(RV.0) The Vulpian League

(RV.1) Velkyrien Background

The Vulpian League is an extensive group of systems populated by a group of races known as the Velkyriens and occupying the area between the PAX Cooperative and the Za'Cahri Stronghold, with colonies on the fringes of the Federation and Gorn Exploration Zones. They have also been encountered by the Kzintis in the area between them and the Andrium Kingdom. Due to the respective racial characteristics (explained below) the encounters between Kzintis and Velkyriens are invariably bloody.

Velkyriens are a Canine race with a language, alphabet and naming system which when run through the Universal Translator most closely corresponds to Ancient Norse / Nordic. (Their alphabet looks much like the 24 character "futhark" system of runes.)

Velkyriens are themselves a group of at least 5 identified sub-races which, over the Millennia, have combined together and probably interbred extensively to produce what exists today. They have been space-faring at least as long as the Terran humanoids, probably longer, as Kzinti history makes mention of clashes with a Viking-like Canine race around the time of the Terran late 20th Century.

The Vulpian League is an Elected Monarchy. The King is elected by the Great Thing, a body representative of all the member systems which meets every 5 years to retain or replace the Ruler and advise him on matters of policy. It also meets from time to time, as necessary, to approve (rubberstamp??) the King's decisions and try criminal matters of major Kingdom importance (especially treason).

Each system has its own Thing which appoints a Thegn (Ruler) every 3 years, elects a representative to the Great Thing as necessary, and acts as a Supreme Court and Parliament. Whilst this system seems somewhat anarchistic, it seems to work well in practice. Then again, maybe the Velkyriens are very experienced in "burying" their problems.

The Velkyriens, being of a Viking-like nature, are prone to raiding other races colonies to obtain slaves and booty. They are not, however, pirates. In fact they come down quite savagely on any pirates they capture (It is rumoured they eat them alive). Other than this minor unpleasant trait they are highly civilized and their non-colonial neighbors have found them quite easy to get along with. They are reputed, however, to have supplied both the Federation and Gorns with information about the other inhabitants of the Galactic Core.

For some reason they have a similar attitude to Felinoids as Terran Dogs have to Cats. This means that they do not ever,

under any circumstances, coexist, cohabit, ally with, or have any form of friendly relations with Kizinti or Lyran or any other Feline descended race. They do seem to get on well with the Federation (except when they are raiding their Exploration Zone Colonies). They do not have a very high regard for the PAX, and most encounters seem to end in combat. There have been at least 3 major wars between the PAX (and their predecessors in the area) and the Vulpian League in the last 150 years. These seem mainly to be about territorial borders.

The Velkyriens seem to maintain tolerant, if not actually cordial, relations with the Za'Cahri. This in turn has an effect on their relations with the remainder of the Core World Races. When contact eventually occurred with the Talruum, this rapidly became cordial - probably due to the rapid destruction of a Drakkar raiding force by a Talruum fleet which it had the misfortune to run in to.

The Velkyriens have a large range of ships, with 2 unique heavy Weapons as well as at least 2 unique types of drone systems. They also use ship-borne fighters as a standard weapon (like the Hydrans, but fewer in number). They have also tested weapons of their neighbors, and at least one of their heavy weapons and all their drone systems are the result of such tests. They seem to have installed copies of the Plasma-G and Photon on some of their Size Class 4 warships, possibly because their main heavy weapon, the Mjollnir Cannon, is unsuitable for mounting on all but the largest Size Class 4 Ships. Their Drakkar raiders, something like a pirate ship, can have either Velkyrien Weapons or those of other races, especially Disruptors, Photons, Plasma-G's and G-Racks.

The Drakkar is, in fact, the only warship class which seems to have carried over from the Early Years period to the "Modern" - post Y120 - period. Drakkar are the only "Warship" to which individual citizens can aspire to ownership. They are capable of long voyages and have been encountered in the Lyran Exploration Zone and also in the Omega Sector. Two other types normally encountered with the Drakkar are the F-AL and F-RAL (Large Armed Repair Freighter). Like the Drakkar, the Knorr are also present in both Early and Modern versions and are normally privately owned. There is also a Command version of the Drakkar - the Drakkar-L. This is extremely rare and is only encountered commanding large raids.

Velkyrien Raiders are known by the group name of Ulfhednar and each group of raiders is led by a Chieftain known as a Huscarl. Huscarls are normally very successful (and therefore very rich) Ulfhednar, members of the Nobility, disgraced politicians or rich and bored merchants. Basically only those with prestige or lots of money or a major "gift of the gab", or preferably all three, have the necessary clout to control the nasty, bad-tempered individuals who make up the bulk of the Ulfhednar.

The most usual raiding group, known as a Snorri, has 2 - 3 Drakkar, a Knorr-A (F-AL) and a Knorr-R (F-RAL). Two or more Snorri can combine together to form a Strandhogg, which is often commanded by a Drakkar-L, which may be part of one of the Snorri or an independent. The Drakkar-L has a normal Command Rating, but can also "control" a number of Snorri

equal to its Command Rating.

It is believed that a major Drakkar raid on Federation Exploration Zone Colonies in around Y160 was averted as a result of a Diplomatic visit by Admiral James T Kirk. In effect, the Federation agreed to pay a nominal "Danegeld" in return for their colonies, as well as their Gorn and Kzinti friends colonies, being left alone. The Velkyriens did not of course want a Federation Battle Fleet on their doorstep. The net result was a major increase in raiding within the Core, as well as a lot of problems for the ISC (the Velkyriens had obtained details of at least some of the PAX - ISC wormholes from a traitor).

In short, the Velkyriens are a highly aggressive race, with some scruples and a fairly high sense of honour - or at least what is to them honour. Their word can be trusted, as long as you are not a feline.

Short History of the Social Evolution of the Velkyrien -by Robert Mills

As a canine race the overwhelming majority of the various sub-species are carnivorous by nature and tended to be aggressive with some forming social groups similar in nature to the wolf packs of ancient Terra. Some were, of course, more solitary and given to curiosity about the nature of the Universe. These developed into the various Scientific and Religious groups while the packs became more Military. A very rough analogy would be between ancient Athens and Sparta in Earth history.

There were, by all accounts, (and the Velkyrien are somewhat reticent to share this with other races) several more breeds of Sentient beings that grew up on the home planet, which Terrans call Asgard after the legendary home of the Norse Gods. Due to the herd or pack nature of the more wolf like members of the race, the "lesser" breeds were either destroyed or absorbed by the Yggdrasil and Nifflheim in a progressive fight for dominance. There is a rumour of a five hundred year war within the historical period which resulted in two alliances. The Yggdrasil - Audumbla (YA) and the Muspel - Aesir - Niflheim (MAN). The two groupings were well balanced with the YA being technologically far more advanced than the MAN alliance whereas the MAN was much greater in number and ferocity. Finally, a nuclear exchange destroyed the capital cities and heartlands of the two alliances and decimated the populations to the point where the race was in serious danger of dying out. The only technological centre left was hidden from the major conflagration by being near to the polar icecaps. It was a scientific research centre basically run by the Yggdrasil but using several "lesser" breeds in a number of roles.

After several hundred more standard years a small but powerful nation state based on the integration of all the breeds grew out of this once small research centre and was established on one of the smaller continents near to the northern latitudes. The basic structure of the society was as follows:

Yggdrasil - look like Irish Wolfhounds - Nobility, Ruling Classes.

Muspell - look like Wolves - The Military Officer Corps.

Audumbla - look like Foxes - Scientists, Teachers, Inventors.

Aesir - look like the Australian Blue-Heeler Cattledog - Workers, Starship rank & file.

Niflheim - look like Rottweilers - Warriors, Marines.

The Yggdrasil were led for four generations by one family - clan which dominated the others by dint of it's ferocity and political savvy. It is said that there was an element of Muspel and Niflehim in the distaff side of the family but this was never admitted . Over time it became hereditary for the Yggdrasil to lead and the King (formerly called the Thain) was elected from this clan.

With a mixture of restored and improved technology and a high breeding cycle, the nation state swarmed out across the planet firstly by sea and air as raiders and pirates but later in organized military groups and within a relatively short period of time had wiped out every other race, including the mutant remnants of the earlier groups, and established itself as the only society on the planet. With the discovery of various forms of space drive the race threw itself outward to eventually colonize five systems and their respective planets by which time they began to come into contact with various other sentient races also spreading outward.

(RV.R0) VULPIAN FLEET REFITS

Nearly all of the Velkyrie war classes received one or more refits throughout the years in which they were in service. Ships that have the following refits are noted as such on the SSD.

Drone Refit: Beginning in Y135 most drone equipped vessels began replacing their drone racks with the unique "L" and "J" Racks.

Fighter Refit: Adding shuttle boxes, ready racks and deck crews, the Fighter Refit is available from Y150. The cost for this refit only includes the additional shuttle boxes, deck crews and the ready racks. Individual fighters must be purchased separately.

G-Rack Refit: Some warships received this refit beginning in Y150 replacing ADDs and/or drone racks with the more

versatile G-Rack.

AWR Refit: A few ships received this refit starting in Y170 changing APR to AWR.

Y175 Refit: Similar to the standard Y175 refit of other races, ADD-6 is changed to ADD-12 and most drone racks get extra reloads. On some vessels Limited Aegis is upgraded to Full Aegis.

although the Refit accounts for the Ready Rack, deck crew, loss of Admin Shuttle, as well as 10 spaces of drones/ADD's for fighter reloads.

(RV.14) KNORR-R (KR-FRL): The major weakness of the Velkyrien Raiders was always the difficulty of repairing damaged Ships. This Ship was designed to solve the problem, with enough armament to defend themselves without the need to detach a *Drakkar* as Escort. Refits were given much as for the *Knorr-A*. It was most usual for a **Snorri's** *Knorrs* to be left together in a "safe" place to await the return of the *Drakkars*. And it was not unknown for *Knorr* commanders to take full advantage of any targets of opportunity that happened along. This Ship is subject to all F-AL restrictions. It can "masquerade" as a F-L, F-RL or F-AL (Phaser).

Dreadnoughts and Variants:

(RV.7) DREADNOUGHT (DN): Only 2 of these are known to have been built, entering service in Y170 and 172. The *DROTTNING VIKTORIA* and *NIELS JUEL* rapidly gained the grudging respect of the Velkyriens neighbors. The Shuttles are carried in a Tunnel Bay, with 4 Launch Tubes for the Fighters. 100 Spaces of Drones and 50 Spaces of ADD's & Dogfight Drones are carried in the Cargo Storage.

(RV.8) PRE-DREADNOUGHT (BC): This is either a Very Heavy Battlecruiser or a Light Dreadnought, depending on which way you look at it. It has a Tunnel Bay with 4 Launch Tubes for the Fighters. At least 2 were built, the first entering service in Y169. Known names are *NORGE* and *EIDSVOLD*. A third, named *PEDR SKRAM*, is also reliably reported to have been built.

Heavy Cruisers and Variants:

(RV.10) ARMOURED HEAVY CRUISER (CA): A well armed Heavy Cruiser by galactic standards, it was so popular that there was no NCA development. It has a conventional Shuttle Bay. In service Y125.

(RV.13) BATTLECRUISER (CC): The standard Command Ship until the arrival of the BC's & DN's. The first entered service in Y140. This Ship has a Tunnel Bay, and 2 Launch Tubes are added as part of the Fighter Refit (Y150).

(RV.21) IRONCLAD (YCA): This was the most commonly encountered Velkyrien early Cruiser. Well armed, it was a match for most of its contemporaries. Once the Protected and Armoured Cruisers entered service from Y120 onwards, the survivors were rapidly relegated to Convoy Escort and Training until they wore out. Many ended their days as orbiting Museums.

Light Cruisers and Variants:

(RV.9) PROTECTED LIGHT CRUISER (CL): Almost a Heavy Cruiser, at least in firepower, this ship is a match for most of its contemporaries anywhere in the Galaxy. Shuttle Bay is conventional. In service Y120.

(RV.11) COLONIAL LIGHT SCOUT CRUISER (CLS): A quite combat capable Fleet Scout, this Ship was also used in the Exploration / Survey role. In service Y130. Has a conventional Shuttle Bay.

(RV.12) LIGHT COMMAND CRUISER (CLC): This unusual Ship was designed to fulfill a similar role to the British Royal Navy's Scout Cruiser of the Terran Twentieth Century First World War - that is a Destroyer Leader. It was used mainly in this role, as well as a Convoy Escort Flagship and a Police Flagship. As long as the Ships commanded are ALL Size Class 4 it has a Command Rating of 8, otherwise 6. The Ship was also often added to Carrier Escort Groups, although the reason for this is unknown. It has a Tunnel Bay. In service Y167.

(RV.13) LANDING CRAFT (CLG): A fairly standard Commando Cruiser. The Shuttles were carried in a Tunnel Bay.

(RV. 27) TORPEDO CRUISER (CD): In service Y125. Has 200 spaces of Drones in Cargo storage. With the Y135 refit, it can be a very nasty opponent in a Fleet Engagement, especially after Y167 with the introduction of Medium Speed Drones.

(RV.20) GUN VESSEL (YCL): This Light Cruiser was not overly popular, the Ironclad being considered a better Ship. Some were converted to Torpedo Rams, others were used for Training and Convoy Escort. All survivors were rapidly scrapped as soon as they could be replaced by Protected Cruisers.

(RV.22) TORPEDO RAM (YCS): Somewhere around Y80, the Velkyriens acquired a working example of a Photon Torpedo. Replication soon followed, and the end result was this very hard hitting Ship, which could also out-Kzinti the Kzintis - for a short period at least! Most Fleets had at least one, but there is the restriction of no more than a quarter of all Size Class 3's in a force being YCS (fractions rounded **down**). This class outlasted the YCL, the last being retired to an orbiting Museum in Y145.

Destroyers and Variants:

(RV.15) TORPEDO BOAT DESTROYER (DD): A good basic Destroyer, although a little light in Phaser armament. However, it served the Velkyriens well, and produced a number of variants.

(RV.16) TORPEDO DESTROYER LEADER (DDL): This was the only Size Class 4 Ship to mount the Mjollnir Cannon. It has almost a Cruiser Armament on a Destroyer Hull. However, it was supplanted as a Leader for Size Class 4 Squadrons by the development of the CLC Scout Cruiser. Most Size Class 4 Squadrons still, however, had a DDL as 2-i-C. DDL's also sometimes served as Police Flagships.

(RV.14) SEAPLANE TENDER (CVE): A lightly armed Ship intended mainly for escorting Military Convoys and assisting the Police. It has an Escort Group of a DDE and carries 75 Spaces of Drones. It has a Tunnel Bay, but no Launch Tubes.

(RV.24) MINESWEEPER (MS): Plenty of power and adequate weapons. The Velkyriens were quite happy with this unit, and never even considered a Size Class 3 type.

Frigates and Variants:

(RV.17) GUNBOAT (FF): A good basic minor Warship. It was used by the Fleet for a variety of maid-of-all-work roles, as well as by the Police, especially in the laelessness of the Skagerrak.

(RV.18) PT BOAT (FF+): A development of the Frigate, originally thought to have been a refit, but now conceded to be a seperate design. It was primarily used to assist the Police in particularly lawless regions and to aid other FF's in escorting important convoys.

(RV.19) TORPEDO BOAT (FFD): This ship has a rather scary Drone Launch capability for its size. It has 100 Spaces of Drones in Cargo Storage. There was always at least 1 of these to each FF, sometimes 2.

Miscellaneous Classes:

(RV.23) MONITOR (MON): Conventional Monitor, except for the 4 Defensive Fighters from Y150. If a Fighter Pallet is added, it has 8 Offensive and 4 Assault Fighters.

(RV.25) POLICE CORVETTE (POL): A simple but effective Police Ship. Frigates were also used in the Police role, but the POL was considered as adequate - at least by the Military.

(RV.26) DEPOT SHIP COMBAT TUG (TUG): This was the primary Fleet Support Ship. At least 1 Battle Tug and 1 Carrier Tug were permanently available. The Pods were mounted side by side under the Centre Hull, and must be of the same type. Two Pods must always be carried - or no Pods. Pods were similar to Klingon types. The CVT has the same Escort Group as the CV, and carries 200 Spaces of Drones.

(RV.261-RV.265) TUG PODS #1: A variety of pods for the Depot Ship Combat Tug, including the Cargo Pod, Troop Transport Pod, Self-Defense Pod, Repair Pod, and Hanger Pod.

(EM.0) MJOLLNIR CANNON

The Mjollnir (Thor's Hammer) Cannon is a Heavy Weapon unique to the Velkyriens which seems to have been developed around Y90 - 110 after extensive Research and Development on captured / acquired Photon and Plasma-G Torpedoes. The Mjollnir Cannon works by concentrating power supplied from either a generating source and / or a storage system into a highly destructive beam of energy. The Mjollnir Cannon was used on Velkyrien BATS and SB, but not on smaller bases. It was used on Ground Bases which are similar to the GBPT (Photon) Ground Base and have a cost of 14BPV.

