMA-BOLT DAMAGE TABLE

RANGE	0	1-5	6-10	11-15	16-25
HIT (STD)	NA	1-5	1-4	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-4	1-3	NA
DAMAGE, STD	NA	12	8	6	4
DAMAGE, OULD	18	18	12	6	NA

The Talruum is courtesy of  
John Christie < sfbrocky@rocknet.net.au >

SHIPS PERFORMANCE		
MOVEMENT COST	=	1
HET COST	=	5
ERRATIC MANEUVER COST	=	6
BREAKDOWN	=	5-6
TURN MODE = D	=	SPEED
POWER SYSTEMS	=	1 2-4
WARP	=	30 2 5-8
IMPULSE	=	4 3 9-12
APR	=	6 4 13-17
TOTAL	=	40 5 18-24
BTTY	=	5 6 25+
HET		BD

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## TYPE III DEFENSE PHASER

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

CIWS	
1	
2	

HOLDS ADD's AND TYPE-VI  
DRONES IN ANY COMBO.  
TWO RELOADS.

## 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

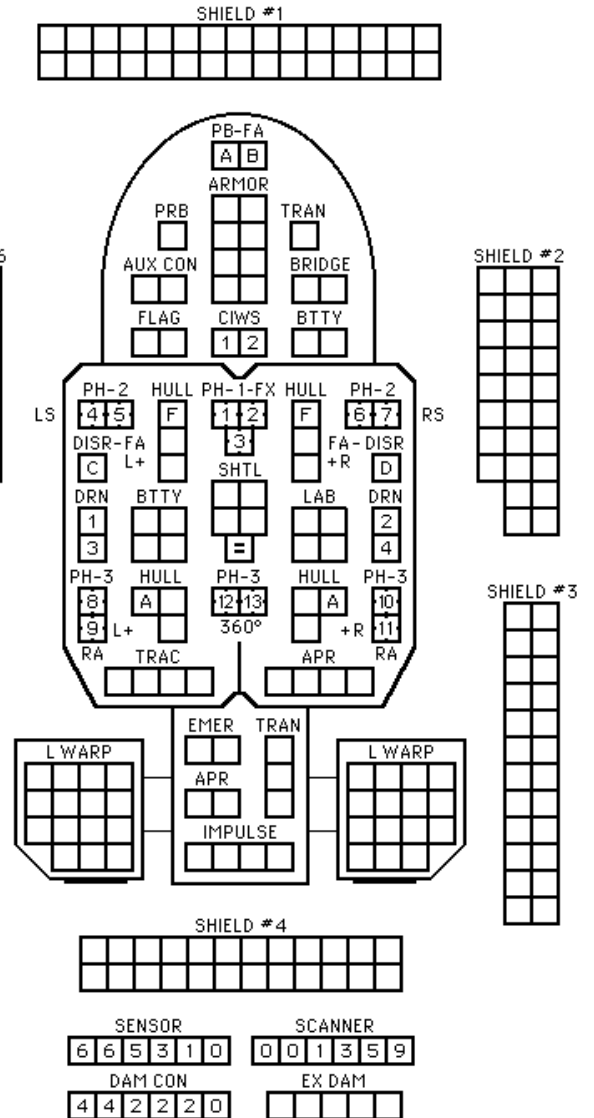
## TYPE II PHASER TABLE

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

DRONE RACK			
1			C
2			C
3			C
4			C

EACH C-RACK HAS ONE RELOAD.  
THE Y175 REIT ADDS ONE  
RELOAD TO EACH DRONE RACK.

CNTR
------



CAN CONTROL DRONES EQUAL TO DOUBLE THE SENSOR RATING

# TALRUUM HEAVY CRUISER

CREW UNITS									
		*							10
									20
									30
									40
									42

ADMIN SHUTTLES									
IDENT	HIT POINTS	NOTES							

SHIP STATISTICS		
TYPE	=	CA
POINT VALUE	=	150
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CA
REFERENCE	=	(RTA.4)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y140
Y175 REFIT	=	+0

CNTR

BOARDING PARTIES									
									10
									12

PROBES				
				5

T-BOMBS						
			D	D	D	D

## TYPE II PHASER TABLE

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

## 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	1	
HET COST	5	
ERRATIC MANEUVER COST	6	
BREAKDOWN	5-6	
TURN MODE = D	SPEED	
POWER SYSTEMS	1	2-4
WARP = 30	2	5-8
IMPULSE = 4	3	9-12
APR = 5	4	13-17
TOTAL = 39	5	18-24
BTTY = 4	6	25+
HET	BD	

DRONE RACK					
1					C
2					C
3					C
4					C

CIWS									
1									

HOLDS ADD's AND TYPE-VI DRONES IN ANY COMBO.  
TWO RELOADS.



