

(RT.0) The Thaan Pirate Syndicate

(RT.1) Thaan Pirate Background

The Thaan Pirates are a tight organization of crime lords and gangs that have operated throughout various locations in the Galactic Core for many years. Each gang is controlled by a local crime lord, who in turn answers to the head crime boss headquartered in the Thaan Providences (hence the name Thann Pirates). Unlike the Orion Pirates of the Known Galaxy, the head crime boss of the Thaan Pirates enforces strict control over all operations in the syndicate, with dissenters and rogues being dealt with harshly.

The pirates operate a successful criminal empire mostly by raiding PAX Cooperative trade routes as well as Andrium and Promethean supply lines. Local crime lords have been known to act as mercenaries on occasions, lending their services to both sides of numerous conflicts.

Syndicate ships are generally divided into three 'fleets', the Alpha Fleet is defensive in nature - used to protect local crime lords, the Beta Fleet consists of small vessels used to raid relatively lightly armed shipping lanes, and the Omega Fleet - which is used in situations where well defended targets or warships may be present.

The frequent occurrences of pirate activity in the "eastern" quadrants of the Galactic Core suggest that the pirates utilize a number of uncharted wormholes for long range travel. PAX Cooperative leadership has spent large amounts of resources to verify this without success.

(RT.2) Thaan Pirate Raider Fleets

Beta Fleet Ships and Variants:

(RT.3) MERCURY FAST RAIDER (MR): Used primarily in situations where trade lines are moderately defended, the MR is one of the heaviest ships in the Beta Fleet. The Mercury is also often leased out as a mercenary vessel.

(RT.12) HERMES LIGHT CARRIER (MRV): The Carrier version of the Mercury Raider. Entered service in Y168. Clans operating this vessel in the Eastern Quadrants normally mounted one Plasma-D rack in place of the Drone-G rack. Carried 150 spaces of Drones, Plasma-D's and RALAD's. Escort Group is 1 WRE. Had most of the faults and advantages of the Sterling Silver. (note: the MRV is courtesy of John Christie).

(RT.7) WASP RAIDER (WR): This small fast vessel makes up the bulk of the Beta Fleet. Used primarily to attack unescorted transport lanes, the WR is a freighter captains worst enemy.

(RT.9) PREYSEEKER LIGHT SCOUT (LS): Based on an SLR hull, the Preyseeker roamed the Galactic Core in search of shipping lanes, PAX policing routes, and uncharted systems to exploit. Although more than capable in outrunning pursuit, the LS was fitted with drone racks in its standard configuration just in case.

Omega Fleet Ships and Variants:

(RT.5) QUICKSILVER FAST BATTLERAIDER (QBR): A mainstay of the Syndicate's Omega Fleet, the QBR is incredibly designed, superior in combat, and generally more expensive than any other ship of its size. The Thaan Pirates rarely build ships of size class 3, relying on fast and powerful size class 4 vessels to carry the workload of particularly dangerous criminal operations against well armed foes, which this ship excels at. Due to hull stress the weapons and engines cause to the ship, the QBR is unsuitable for extended operations and requires extensive and regular maintenance.

(RT.6) ACL *SEDRICK'S HORIZON* (ACL): Captain Keko Sedrick of the Syndicate's Omega Fleet captured and modified this Andrium CL in early Y157. Originally intended to serve as a mole within the Andrium fleet, the captured CL was too badly damaged to function undercover and eventually underwent the standard factory un-authorized Thaan modifications. *Sedrick's Horizon* served within the Omega Fleet until Y164 before disappearing (along with Keko and the entire crew) under unknown circumstances.

(RT.8) SPIDERBITE LIGHT RAIDER (SLR): Making up the majority of the Omega Fleet, the Spiderbite played a key role in disrupting freight lanes along the PAX wormhole network. Oftentimes even well escorted Vulpian Raiders fell prey to squadrons of SLR's emerging from secret jump gates near the Vulpian/Za'Cahri borders.

