### (RA.0) The Andrium Kingdom (RA.1) Andrium Kingdom Background

The Andrium are one member of an ancient humanoid race that had at one point occupied a large area of the Western Quadrant. Civil War split the Old Kingdom up into two distinct governments in Y123 - the Andrium Kingdom and the Promethean Confederacy. The Andrium managed to hold onto the original home worlds of the kingdom and as such continue rule in similar fashion as the original government.

The Andrium Kingdom is a Monarchy - although the new ruling family has little ties to the old one other than a continued distrust of the Promethean Confederacy. High level advisors of the Andrium King have often recommended launching a war of reclamation against the Confederacy as opposed to the constant border hostilities that erupted between the two powers, but with the proximity of the Za'Cahri, and in more recent years the Daetharians, Andrium policy towards Promethea has remained one of border protection and reluctant alliance.

# (RA.2) Andrium Royal Navy

Heavy Cruisers and Variants:

(RA.8) HEAVY CRUISER (CA): The top end of Andrium modular design, the Heavy Cruiser was the mainstay of the Kingdom's fleet. Eventually some of the ships in this class were overhauled and modified to mount the Heavy Flash Cannon.

(RA.9) GALACTIC EXPLORER (CAG): Concern over the unexpected Za'Cahri invasion that left the Kingdom unprepared, Andrium military advisors recommended the commission of a long range exploratory vessel that would be capable of identifying future deep space threats. Generally serving out 3 to 5 year missions, the CAG proceeded to fulfill that role well into the years of the Galactic Conflicts.

(RA.10) BATTLECRUISER (BC): A modified CA, the Battle Cruiser was developed in response to the Western Powers War against the Za'Cahri. Two Heavy Flash Cannons were hard-mounted underneath the center warp engine (which runs along the bottom of the hull) to provide the necessary support for such weapons. Extra power systems were included at the expense of scientific and research facilities.

(RA.15) ROYAL FLEET CARRIER (CV): This is a CA modified to carry 12 Fighters which entered service in Y172. From Y173 half of these were the Landsknecht Assault Fighter. Escort Group is a CLE and a DDE. A FFE was usually part as well. From Y179 it was common to replace the Fighters with Conquistador Heavy Fighters. (note: Andrium CV is courtesy of John Christie).

### War Cruisers and Variants:

(RA.16) WAR CRUISER (CW): The demands of the Western/Galactic Powers War quickly revealed the shortcomings of the CL design. A modernized variant had been developed in the Simulators, and was quickly placed in construction. The first entered service in Y170, and at least 1 or 2 were launched each year thereafter. The need for other Ship types, however, prevented it from ever completely replacing the CL, which also remained in production anyway to provide CLE and CLS hulls. The CW did offer a much heavier armament (4 x LFC) as well as a pair of ADD's and, from Y179, a pair of Mech-Links.

### Light Cruisers and Variants:

(RA.5) LIGHT CRUISER (CL): Introduced in Y120 the Light Cruiser served as the first true warship of the Andrium Kingdom.

(RA.7) LIGHT SCOUT CRUISER (SL): Designed at the same time as the CL, the Light Scout Cruiser fulfilled the need for a fast scout ship comparable of the newer fleet operations being employed by the Andrium.

(RA.17) LIGHT CARRIER (CVL): This was a modified CL. It was rather cramped, but was built in larger numbers that the CV for cost reasons. The first was launched in Y168. From Y173 half the fighters were Landsknecht's. From Y179 most of the survivors were converted to CVH, with Conquistador's. Escort Group was a CLE and a FFE, with the FFE being replaced by a DDE from Y171.

(RA.20) LIGHT ESCORT CRUISER (CLE): This vessel was introduced in Y168 as an Escort for the new CVL. It was a CL with the LFC replaced by ADD-12's, a pair of Ready Racks and Limited Aegis. It filled the role of a Drone/Fighter/PF Killer, which was the primary Role of the Andrium Carrier Groups. It never received Full Aegis, but was given more Labs than the standard CL.