EACH C-RACK HAS ONE RELOAD.  
THE Y175 REFIT ADDS ONE RELOAD TO EACH DRONE RACK.

## PLASMA-BOLT DAMAGE TABLE

RANGE	0	1-5	6-10	11-15	16-25
HIT (STD)	NA	1-5	1-4	1-3	1-2
HIT (OVERLOAD)	1-6	1-5	1-4	1-3	NA
DAMAGE, STD	NA	12	8	6	4
DAMAGE, OVL	18	18	12	6	NA

## 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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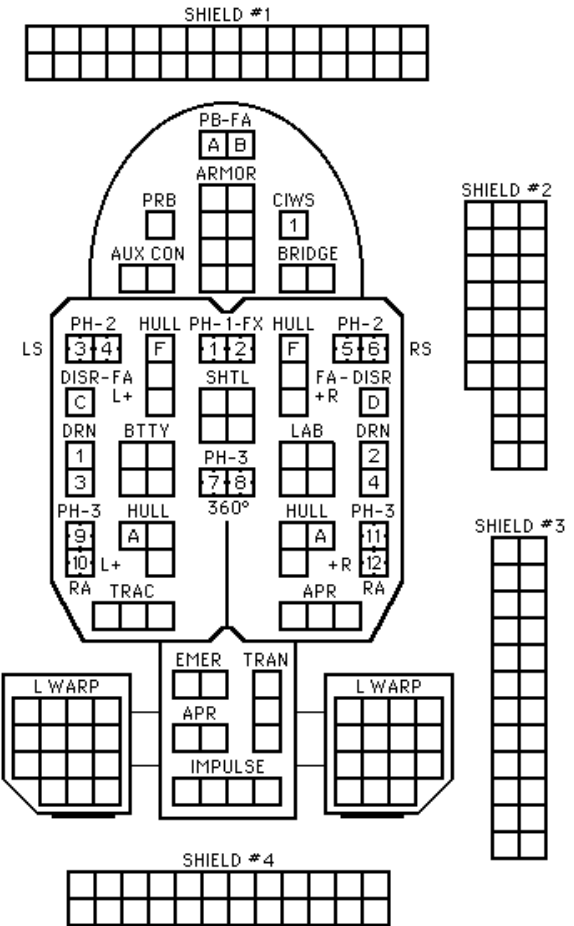
## DISRUPTOR TABLE

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 (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, OVL	10	10	8	8	6	0	0	0

The Talruum is courtesy of  
John Christie < sfbrocky@rocknet.net.au >

## ADD TABLE

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



MOVEMENT COST = 1

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

CAN CONTROL DRONES EQUAL TO DOUBLE THE SENSOR RATING



# TALRUUM LIGHT CRUISER

CREW UNITS									
		*							10
									20
									30
									32

ADMIN SHUTTLES									
IDENT	HIT POINTS	NOTES							

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP STATISTICS	
TYPE	= CL
POINT VALUE	= 120
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
TACT INTEL	= CL
REFERENCE	= (RTA.7)
SOURCE	= UNOFFICIAL
YEAR IN SVC	= Y123
Y175 REFIT	= +0

CNTR	
------	--

BOARDING PARTIES									
									10
									12

PROBES				
				5

T-BOMBS						
			D	D	D	D

TYPE II PHASER TABLE									
DIE ROLL	RANGE 0	1	2	3	4	5	6	7	8
1	6	5	5	4	3	2	1	1	
2	6	5	4	4	2	1	1	0	
3	6	4	4	4	1	1	0	0	
4	5	4	4	3	1	0	0	0	
5	5	4	3	3	0	0	0	0	
6	5	3	3	3	0	0	0	0	

TYPE III DEFENSE PHASER									
DIE ROLL	RANGE 0	1	2	3	4	5	6	7	8
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 ROLL	RANGE 0	1	2	3	4	5	6	7	8	9
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	3	1	0	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



DISRUPTOR TABLE							
RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2
DAMAGE, OULD	10	10	8	8	6	0	0