ANNEX 8CW: THAAN PIRATE OPTIONAL WEAPONS CHART

Cargo	0	
Disruptor - 15	-1	
Disruptor - 22	0	
Disruptor - 30	1	
Drone Rack A	0	
Drone Rack B	1	
Drone Rack C	1	
Flash Cannon (light)	1	
Flash Cannon (heavy)	2* #	
Hellbore (after Y173)	2 Ω #	
Hull	0	
Ionic Accelerator	1.5 Ω	
Lab	0	
Phaser-1	0	
Phaser-2	-.25	
Phaser-3	-.50	

Proto-Bolt Torpedo	0
Plasma-F (no swivel)	0
Plasma-F (swivel)	1
Plasma-G (no swivel)	1*
Plasma-G (swivel)	2*
Plasma-S (no swivel)	4* #
Plasma-S (swivel)	7* #
Probe Launcher	0
Tractor Beam	0
Transporter	0

* Requires two adjacent optional mounts.# Cannot be mounted on a Size Class-4 or smaller ship.Ω Limited Availability - No more than 2 per ship may be mounted.

CREW UNITS									
		*							10
									20
									30
									34

ADMIN SHUTTLES									
IDENT	HIT POINTS	NOTES							

SHIP STATISTICS		
TYPE	=	ACL
POINT VALUE	=	135
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	ACL
REFERENCE	=	(RT.6)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y157

CNTR

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BOARDING PARTIES									
									10

T-BOMBS				
		D	D	D

TYPE I PHASER

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



SHIPS PERFORMANCE		
MOVEMENT COST		.75
HET COST		3.75
ERRATIC MANEUVER COST		4.5
BREAKDOWN		5-6
TURN MODE = C SPEED		
POWER SYSTEMS	1	2-4
WARP	= 24	2 5-9
IMPULSE	= 3	3 10-14
APR	= 2	4 15-20
TOTAL	= 29	5 21-27
BTY	= 2	6 28+
HET		BD

LIGHT FLASH CANNON

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

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

CORE WORLDS
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DISRUPTOR

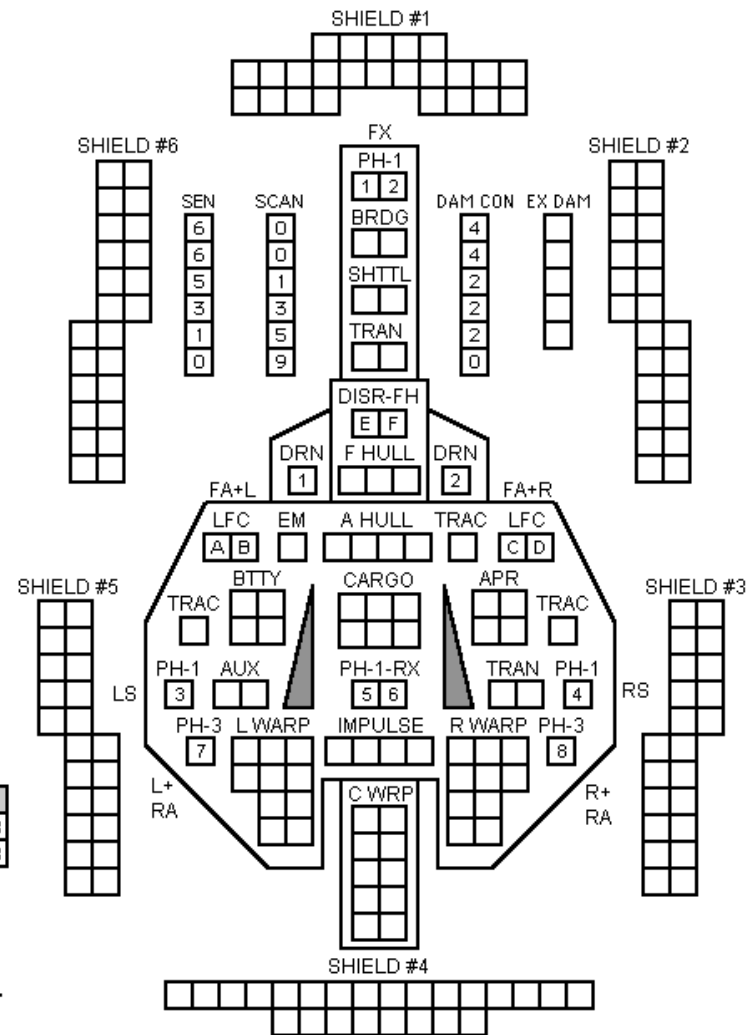
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2
DAMAGE, OULD	10	10	8	8	6	0	0	0

DRONE RACKS									
1						A			B
2						A			B

A-RACKS (ONE RELOAD) ARE CHANGED TO B-RACKS (TWO RELOADS) IN Y175.