### **Destroyers and Variants:**

(RA.6) DESTROYER (DD): A mainstay of the Andrium Kingdom fleet, the DD served primarily as a fleet escort until a true escort destroyer was developed. The modular design of the destroyer class allowed for easy conversion to destroyer variants after the introduction of the HDD in Y164.

(RA.19) ESCORT DESTROYER (DDE): The HDD design was a good starting point for this Ship. The LFC's were replaced by a pair of ADD-12's and a PH-1 with extra Labs added. It had a pair of Ready Racks and Limited Aegis (never receiving Full Aegis). The prototype was launched in Y168.

(RA.22) HEAVY DESTROYER (HDD): A stretched DD hull and a third LFC mount characterize the Andrium Heavy Destroyer. The odd configuration of the boom LFC was an engineering nightmare, which resulted in a halt of this version shortly after the prototype. The basic hull design however made its way into both the Royal Navy and Royal Marine fleets as workable and well suited variants.

(RA.23) COMMANDO DESTROYER (DDG): The Andrium Fleet had always needed a Ship of this type, but never had one until the Prototype DDG was launched in Y168. It was from the same family as the DDE and CVE - the HDD design. Like the MS, every Fleet was supposed to have at least one, and usually did by Y172. A limited production was maintained to replace losses.

(RA.24) POLICE DESTROYER LEADER (PDL): The Royal Marines created this vessel as a command ship for the police forces using Navy hulls from the failed HDD experiment. The original plan called for one PDL to be assigned to each patrol sector, however this turned out to be overly optimistic - as Navy demands on shipyards capable of producing the HDD hulls for the CVE resulted in very few PDL's being produced.

(RA.25) ESCORT CARRIER (CVE): This design was derived from the unsuccessful HDD, first introduced in Y169. It carried 8 Fighters, 4 being Landsknechts after Y173. Escort Group was a FFE, or a DDE from Y171. Many were converted to PFT beginning in Y180. This was the most widely used Andrium Carrier, as a number were allocated to the Police and most independent Cruiser Squadrons included one as well.

### Frigates and Police Ships:

(RA.11) FRIGATE (FF): Developed as a low cost patrol and escort vessel, the FF was use mainly in an escort role along supply routes.

(RA.18) ESCORT FRIGATE (FFE): This design, which entered service in Y168, was originally intended as the standard light escort for the Andrium Carriers. It simply replaces the LFC with ADD-12's with double reloads and adds Limited Aegis and Ready Racks. The DD would have made a better starting point, but the production line was already at full capacity. The class was not a success and was replaced rather quickly by the HDD derived DDE. A few were kept by the Fleet, but after Y171 most were found with the Police. Several appear to have been converted back to standard FF's.

### Miscellaneous Classes:

(RA.12) SYSTEM PATROL MONITOR (SPM): Designed as a low cost weapons platform, the SPM was used to defend important systems near the Promethean/Andrium border. This unit was never operated within a fleet as its warp engines were unable move the ship at rates necessary for such missions.

(RA.13) CARGO TUG (CTUG): Used to transport military and non-military cargo, the CTUG provided a heavy transport unit that could be configured as needed depending on the mission and the type of cargo to be hauled.

(RA.14) BATTLE TUG (BTUG): Classified as a BTUG when in this configuration, the tug was able to mount a single battle "pallet" under the forward boom section. Used in the rare circumstance that the standard cargo configuration wasn't being used and an extra heavy fire support vessel was required.

# (RA.Y) Andrium Early Years Ships by John Christie

The Andrium Kingdom seems to have developed Warp power and Combat Ships around the same time as the Grand Alliance (Kholos, Berhach'i & Soleal), that is between Y33 and Y41. At this time the Kingdom comprised the Andrium (Ruling Class and Military), the Promethean (Workers and Police) and the Thaan (a bit of everything!)