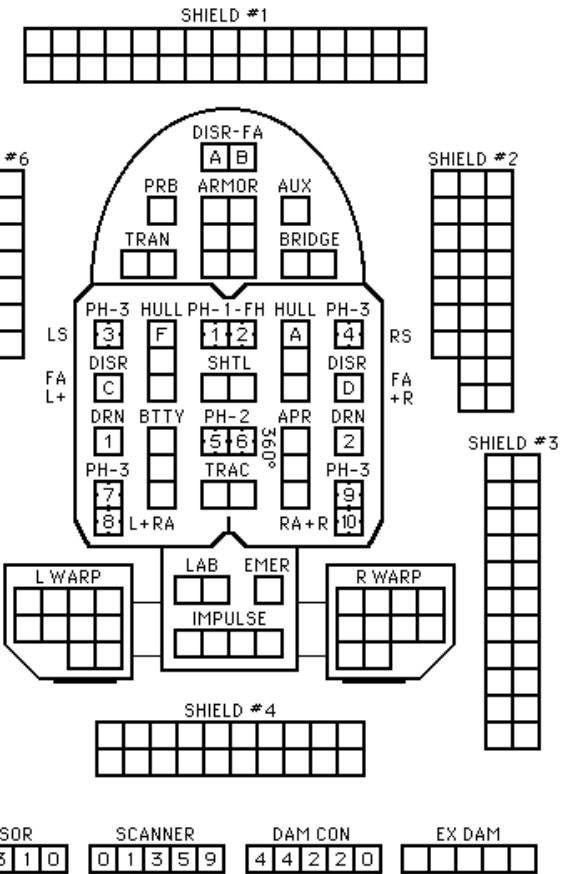
SHIPS PERFORMANCE		
MOVEMENT COST	.75	
HET COST	3.75	
ERRATIC MANEUVER COST	4.5	
BREAKDOWN	5-6	
TURN MODE=C	SPEED	
POWER SYSTEMS	1	2-4
WARP	= 20	2 5-9
IMPULSE	= 4	3 10-14
APR	= 3	4 15-20
TOTAL	= 27	5 21-27
BTTY	= 3	6 28+
HET		BD

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DRONE RACK				
1				C
2				C

EACH C-RACK HAS ONE RELOAD.  
THE Y175 REFIT ADDS ONE RELOAD TO EACH DRONE RACK.

The Talruum is courtesy of  
John Christie < sfbrock@rocknet.net.au >



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

# TALRUUM LIGHT SCOUT CRUISER

CREW UNITS						
		*				10
						20
						30

ADMIN SHUTTLES						
IDENT	HIT POINTS	NOTES				
THIS SHIP HAS ONE SHUTTLE BAY.						

SHIP STATISTICS		
TYPE	=	CLS
POINT VALUE	=	116
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CL
REFERENCE	=	(RTA.8)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y142
Y175 REFIT	=	+0

BOARDING PARTIES						
						10

PROBES				
				5

T-BOMBS				
			D	D

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

DRONE RACK				
1				C
2				C

EACH C-RACK HAS ONE RELOAD.  
THE Y175 REFIT ADDS ONE RELOAD TO EACH DRONE RACK.

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 = 20	2	5-9
IMPULSE = 4	3	10-14
APR = 4	4	15-20
TOTAL = 28	5	21-27
BTTY = 3	6	28+
HET		BD

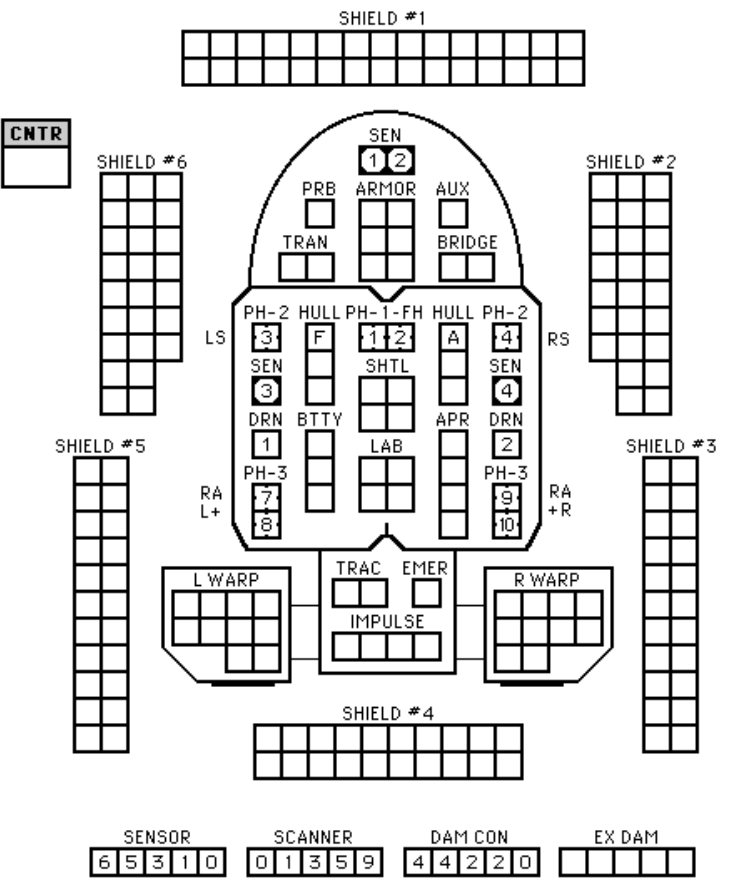
TYPE I PHASER										
DIE ROLL	RANGE 0	1	2	3	4	5	6-9-16-26-8 15 25 50 75			
1	9	8	7	6	5	5	4	3	2	1 1
2	8	7	6	5	5	4	3	2	1	1 0
3	7	5	5	4	4	4	3	1	0	0 0
4	6	4	4	4	4	3	2	0	0	0 0
5	5	4	4	4	3	3	1	0	0	0 0
6	4	4	3	3	2	2	0	0	0	0 0