(EM.1) DESIGNATION: Each MJC box on the SSD represent one Mjolliner Cannon. Each cannon has its own individual capacitor that is charged and used separately.

(EM.2) CAPACITOR: The Mjollnir Cannon has a Capacitor (like an ESG) which can hold up to 5 points of Energy.

(EM.21) The Cannon can be armed with 2 - 5 points of Energy either by direct allocation during the Energy Allocation Stage, and/or by announcement at the time of announcing Direct Fire Weapons Fire Allocation Stage from the Capacitor or from Reserve Power.

(EM.22) Energy allocated during the EAC Stage must be fired or discharged during the Turn. Energy allocated from the Capacitor or Batteries (Reserve) must be fired immediately.

(EM.3) DESTRUCTION: The Mjollnir Cannon is destroyed on Torpedo Hits on the DAC and counts as best Torpedo.

(EM.4) REPAIR: The Repair Cost of an individual Mjollnir Cannon is 15.

(EM.5) FIRING: The Mjollnir Cannon is a direct-fire weapon and as such is fired during the Direct-Fire Weapons Declaration phase. When firing roll 2 dice (2d6). The score rolled must be within those shown on the Mjollnir Cannon chart on the SSD. Anything else is a miss. The Cannon is most effective at close range, performance and accuracy falling off significantly as the range increases.

(EM.51) FEEDBACK: If fired at Range 0 there is feed-back damage on the Shield fired through equal to double the Energy expended. If fired at Range 1 the feed-back is equal to the Energy expended.

(EM.6) DAMAGE: The amount of damage scored on a target ship from successfully hitting with a Mjollnir Cannon is dependent on range and the amount of energy expended.

(EM.7) MODIFIERS: The Mjollnir Cannon is affected by Atmosphere, Terrain and small target modifiers in the same manner as a Photon Torpedo.

(EM.8) OPTION MOUNTS: As far as can be determined the Weapon was not used by the Thaan, but if used it would occupy 2 adjacent Option Mounts and would have a similar cost to a Plasma-S (swivel).

(EB.0) BRUNHILDA'S KISS - EARLY MODEL

This weapon is something like a Disruptor (or something like a Phaser). It works on a similar principle to a Disruptor. It is, in the Early Years period, so similar to the Disruptor that it is often mistaken for one. Federation Scientists gave the weapon its alternative name of Phased Disruption Device after examining one on a derelict Drakkar in Y85. After Y120 however it becomes much more Energy-efficient, and a significantly different weapon. The Velkyriens still preferred the Disruptor, and used them whenever possible, but the Royal Arms Factory's monopoly on Weapon production meant that most Ship Commanders had to be content with the Brunhilda's Kiss.

(EB.1) DESIGNATION: Each "BKE" box on the SSD represents one Early Model Brunhilda's Kiss weapon. Each is armed, fired and recorded separately.

(EB.2) ARMING: The weapon has an arming cost of 2 points of Energy which must be Warp or Impulse Energy or Reserve Warp or Impulse power. It cannot be armed with Reactor Power or non-Reserve Battery Power. The weapon cannot be held.

(EB.3) RATE: Can be fired every turn, but not within 8 impulses of a previous firing.

(EB.4) DESTRUCTION: The BKE is destroyed on Torpedo hits and counts as worst torpedo if the Ship has more than one type of Torpedo.

(EB.5) REPAIR: The BKE has a Repair Cost of 6. It may not ever be repaired as a BKL.

(EB.6) MODIFIERS: BKE's are subject to the same Terrain effects and small target modifiers as Disruptors.

(EB2.0) BRUNHILDA'S KISS - LATE MODEL

This version was introduced around Y120, and was quickly retrofitted to Ships in service. It was much more cost effective than the earlier version and had an Overload capability. It is identical in all respects to the BKE with the following exceptions:

(EB2.1) DESIGNATION: The Late Model Brunhilda's Kiss is labeled as "BKL" on a ships SSD.

(EB2.2) ARMING: The BKL has an arming cost of 1 point of Energy which must be Warp or Impulse Energy or Reserve Warp or Impulse power. It cannot be armed with Reactor Power or non-Reserve Battery Power.

(EB2.21) OVERLOADS: Can be overloaded with 2 additional points of energy, which may be from any source, and may be applied at the moment of firing.

(EB.3) FEEDBACK: Firing an overloaded BKL at range 0 causes 2 points of feedback damage onto the firing ships facing shield.

(EB.4) REPAIR: The BKL has a Repair Cost of 8. It may not repaired as a BKE.

(FDJ.0) JURGEN RACK (TYPE-J DRONE RACK)

This drone rack is a development of the C-rack, which entered service around Y135. Prior to this time C-racks were used. Prior to Y75 - (when the first C-racks were produced after capture of working copies from the Kzintis) - A-racks were fitted. The J-rack seems to be a development of the C-rack. This is the standard Drone Rack on all Velkyrien Size Class 4 Ships (except for Police Ships, Carrier Escorts and armed Freighters). It is also the usual Drone Rack fitted to the Drakkar Raiders.

(FDJ.1) LOADOUT: The J-rack holds, and can only ever hold, 6 Type-I Drones or Type-III Drones (i.e. Type-IV Drones **and** Type-IIIXX Drones cannot be loaded in this rack).

(FDJ.2) RATE: The J-Rack has the same launch rate as the C-rack (Twice per Turn, with a 12 Impulse gap between launches.)

(FDJ.3) RELOADS: The J-rack has 1 reload, 2 reloads from Y175.

(FDJ.4) REPAIR: The J-Rack has a Repair Cost of 3 - as for any other Drone Rack.

(FDL.0) LAXDAELA RACK - (TYPE-L DRONE RACK)

If the FRAX were real, then this would be a logical development of the FRAX Missile (or vice versa).

(FDL.1) LOADOUT: The L-Rack is a 6-Space Drone Rack which can only hold Double-Space Drones - i.e. Type-IV and Type-IIIXX. The Drones normally installed are a heavily modified Type-IV, which increase the BPV of the Ship.

(FDL.11) The normal Drone in the L-Rack is a Type-IV Drone with ATG, Extended Range and a Half Space of Armour. It

can also be fitted with any allowable single-space Module.

(FDL.12) Each Drone has an extra cost of 1.25 (ATG 0.5, Extended Range 0.5 and Half Space Armour 0.25). This is in addition to any cost for Speed or Explosive Warhead.

(FDL.13) Each L-Rack adds 3.75 BPV to the Cost of the Ship to which it is fitted.

(FDL.2) RATE: The L-Rack has a normal launch rate (once per turn).

(FDL.3) RELOADS: The L-Rack comes with 1 Reload, 2 Reloads after Y175.

(FDL.4) REPAIR: The L-Rack has a repair cost of 3, as for other Drone Racks.

(FDL.5) DESTRUCTION: L-Racks will always count as best Drone Rack for DAC purposes.

VELKYRIAN DREADNOUGHT

CREW UNITS	
	10
	20
	30
	40
	50
52	

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

+ 4 DEFENSIVE FIGHTERS.

BOARDING PARTIES	
	10
	20

DECK CREWS	
	4

PROBES	
	5

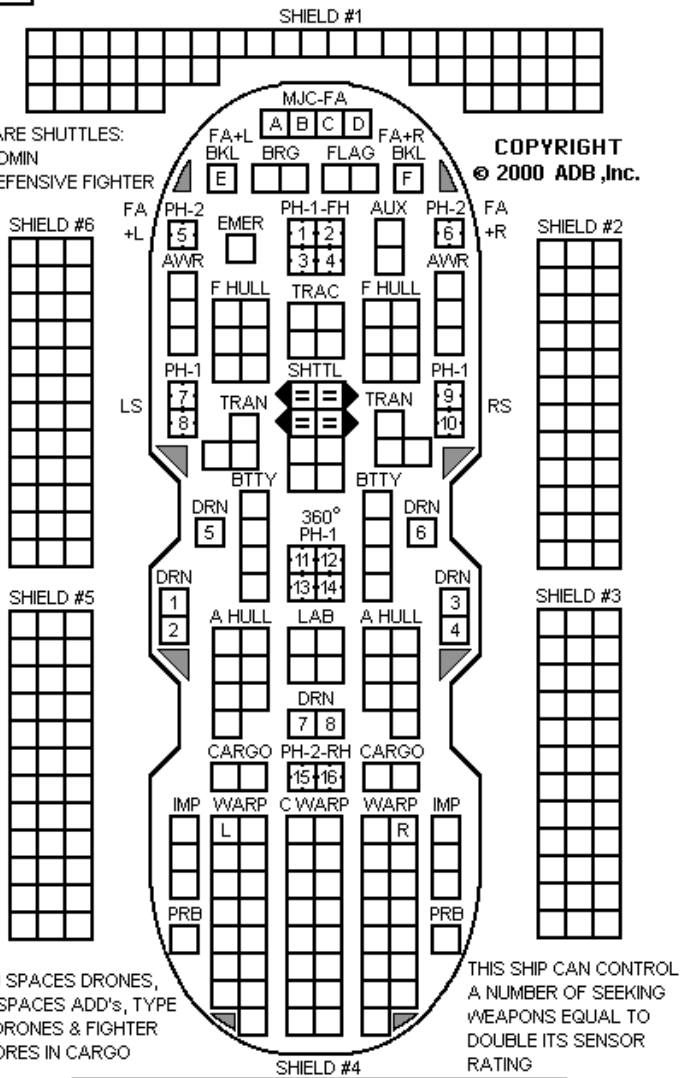
T-BOMBS						
D	D	D	D	D	D	

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

SHIP STATISTICS		
TYPE	=	DN
POINT VALUE	=	245
SHIELD COST	=	1+3
LIFE SUPPORT	=	1.5
SIZE CLASS	=	2
TACT INTEL	=	DN
REFERENCE	=	(RV.7)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y170
Y175 REFIT		+0

CNTR

SPARE SHUTTLES:
2 ADMIN
1 DEFENSIVE FIGHTER

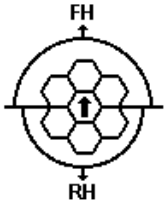


SHIPS PERFORMANCE	
MOVEMENT COST	1.5
HET COST	5
ERRATIC MANEUVER COST	6
BREAKDOWN	4-6
COMMAND RATING	10
EXPLOSION STRENGTH	33
DOCKING	14

TURN MODE = D		SPEED
POWER SYSTEMS	1	2 - 4
WARP = 46	2	5 - 8
IMPULSE = 6	3	9 - 12
AWR = 6	4	13 - 17
TOTAL = 58	5	18 - 24
BTTY = 8	6	25+
HET	BD	

TYPE I PHASER

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



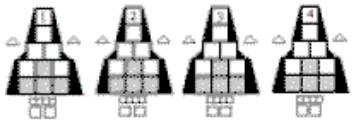
TYPE II PHASER TABLE

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

VIXEN FIGHTERS. BPV - 9
2 x PH-3-FA. DFR - 4. SPEED-15.



DRONE RACK										
1										J
2										J
3										J
4										J
5									L	
6									L	
7	⋮		⋮		⋮		⋮		G	
8	⋮		⋮		⋮		⋮		G	

J AND L-RACKS HAVE ONE RELOAD PRIOR TO Y175, TWO RELOADS THERAFTER.
L-RACK HOLDS 3 DOUBLE SPACE DRONES - SEE (FDL.1).
G-RACK HAS TWO RELOADS PRIOR TO Y175, THREE THERAFTER. ONE IS ENTIRALLY ADD'S.

MJOLLNIR CANNON

ENERGY	RANGE 0-1	2-4	5-8	9-15	16-25
2	10	8	6	4	2
3	15	12	9	6	3
4	20	16	11	7	4
5	25	18	12	-	-
HIT	2-11	2-10	2-8	2-6	2-5

ADD TABLE

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

BRUNHILDA'S KISS - LATE

RANGE	0	1-4	5-10	11-20	21-30
DAMAGE, STD	-	4	3	2	1
DAMAGE, OVLD	9	8	5	-	-
FEEDBACK	2	-	-	-	-
HIT	1-6	1-5	1-4	1-3	1-2

SENSOR							
6	6	6	5	4	3	1	0

SCANNER							
0	0	0	1	2	3	5	9

DAM CON							
6	6	4	4	2	2	2	0

EX DAM							

100 SPACES DRONES,
50 SPACES ADD's, TYPE VI DRONES & FIGHTER STORES IN CARGO

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

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

SSD drawn by Loren Smith <smith@startrekmail.com>

WARP ENERGY MOVEMENT COST = 1.5 (1 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
Fract.	1.5	3	4.5	6	7.5	9	10.5	12	13.5	15	16.5	18	19.5	21	22.5	24	25.5	27	28.5	30	31.5	33	34.5	36	37.5	39	40.5	42	43.5	45

VELKYRIAN PRE-DREADNOUGHT

CREW UNITS	ADMIN SHUTTLES		
	IDENT	HIT POINTS	NOTES

CREW UNITS: 10 / 20 / 30 / 40 / 49

BOARDING PARTIES	T-BOMBS	DECK CREWS	PROBES
10 / 18	D D D D D D	4	5

LF RF L R LR RR

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

SHIP STATISTICS		
TYPE	=	BC
POINT VALUE	=	217
SHIELD COST	=	1+2
LIFE SUPPORT	=	1.5
SIZE CLASS	=	2
TACT INTEL	=	BC
REFERENCE	=	(RV.8)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y169
Y175 REFIT		+0

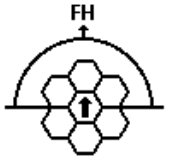
CNTR

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

50 SPACES OF ADD's & TYPE VI DRONES IN CARGO STORES

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	1.25
HET COST	5
ERRATIC MANEUVER COST	6
BREAKDOWN	4-6
COMMAND RATING	9
EXPLOSION STRENGTH	30
DOCKING	13

TURN MODE = D	SPEED
1	2 - 4
2	5 - 8
3	9 - 12
4	13 - 17
5	18 - 24
6	25+

POWER SYSTEMS	
WARP =	39
IMPULSE =	6
APR =	6
TOTAL =	51
BTTY =	6
HET	

BD

SPARE SHUTTLES:
2 ADMIN &
1 DEFENSIVE FIGHTER

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

MJOLLNIR CANNON

ENERGY	RANGE 0-1	2-4	5–8	9–15	16–25
2	10	8	6	4	2
3	15	12	9	6	3
4	20	16	11	7	4
5	25	18	12	-	-
HIT	2-11	2-10	2-8	2-6	2-5

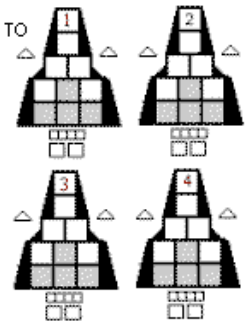
DRONE RACK

1									J
2									J
3									L
4									L
5	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	G
6	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	G

J AND L-RACKS HAVE ONE RELOAD PRIOR TO Y175, TWO RELOADS THERAFTER.
L-RACK HOLDS 3 DOUBLE SPACE DRONES - SEE (FDL.1).
G-RACK HAS TWO RELOADS PRIOR TO Y175, THREE THERAFTER. ONE IS ENTIRALLY ADD'S.

ADD TABLE

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



VIXEN FTR.
BPV = 9
2 x PH-3-FA
DFR = 4
SPEED = 15

SENSOR							
	6	6	6	5	3	2	0

SCANNER							
0	0	1	2	3	5	9	

DAM CON							
6	6	4	4	2	2	0	

EX DAM

BRUNHILDA'S KISS - LATE

RANGE	0	1–4	5–10	11–20	21–30
DAMAGE, STD	-	4	3	2	1
DAMAGE, OVLD	9	8	5	-	-
FEEDBACK	2	-	-	-	-
HIT	1-6	1-5	1-4	1-3	1-2

WARP ENERGY MOVEMENT COST = 1.25 (1+1/4)					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	2	3	4	5	7	8	9	10	12	13	14	15	17	18	19	20	22	23	24	25	27	28	29	30	32	33	34	35	37	38
Fract.	1.25	2.5	3.75	5	6.25	7.5	8.75	10	11.25	12.5	13.75	15	16.25	17.5	18.75	20	21.25	22.5	23.75	25	26.25	27.5	28.75	30	31.25	32.5	33.75	35	36.25	37.5

VELKYRIEN ARMOURED CRUISER

CREW UNITS								
			✱					10
								20
								30
								40
			45					

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

SHIP STATISTICS		
TYPE	=	CA
POINT VALUE	=	163
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CA
REFERENCE	=	(RV.10)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y125
DRONE REFIT		+9
FIGHTER REFIT		+6
Y175 REFIT		+0

CNTR

BOARDING PARTIES										
										10
			14							

PROBES					
					5

T-BOMBS								
				D	D	D	D	

DECK CREWS	
	2

TYPE I PHASER

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

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

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

Phasers #3 and #4 also fire FA.