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THAAN ACL
 (CAPTURED AND MODIFIED ANDRIUM CL)
 "SEDRICK'S HORIZEN"



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		

CREW UNITS									
		*							10
									20

ADMIN SHUTTLES									
IDENT	HIT POINTS			NOTES					

SHIP STATISTICS		
TYPE	=	LS
POINT VALUE	=	77/97
SHIELD COST	=	.5 + .5
LIFE SUPPORT	=	.5
SIZE CLASS	=	4
TACT INTEL	=	LR
REFERENCE	=	(RT.9)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y157

CNTR

THAAN PREYSEEKER LIGHT SCOUT

BOARDING PARTIES					
					6

T-BOMBS		
		D D

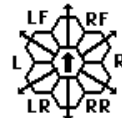
PROBES				
				5

TYPE I PHASER

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

SHIPS PERFORMANCE	
MOVEMENT COST	0.33
HET COST	1.67
ERRATIC MANEUVER COST	2
BREAKDOWN	6
TURN MODE = A SPEED	
POWER SYSTEMS	1 2-6
WARP = 18	2 7-12
IMPULSE = 2	3 13-19
APR = 2	4 20-26
TOTAL = 22	5 27+
BTTY = 2	
HET	BD

OPTION MOUNTS (SEE APPENDIX BCW)	
A	
B	



FA = LF + RF
 RX = L + LR + RR + R
 FX = L + LF + RF + R

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0			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	

DRONE RACKS									
1							A		B
2							A		B

A-RACKS (ONE RELOAD) ARE CHANGED TO B-RACKS (TWO RELOADS) IN Y175.

CORE WORLDS

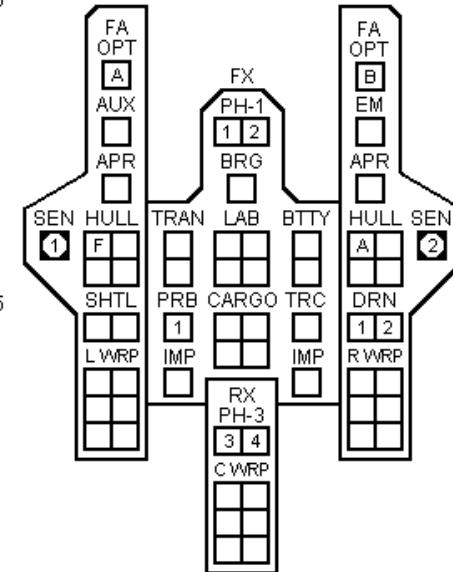
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SHIELD #1									

SHIELD #6									



SHIELD #2									

SHIELD #5									

SHIELD #3									

SHIELD #4									

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

CREW UNITS									
		*							10
									20
									30

ADMIN SHUTTLES									
IDENT	HIT POINTS	NOTES							

SHIP STATISTICS		
TYPE	=	MR
POINT VALUE	=	125
SHIELD COST	=	.5 + .5
LIFE SUPPORT	=	.5
SIZE CLASS	=	4
TACT INTEL	=	QBC
REFERENCE	=	(RT.3)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y166

CNTR

THAAN MERCURY FAST RAIDER

BOARDING PARTIES									
									10
									16

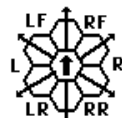
T-BOMBS			
		D	D

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

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 = 24	2	7-12
IMPULSE = 4	3	13-19
APR = 4	4	20-26
TOTAL = 32	5	27+
BTTY = 4		
HET		BD