TYPE III DEFENSE PHASER						
DIE ROLL	RANGE 0	1	2	3	4-9-8 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

The Talruum is courtesy of  
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CAN CONTROL DRONES EQUAL TO DOUBLE THE SENSOR RATING

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	

# TALRUUM WAR CRUISER

CREW UNITS									
		*							10
									20
									30
									32

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

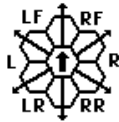
BOARDING PARTIES									
									10

PROBES				
				5

T-BOMBS				
			D	D

## TYPE I PHASER

DIE ROLL	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
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 II PHASER TABLE

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

## TYPE III DEFENSE PHASER

DIE ROLL	0	1	2	3	4-8	9-15
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

## PLASMA-BOLT DAMAGE TABLE

RANGE	0	1-5	6-10	11-15	16-25
HIT (STD)	NA	1-5	1-4	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-4	1-3	NA
DAMAGE, STD	NA	12	8	6	4
DAMAGE, OULD	18	18	12	6	NA

CIWS									
1									
2									

HOLDS ADD'S AND TYPE-VI DRONES IN ANY COMBO. TWO RELOADS.

DRONE RACK				
1				C
2				C
3				C
4				C

EACH C-RACK HAS ONE RELOAD. THE Y175 REFIT ADDS ONE RELOAD TO EACH DRONE RACK.

The Talruum is courtesy of John Christie < sfbrocky@rocknet.net.au >

## ADD TABLE

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

SHIP STATISTICS	
TYPE	= CW
POINT VALUE	= 135
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
TACT INTEL	= CW
REFERENCE	= (RTA.15)
SOURCE	= UNOFFICIAL
YEAR IN SVC	= Y169
Y175 REFIT	= +0

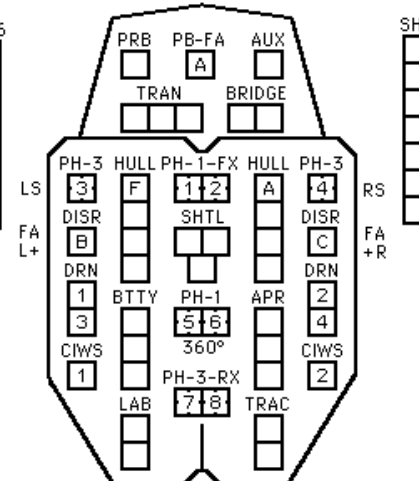
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SHIPS PERFORMANCE	
MOVEMENT COST	.66
HET COST	3.33
ERRATIC MANEUVER COST	4
BREAKDOWN	5-6
TURN MODE = C SPEED	
POWER SYSTEMS	1 2-4
WARP	= 22 2 5-9
IMPULSE	= 4 3 10-14
APR	= 3 4 15-20
TOTAL	= 29 5 21-27
BTTY	= 3 6 28+
HET	BD

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SHIELD #1									

SHIELD #6									



SHIELD #2									

SHIELD #5									

SHIELD #3									

SHIELD #4									

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

CAN CONTROL DRONES EQUAL TO DOUBLE THE SENSOR RATING

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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

# TALRUUM DESTROYER

CREW UNITS									
		*							10
									19

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES
THIS SHIP HAS ONE SHUTTLE BAY.		

SHIP STATISTICS		
TYPE	=	DD
POINT VALUE	=	96
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
TACT INTEL	=	DD
REFERENCE	=	(RTA.10)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y137
Y175 REFIT	=	+0

CNTR
------

BOARDING PARTIES									
									10

PROBES				
				5

T-BOMBS						
			D	D	D	D

## TYPE II PHASER TABLE

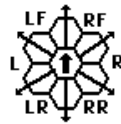
DIE	RANGE	4-9	16-31	50						
ROLL	0	1	2	3	4	5	6	7	8	9
1	6	5	5	4	3	2	1	1		
2	6	5	4	4	2	1	1	0		
3	6	4	4	4	1	1	0	0		
4	5	4	4	3	1	0	0	0		
5	5	4	3	3	0	0	0	0		
6	5	3	3	3	0	0	0	0		