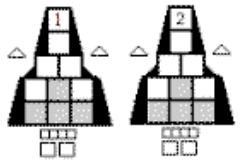
TYPE III DEFENSE PHASER

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

DRONE RACK													
1							C						J
2							C						J
3							C						L
4							C						L

C-RACKS ALWAYS HAVE ONE RELOAD.
J AND L-RACKS HAVE ONE RELOAD PRIOR TO Y175, TWO RELOADS THERAFTER.
L-RACK HOLDS 3 DOUBLE SPACE DRONES - SEE (FDL.1).

VIXEN FTR.
BPV = 9
2 x PH-3-FA
DFR = 4
SPEED = 15



BRUNHILDA'S KISS - LATE

RANGE	0	1–4	5–10	11–20	21–30
DAMAGE, STD	-	4	3	2	1
DAMAGE, OVLD	9	8	5	-	-
FEEDBACK	2	-	-	-	-
HIT	1-6	1-5	1-4	1-3	1-2

MJOLLNIR CANNON

ENERGY	RANGE 0-1	2-4	5–8	9–15	16–25
2	10	8	6	4	2
3	15	12	9	6	3
4	20	16	11	7	4
5	25	18	12	-	-
HIT	2-11	2-10	2-8	2-6	2-5

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

ADD													
1													
2													

ADD HOLDS 6 ROUNDS PRIOR TO Y175 AND 12 ROUNDS THEREAFTER

SHADED BOXES AND DECK CREWS ARE THE FIGHTER REFIT (Y150).

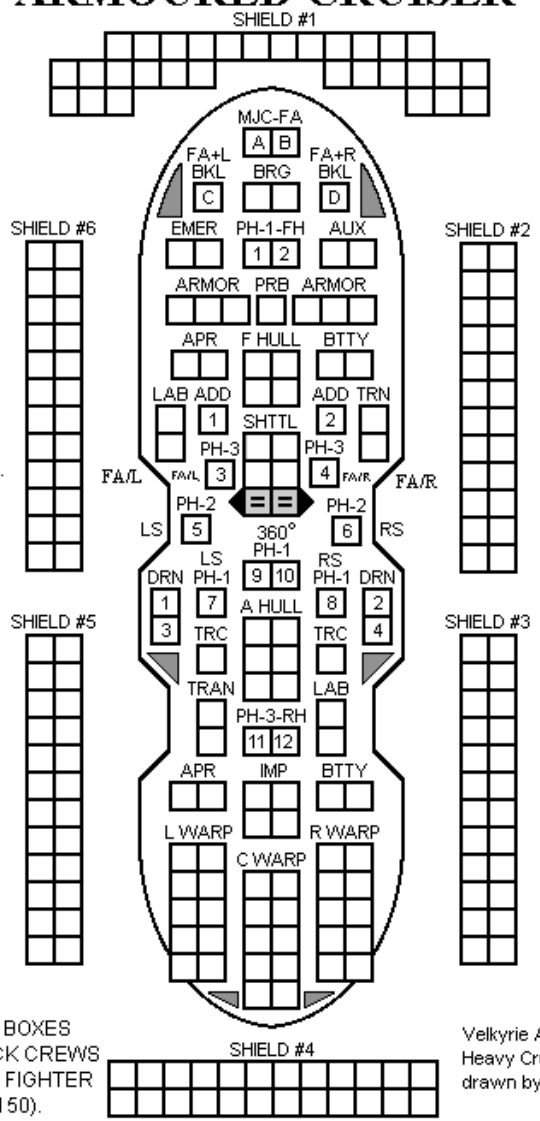
SENSOR						
6	6	5	3	1	0	

SCANNER						
0	0	1	3	5	9	

DAM CON						
4	4	2	2	2	0	

EX DAM					

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



Velkyrie Armoured Heavy Cruiser SSD drawn by Sean Young.

VELKYRIAN BATTLECRUISER

CREW UNITS

		✱					10
							20
							30
							40
						47	

BOARDING PARTIES

							10
		14					

DECK CREWS

	2

PROBES

				5

T-BOMBS

				D	D	D	D

ADMIN SHUTTLES

IDENT	HIT POINTS	NOTES

SHADED BOXES ARE ADMIN SHUTTLES REPLACED BY DEFENSIVE FIGHTERS DURING FIGHTER REFIT (Y150)

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

SHIP STATISTICS

TYPE	=	CC
POINT VALUE	=	178
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CA
REFERENCE	=	(RV.13)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y140
FIGHTER REFIT		+6
Y175 REFIT		+0

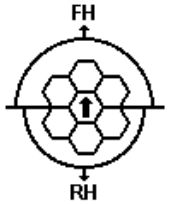
SHIPS PERFORMANCE

MOVEMENT COST	1
HET COST	5
ERRATIC MANEUVER COST	6
BREAKDOWN	5-6
COMMAND RATING	9
EXPLOSION STRENGTH	21
DOCKING	10

TURN MODE = C	SPEED
POWER SYSTEMS 1	2 - 4
WARP = 32 2	5 - 9
IMPULSE = 4 3	10 - 14
APR = 4 4	15 - 20
TOTAL = 40 5	21 - 27
BTTY = 4 6	28+
HET	BD

TYPE I PHASER

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



TYPE III 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

DRONE RACK

1																			J	
2																			J	
3																			L	
4																			L	

J AND L-RACKS HAVE ONE RELOAD PRIOR TO Y175, TWO RELOADS THERAFTER.
L-RACK HOLDS 3 DOUBLE SPACE DRONES - SEE (FDL.1).

BRUNHILDA'S KISS - LATE

RANGE	0	1-4	5-10	11-20	21-30
DAMAGE, STD	-	4	3	2	1
DAMAGE, OVLD	9	8	5	-	-
FEEDBACK	2	-	-	-	-
HIT	1-6	1-5	1-4	1-3	1-2

CORE WORLDS
by Sean Young <youngsea@pilot.msu.edu>
Tables and Charts by PHD Shipyards
Used by permission

FIGHTER REFIT INCLUDES 20 SPACES OF ADD's / TYPE VI DRONES

VIXEN FTR
BPV = 9
2xPH-3 -FA
DFR = 4
SPEED = 15

MJOLLNIR CANNON

ENERGY	RANGE 0-1	2-4	5-8	9-15	16-25
2	10	8	6	4	2
3	15	12	9	6	3
4	20	16	11	7	4
5	25	18	12	-	-
HIT	2-11	2-10	2-8	2-6	2-5

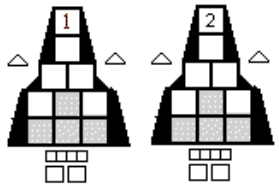
ADD TABLE

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

ADD

1																				
2																				

ADD HOLDS 6 ROUNDS PRIOR TO Y175 AND 12 ROUNDS THEREAFTER



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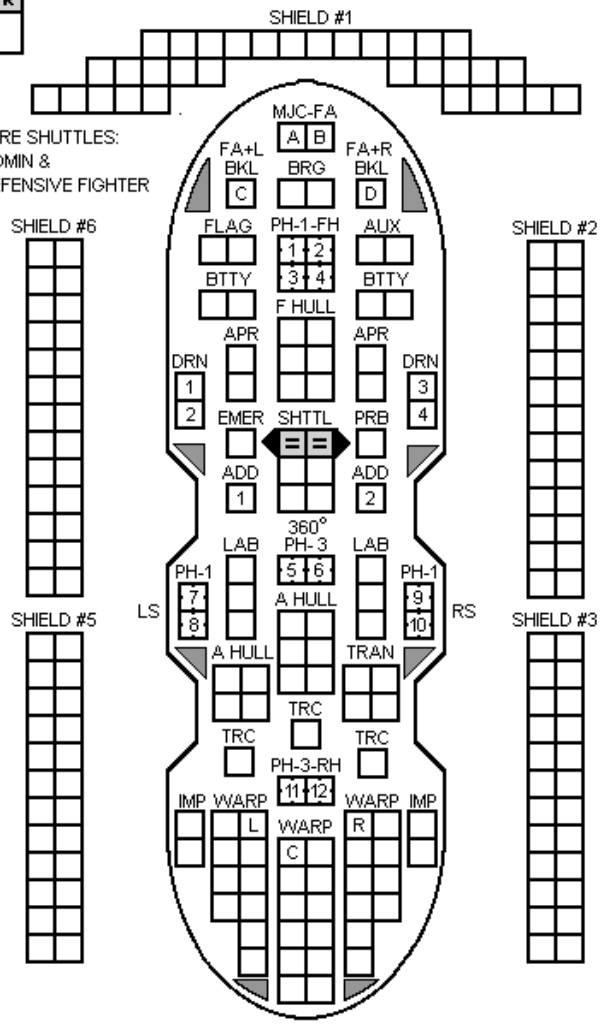
SPARE SHUTTLES:
2 ADMIN &
1 DEFENSIVE FIGHTER



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

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

VELKYRIAN TORPEDO CRUISER

CREW UNITS								
		✱						10
								20
								30
			35					

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

1 SPARE ADMIN SHUTTLE

BOARDING PARTIES										
										10

PROBES					
					5

T-BOMBS								
				D	D	D	D	

SHIP STATISTICS		
TYPE	=	CD
POINT VALUE	=	126
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CD
REFERENCE	=	(RV.27)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y125
DRONE REFIT (Y135)		+18
G-RACK REFIT (Y150)		+3
Y175 REFIT		+0

CNTR

SPECIAL SENSORS ARE DESTROYED ON TORPEDO HITS

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	.67
HET COST	3.33
ERRATIC MANEUVER COST	4
BREAKDOWN	5-6
COMMAND RATING	6
EXPLOSION STRENGTH	14
DOCKING	7

TURN MODE = B		SPEED
POWER SYSTEMS	1	2 - 5
WARP = 20	2	6 - 10
IMPULSE = 4	3	11 - 15
APR = 2	4	16 - 21
TOTAL = 26	5	22 - 28
BTTY = 2	6	29+
HET	BD	

MJOLLNIR CANNON

ENERGY	RANGE 0-1	2-4	5-8	9-15	16-25
2	10	8	6	4	2
3	15	12	9	6	3
4	20	16	11	7	4
5	25	18	12	-	-
HIT	2-11	2-10	2-8	2-6	2-5

ADD TABLE

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

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE IT'S SENSOR RATING

200 SPACES OF DRONES HELD IN CARGO STORAGE

DRONE RACK									
1								B	L
2								B	L
3								B	L
4								B	L
5								B	L
6								B	L
7						C	G		
8						C	G		

B AND L-RACKS HAVE ONE RELOAD PRIOR TO Y175, TWO RELOADS THEREAFTER

L-RACKS HOLD 3 DOUBLE SPACE DRONES - SEE (FDL.1)

C-RACKS ALWAYS HAVE ONE RELOAD, WITH RACKS CONVERTED TO G-RACKS BY Y150 REFIT.

G-RACKS HAVE TWO RELOADS PRIOR TO Y175, THREE THEREAFTER. ONE IS ENTIRELY ADD's

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

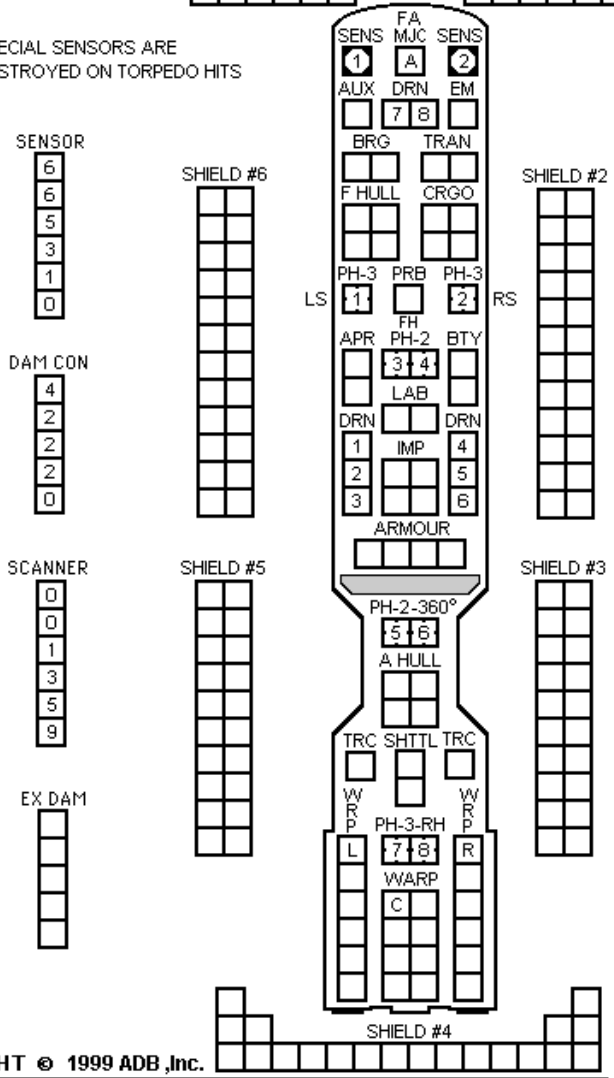
SSD drawn by Loren Smith
<smith@startrekmail.com>

CORE WORLDS

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

Tables and Charts by PHD Shipyards
Used by permission

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



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

VELKYRIEN PROTECTED CRUISER

CREW UNITS

		✱					10
							20
							30
						38	

ADMIN SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

									10
12									

PROBES

				5

T-BOMBS

				D	D	D	D

DECK CREWS

	2

CNTR

SHADED BOXES AND DECK CREWS ARE THE FIGHTER REFIT (Y150).

SHIP STATISTICS

TYPE	=	CL
POINT VALUE	=	137
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CL
REFERENCE	=	(RV.9)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y120
DRONE REFIT		+6
FIGHTER REFIT		+6
Y175 REFIT		+0

SHIPS PERFORMANCE

MOVEMENT COST			.67
HET COST			3.33
ERRATIC MANEUVER COST			4
BREAKDOWN			5-6
TURN MODE = B			SPEED
POWER SYSTEMS		1	2 - 5
WARP	= 24	2	6 - 10
IMPULSE	= 4	3	11 - 15
APR	= 3	4	16 - 21
TOTAL	= 31	5	22 - 28
BTTY	= 3	6	29+
HET		BD	

TYPE I PHASER

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

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

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

DRONE RACK

1							C				J
2							C				J
3							C				L

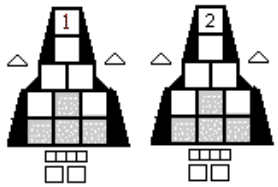
C-RACKS ALWAYS HAVE ONE RELOAD.
J AND L-RACKS HAVE ONE RELOAD PRIOR TO Y175, TWO RELOADS THERAFTER.
L-RACK HOLDS 3 DOUBLE SPACE DRONES - SEE (FDL.1).