The Andrium Kingdom developed separate Military and Police Ships. The Warships developed into the classic Andrium design, and had a Flash Cannon as their main armament. This has the same arming cost as a LFC, but does damage only in one Impulse. This damage is slightly greater than that scored in one impulse by the LFC. Otherwise it is treated as a LFC. The Police Ships had Drones and Proto-Bolts as their main armament. The Proto-

Bolt had, however, no Overload capability. It could, however, be held.

The Military seem to have built Frigates, Destroyers, some Cruisers (CL) and a very few Flagships (CA). The Police mainly built Destroyers and Armed Freighters, with a few Cruisers to command large Escort Groups and support major "Criminal Investigations". The rise of the Thaan in or about Y111 saw a number of successful mutinies in both Warships and Police Ships, giving the Thaan their first combat units.

The Thaan, apart from a few mutineers, had a number of Armed Freighters, and had also designed a Raider based on a Small Freighter. This design now went into quantity production. Y118 saw the arrival of a number of refugee Berhach'i Ships, whilst Y120 saw the commencement of the development of the later Raider designs, although the first seem to have not birthed until Y156. Y130 also saw the arrival of a number of Orion OFT and SLV, plus Blueprints to enable further construction.

The Andrium Civil War of Y123 - Y135 saw the development of many improved Warships by both the Andrium and Prometheans. The Prometheans, possibly reflecting their Police background, were always somewhat lighter armed in direct-fire weapons, but had plenty of Drones. Both Groups also had to now resolve the problem of the of the Talruum arrival.

(RA.3) EARLY DESTROYER (YDD): This was the predecessor to the later Andrium DD. It first entered service around Y70. The main armament was 2 Flash-Cannon, which have the same Arming Cost as the later Light Flash Cannon, but do damage as listed in a single Impulse only. From around Y120 most were upgraded to incorporate the latest improvements, before being replaced from Y145 by the better known DD. Two were acquired by the Talruum on arrival and were re-armed with Talruum weaponry. These were still being used for convoy Escort duties as late as Y175. The Thaan Pirates acquired a number by mutiny at the time of the Thaan Revolt in Y111.

(RA.4) EARLY FRIGATE (YFF): The partner to the YDD. It was introduced around Y50. The survivors were re-built as FF's from Y122 and soldiered on, along with new construction, for many decades. The Talruum acquired three, and after re-arming used them to support their Police Force. The Andrium seem to have relied on this type, and its rebuilt version, for Police work after the Andrium Civil War. At least 10 mutinied in Y111 and 112 and joined the Thaan Pirates.

## (RA.J0) Andrium Attrition Units by John Christie < <u>sfbrocky@rocknet.net.au</u> >

**CAVALIER SUPERIORITY FIGHTER**This was a largely defensive unit which officially entered service in Y169, although at least one CVL was operational with the type in Y168, and some were deployed on larger Bases in Y168 as well. It has a pair of Phaser-3's only, and has little offensive capability. It was extensively used by the Police, especially after the introduction of the Chevalier.

**CHEVALIER SUPERIORITY FIGHTER**This was a significant improvement on the Cavalier, being not only faster and tougher, but also having the ability to carry 4 RALAD's (containerized ADD's). This made it a much better Drone killer. It remained in service until at least Y200, probably longer.

**LANDSKNECHT ASSAULT FIGHTER**The Andrium always had a problem of lack of an effective strike weapon for their Fighters. The Landsknecht, with a Phaser-2, was an attempt to rectify this short-coming. It also had a pair of RALAD, mainly for self-protection against Drones. It was better than nothing, but not much. None-the-less it stayed in use until after Y200. It was often deployed in mixed Squadrons with equal numbers of Chevaliers. Occasional full Squadrons were deployed on Star bases.

**CONQUISTADOR HEAVY FIGHTER**This was regarded as a better proposition than the Landsknecht, but took up a lot of space. None-the-less, it was extensively deployed, not only on Bases, but in the Fleet. At least 1 CV carried them, and most CVL and a few CVE were converted to carry them as well. It would have been much better with a LFC, but the Andrium could never solve the engineering problems of mounting such a powerful weapon in a Size Class 6 unit.