## TYPE III DEFENSE PHASER

DIE	RANGE	4-9	16-31	50						
ROLL	0	1	2	3	4	5	6	7	8	9
1	4	4	4	3	1	1	0			
2	4	4	4	2	1	0	0			
3	4	4	4	1	0	0	0			
4	4	4	3	0	0	0	0			
5	4	3	2	0	0	0	0			
6	3	3	1	0	0	0	0			

## TYPE I PHASER

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

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

SHIPS PERFORMANCE		
MOVEMENT COST	.5	
HET COST	2.5	
ERRATIC MANEUVER COST	3	
BREAKDOWN	5-6	
TURN MODE = C SPEED		
POWER SYSTEMS	1	2-4
WARP =	16	2 5-9
IMPULSE =	2	3 10-14
APR =	2	4 15-20
TOTAL =	20	5 21-27
BTTY =	2	6 28+
HET		BD

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DRONE RACK		
1		C
2		C

EACH C-RACK HAS ONE RELOAD.  
THE Y175 REFIT ADDS ONE RELOAD TO EACH DRONE RACK.

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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

## SENSOR

6
6
5
3
1
0

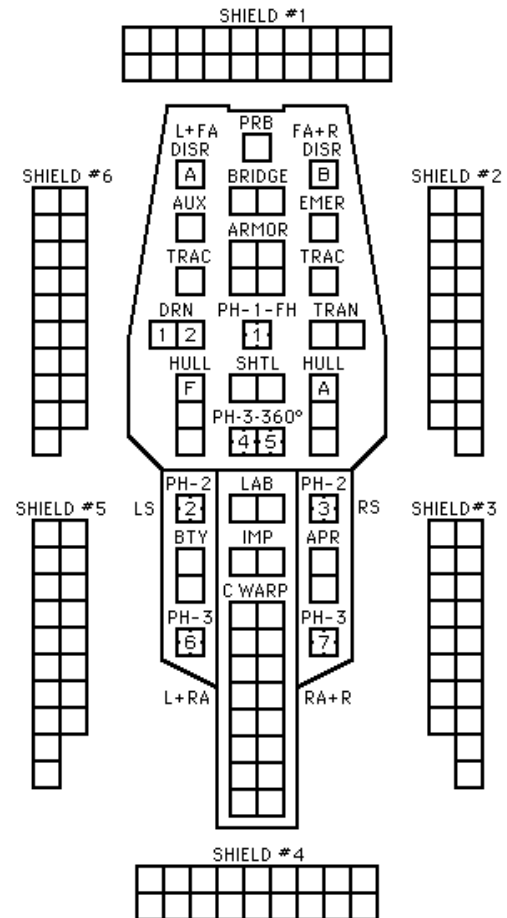
## SCANNER

0
0
1
3
5
9

## DAM CON

2
2
2
0

## EX DAM

CAN CONTROL DRONES EQUAL TO DOUBLE THE SENSOR RATING

# TALRUUM WAR DESTROYER

CREW UNITS									
		*							10
									20
		23							

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES
THIS SHIP HAS ONE SHUTTLE BAY.		

SHIP STATISTICS		
TYPE	=	DW
POINT VALUE	=	112
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
TACT INTEL	=	DD
REFERENCE	=	(RTA.20)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y176
Y175 REFIT	=	+0

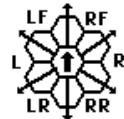
CNTR
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BOARDING PARTIES									
									10
		12							

PROBES				
				S

T-BOMBS						
			D	D	D	D

PLASMA-BOLT DAMAGE TABLE					
RANGE	0	1-5	6-10	11-15	16-25
HIT (STD)	NA	1-5	1-4	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-4	1-3	NA
DAMAGE, STD	NA	12	8	6	4
DAMAGE, OULD	18	18	12	6	NA



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

TYPE III DEFENSE PHASER						
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

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

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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

DRONE RACK						
1						C
2						C

EACH C-RACK HAS ONE RELOAD.  
THE Y175 REFIT ADDS ONE RELOAD  
TO EACH DRONE RACK.