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

BRUNHILDA'S KISS - LATE

RANGE	0	1-4	5-10	11-20	21-30
DAMAGE, STD	-	4	3	2	1
DAMAGE, OVLD	9	8	5	-	-
FEEDBACK	2	-	-	-	-
HIT	1-6	1-5	1-4	1-3	1-2

VIXEN FTR
BPV = 9
2xPH-3 -FA
DFR = 4
SPEED = 15



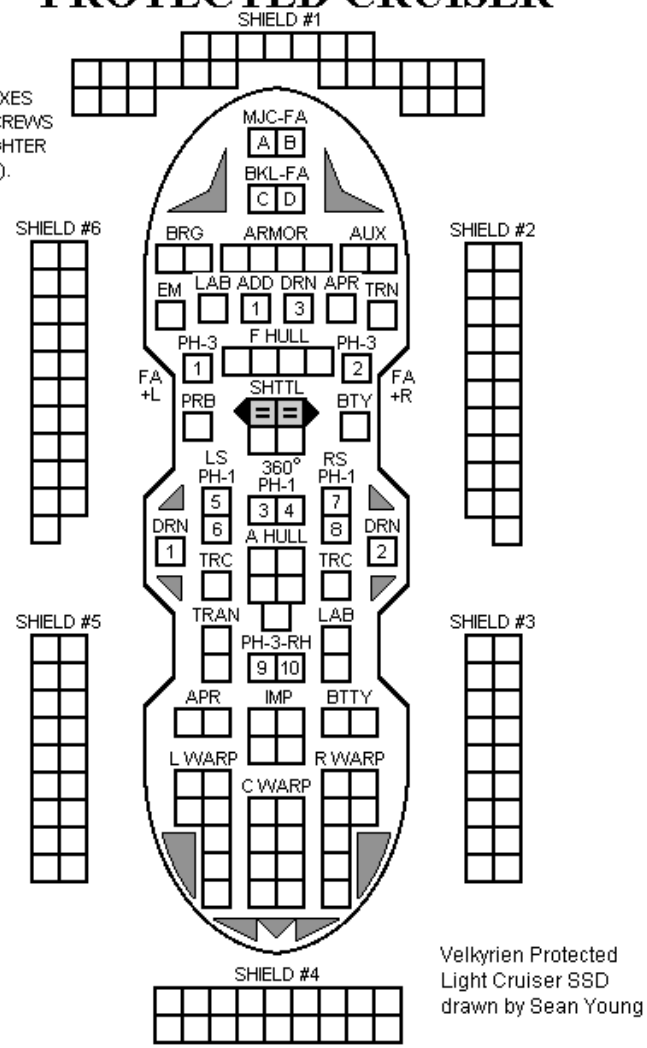
MJOLLNIR CANNON

ENERGY	RANGE 0-1	2-4	5-8	9-15	16-25
2	10	8	6	4	2
3	15	12	9	6	3
4	20	16	11	7	4
5	25	18	12	-	-
HIT	2-11	2-10	2-8	2-6	2-5

ADD

1													

ADD HOLDS 6 ROUNDS PRIOR TO Y175 AND 12 ROUNDS THEREAFTER



Velkyrien Protected Light Cruiser SSD drawn by Sean Young

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

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

VELKYRIEN SCOUT CRUISER

CREW UNITS

		✱						10
								20
								30
								40
42								

ADMIN SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP STATISTICS

TYPE	=	CLC
POINT VALUE	=	137
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CL
REFERENCE	=	(RV.12)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y167

CNTR

BOARDING PARTIES

								10
		14						

PROBES

				5

T-BOMBS

				D	D	D	D

DECK CREWS

2

TYPE I PHASER

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

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

SHIPS PERFORMANCE

MOVEMENT COST			.67
HET COST			3.33
ERRATIC MANEUVER COST			4
BREAKDOWN			5-6
TURN MODE = B			SPEED
POWER SYSTEMS		1	2 - 5
WARP	= 24	2	6 - 10
IMPULSE	= 4	3	11 - 15
APR	= 2	4	16 - 21
TOTAL	= 30	5	22 - 28
BTTY	= 3	6	29+
HET		BD	

TYPE III DEFENSE PHASER

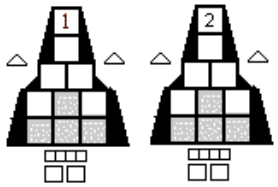
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DRONE RACK

1										J
2										J
3	⋮		⋮		⋮		⋮			G

J-RACKS HAVE ONE RELOAD PRIOR TO Y175, TWO RELOADS THERAFTER. G-RACK HAS TWO RELOADS PRIOR TO Y175, THREE THERAFTER. ONE IS ENTIRALLY ADD'S.

VIXEN FTR
BPV = 9
2xPH-3 -FA
DFR = 4
SPEED = 15



BRUNHILDA'S KISS - LATE

RANGE	0	1-4	5-10	11-20	21-30
DAMAGE, STD	-	4	3	2	1
DAMAGE, OVLD	9	8	5	-	-
FEEDBACK	2	-	-	-	-
HIT	1-6	1-5	1-4	1-3	1-2

MJOLLNIR CANNON

ENERGY	RANGE 0-1	2-4	5-8	9-15	16-25
2	10	8	6	4	2
3	15	12	9	6	3
4	20	16	11	7	4
5	25	18	12	-	-
HIT	2-11	2-10	2-8	2-6	2-5

CORE WORLDS

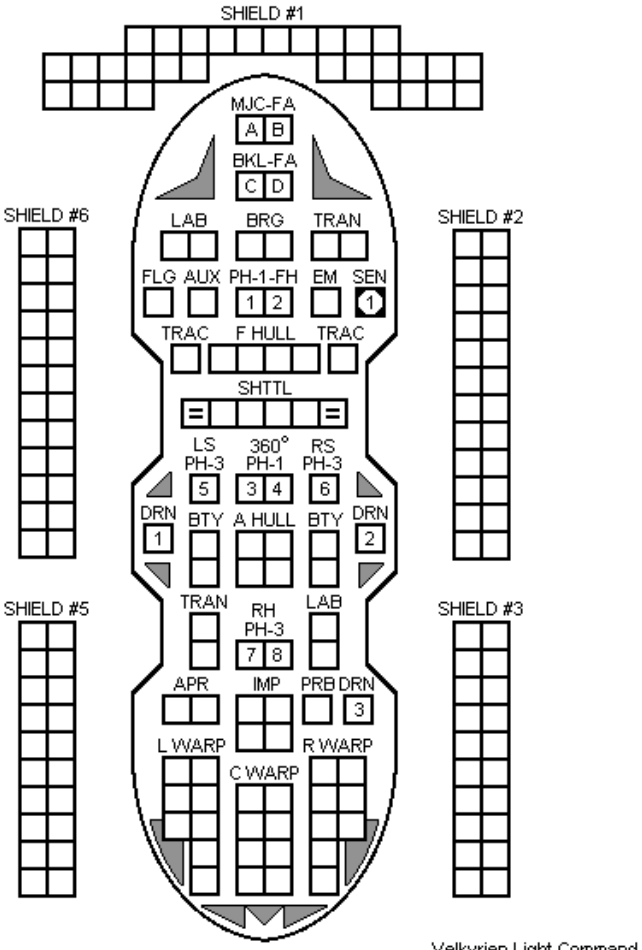
by Sean Young <youngsea@pilot.msu.edu>

Tables and Charts by PHD Shipyards
Used by permission

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

SPECIAL SENSOR DESTROYED ON TORPEDO HITS.

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



Velkyrien Light Command Cruiser SSD drawn by Sean Young.

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

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

VELKYRIEN LANDING CRAFT

CREW UNITS

10 20 30 40 42

ADMIN 1 | GAS 1 | GAS 2 | GAS 3 | HTS 1

PROBES 5

T-BOMBS D D D D

BOARDING PARTIES

10 20 30 32

DRONE RACK

1		C
2		C
3		G
4		G

DECK CREWS 2

ADD

3	
4	

CNTR

SHIP STATISTICS		
TYPE	=	CLG
POINT VALUE	=	75
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CL
REFERENCE	=	(RV.13)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	130
PLUS REFIT (Y150)		+10
Y175 REFIT		+0

SHIPS PERFORMANCE		
MOVEMENT COST		.67
HET COST		3.33
ERRATIC MANEUVER COST		4
BREAKDOWN		5-6
TURN MODE = B		SPEED
POWER SYSTEMS	1	2 - 5
WARP = 24	2	6 - 10
IMPULSE = 4	3	11 - 15
APR = 0	4	16 - 21
TOTAL = 28	5	22 - 28
BTTY = 2	6	29+
HET	BD	

TYPE I PHASER

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

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

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

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

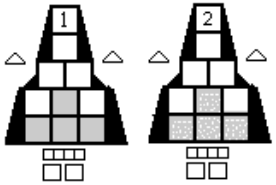
DAM CON 4 4 2 2 2 0

EX DAM

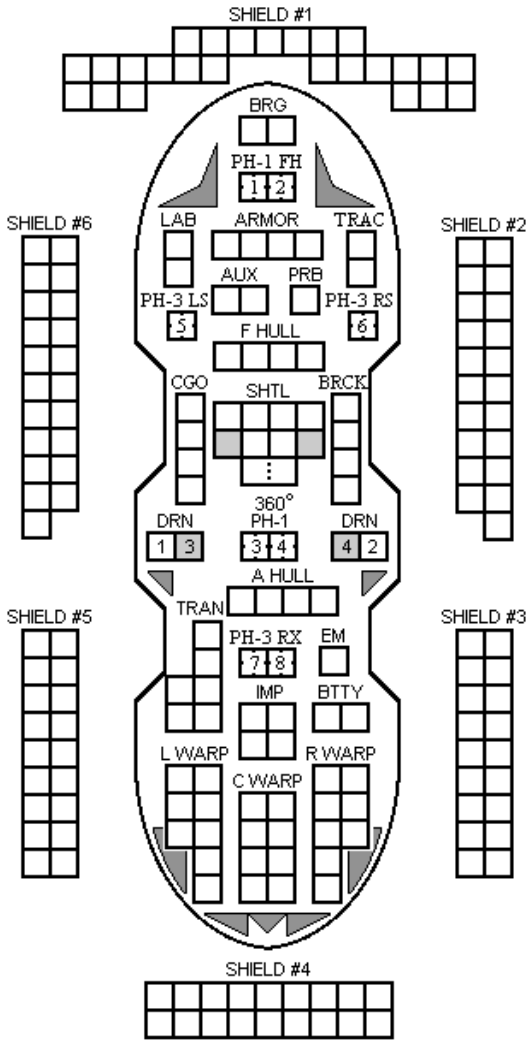
C-RACKS HAVE ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

G-RACKS HAVE TWO RELOADS PRIOR TO THE Y175 REFIT, THREE RELOADS THEREAFTER. ONE RELOAD IS ENTIRELY ADD'S

VIXEN FTR
BPV = 9
2xPH-3 -FA
DFR = 4
SPEED = 15



ADD-6 ARE REPLACED BY DRONE-G BY THE Y150 PLUS REFIT.



SHADED BOXES AND DECK CREW ARE THE Y150 PLUS REFIT.

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

VELKYRIEN COLONIAL CRUISER

CREW UNITS

		✱							10
									20
									30
						37			

BOARDING PARTIES

									10

DECK CREWS

	2

ADMIN SHUTTLES

IDENT	HIT POINTS	NOTES

PROBES

				5
				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

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

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

DRONE RACK

1							C	G
2							C	G

C-RACKS ALWAYS HAVE ONE RELOAD. THESE ARE CONVERETED TO G-RACKS WITH THE DRONE REFIT (TWO RELOADS, ONE OF WHICH IS ENTIRALLY ADD'S).

SHIP STATISTICS

TYPE	=	CLS
POINT VALUE	=	102/142
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CL
REFERENCE	=	(RV.11)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y130
DRONE REFIT		+3
FIGHTER REFIT		+6
Y175 REFIT		+0

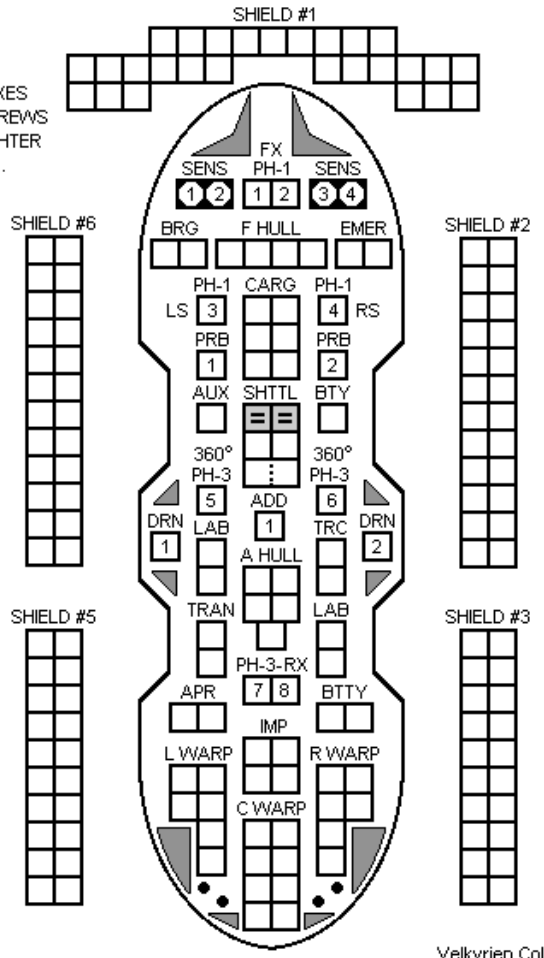
NOTE: THE CLS DID NOT RECIEVE ITS DRONE REFIT UNTIL Y150.

SHIPS PERFORMANCE

MOVEMENT COST			.67
HET COST			3.33
ERRATIC MANEUVER COST			4
BREAKDOWN			5-6
TURN MODE = B			SPEED
POWER SYSTEMS		1	2 - 5
WARP =	22	2	6 - 10
IMPULSE =	4	3	11 - 15
APR =	2	4	16 - 21
TOTAL =	28	5	22 - 28
BTTY =	3	6	29+
HET		BD	

CNTR

SHADED BOXES AND DECK CREWS ARE THE FIGHTER REFIT (Y150).



Velkyrien Colonial Light Scout Cruiser SSD drawn by Sean Young

ADD

1							

DRONE RACK

3								J

ADD IS CONVERTED TO A J-RACK WITH THE DRONE REFIT IN Y150.
THE J-RACK HAS ONE RELOAD PRIOR TO Y175 AND TWO RELOADS THERAFTER.

SPECIAL SENSORS ARE DESTROYED ON TORPEDO HITS.

CORE WORLDS

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

Tables and Charts by PHD Shipyards
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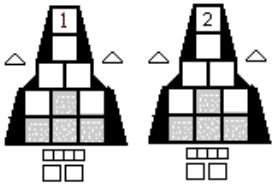
VIXEN FTR
BPV = 9
2xPH-3 -FA
DFR = 4
SPEED = 15



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

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

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

VELKYRIAN DRAAKAR RAIDER

CREW UNITS

			✱						10
									20

BOARDING PARTIES

									10
			14						

DECK CREWS

	2

ADMIN SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

FIGHTER REFIT REPLACES 1 ADMIN & 1 GAS

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

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

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

OPTION MOUNTS

A	
B	

G-RACK HAS TWO RELOADS PRIOR TO Y175, THREE THEREAFTER. ONE IS ENTIRALLY ADD'S.

The Option Mounts are restricted to Ph-1, Disr-22, BKE, BKL, or Photon. A Plasma-G may also be fitted but requires both Option Mounts. Ph-1, Disr, BKE & BKL have FH arcs, Photons have FA arc, Plasma-G has FA arc (FP with Swivel).

SHIP STATISTICS

TYPE	=	CR
POINT VALUE	=	108
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CR
REFERENCE	=	(RV.4)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y130
DRONE REFIT	=	+2
FIGHTER REFIT	=	+5
PLUS REFIT	=	+5
Y175 REFIT	=	+0

CNTR

SHIPS PERFORMANCE

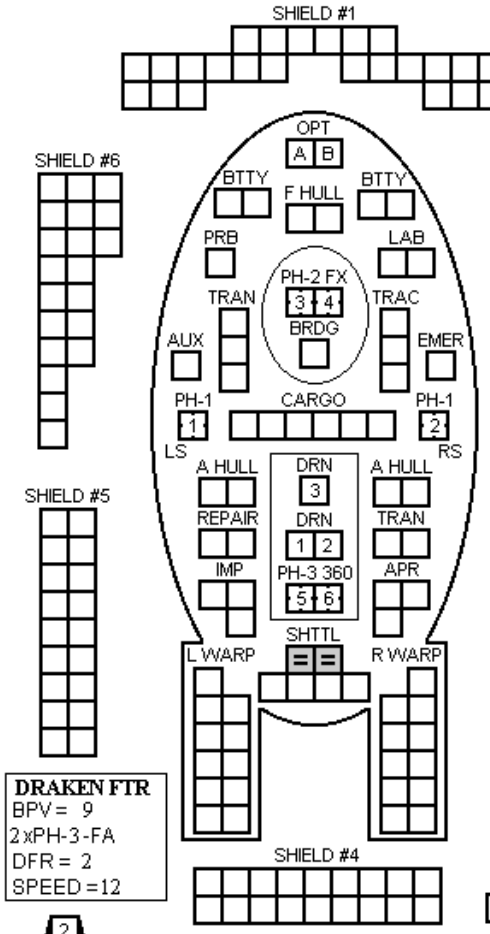
MOVEMENT COST			.67
HET COST			3.33
ERRATIC MANEUVER COST			4
BREAKDOWN			6
TURN MODE = B			SPEED
POWER SYSTEMS		1	2 - 5
WARP	= 22	2	6 - 10
IMPULSE	= 3	3	11 - 15
APR	= 3	4	16 - 21
TOTAL	= 28	5	22 - 28
BTTY	= 4	6	29+
HET		BD	

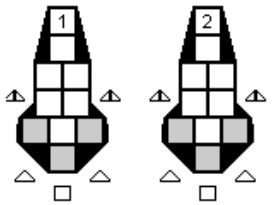
DRONE RACK

1							C					J
2							C					J
3	⋮	⋮	⋮	⋮	⋮	⋮	A	G				

C & J RACKS ALWAYS HAVE DOUBLE RELOADS.
DRONE REFIT REPLACES C RACKS WITH J RACKS.
A RACK HAS A SINGLE RELOAD.
PLUS REFIT REPLACES A RACK WITH G RACK AND APR WITH AWR.