### Andrium Carrier & Tender Squadrons:

**HEAVY CARRIER (CV) SQUADRON**: Consisted of 12 Cavalier Fighters in Y172. Between Y173 and Y178 the CV carried 6 Chevalier Fighters and 6 Landsknecht Fighters. Beginning in Y179 it was common to replace all fighters on the Andrium CV with 6 double-spaced Conquistador Fighters.

LIGHT CARRIER (CVL) SQUADRON: The CVL carried 12 Cavalier Fighters between Y169 and Y172. From Y173 onward these were replaced with 6 Chevalier and 6 Landsknecht Fighters.

**ESCORT CARRIER (CVE) SQUADRON**: Assigned 8 Cavalier Fighters between Y169 and Y172. From Y173 onward these were replaced with 4 Chevalier and 4 Landsknecht Fighters.

# (EF.1) LIGHT FLASH CANNON

The Flash Cannon is the heavy weapon of the Andrium Kingdom. It operates by manipulating energy into short flashes of unstable particles that do damage over two impulses.

**(EF.11) Designation**: Each "LFC" box on the SSD represents one Light Flash Cannon bolt. Each is recorded and fired separately. This is a Direct Fire weapon.

(EF.12) Arming: A Light Flash Cannon is armed by allocating 1 point of energy to it on the first turn of arming and 2 points of energy to it on the second turn of arming. It must be armed over two consecutive turns in this 1+2 fashion only. The LFC may be fired on the second turn of arming.

(EF.121) Holding: If a LFC is not fired on the second turn of arming it may be held for no cost for up to 25 turns, after which time the energy is lost.

(EF.122) Overloads: An LFC may be overloaded by allocating an extra 2 points of energy during the second turn of arming (for a total of 4 points on the second turn of arming). Optionally, a standard load LFC may be overloaded in mid-turn by expending 2 points of Reserve Power.

**(EF.123) Holding Overloads**: If an overloaded LFC is not fired on the second turn of arming it may be held for up to 25 turns as long as the captain expends 1 point of power for each overload during the energy allocation phase. An overloaded LFC is discharged harmlessly into space if this cost is not paid during energy allocation.

(EF.13) Operation: The Light Flash Cannon is fired during the Direct Fire stage of the Impulse Procedure with all other direct fire weapons. The damage from a LFC is indicated as two numbers separated by a "+" sign. The first number is the damage applied immediately after the weapon hits (with any other damage that may have occurred from direct fire on that impulse). The second number is the amount of damage that will occur on the very next impulse (along with any other direct fire damage that may occur on that impulse - see (EF.131) for exception).

(EF.131) Directional Damage: The amount of damage scored on the second impulse is recorded from the same direction as the original hit even if the ship in question has changed facing. In the case of a facing change - the second damage allocation from the LFC is considered a separate volley from any other direct fire weapons scoring hits on that impulse.

(EF.132) Range Implications: The damage that occurs on the second impulse is recorded using the original firing range if the ships in question have changed ranges between the two impulses.

(EF.14) Repair: Repair cost of a LFC is 6.

(EF.15) Restrictions: Under no circumstances may a Light Flash Cannon be armed, fired, or repaired as a Heavy Flash Cannon.

# (EF.2) HEAVY FLASH CANNON

(EF.21) Designation: Each "HFC" box on the SSD represents one Heavy Flash Cannon. Each is recorded and fired separately. The HFC is a direct fire weapon that is identical in all respects to the Light Flash Cannon with the following exceptions:

(EF.211) Arming: An HFC in armed over two consecutive turns by allocating 2 units of energy on the first turn of arming and 3 units of energy on the second turn. The Heavy Flash Cannon may be fired on the second turn of arming.

(EF.212) Holding: An armed HFC may be held in the same manner as a LFC is although 1 unit of energy is required to do so.

(EF.213) Operation: The Heavy Flash Cannon is fired identically to the LFC but does more damage. Note that the Heavy Flash Cannon cannot be fired at range zero.