CIWS													
1													
2													

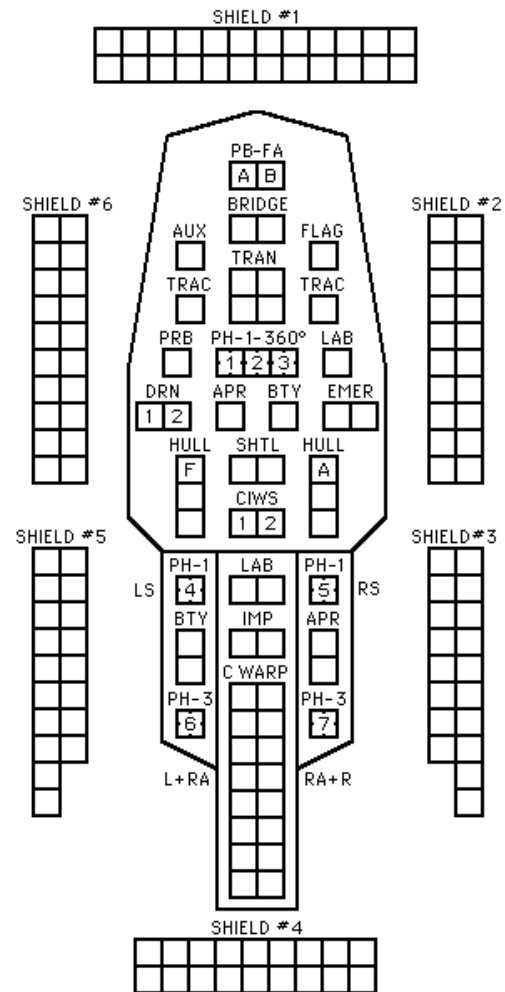
HOLDS ADD's AND TYPE-VI  
DRONES IN ANY COMBO.  
TWO RELOADS.

SENSOR
6
5
3
1
0

SCANNER
0
0
1
3
5
9

DAM CON
2
2
2
0

EX DAM



CAN CONTROL DRONES EQUAL TO DOUBLE THE SENSOR RATING

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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

# TALRUUM FRIGATE

CREW UNITS									
		*							10

ADMIN SHUTTLES					
IDENT	HIT POINTS	NOTES			
THIS SHIP HAS ONE SHUTTLE BAY.					

SHIP STATISTICS	
TYPE	= FF
POINT VALUE	= 68
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
TACT INTEL	= FF
REFERENCE	= (RTA.16)
SOURCE	= UNOFFICIAL
YEAR IN SVC	= Y150
Y175 REFIT	= +0

CNTR

DECK CREWS
1

BOARDING PARTIES						
						7

PROBES				
				5

T-BOMBS							
				D	D	D	D

## TYPE I PHASER

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

## DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA
DAMAGE, STD	0	5	4	4	3	3
DAMAGE, OULD	10	10	8	8	6	0

## TYPE II PHASER TABLE

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

## 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	.5
HET COST	2.5
ERRATIC MANEUVER COST	3
BREAKDOWN	6
TURN MODE=A SPEED	
POWER SYSTEMS	1 2-6
WARP = 10	2 7-12
IMPULSE = 2	3 13-19
APR = 3	4 20-26
TOTAL = 15	5 27+
BTTY = 2	
HET	BD

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DRONE RACKS					
1					C
2					C

RACKS HAD (ONE RELOAD) UNTIL THE Y175 REFIT, (2 RELOADS)

CIWS
1

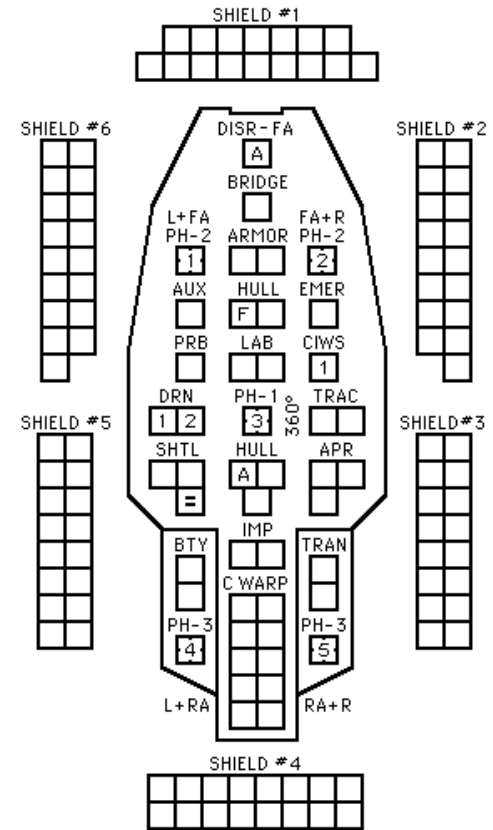
ADDs & TYPE-IV DRONES TWO RELOADS

SENSOR
6
5
3
1
0

SCANNER
0
1
3
5
9

DAM CON
2
2
2
0

EX DAM



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WARP ENERGY MOVEMENT COST = .33 (1/3)	HET COST = 5		ERRATIC MANEUVER WARP COST = 6																											
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	
Fract.	.33	.67	1	1.33	1.67	2	2.33	2.67	3	3.33	3.67	4	4.33	4.67	5	5.33	5.67	6	6.33	6.67	7	7.33	7.67	8	8.33	8.67	9	9.33	9.67	10

# TALRUUM PDD DESTROYER

(REBUILT PROMETHEAN DD)

CREW UNITS									
		*							10
									20

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

SHIP STATISTICS		
TYPE	=	PDD
POINT VALUE	=	100
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
TACT INTEL	=	PDD
REFERENCE	=	(RTA.11)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	(Y133)
Y175 REFIT	=	+0

CNTR
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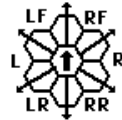
BOARDING PARTIES									
									10

PROBES				
				5

T-BOMBS		
		D D

### TYPE II PHASER TABLE

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



### TYPE III DEFENSE PHASER

DIE	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	

DRONE RACK			
1			C
2			C
3			C
4			C

EACH C-RACK HAS ONE RELOAD.  
THE Y175 REFIT ADDS ONE RELOAD  
TO EACH DRONE RACK.