DRAKEN FTR
BPV = 9
2 xPH-3-FA
DFR = 2
SPEED = 12





DEFENSIVE FIGHTERS CARRIED PRIOR TO Y167, OFFENSIVE FIGHTERS THEREAFTER

SENSOR

6	6	5	3	1	0

SCANNER

0	0	1	3	5	9

DAM CON

4	4	2	2	2	0

EX DAM

The VULPIAN LEAGUE is courtesy of John Christie

< sfbrocky@rocknet.net.au >
Velkyrien CR SSD drawn by Loren Smith

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

CORE WORLDS

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

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WARP ENERGY MOVEMENT COST = .67 (2/3) HET COST = [5] ERRATIC MANEUVER WARP COST = (6)

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

VELKYRIAN DRAAKAR-L RAIDER

CREW UNITS								
		✱						10
								20

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES
		GAS
		GAS

SHIP STATISTICS		
TYPE	=	CRL
POINT VALUE	=	120
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CRL
REFERENCE	=	(RV.6)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y130

CNTR

BOARDING PARTIES									
									10
			14						

PROBES				
				5

T-BOMBS							
				D	D	D	D

SHIPS PERFORMANCE				
MOVEMENT COST				.67
HET COST				3.33
ERRATIC MANEUVER COST				4
BREAKDOWN				6
TURN MODE = B			SPEED	
POWER SYSTEMS		1	2 - 5	
WARP	= 22	2	6 - 10	
IMPULSE	= 3	3	11 - 15	
APR	= 4	4	16 - 21	
TOTAL	= 29	5	22 - 28	
BTTY	= 5	6	29+	
HET		BD		

TYPE I PHASER

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

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

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

DRONE RACK							
1							C
2							C
3							A

C-RACKS ALWAYS HAVE TWO RELOADS.
A-RACK HAS ONE RELOAD.

OPTION MOUNTS	
A	
B	

The Option Mounts are restricted to Ph-1, Disr-22, BKE, BKL, or Photon. A Plasma-G may also be fitted but requires both Option Mounts. Ph-1, Disr, BKE & BKL have FH arcs, Photons have FA arc, Plasma-G has FA arc (FP with Swivel).

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

CORE WORLDS

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

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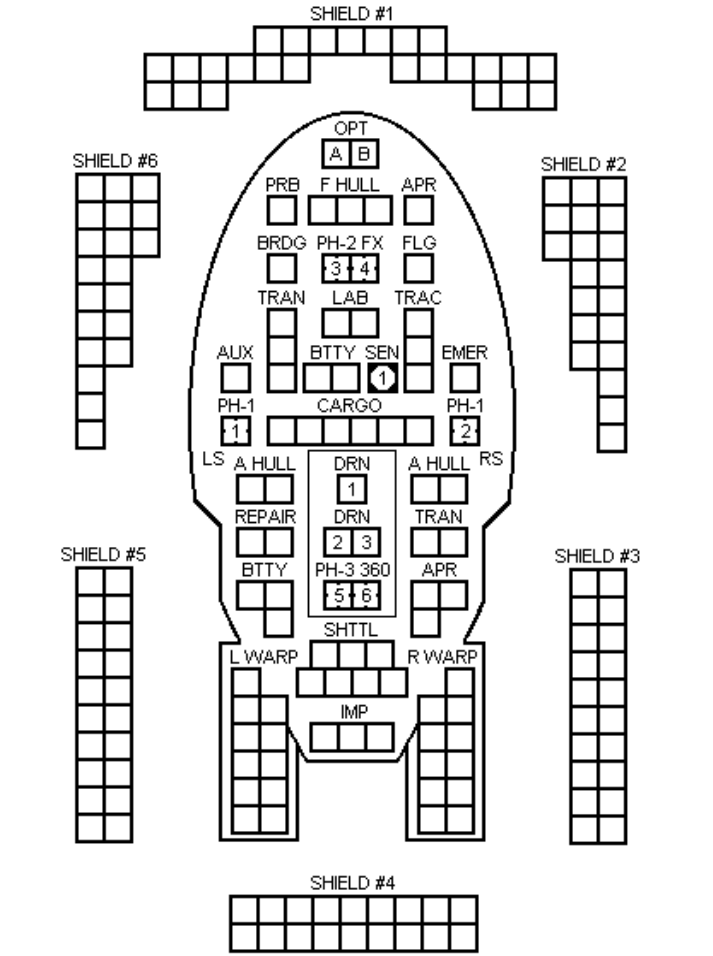


SENSOR						SCANNER						DAM CON						EX DAM					
6	6	5	3	1	0	0	0	1	3	5	9	4	4	2	2	2	0						

Velkyrien CRL SSD drawn by Sean Young

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

VELKYRIEN SEAPLANE TENDER

CREW UNITS — ✱ 10 20 28

ADMIN SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES — 8

PROBES — 5

T-BOMBS — D D

DECK CREWS — 8

SHIP STATISTICS

TYPE	=	CVE
POINT VALUE	=	80
SHIELD COST	=	.5+.5
LIFE SUPPORT	=	.5
SIZE CLASS	=	4
TACT INTEL	=	DD
REFERENCE	=	(RV.14)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	168
Y175 REFIT		+0

CNTR

SENSOR 6 5 2 0

SCANNER 0 1 4 9

DAM CON 2 2 2 0

EX DAM

SHIPS PERFORMANCE

MOVEMENT COST	.5
HET COST	2.5
ERRATIC MANEUVER COST	3
BREAKDOWN	5-6
COMMAND RATING	4
EXPLOSION STRENGTH	12
DOCKING	4

TURN MODE = B		SPEED
POWER SYSTEMS	1	2 - 5
WARP = 16	2	6 - 10
IMPULSE = 2	3	11 - 15
APR = 1	4	16 - 21
TOTAL = 19	5	22 - 28
BTTY = 2	6	29+
HET	BD	

TYPE I PHASER

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

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

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

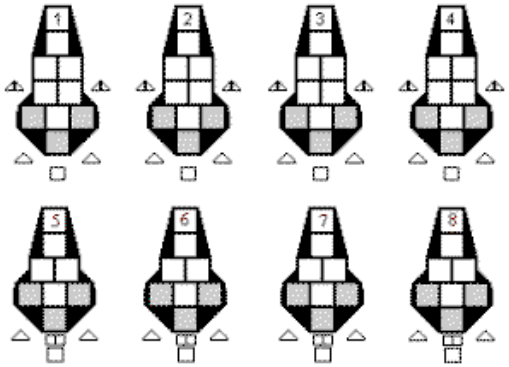
DRONE RACKS

1		G
2		G

DRONE RACKS HAVE TWO RELOADS UNTIL THE Y175 REFIT, THREE THEREAFTER.
ONE RELOAD IS ENTRIELY ADD's.

ADD TABLE

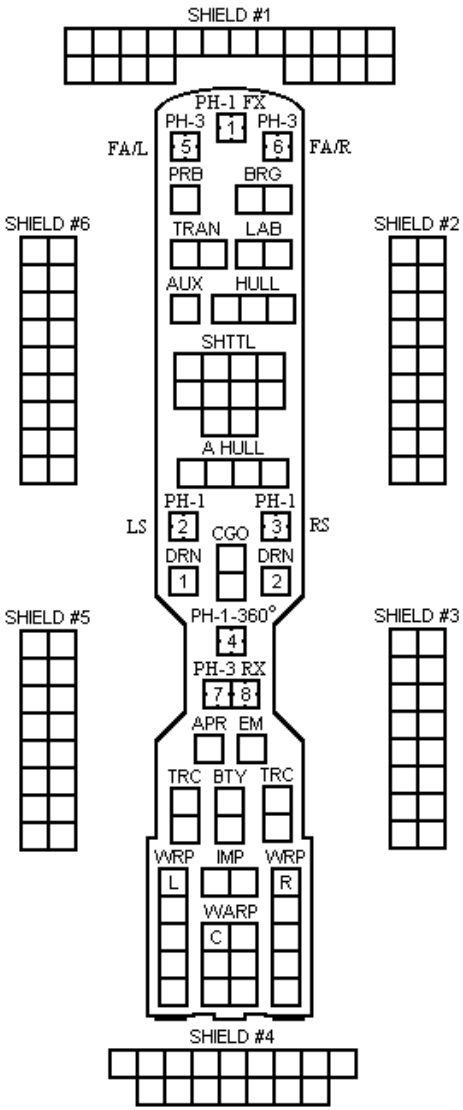
RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-



DRAKEN FTR.
BPV = 9
2xPH-3 -FA
2 x TYPE-I DRN
2 x TYPE-VI DRN
DFR = 2
SPEED = 12

VENOM FTR.
BPV = 7
2xPH-3 -FA
2 x TYPE-VI DRN
2 x RALAD
DFR = 2
SPEED = 10

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



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

VELKYRIAN TORPEDO BOAT DESTROYER

CREW UNITS								
			✱					10
								20
							28	

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

BOARDING PARTIES								
								8

PROBES				
				5

T-BOMBS			
		D	D

DECK CREWS
1

Deck Crew added with the Fighter Refit

SHADED BOX ADDED WITH THE FIGHTER REFIT

SHIP STATISTICS		
TYPE	=	DD
POINT VALUE	=	96
SHIELD COST	=	.5+.5
LIFE SUPPORT	=	.5
SIZE CLASS	=	4
TACT INTEL	=	DD
REFERENCE	=	(RV.15)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y120
DRONE REFIT		+4
FIGHTER REFIT		+3
Y175 REFIT		+0

CNTR

TYPE I PHASER

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

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

SHIPS PERFORMANCE			
MOVEMENT COST			.5
HET COST			2.5
ERRATIC MANEUVER COST			3
BREAKDOWN			5-6
COMMAND RATING			4
EXPLOSION STRENGTH			12
DOCKING			4
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 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	5	4	3	2	0	0
6	5	3	3	1	0	0

BRUNHILDA'S KISS - LATE

RANGE	0	1-4	5-10	11-20	21-30
DAMAGE, STD	-	4	3	2	1
DAMAGE, OVLD	9	8	5	-	-
FEEDBACK	2	-	-	-	-
HIT	1-6	1-5	1-4	1-3	1-2

CORE WORLDS

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

Tables and Charts by PHD Shipyards
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The VULPIAN LEAGUE is courtesy of John Christie
< sfbrocky@rocknet.net.au >

VIXEN FTR
BPV = 9
2xPH-3 -FA
DFR = 4
SPEED = 15

DRONE RACK												
1						C				J		
2						C				J		

C-RACKS ALWAYS HAVE ONE RELOAD.
J-RACKS HAVE ONE RELOAD PRIOR TO Y175, TWO RELOADS THERAFTER

ADD														
1														

ADD HOLDS 6 ROUNDS PRIOR TO Y175 AND 12 ROUNDS THEREAFTER

ADD TABLE

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

Velkyrien Torpedo Boat Destroyer SSD drawn by Sean Young

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

VELKYRIEN TORPEDO GUNBOAT

CREW UNITS

		✱						10
								20
								30
32								

ADMIN SHUTTLES

IDENT	HIT POINTS	NOTES

1 SPARE ADMIN SHUTTLE

BOARDING PARTIES 10

PROBES 5

T-BOMBS D D

DECK CREWS 1

Deck Crew added with the Fighter Refit

FIGHTER REFIT INCLUDES SHADED BOX, SPARE FIGHTER 10 SPACES OF ADD's & TYPE VI DRONES

SHIP STATISTICS

TYPE	=	DDL
POINT VALUE	=	112
SHIELD COST	=	.5+.5
LIFE SUPPORT	=	.5
SIZE CLASS	=	4
TACT INTEL	=	DD
REFERENCE	=	(RV.16)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y142
DRONE REFIT (Y150)		+2
FIGHTER REFIT		+3
Y175 REFIT		+0

CNTR

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE IT'S SENSOR RATING

SHIPS PERFORMANCE

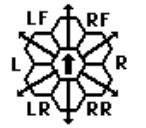
MOVEMENT COST	.5
HET COST	2.5
ERRATIC MANEUVER COST	3
BREAKDOWN	5-6
COMMAND RATING	5
EXPLOSION STRENGTH	12
DOCKING	4

TURN MODE = B

		SPEED
POWER SYSTEMS	1	2 - 5
WARP = 16	2	6 - 10
IMPULSE = 2	3	11 - 15
APR = 4	4	16 - 21
TOTAL = 22	5	22 - 28
BTTY = 3	6	29+
HET	BD	

TYPE I PHASER

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



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

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

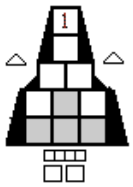
TYPE III DEFENSE PHASER

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

BRUNHILDA'S KISS - LATE

RANGE	0	1-4	5-10	11-20	21-30
DAMAGE,STD	-	4	3	2	1
DAMAGE,OVLD	9	8	5	-	-
FEEDBACK	2	-	-	-	-
HIT	1-6	1-5	1-4	1-3	1-2

VIXEN FTR
BPV = 9
2xPH-3 -FA
DFR = 4
SPEED = 15



MJOLLNIR CANNON

ENERGY	RANGE 0-1	2-4	5-8	9-15	16-25
2	10	8	6	4	2
3	15	12	9	6	3
4	20	16	11	7	4
5	25	18	12	-	-
HIT	2-11	2-10	2-8	2-6	2-5

ADD TABLE

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

DRONE RACK

1												J
2												J
3										C	G	

J-RACKS HAVE ONE RELOAD PRIOR TO Y175, TWO RELOADS THEREAFTER
C-RACK ALWAYS HAS ONE RELOAD.
THIS IS CONVERTED TO A G-RACK WITH DRONE REFIT.
G-RACK HAS TWO RELOADS PRIOR TO Y175, THREE THEREAFTER. ONE IS ENTIRELY ADD's

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

VELKYRIEN GUNBOAT

CREW UNITS								
		✱						10
								20

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

BOARDING PARTIES							
							8

DECK CREWS
1

Deck Crew added with the Fighter Refit.

PROBES				
				5

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

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

DRONE RACK												
1							C					J
2							C					J

C-RACKS ALWAYS HAVE ONE RELOAD.

J-RACKS HAVE ONE RELOAD PRIOR TO Y175, TWO RELOADS THERAFTER

BRUNHILDA'S KISS - LATE

RANGE	0	1-4	5-10	11-20	21-30
DAMAGE, STD	-	4	3	2	1
DAMAGE, OVLD	9	8	5	-	-
FEEDBACK	2	-	-	-	-
HIT	1-6	1-5	1-4	1-3	1-2

SHIP STATISTICS		
TYPE	=	FF
POINT VALUE	=	75
SHIELD COST	=	.5+.5
LIFE SUPPORT	=	.5
SIZE CLASS	=	4
TACT INTEL	=	FF
REFERENCE	=	(RV.17)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y120
DRONE REFIT		+3
FIGHTER REFIT		+3
AWR REFIT		+2
Y175 REFIT		+0

CNTR

SENSOR
6
5
2
0

SCANNER
0
1
4
9

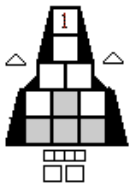
DAM CON
2
2
2
0

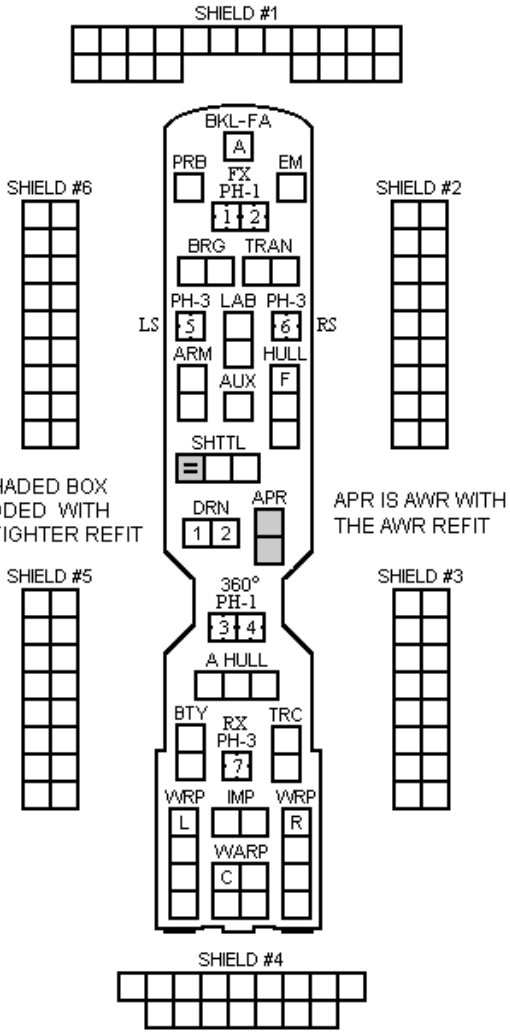
EX DAM

SHIPS PERFORMANCE			
MOVEMENT COST			0.33
HET COST			1.67
ERRATIC MANEUVER COST			2
BREAKDOWN			6
COMMAND RATING			3
EXPLOSION STRENGTH			9
DOCKING			4
TURN MODE = A			SPEED
POWER SYSTEMS		1	2 - 6
WARP =	12	2	7 - 12
IMPULSE =	2	3	13 - 19
APR =	2	4	20 - 26
TOTAL =	16	5	27+
BTTY =	2		
HET		BD	