(EF.22) Overloads: The HFC may not be overloaded.

(EF.23) Repair: Repair cost of an HFC is 10. A destroyed Heavy Flash Cannon may be repaired as a LFC for a cost of 6.

C	RE'	W١	UN	ITS	6		
			ж				10
							20
							30
							40

B	DA	RD	IN	G F	ΆF	RTI	ES	
								10
			14					

#### **TYPE I PHASER**



ADMIN SHUTTLES

THIS SHIP HAS TWO SHUTTLE BAYS

T-BOMBS

- 1

HIT POINTS NOTES

DDDD

**TYPE III DEFENSE PHASER** 

23

4

1

1-2

2+2

1

0 0 0

0 0 0

RANGE

4 4 3

3 2

ROLL 0 1

4 4

4

1-3

3+3

4- 9-

8 15

0

1 1

1

0 0

1-2

1+1

IDENT

#### LIGHT FLASH CANNON

TYPE II PHASER TABLE

ROLL 0 1 2 3 8 15 30 50

543

4 4 2

4 4 1

5 4 3 3 0 0 0

5 3 3 3 0 0 0

1-5 1-5

9+9 8+8

1

3 1

DIE RANGE

6 5

5

44

HEAVY FLASH CANNON

1

2 6 5

3 6 4

4

5

6

RANGE

HIT#

DAMAGE

RANGE	0	1	2	3-5	6-8	9 - 12	13-22	23-30
HIT#	1-6	1-5	1-5	1-4	1-4	1-3	1-3	1-2
DAMAGE	5+5	5+4	4+4	3+3	3+2	2+2	2+1	1+1
OVERLOAD	NA	7+6	6+6	5+5	5+4			

1

0

0

0

1-4

5+5

DIE

1 4

2 4 4 4 2

3

4 4 4 3 0 0 0

5

6 3 3

1-3

4+4

2 3-5 6-8 9-12 13-22 23-30 31-40

4-9-16-31-

1

2

1 1 0

1 0 0

0 0

1-4

6+6

SHIP ST	ATIS	TICS	CNTR
TYPE	=	BC	
POINT VALUE	=	146	
SHIELD COST	=	1+1	
LIFE SUPPORT	=	1	
SIZE CLASS	=	3	
TACT INTEL	=	CA	
REFERENCE	=	(RA.4)	
SOURCE	=	UNOFFICIAL	
YEAR IN SVC	=	Y173	

SHIPS PERF	ORMA	NCE	
MOVEMENT COST			1
HET COST			5
ERRATIC MANEUV	'ER CO	ST	6
BREAKDOWN			5-6
TURN MOD	E = B	SP	EED
<b>POWER SYSTEMS</b>	1	2 -	- 5
WARP = 30	2	6	-10
IMPULSE = 4	3	11	- 15
APR = 5	4	16	- 21
TOTAL = 39	5	22	- 28
BTTY = 5	6	2	9+
HET	BD		

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ANDRIUM RNS

MOVEMENT COST = 1

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C	RE'	W١	UN	ITS	3		
			ж				10
							20
							30
			34				

ADMIN SHUTTLES											
IDENT	HIT	HIT POINTS NOTES									
		П									
TWO E	9AYS -	NC	) T	RA	NS	FERS					
PROBES T-BOMBS											

DDDD

5

SHIP ST	ATIS	TICS	
TYPE	=	CA	
POINT VALUE	=	121	L
SHIELD COST	=	1+1	
LIFE SUPPORT	=	1	
SIZE CLASS	=	3	
TACT INTEL	=	CA	
REFERENCE	=	(RA.8)	
SOURCE	=	UNOFFICIAL	
YEAR IN SVC	=	Y129	