SHIPS PERFORMANCE		
MOVEMENT COST	.5	
HET COST	2.5	
ERRATIC MANEUVER COST	3	
BREAKDOWN	5-6	
TURN MODE=C SPEED		
POWER SYSTEMS	1	2-4
WARP =	16	2 5-9
IMPULSE =	2	3 10-14
APR/AWR =	3	4 15-20
TOTAL =	21	5 21-27
BTTY =	3	6 28+
HET		BD

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### ADD TABLE

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

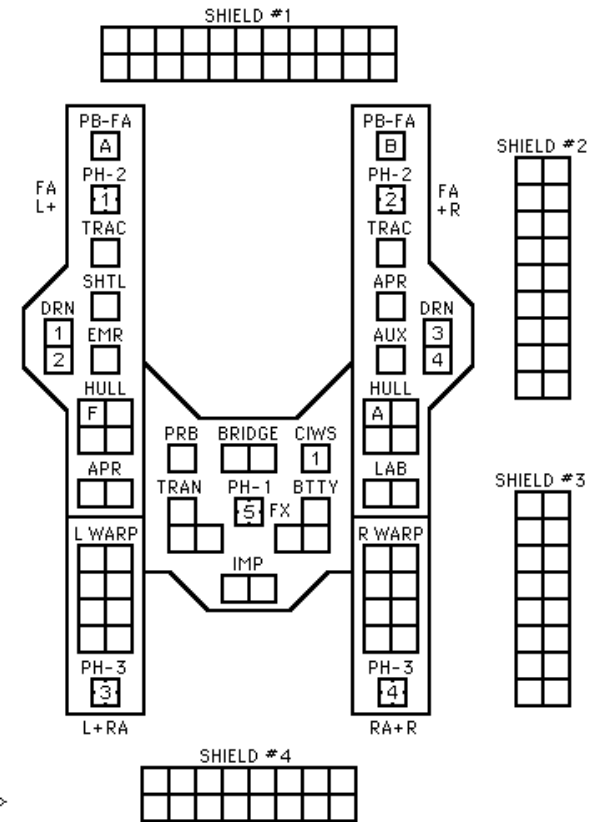
### PLASMA-BOLT DAMAGE TABLE

RANGE	0	1-5	6-10	11-15	16-25
HIT (STD)	NA	1-5	1-4	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-4	1-3	NA
DAMAGE, STD	NA	12	8	6	4
DAMAGE, OULD	18	18	12	6	NA

CWWS									
1									

HOLDS ADD'S AND TYPE-VI  
DRONES IN ANY COMBO.  
TWO RELOADS.

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SENSOR				
6	5	3	1	0

SCANNER				
0	1	3	5	9

DAM CON			
2	2	2	0

EX DAM			

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
	12								

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES
THIS SHIP HAS ONE SHUTTLE BAY.		

SHIP STATISTICS		
TYPE	=	AxYCL
POINT VALUE	=	60
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
TACT INTEL	=	F-L\$
REFERENCE	=	(RTA.31)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y72
PLUS REFIT (Y90)	=	+4

CNTR	
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BOARDING PARTIES					
					6

T-BOMBS	
	D

### TYPE II PHASER TABLE

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



### TYPE III DEFENSE PHASER

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

THIS SHIP CAN ACCELERATE BY NO MORE THAN 5 MOVEMENT POINTS PER TURN.

THIS SHIP MAY DISENGAGE BY ACCELERATION.

SHIPS PERFORMANCE		
MOVEMENT COST	.5	
HET COST	2.5	
ERRATIC MANEUVER COST	3	
BREAKDOWN	2-6	
TURN MODE=D	SPEED	
POWER SYSTEMS	1	2-4
WARP = 12	2	5-8
IMPULSE = 2	3	9-12
APR = 1	4	13-17
TOTAL = 15	5	18-24
BTTY = 0	6	25+
HET		BD