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

VIXEN FTR
BPV = 9
2xPH-3 -FA
DFR = 4
SPEED = 15





SHADED BOX ADDED WITH THE FIGHTER REFIT

APR IS AWR WITH THE AWR REFIT

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	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.	⅓	⅔	1	1⅓	1⅔	2	2⅓	2⅔	3	3⅓	3⅔	4	4⅓	4⅔	5	5⅓	5⅔	6	6⅓	6⅔	7	7⅓	7⅔	8	8⅓	8⅔	9	9⅓	9⅔	10

VELKYRIEN PT BOAT

CREW UNITS

									10
			✱						20

ADMIN SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

							8

PROBES

				5

T-BOMBS

					D	D

DECK CREWS

1

SHIP STATISTICS

TYPE	=	FF+
POINT VALUE	=	80
SHIELD COST	=	.5+.5
LIFE SUPPORT	=	.5
SIZE CLASS	=	4
TACT INTEL	=	FF
REFERENCE	=	(RV.18)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	160
Y175 REFIT		+0

CNTR

SENSOR

6
5
2
0

SCANNER

0
1
4
9

DAM CON

2
2
2
0

EX DAM

SHIPS PERFORMANCE

MOVEMENT COST		0.33		
HET COST		1.67		
ERRATIC MANEUVER COST		2		
BREAKDOWN		6		
COMMAND RATING		3		
EXPLOSION STRENGTH		9		
DOCKING		4		
TURN MODE = A			SPEED	
POWER SYSTEMS			1	2 - 6
WARP	=	12	2	7 - 12
IMPULSE	=	2	3	13 - 19
APR	=	2	4	20 - 26
TOTAL	=	16	5	27+
BTTY	=	2		
HET			BD	

TYPE I PHASER

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

TYPE III 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

DRONE RACK

1											J
2											J

J-RACKS HAVE ONE RELOAD PRIOR TO Y175, TWO RELOADS THEREAFTER

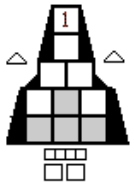
FA = LF + RF
LS = LF+L+LR
RS = RF+R+RR
FX = L+LF+RF+R
RX = L+LR+RR+R

VIXEN FTR
BPV = 9
2xPH-3 -FA
DFR = 4
SPEED = 15

ADD

1												

6 ROUNDS BEFORE Y175 REFIT, 12 AFTER.



PHOTON TORPEDO

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DMGE, OVERLOAD	------VARIES------				NA	NA

ADD TABLE

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

CORE WORLDS
by Sean Young <youngsea@pilot.msu.edu>
Tables and Charts by PHD Shipyards
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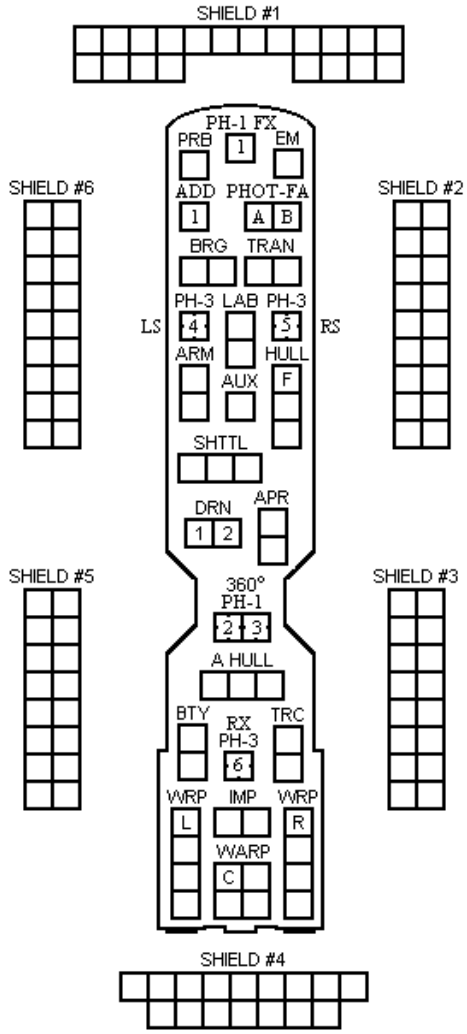

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	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.	⅓	⅔	1	1⅓	1⅔	2	2⅓	2⅔	3	3⅓	3⅔	4	4⅓	4⅔	5	5⅓	5⅔	6	6⅓	6⅔	7	7⅓	7⅔	8	8⅓	8⅔	9	9⅓	9⅔	10

VELKYRIEN TORPEDO-BOAT

CREW UNITS

			✱						10
								19	

ADMIN SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

					6

PROBES

				5

T-BOMBS

			D	D

SHIP STATISTICS

TYPE	=	FFD
POINT VALUE	=	86
SHIELD COST	=	.5+.5
LIFE SUPPORT	=	.5
SIZE CLASS	=	4
TACT INTEL	=	FF
REFERENCE	=	(RV.19)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	135
Y175 REFIT		+0

CNTR

SENSOR 6 5 2 0

SCANNER 0 1 4 9

DAM CON 2 2 2 0

EX DAM

SHIPS PERFORMANCE

MOVEMENT COST			0.33
HET COST			1.67
ERRATIC MANEUVER COST			2
BREAKDOWN			6
COMMAND RATING			3
EXPLOSION STRENGTH			9
DOCKING			4

TURN MODE = A		SPEED
POWER SYSTEMS	1	2 - 6
WARP = 12	2	7 - 12
IMPULSE = 2	3	13 - 19
APR = 0	4	20 - 26
TOTAL = 14	5	27+
BTTY = 2		
HET	BD	

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

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

SCOUT FUNCTIONS

21 LENDING EW
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENTIFIC INFORMATION
28 SELF-PROTECTIVE JAMMING
29 TACTICAL INTEL

DRONE RACK

1										J
2										J
3									L	
4									L	
5	⋮		⋮		⋮		⋮		G	

J AND L-RACKS HAVE ONE RELOAD PRIOR TO Y175, TWO RELOADS THERAFTER.

L-RACK HOLDS 3 DOUBLE SPACE DRONES - SEE (FDL.1).

G-RACK HAS TWO RELOADS PRIOR TO Y175, THREE THERAFTER. ONE IS ENTIRALLY ADD'S.

SPECIAL SENSOR IS DESTROYED ON TORPEDO HITS.

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

CARGO BOXES HOLD 100 SPACES OF DRONES.

ADD TABLE

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

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Tables and Charts by PHD Shipyards
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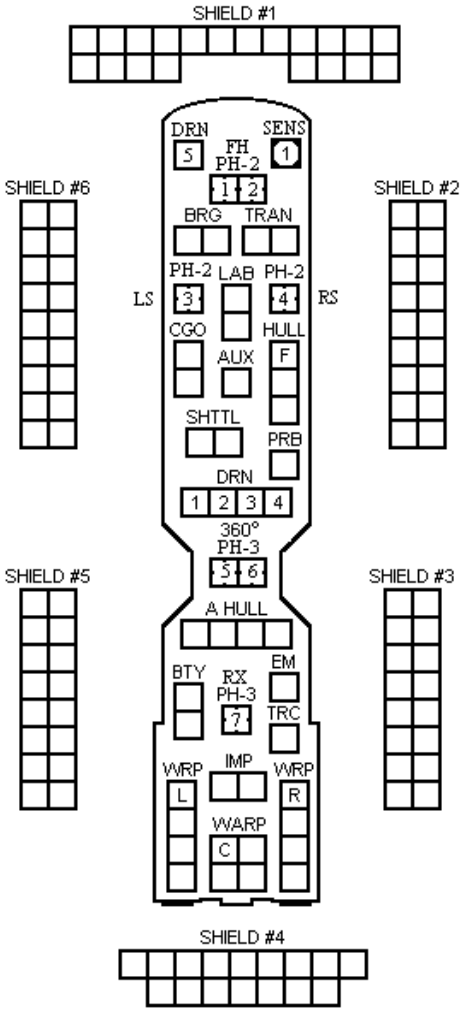


WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	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.	⅓	⅔	1	1⅓	1⅔	2	2⅓	2⅔	3	3⅓	3⅔	4	4⅓	4⅔	5	5⅓	5⅔	6	6⅓	6⅔	7	7⅓	7⅔	8	8⅓	8⅔	9	9⅓	9⅔	10

VELKYRIEN MONITOR

CREW UNITS									
			✱						10
									20
									30
	32								

BOARDING PARTIES									
									10
				15					

DECK CREWS			
			4

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

PROBES				
				5

T-BOMBS								
				D	D	D	D	

DRONE RACKS								
1								J
2								J

J-RACKS HAVE ONE RELOAD PRIOR TO Y175, TWO RELOADS THEREAFTER.

N.B.:- J-RACKS HOLD SINGLE SPACE DRONES ONLY.

SHIP STATISTICS		
TYPE	=	MON
POINT VALUE	=	90/150
SHIELD COST	=	1 + 1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	MON
REFERENCE	=	(RV.23)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	150
Y175	=	0

CNTR

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

SUP, FTR, PF PALLET	
POINT VALUE	= + 15
CREW	= + 6

SPACE CONTROL PALLET	
POINT VALUE	= + 30
CREW	= + 12
MARINES	= + 4

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 = 6	2	5 - 8
IMPULSE = 3	3	9 - 12
APR = 18	4	13 - 17
TOTAL = 27	5	18 - 24
BTTY = 8	6	25+
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

MJOLLNIR CANNON

ENERGY	RANGE 0-1	2-4	5-8	9-15	16-25
2	10	8	6	4	2
3	15	12	9	6	3
4	20	16	11	7	4
5	25	18	12	-	-
HIT	2-11	2-10	2-8	2-6	2-5

PALLET
INSERT PALLET SEE (R1.22E).
(FIGHTER PALLET HOLDS 8 OFFENSIVE/SUPERIORITY AND 4 ASSAULT FIGHTERS)

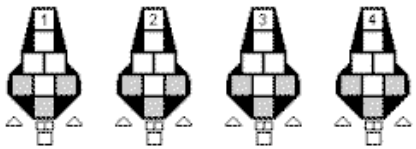
BRUNHILDA'S KISS - LATE

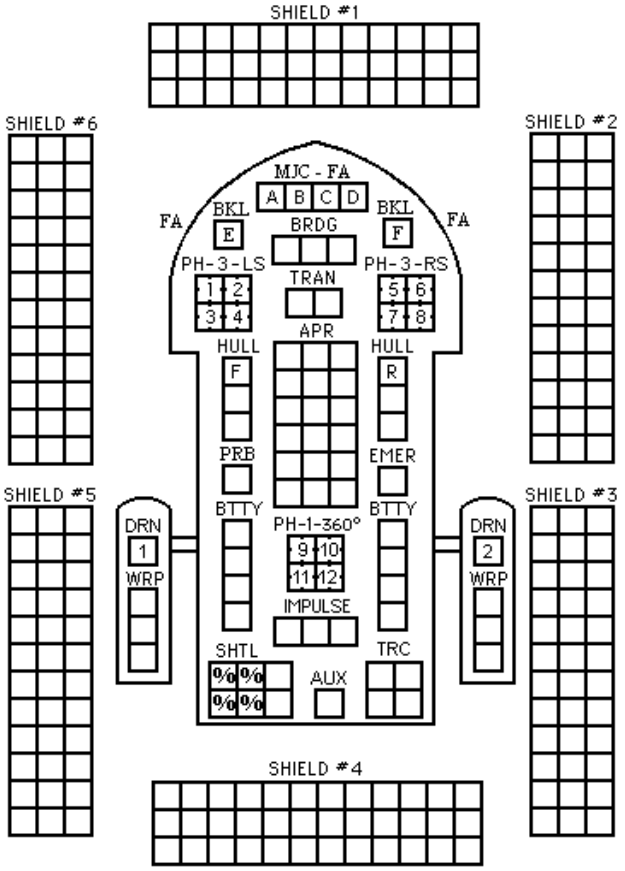
RANGE	0	1-4	5-10	11-20	21-30
DAMAGE, STD	-	4	3	2	1
DAMAGE, OVLD	9	8	5	-	-
FEEDBACK	2	-	-	-	-
HIT	1-6	1-5	1-4	1-3	1-2

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

SEE (R1.22B) FOR MANEUVER LIMITATIONS.

VENOM FTR.
BPV = 7
2 x PH-3 -FA
2 x RALAD
2 x TYPE-VI DRN
DFR = 2
SPEED = 10





SENSOR			
6	6	1	0

DAM CON			
4	2	2	0

SCNNR			
0	0	5	9

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

VELKYRIEN MINESWEEPER

CREW UNITS

		✱							10
									20
							28		

BOARDING PARTIES 7

DECK CREWS 1

ADMIN SHUTTLES

IDENT	HIT POINTS	NOTES
		MSS
		MSS

PROBES 5

T-BOMBS D D

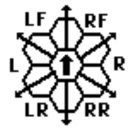
SHIP STATISTICS

TYPE	=	MS
POINT VALUE	=	97/81
SHIELD COST	=	.5+.5
LIFE SUPPORT	=	.5
SIZE CLASS	=	4
TACT INTEL	=	MS
REFERENCE	=	(RV.24)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	168

CNTR

TYPE I PHASER

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



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

SHIPS PERFORMANCE

MOVEMENT COST	.5
HET COST	2.5
ERRATIC MANEUVER COST	3
BREAKDOWN	5-6
COMMAND RATING	4
EXPLOSION STRENGTH	12
DOCKING	4

TURN MODE = B		SPEED
POWER SYSTEMS	1	2 - 5
WARP = 18	2	6 - 10
IMPULSE = 2	3	11 - 15
APR = 2	4	16 - 21
TOTAL = 22	5	22 - 28
BTTY = 2	6	29+
HET	BD	

MINE RACKS

1	I	I	I	I
2	I	I	I	I
3	I	I	I	I
4	I	I	I	I

RACKS ARE SHOWN FOR LARGE MINES; FOR SMALL MINES WRITE AN "S" ON EACH SIDE OF THE DIVIDING BAR.

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

DRONE RACKS

1	G
2	G

DRONE RACKS HAVE TWO RELOADS UNTIL THE Y175 REFIT, THREE THEREAFTER. ONE RELOAD IS ENTRIELY ADD's.

ADD TABLE

RANGE	0	1	2	3	4+
HIT#	–	1–2	1–3	1–4	–

CORE WORLDS

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

Tables and Charts by PHD Shipyards
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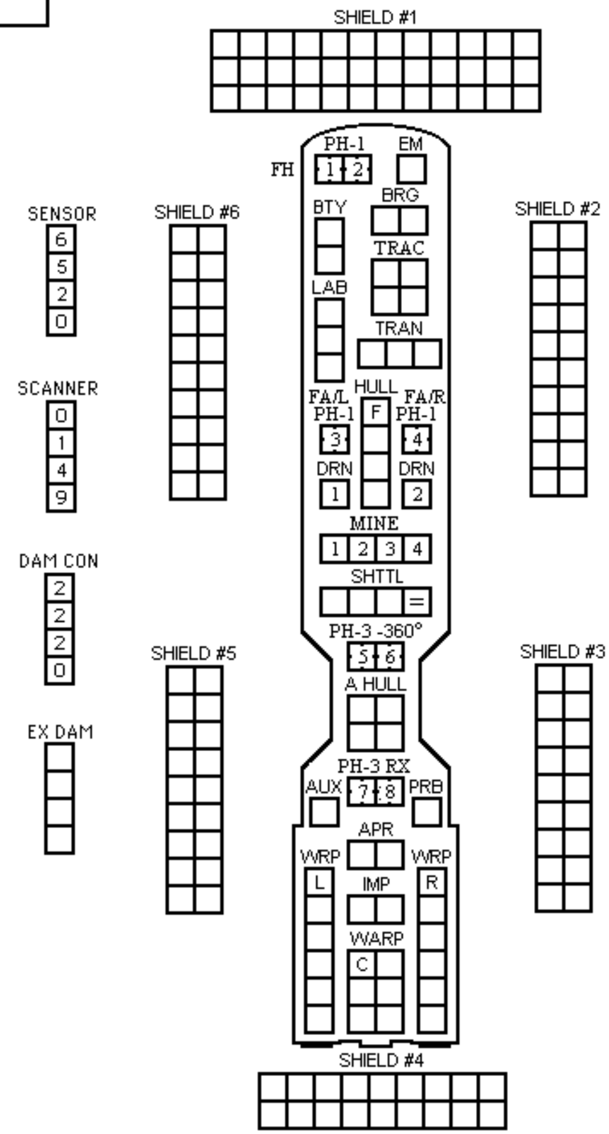
The VULPIAN LEAGUE is courtesy of John Christie
< sfbrocky@rocknet.net.au >

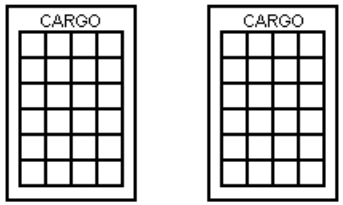
VENOM FTR.
BPV = 7
2xPH-3 -FA
2 x RALAD
2 x TYPE-VI DRN
DFR = 2
SPEED = 10



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

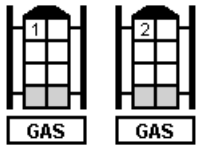
VELKYRIEN CARGO PODS

POD STATISTICS		
TYPE	=	PCG
POINT VALUE	=	14/10
YEAR IN SERVICE	=	Y125
REFERENCE	=	(RV.261)

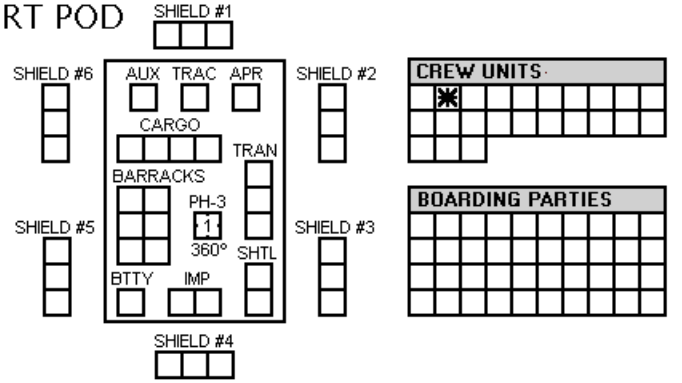


VELKYRIEN TROOP TRANSPORT POD

POD STATISTICS		
TYPE	=	PCM
POINT VALUE	=	31/20
YEAR IN SERVICE	=	Y125
REFERENCE	=	(RV.262)

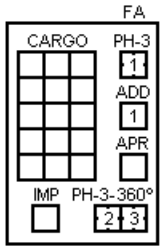


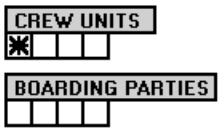
THIS IS A DOUBLE WEIGHT POD



VELKYRIEN SELF DEFENSE POD

POD STATISTICS		
TYPE	=	PSD
POINT VALUE	=	24/16
YEAR IN SERVICE	=	Y130
REFERENCE	=	(RV.263)
Y175 REFIT	=	+2





HAD SIX ROUNDS BEFORE Y175 REFIT.