OPTION MOUNTS (SEE APPENDIX 8CW)	
A	
B	
C	
D	



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

TYPE III DEFENSE PHASER

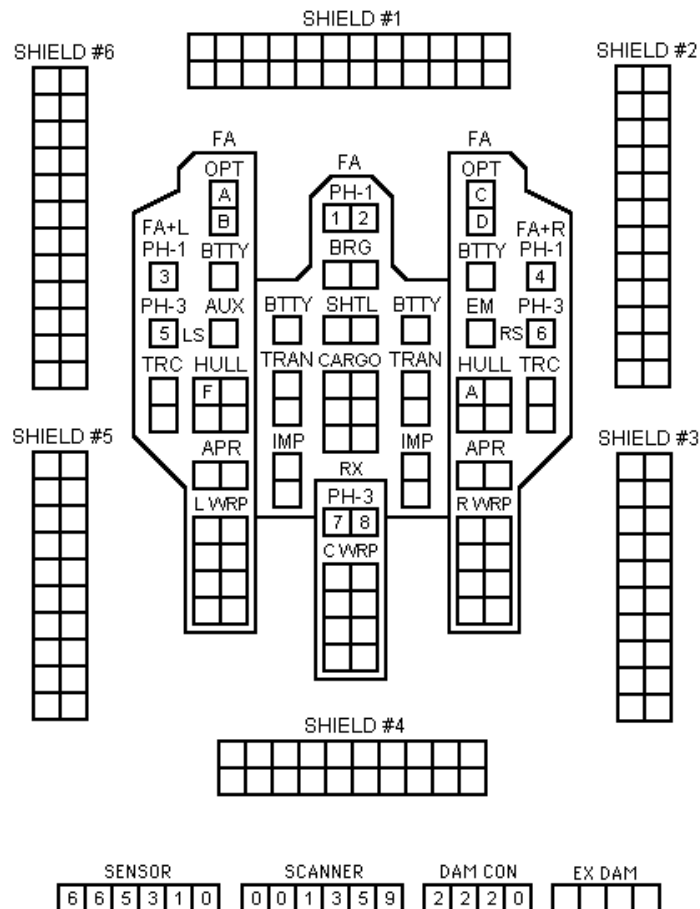
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

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WARP ENERGY MOVEMENT COST = .5 (1/2)	HET COST = 5										ERRATIC MANEUVER WARP COST = 6																			
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	.5	1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10	10.5	11	11.5	12	12.5	13	13.5	14	14.5	15

CREW UNITS									
		*							10
									20
									30

ADMIN SHUTTLES									
IDENT	HIT POINTS	NOTES							

SHIP STATISTICS		
TYPE	=	QBR
POINT VALUE	=	137
SHIELD COST	=	.5 + .5
LIFE SUPPORT	=	.5
SIZE CLASS	=	4
TACT INTEL	=	MR
REFERENCE	=	(RT.5)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y168

CNTR	
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THAAN QUICKSILVER FAST BATTLE RAIDER

BOARDING PARTIES									
									10
									18

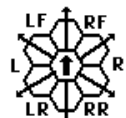
T-BOMBS			
		D	D

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

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 = 24	2	7-12
IMPULSE = 4	3	13-19
APR = 4	4	20-26
TOTAL = 32	5	27+
BTTY = 4		
HET		BD

OPTION MOUNTS (SEE APPENDIX BCW)	
A	
B	
C	
D	
E	
F	



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

DRONE RACKS									
1								A	B
2								A	B

A-RACKS (ONE RELOAD) ARE CHANGED TO B-RACKS (TWO RELOADS) IN Y175.