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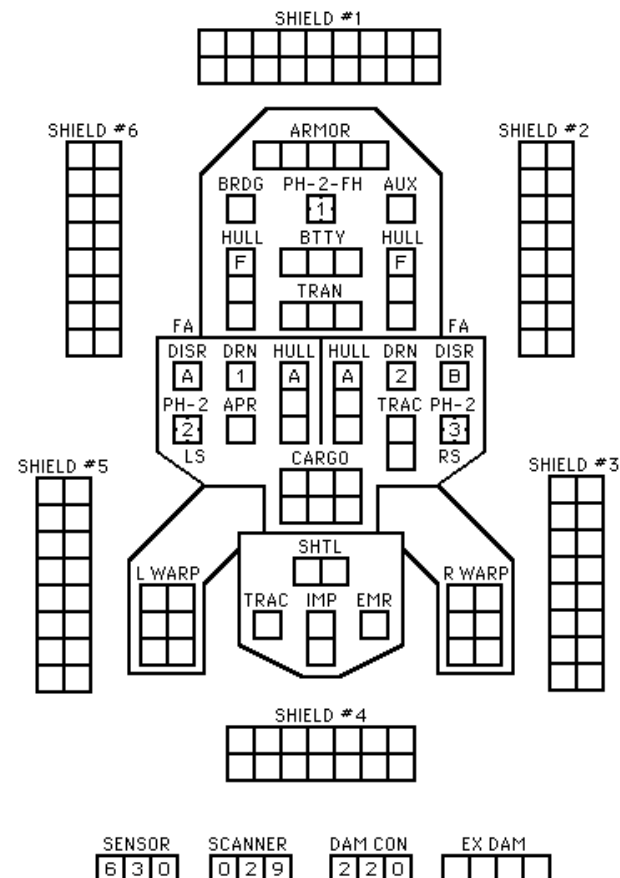
### DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3
DAMAGE, STD	0	5	4	4	3	3	2

DRONE RACK	
1	A C
2	A C

Racks always have One Reload.  
Plus Refit changes A-Racks to C-Racks.

# TALRUUM AUXILIARY EARLY LIGHT CRUISER



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						
	*					7

ADMIN SHUTTLES						
IDENT	HIT POINTS	NOTES				
THIS SHIP HAS ONE SHUTTLE BAY.						

SHIP STATISTICS		
TYPE	=	AxYDD
POINT VALUE	=	35
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
TACT INTEL	=	YF-S
REFERENCE	=	(RTA.30)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y68
PLUS REFIT (Y90)	=	+4

CNTR

BOARDING PARTIES			
			4

T-BOMBS	
	D

### TYPE II PHASER TABLE

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



SHIPS PERFORMANCE		
MOVEMENT COST	.33	
HET COST	1.66	
ERRATIC MANEUVER COST	2	
BREAKDOWN	2-6	
TURN MODE=C SPEED		
POWER SYSTEMS	1	2-4
WARP = 8	2	5-9
IMPULSE = 1	3	10-14
APR = 0	4	15-20
TOTAL = 9	5	21-27
BTTY = 2	6	28+
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	

THIS SHIP CAN ACCELERATE BY NO MORE THAN 5 MOVEMENT POINTS PER TURN.

THIS SHIP MAY DISENGAGE BY ACCELERATION.

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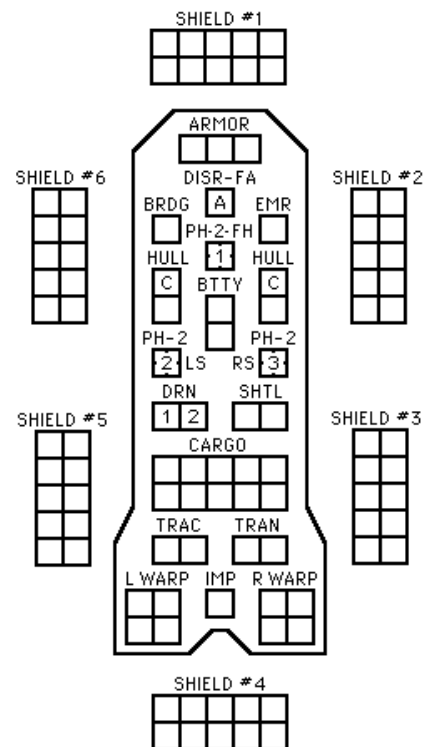
### DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3
DAMAGE, STD	0	5	4	4	3	3	2

DRONE RACK						
1					A	C
2					A	C

Racks always have One Reload.  
Plus Refit changes A-Racks to C-Racks.

# TALRUUM AUXILIARY EARLY DESTROYER



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

WARP ENERGY MOVEMENT COST = .33 (1/3)	HET COST = 5										ERRATIC MANEUVER WARP COST = 6																			
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	.33	.67	1	1.33	1.67	2	2.33	2.67	3	3.33	3.67	4	4.33	4.67	5	5.33	5.67	6	6.33	6.67	7	7.33	7.67	8	8.33	8.67	9	9.33	9.67	10