TYPE III PHASER

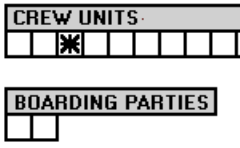
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

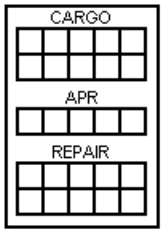
ADD TABLE

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

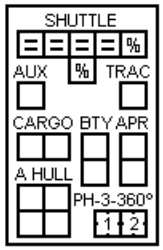
VELKYRIEN REPAIR POD

POD STATISTICS		
TYPE	=	PRP
POINT VALUE	=	34/18
YEAR IN SERVICE	=	Y125
REFERENCE	=	(RV.264)

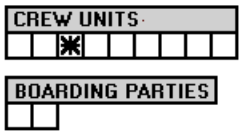




VELKYRIEN HANGER POD



POD STATISTICS		
TYPE	=	PV
POINT VALUE	=	19/12
YEAR IN SERVICE	=	Y167
REFERENCE	=	(RV.265)

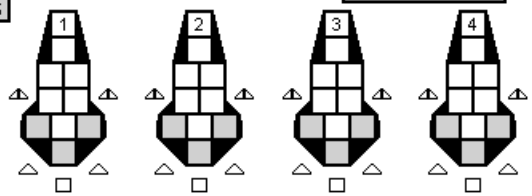


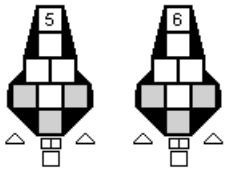
DECK CREWS

FIGHTER STATISTICS		
TYPE	=	DRAKEN
POINT VALUE	=	9
REFERENCE	=	(RV.J4)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y172
SPEED = 12		2 X PH-3-FA
DAMAGE = 10		2 X TYPE-VI DRN
DFR = 2		2 X TYPE-I DRN
		1 X CHAFF

FIGHTER STATISTICS		
TYPE	=	VENOM
POINT VALUE	=	7
REFERENCE	=	(RV.J3)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y169
SPEED = 10		2 x PH-3-FA
DAMAGE = 8		2 X TYPE-VI DRN
DFR = 2		2 x ADD FA
		1 X CHAFF

VENOM DEFENSIVE FIGHTERS MAY BE REPLACED WITH DRAKEN OFFENSIVE FIGHTERS IF DESIRED.





VELKEYRIEN POLICE CORVETTE

CREW UNITS 10, 16

BOARDING PARTIES 6

DECK CREWS 1

Deck Crew added with the Fighter Refit

ADMIN SHUTTLES

IDENT	HIT POINTS	NOTES

SHADED BOX IS A FIGHTER BAY WITH THE Y150 FIGHTER REFIT.

PROBES 5

T-BOMBS D D

CNTR

SHIP STATISTICS		
TYPE	=	POL
POINT VALUE	=	60
SHIELD COST	=	.5+.5
LIFE SUPPORT	=	.5
SIZE CLASS	=	4
TACT INTEL	=	POL
REFERENCE	=	(RV.25)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y120
DRONE REFIT		+2
FIGHTER REFIT		+3
PLUS REFIT		+4
Y175 REFIT		+0

SENSOR 6, 5, 2, 0

SCANNER 0, 1, 4, 9

DAM CON 2, 2, 2, 0

EX DAM

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	0.33
HET COST	1.67
ERRATIC MANEUVER COST	2
BREAKDOWN	6
COMMAND RATING	3
EXPLOSION STRENGTH	9
DOCKING	4

POWER SYSTEMS		TURN MODE=AA	SPEED
WARP	= 10	2	9 - 16
IMPULSE	= 2	3	17 - 24
APR	= 1	4	25+
TOTAL	= 13		
BTTY	= 2		
HET		BD	

(Turn mode row 1: 1 | 2 - 8)

NIMBLE SHIP

DRONE RACK

1 — C — J
2 — C — J

C-RACKS ALWAYS HAVE ONE RELOAD. J-RACKS HAVE ONE RELOAD PRIOR TO Y175, TWO RELOADS THERAFTER

DRONE RACKS

1 — G
2 — G

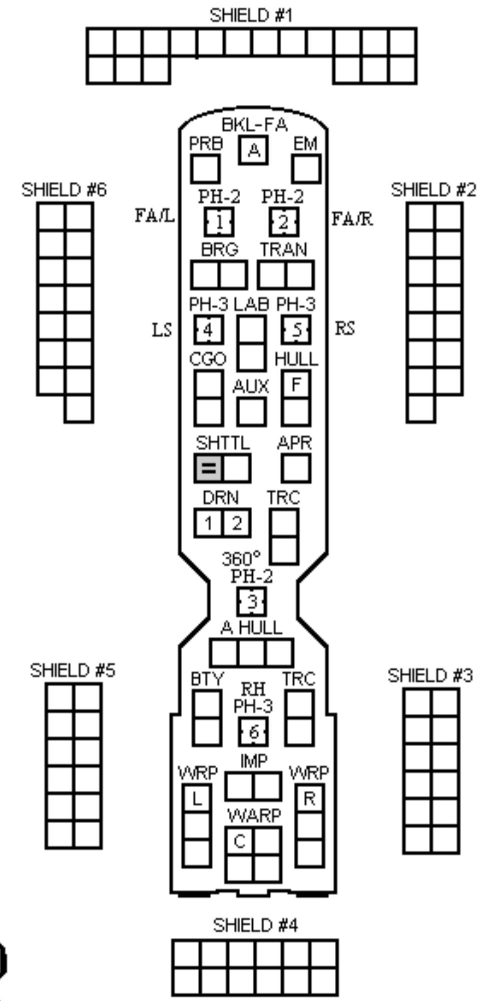
G-RACKS HAVE 2 RELOADS, THREE WITH THE Y175 REFIT. ONE RELOAD IS ENTIRELY ADD's.

POL MAY CONVERT C-RACKS TO EITHER J-RACKS BY THE DRONE REFIT OR G-RACKS BY THE Y150 PLUS REFIT.

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

The VULPIAN LEAGUE is courtesy of John Christie

< sfbrocky@rocknet.net.au >



BRUNHILDA'S KISS - LATE

RANGE	0	1-4	5-10	11-20	21-30
DAMAGE, STD	-	4	3	2	1
DAMAGE, OVLD	9	8	5	-	-
FEEDBACK	2	-	-	-	-
HIT	1-6	1-5	1-4	1-3	1-2

ADD TABLE

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

VENOM FTR.
BPV = 7
2xPH-3 -FA
2 x RALAD
2 x TYPE-VI DRN
DFR = 2
SPEED = 10

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX   [5] = HET COST   (6) = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	(6)	7	8	9	10	11	12	13	14	15
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5

SPEED	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

VELKYRIEN KNORR-R RAIDING REPAIR FREIGHTER

CREW UNITS 10

BOARDING PARTIES 6

DECK CREWS 1

DECK CREWS COME WITH THE FIGHTER REFIT

ADMIN SHUTTLES

IDENT	HIT POINTS	NOTES
		HTS

FIGHTER REFIT REPLACES 1 ADMIN SHUTTLE

SHIP STATISTICS

TYPE	=	KR-FRL
POINT VALUE	=	60
SHIELD COST	=	.5+.5
LIFE SUPPORT	=	.5
SIZE CLASS	=	4
TACT INTEL	=	FRL
REFERENCE	=	(RV.5)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	140
DRONE REFIT (Y136)		+2
FIGHTER REFIT		+1
G-RACK REFIT (Y166)		+2
Y175 REFIT		+0
AWR REFIT		+7

CNTR

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

T-BOMBS D D

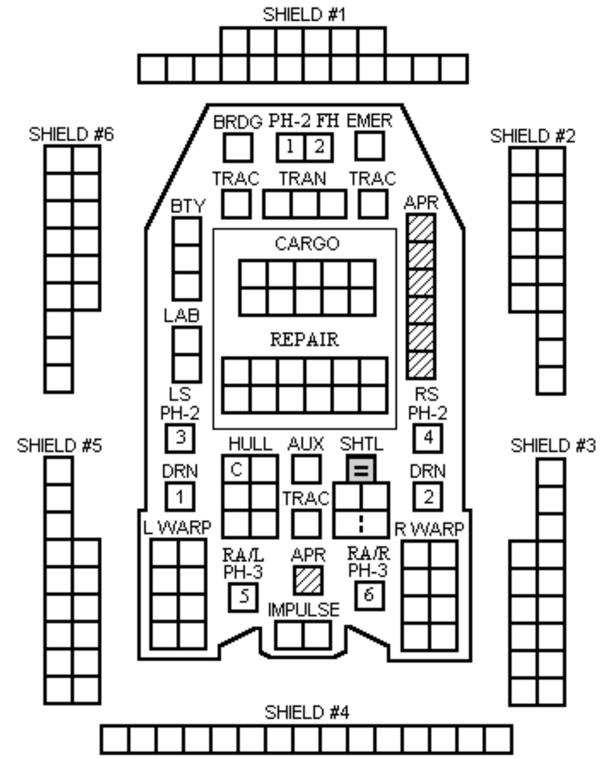
TYPE III DEFENSE PHASER

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

SHIPS PERFORMANCE

MOVEMENT COST	.5
HET COST	2.5
ERRATIC MANEUVER COST	3
BREAKDOWN	3-6

POWER SYSTEMS		TURN MODE = D	SPEED
WARP =	16	1	2 - 4
IMPULSE =	2	2	5 - 8
APR/AWR =	7	3	9 - 12
TOTAL =	25	4	13 - 17
BTTY =	3	5	18 - 24
HET		6	25+
		BD	



DRONE RACK

1	C	G	J
2	C	G	J

C-RACKS AND J-RACKS ALWAYS HAVE 2 RELOADS.

G-RACK REFIT (Y166) ONLY GIVEN TO THIS VESSEL IF THE J-RACK REFIT IN Y136 WAS NOT INSTALLED.

G-RACKS HAVE TWO RELOADS PRIOR TO Y175 AND THREE THERAFTER. ONE RELOAD IS ALWAYS ALL ADDs.

CORE WORLDS

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

Tables and Charts by PHD Shipyards
Used by permission

VENOM FTR
BPV = 7
2xPH-3-FA
DFR = 2
SPEED =10

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

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

READY RACK IS NOT PRESENT WITHOUT THE FIGHTER REFIT.

APR CHANGED TO AWR WITH THE AWR REFIT

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

VELKYRIEN TUG

CREW UNITS

			✱						10
									20
									30

ADMIN SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

									10

PROBES

				5

T-BOMBS

				D	D	D	D

DECK CREWS

	2

SHADED BOXES AND DECK CREWS ARE THE FIGHTER REFIT (Y150).

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

TYPE I PHASER

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

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

TYPE III 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

DRONE RACK

1											C									J
2											C									J

C-RACKS ALWAYS HAVE ONE RELOAD.
C-RACKS CONVERT TO J-RACKS BY Y135 DRONE REFIT
J-RACKS HAVE ONE RELOAD OF TYPE-I DRONES PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER

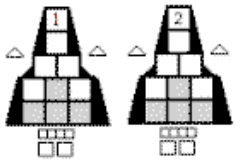
ADD

1																				

ADD HOLDS 6 ROUNDS PRIOR TO Y175 AND 12 ROUNDS THEREAFTER

BRUNHILDA'S KISS - LATE

RANGE	0	1-4	5-10	11-20	21-30
DAMAGE,STD	-	4	3	2	1
DAMAGE,OVLD	9	8	5	-	-
FEEDBACK	2	-	-	-	-
HIT	1-6	1-5	1-4	1-3	1-2



SHIP STATISTICS

TYPE	=	TUG
POINT VALUE	=	110/85
SHIELD COST	=	1 + 1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	(RV.26)
YEAR IN SVC	=	125
DRONE REFIT	=	+2
FTR REFIT	=	+6
Y175 REFIT	=	+1

SHIP PERFORMANCE

MOVEMENT COST	=	1
BREAKDOWN	=	4 - 6
WARP POWER	=	30
IMPULSE	=	4
APR/AWR	=	2
TOTAL POWER	=	36
BATTERIES	=	2

TURN MODE C	SPEED
1	2 - 4
2	5 - 9
3	10 - 14
4	15 - 20
5	21 - 27
6	28+

HET | BD

WITH 2 PODS	
TURN MODE = D	
	SPEED
1	2 - 4
2	5 - 8
3	9 - 12
4	13 - 17
5	18 - 24
6	25+

HET | BD

VIXEN FTR.
BPV = 9
2 x PH-3-FA
DFR = 4
SPEED = 15

CNTR

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6
PH-1-FH
FA BKL
BRG
FA BKL
A
B
EMER
PRB
ADD
AUX
LS PH-1
LAB
F HULL
DRN
RS PH-1
PH-3
TRAN
SHTTL
PH-3
CARGO
TRC
TRC
A HULL
PH-3-RH
APR
IMP
BTTY
L WARP
C WARP
R WARP

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

WARP ENERGY MOVEMENT COST = 1.50 (1-1/2) 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	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1.5	3	4.5	6	7.5	9	11.5	12	13.5	15	16.5	18	19.5	21	22.5	24	25.5	27	28.5	30	31.5	33	34.5	36	37.5	39	40.5	42	44.5	45

VELKYRIEN IRONCLAD

CREW UNITS

								10
		✱						20
								30

ADMIN SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

								10

PROBES

T-BOMBS

				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

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

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

DRONE RACK

							A	C
1							A	C
2								

A-Racks are replaced by C-Racks by the Y80 Drone Refit.

BRUNHILDA'S KISS - EARLY

RANGE	1-2	3-6	7-14	15-22
DAMAGE, STD	5	4	3	2
HIT	1-5	1-4	1-3	1-2

Requires 2 points of allocated or Reserve Warp or Impulse Power to arm. Cannot be held.