#### **TYPE I PHASER**

BOARDING PARTIES

8

D	IE	RA	NG	Ξ				6-	9-		26-	51-
R	OLL	0	1	2	3	4	5	8	15	25	50	75
	1	9	8	7	6	5	5	4	3	2	1	1
	2	8	7	6	5	5	4	3	2	1	1	0
	3	7	5	5	4	4	4	3	1	0	0	0
	4	6	4	4	4	4	3	2	0	0	0	0
	5	5	4	4	4	3	3	1	0	0	0	0
	6	4	4	3	3	2	2	0	0	0	0	0

#### LIGHT FLASH CANNON

RANGE	0	1	2	3-5	6-8	9 - 12	13-22	23-30
HIT#	1-6	1-5	1-5	1-4	1-4	1-3	1-3	1-2
DAMAGE	5+5	5+4	4+4	3+3	3+2	2+2	2+1	1+1
OVERLOAD	NA	7+6	6+6	5+5	5+4			

TYPE	Ш	PH	ASI	R 1	<b>FAE</b>	BLE			 TYPE	ш	DEF	ENS	E P	HAS	ER
DIE Roll	RA O	NGE 1	2	3	4- 8		16- 30	31- 50	DIE Roll	RA O	NGE 1	2	3	4- 8	9- 15
1	6	5	5	4	3	2	1	1	1	4	4	4	3	1	1
2	6	5	4	4	2	1	1	0	2	4	4	4	2	1	0
3	6	4	4	4	1	1	0	0	3	4	4	4	1	0	0
4	5	4	4	3	1	0	0	0	4	4	4	3	0	0	0
5	5	4	3	3	0	0	0	0	5	4	3	2	0	0	0
6	5	3	3	3	0	0	0	0	6	3	3	1	0	0	0

SHIE	ος I	PFBF	ORMAI	NCE	
MOVEMEN	_		OTIMA	ICL.	1
HET COST		.001			5
ERBATIC I	A	NEUV	ER CO	ST	6
BREAKDO	₩N				5-6
TUF	RN	MOD	E=C	SP	EED
POWER SY	<b>/</b> \$1	FEMS	1	2	- 4
WARP	=	30	2	5	- 9
IMPULSE :	=	4	3	10	- 14
APR :	=	2	4	15	- 20
TOTAL	=	36	5	21	- 27
BTTY	=	2	6	2	8+
HET			BD		
corow	~ ~	dele	0.00		

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**MOVEMENT COST = 1** 



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C	RE'	W١	UN	ITS	6			
			ж					10
								20
								30
						37		

A	DMIN	4 SI	HU	TΤ	LES	5
IDENT	HÌ	ΤP	011	AT S	5	NOTES
TWO E	BAYS	- N(	ЭΤ	RA	NS	FERS

BOAR	DING	PARTI	IES		PF	ROE	BES	5				Г-B	O١	4B 9	1		
				10	1				5					D	D	D	D
	14			_	2				5	l '			•				_

#### **TYPE I PHASER**

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

#### SPECIAL SENSORS ARE DESTROYED ON PHASER HITS

#### LIGHT FLASH CANNON

RANGE	0	1	2	3-5	6-8	9 - 12	13-22	23-30
HIT#	1-6	1-5	1-5	1-4	1-4	1-3	1-3	1-2
DAMAGE	5+5	5+4	4+4	3+3	3+2	2+2	2+1	1+1
OVERLOAD	NA	7+6	6+6	5+5	5+4			

#### **TYPE II PHASER TABLE**

<u></u>									
DIE Roll	RA O	NGE 1	E 2	3	4- 8		16- 30	31- 50	DIE Rol
1	6	5	5	4	3	2	1	1	1
2	6	5	4	4	2	1	1	0	2
3	6	4	4	4	1	1	0	0	3
4	5	4	4	3	1	0	0	0	4
5	5	4	3	3	0	0	0	0	5
6	5	3	3	3	0	0	0	0	6

#### **TYPE III DEFENSE PHASER** 4- 9-RANGE 2 0

3 3 1 0 0

SHIP ST	ATIS	TICS	CNTE
TYPE	=	CAG	
POINT VALUE	=	121 / 151	
SHIELD COST	=	1+1	
LIFE SUPPORT	=	1	
SIZE CLASS	=	3	
TACT INTEL	=	CA	
REFERENCE	=	(RA.9)	
SOURCE	=	UNOFFICIAL	
YEAR IN SVC	=	Y152	