TYPE III DEFENSE PHASER

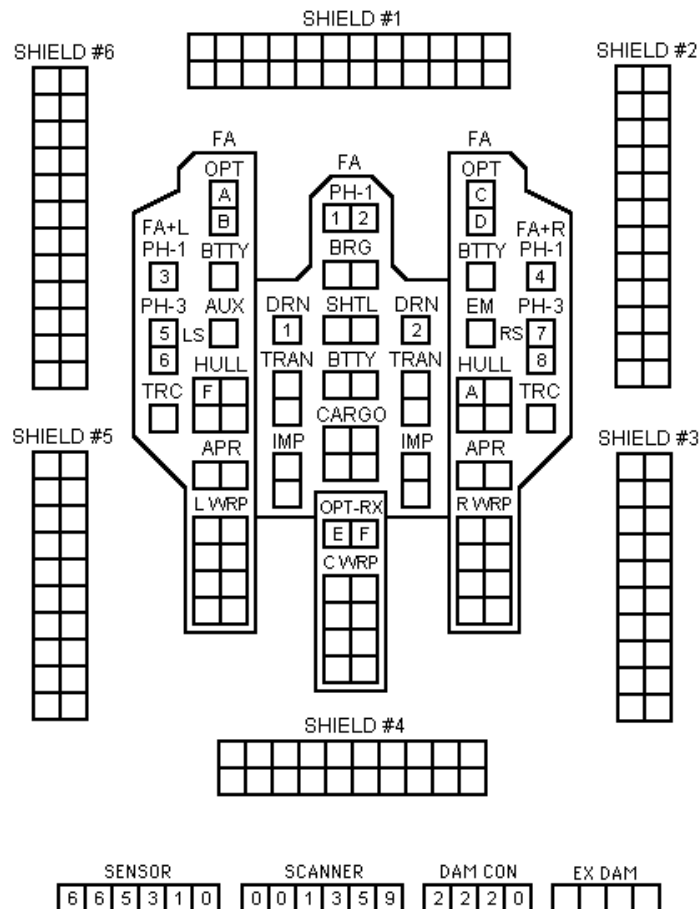
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

CORE WORLDS

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

WARP ENERGY MOVEMENT COST = .5 (1/2)	HET COST = 5										ERRATIC MANEUVER WARP COST = 6																			
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	.5	1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10	10.5	11	11.5	12	12.5	13	13.5	14	14.5	15

CREW UNITS									
		*							10
									20
									22

ADMIN SHUTTLES									
IDENT	HIT POINTS	NOTES							

SHIP STATISTICS		
TYPE	=	SLR
POINT VALUE	=	89
SHIELD COST	=	.5 + .5
LIFE SUPPORT	=	.5
SIZE CLASS	=	4
TACT INTEL	=	LR
REFERENCE	=	(RT.8)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y157

CNTR	
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THAAN SPIDERBITE LIGHT RAIDER

BOARDING PARTIES									
									10

T-BOMBS		
		D D

TYPE I PHASER

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

SHIPS PERFORMANCE		
MOVEMENT COST	0.33	
HET COST	1.67	
ERRATIC MANEUVER COST	2	
BREAKDOWN	6	
TURN MODE = A SPEED		
POWER SYSTEMS	1	2-6
WARP = 18	2	7-12
IMPULSE = 2	3	13-19
APR = 4	4	20-26
TOTAL = 24	5	27+
BTTY = 2		
HET		BD

OPTION MOUNTS (SEE APPENDIX 8CW)	
A	
B	
C	
D	



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

TYPE III DEFENSE PHASER

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

CORE WORLDS

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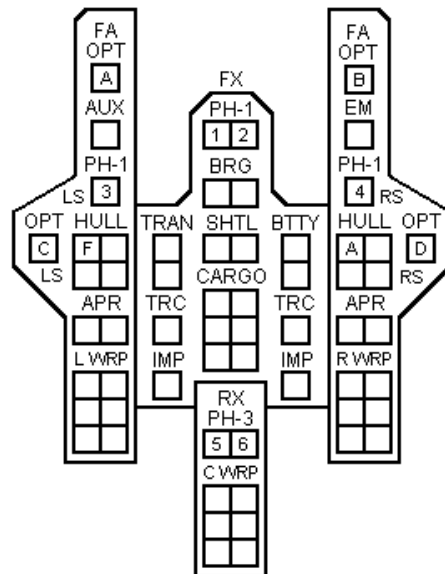
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SHIELD #1									

SHIELD #6

SHIELD #5



SHIELD #2

SHIELD #3

SHIELD #4									

SENSOR	6	6	5	3	1	0	SCANNER	0	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	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