SHIP STATISTICS

TYPE	=	YCA
POINT VALUE	=	80
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	YCA
REFERENCE	=	(RV.21)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	60
DRONE REFIT (Y80)		+2

SHIPS PERFORMANCE

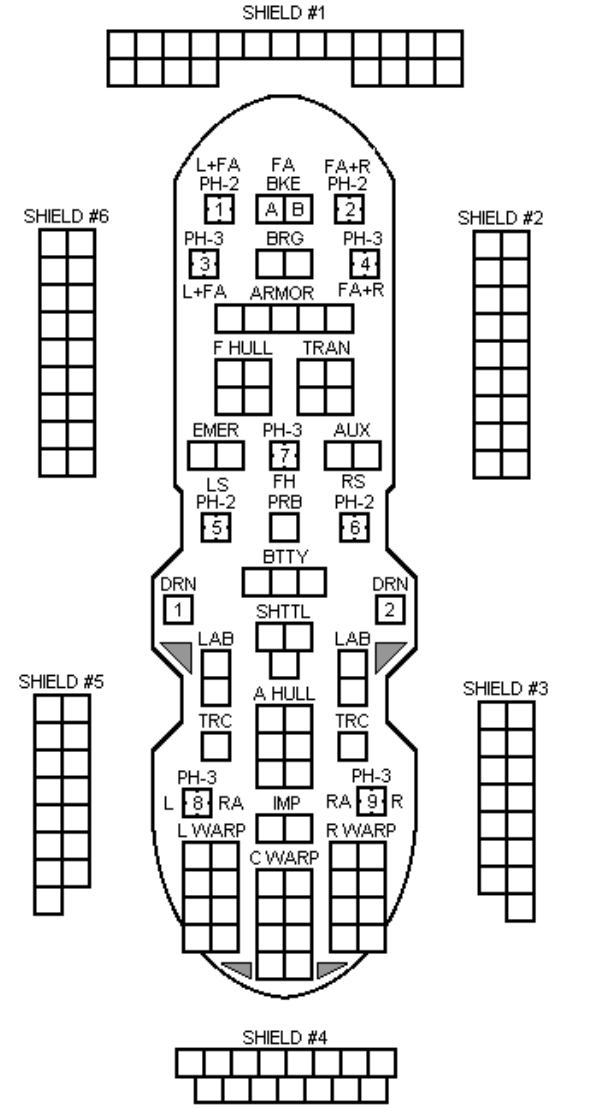
MOVEMENT COST	1
HET COST	5
ERRATIC MANEUVER COST	6
BREAKDOWN	5-6

TURN MODE = C	SPEED
1	2 - 4
2	5 - 9
3	10 - 14
4	15 - 20
5	21 - 27
6	28+

POWER SYSTEMS	=	
WARP	=	24
IMPULSE	=	2
APR	=	0
TOTAL	=	26
BTTY	=	3

HET | BD

CNTR



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

VELKYRIEN GUN VESSEL

CREW UNITS

		✱						10
								20
								30

ADMIN SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

									10
12									

PROBES

T-BOMBS

			D	D

CNTR

SHIP STATISTICS

TYPE	=	YCL
POINT VALUE	=	68
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	YCL
REFERENCE	=	(RV.20)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	65
DRONE REFIT (Y80)		+2

SHIPS PERFORMANCE

MOVEMENT COST			.67
HET COST			3.33
ERRATIC MANEUVER COST			4
BREAKDOWN			5-6
TURN MODE = B			SPEED
POWER SYSTEMS		1	2 - 5
WARP	= 16	2	6 - 10
IMPULSE	= 2	3	11 - 15
APR	= 0	4	16 - 21
TOTAL	= 18	5	22 - 28
BTTY	= 3	6	29+
HET		BD	

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

LF RF L R LR RR

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

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

DRONE RACK

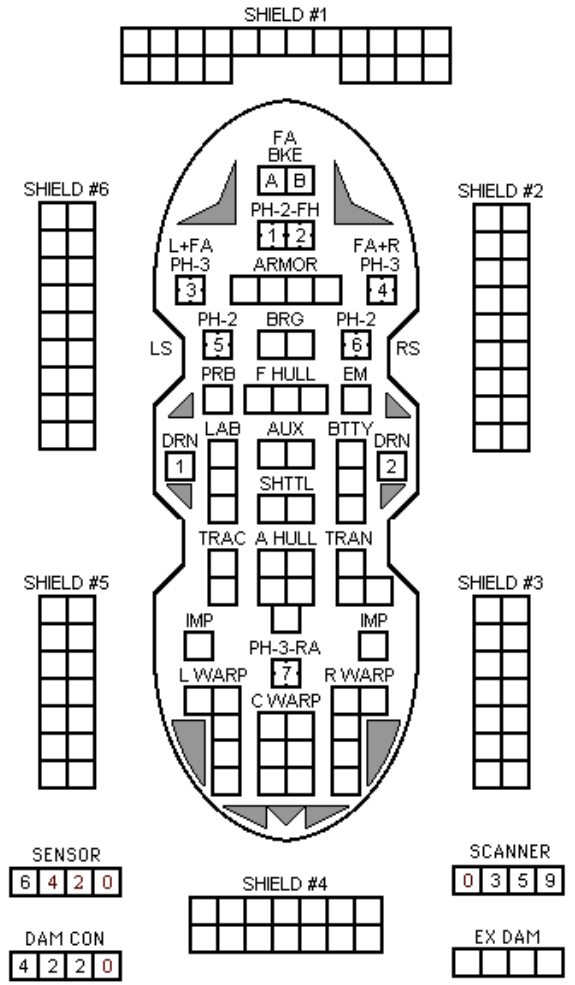
1							A	C
2							A	C

A-Racks are replaced by C-Racks by the Y80 Drone Refit.

BRUNHILDA'S KISS - EARLY

RANGE	1 - 2	3 - 6	7 - 14	15 - 22
DAMAGE, STD	5	4	3	2
HIT	1-5	1-4	1-3	1-2

Requires 2 points of allocated or Reserve Warp or Impulse Power to arm. Cannot be held.



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

VELKYRIEN
TORPEDO RAM

CREW UNITS

		✱						10
								20
								30

ADMIN SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

									10
12									

PROBES

T-BOMBS

			D	D

SHIP STATISTICS

TYPE	=	YCS
POINT VALUE	=	74
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	YCL
REFERENCE	=	(RV.22)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	90

CNTR

SHIPS PERFORMANCE

MOVEMENT COST	.67
HET COST	3.33
ERRATIC MANEUVER COST	4
BREAKDOWN	5-6

TURN MODE = B		SPEED
POWER SYSTEMS	1	2 - 5
WARP = 16	2	6 - 10
IMPULSE = 2	3	11 - 15
APR = 0	4	16 - 21
TOTAL = 18	5	22 - 28
BTTY = 3	6	29+
HET	BD	

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

THERE MUST BE AT LEAST 3 OTHER SHIPS FOR EVERY YCS IN A FORCE, UNLESS OTHERWISE SPECIFIED IN A SCENARIO.
i.e. IF 2 YCS ARE IN A FORCE THERE MUST BE AT LEAST 6 OTHER SHIPS!

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

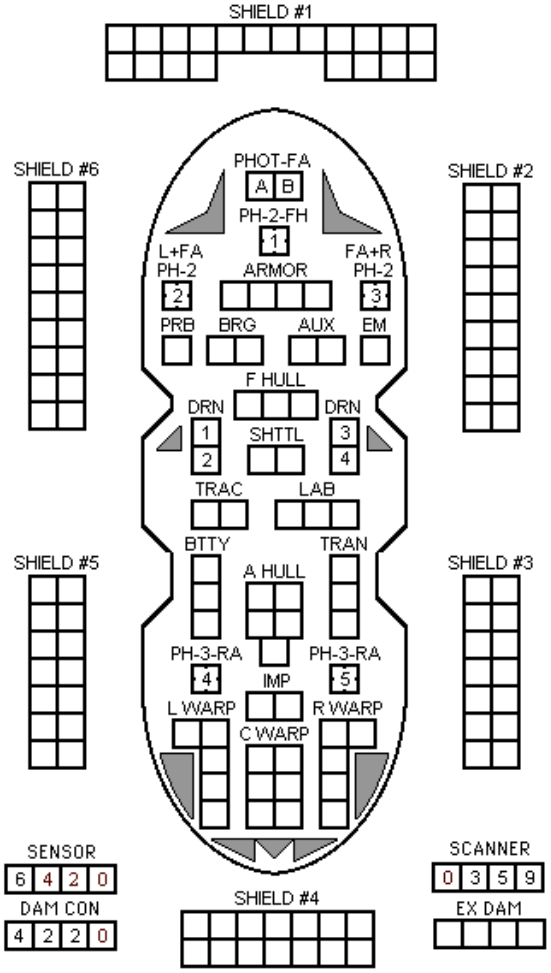
DRONE RACK

1						C
2						C
3						C
4						C

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

PHOTON TORPEDO

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
DAMAGE, STD	NA	8	8	8	8	8



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

VELKYRIAN KNORR-A ARMED RAIDING FREIGHTER

CREW UNITS

	✱									10

11

BOARDING PARTIES

							8

DECK CREWS

1 DECK CREWS COME WITH THE FIGHTER REFIT

ADMIN SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		HTS

FIGHTER REFIT REPLACES 1 ADMIN SHUTTLE

T-BOMBS

		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

UNITS IN BARRACKS

CREW UNITS

									10

BOARDING PARTIES

									10
12									

EXTRA CREW UNITS IN BARRACKS INCLUDE EXTRA BOARDING PARTIES.

OPTIONS MOUNTS ARE RESTRICTED TO PH-1 (FH), DISRUPTOR (FH), PHOTON (FA), BKL (FH), OR C/G-RACKS

OPTION MOUNTS

A	
B	

VENOM FTR
BPV = 7
2 x PH-3-FA
DFR = 2
SPEED = 10

SHIP STATISTICS

TYPE	=	KA-FAL
POINT VALUE	=	70
SHIELD COST	=	.5+.5
LIFE SUPPORT	=	.5
SIZE CLASS	=	4
TACT INTEL	=	FAL
REFERENCE	=	(RV.5)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y130
DRONE REFIT (Y136)		+2
FIGHTER REFIT		+1
G-RACK REFIT (Y166)		+3
Y175 REFIT		+0
AWR REFIT		+3

CNTR

SHIPS PERFORMANCE

MOVEMENT COST			.5
HET COST			2.5
ERRATIC MANEUVER COST			3
BREAKDOWN			3-6
TURN MODE = D			SPEED
POWER SYSTEMS		1	2 - 4
WARP	= 16	2	5 - 8
IMPULSE	= 2	3	9 - 12
APR	= 3	4	13 - 17
TOTAL	= 21	5	18 - 24
BTTY	= 3	6	25+
HET		BD	

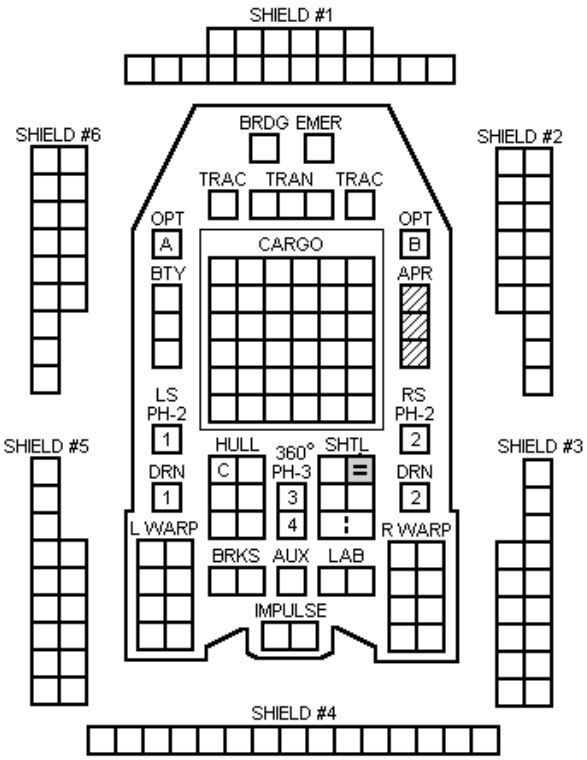
DRONE RACK

1	⋮	⋮	⋮	⋮	⋮	⋮	C	G					J
2	⋮	⋮	⋮	⋮	⋮	⋮	C	G					J

C-RACKS ALWAYS HAVE TWO RELOADS.

G-RACK REFIT (Y166) ONLY GIVEN TO THIS VESSEL IF THE J-RACK REFIT IN Y136 WAS NOT INSTALLED.

G-RACKS HAVE TWO RELOADS PRIOR TO Y175 AND THREE THERAFTER. ONE RELOAD IS ALWAYS ALL ADDs.



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

READY RACK IS NOT PRESENT WITHOUT THE FIGHTER REFIT.

▨ APR CHANGED TO AWR WITH THE AWR REFIT

CORE WORLDS

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

Tables and Charts by PHD Shipyards
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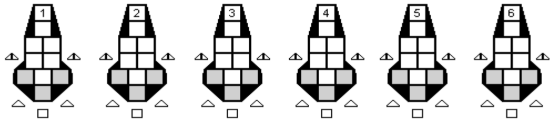
The VULPIAN LEAGUE is courtesy of John Christie
< sfbrocky@rocknet.net.au >

Knorr-A Armed Raiding Frieghter
SSD drawn by Sean Young

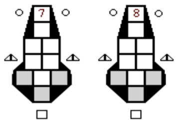
WARP ENERGY MOVEMENT COST = .5 (1/2)					HET COST = 5		ERRATIC MANEUVER WARP COST = ⑥																						
SPEED	1	2	3	4	5	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	.5	1	1.5	2	2.5	3	3.5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

VELKYRIEN CVL FIGHTER SQUADRON



OFFENSIVE/SUPERIORITY FLIGHT

FIGHTER STATISTICS		
TYPE	=	DRAKEN
POINT VALUE	=	9
REFERENCE	=	(RV.J4)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y172
SPEED = 12		2 X PH-3-FA
DAMAGE = 10		2 X TYPE-VI DRN
DFR = 2		2 X TYPE-I DRN
		1 X CHAFF

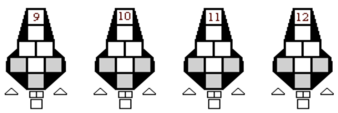


ASSAULT SECTION

BRUNHILDA'S KISS - LATE

RANGE	0	1-4	5-10
DAMAGE,STD	-	4	3
HIT	1-6	1-5	1-4

FIGHTER STATISTICS		
TYPE	=	KRAKEN
POINT VALUE	=	9
REFERENCE	=	(RV.J4)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	169
SPEED = 10		1 x BKL (FA)
DAMAGE = 10		1 x PH-3 (FA)
DFR = 1		2 X TYPE-I DRN
		1 X CHAFF



DEFENSIVE FIGHTER FLIGHT

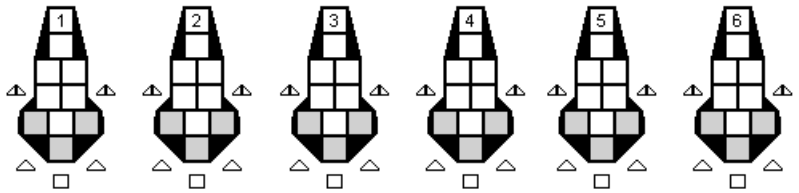
FIGHTER STATISTICS		
TYPE	=	VENOM
POINT VALUE	=	7
REFERENCE	=	(RV.J3)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y169
SPEED = 10		2 x PH-3-FA
DAMAGE = 8		2 X TYPE-VI DRN
DFR = 2		2 x ADD FA
		1 X CHAFF

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

UNIT	TURN	IMP	WEAPON FIRED	WARHEAD / ENDURANCE	TARGET

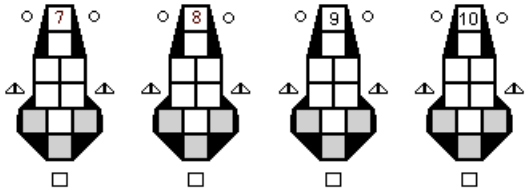
UNIT	TURN	IMP	WEAPON FIRED	WARHEAD / ENDURANCE	TARGET

VELKYRIEN CVS FIGHTER SQUADRON



OFFENSIVE/SUPERIORITY FLIGHT

FIGHTER STATISTICS		
TYPE	=	DRAKEN
POINT VALUE	=	9
REFERENCE	=	(RV.J4)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y172
SPEED = 12		2 X PH-3-FA
DAMAGE = 10		2 X TYPE-VI DRN
DFR = 2		2 X TYPE-I DRN
		1 X CHAFF

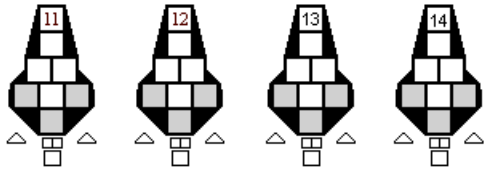


ASSAULT SECTION

BRUNHILDA'S KISS - LATE

RANGE	0	1-4	5-10
DAMAGE,STD	-	4	3
HIT	1-6	1-5	1-4

FIGHTER STATISTICS		
TYPE	=	KRAKEN
POINT VALUE	=	9
REFERENCE	=	(RV.J4)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	169
SPEED = 10		1 x BKL (FA)
DAMAGE = 10		1 x PH-3 (FA)
DFR = 1		2 X TYPE-I DRN
		1 X CHAFF



DEFENSIVE FIGHTER FLIGHT

FIGHTER STATISTICS		
TYPE	=	VENOM
POINT VALUE	=	7
REFERENCE	=	(RV.J3)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y169
SPEED = 10		2 x PH-3-FA
DAMAGE = 8		2 X TYPE-VI DRN
DFR = 2		2 x ADD FA
		1 X CHAFF

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