SHI	PS	PERF	ORMAI	NCE	
MOVEMEN	AT C	:OST			1
HET COST	Γ				5
ERRATIC	MA	NEUV	ER CO	ST	6
BREAKDO	WN				5-6
TU	RN	MODI	E=C	SP	EED
POWER S	YSI	FEMS	1	2 -	- 4
WARP	=	32	2	5 -	- 9
IMPULSE	=	4	3	10 -	14
APR	=	2	4	15 ·	· 20
TOTAL	=	38	5	21	- 27
BTTY	=	2	6	2	8+
HET			BD		

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# ANDRIUM RMS GALACTIC EXPLORER



MOVEMENT COST = 1

4 4 2 2 2 0

0 0 1 3 5 9

6 6 5 3 1 0

#### SSD UPDATED ON 09.19.2000

C	RE	W١	UN	ITS	3		
			ж				10
							20
							30
							40

A	D	4IN	I SI	HU	TΤ	LE	5
IDENT	-	HII	Γ P	OIN	119	ç	NOTES
THIS S	SHIP	'HA	۸S ۸	A TI	JNN	1EL	BAY

D	EC	K	CR	EW	7 <b>S</b>				PF	RO	BES	5				T-B	0	MB	5		
						Γ	Τ	10					5					D	D	D	D
	12								_								-	_			

#### **TYPE I PHASER**

DIE	BA	NGE		_		-				26-	51-
KULL	U	1	2	3	4	5	8	15	25	50	75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

SHIP ST	ATIS	TICS	CNTR
TYPE	=	CV	
POINT VALUE	=	140	
SHIELD COST	=	1+1	
LIFE SUPPORT	=	1	
SIZE CLASS	=	3	
TACT INTEL	=	CV	
REFERENCE	=	(RA.15)	
SOURCE	=	UNOFFICIAL	
YEAR IN SVC	=	172	

SF	IIPS	PERF	ORMAN	ICE	
MOVEME	ENTO	COST			1
HET COS	δT				5
ERRATIO	C MA	NEUV	ER COS	5T	6
BREAKD	OWN	1			5-6
T	URN	MOD	E=C	SPE	ED
POWER	SYS'	TEMS	1	2 -	4
WARP	=	30	2	5 -	9
IMPULSE	=	4	3	10 -	14
APR	=	2	4	15 -	20
TOTAL	=	36	5	21 -	27
BTTY	=	2	6	- 28	+
HET			BD		

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

**│1**┝<del>╻┥╻┥╻┥╻┥╻┥╻┥╻┥</del>

# ANDRIUM **RNS CARRIER**



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

**MOVEMENT COST = 1** 

LIGHT FLASH CANNON

RANGE	0	1	2	3-5	6-8	9 - 12	13-22	23-30
HIT#	1-6	1-5	1-5	1-4	1-4	1-3	1-3	1-2
DAMAGE	5+5	5+4	4+4	3+3	3+2	2+2	2+1	1+1
OVERLOAD	NA	7+6	6+6	5+5	5+4			

#### TYPE II PHASER TABLE

TYPE	П	PH	ASI	ERI	ΓΑΕ	BLE			 ТҮРЕ	ш	DEF	ENS	E P	HAS	ER
DIE Roll	RA O	INGI 1	E 2	3	-		16- 30	31- 50	DIE Roll	RA O	NGE 1	2	3	4- 8	9- 15
1	6	5	5	4	3	2	1	1	1	4	4	4	3	1	1
2	6	5	4	4	2	1	1	0	2	4	4	4	2	1	0
3	6	4	4	4	1	1	0	0	3	4	4	4	1	0	0
4	5	4	4	3	1	0	0	0	4	4	4	3	0	0	0
5	5	4	3	3	0	0	0	0	5	4	3	2	0	0	0
6	5	3	3	3	0	0	0	0	6	3	3	1	0	0	0

Andrium CV is courtesy of John Christie < sfbrocky@rocknet.net.au >

#### ADD TABLE

ADD

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



Andrium Fighters are by John Christie < sfbrocky@rocknet.net.au >

CREW UNITS	ADMIN SHUTTLES	SHIP STATISTICS	CNTR ANDRIUM RMS
10	IDENT HIT POINTS NOTES	TYPE = BTUG	
20		POINT VALUE = 182	BATTLE TUG
30		SHIELD COST = 1+1	
40		LIFE SUPPORT = 1	SHIELD #1
50		SIZE CLASS = 3	
		TACT INTEL = CTUG	
BOARDING PARTIES		REFERENCE = (RA.14)	<u>_FHFH</u>
10	TWO BAYS - NO TRANSFERS	SOURCE = UNOFFICIAL	PH-2 PH-2
		YEAR IN SVC = Y152	SHIELD #6 112 SHIELD #2
PRO	DBES T-BOMBS	SHIPS PERFORMANCE	FA-LFC FA-LFC
TYPE I PHASER	5 D D D D	MOVEMENT COST 1.25	
	6- 9- 16- 26- 51-	HET COST 6.25	
	8 15 25 50 75	ERRATIC MANEUVER COST 7.5	
1 9 8 7 6 5 5	4 3 2 1 1 LFARF	BREAKDOWN 2-6	
2 8 7 6 5 5 4		TURN MODE=D SPEED	
3 7 5 5 4 4 4		POWER SYSTEMS 1 2 - 4	
4 6 4 4 4 4 3	$2 0 0 0 0   \frac{1}{18}   \frac{1}{18}  $	WARP = 24 2 5.8	
5 5 4 4 4 3 3	1 0 0 0 0+	IMPULSE = 6 3 9 - 12	
6 4 4 3 3 2 2	0 0 0 0 0	APR = 10 4 13-17	
LIGHT FLASH CANNON		TOTAL = 38 5 18-24	CARGO PH-1-LS HULL PH-1-RS CARGO
RANGE 0 1 2	3-5 6-8 9-12 13-22 23-30	BTTY = 6 6 25+	
HIT# 1-6 1-5 1-5		HET BD	
DAMAGE 5+5 5+4 4+4	4 3+3 3+2 2+2 2+1 1+1	coreworlds.8m.com	
OVERLOAD NA 7+6 6+6	6 5+5 5+4	Sean J. Young < γoungsea@msu.edu >	
TYPE II PHASER TABLE	TYPE III DEFENSE PHASER	SENSOR	
DIE RANGE 4-9-16- Roll 0 1 2 3 8 15 30		6 6 6 5 3 1 0 0	
	1 1 4 4 4 3 1 1	SCANNER	
2 6 5 4 4 2 1 1			
3 6 4 4 4 1 1 0		DALICON	
4 5 4 4 3 1 0 0	0 4 4 4 3 0 0 0	EX DAM	
5 5 4 3 3 0 0 0	0 5 4 3 2 0 0 0		
6 5 3 3 3 0 0 0	0 6 3 3 1 0 0 0		SHIELD #4
HEAVY FLASH CANNON		Shaded boxes are added with the Combat Pallet.	
RANGE 1 2 3-5	6-8 9-12 13-22 23-30 31-40	with the Compace allet.	
HIT# 1-5 1-5 1-4	1-4 1-3 1-3 1-2 1-2		

WARP ENER	IGY M	OVE	MENT	C03	ST = 1	.25	(1 1/4)				HE	T C(	DST =	5			El	RRAT	IC MA	NEU	VER V	VARE	o COS	T =	6					
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Fract.	1.25	2.5	3.75	5	6.25	7.5	8.75	10	11.25	13.5	14.75	16	17.25	18.5	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

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9+9 8+8 6+6 5+5 4+4

3+3

2+2

1+1

DAMAGE

CREW UNITS       ADMIN SHUTTLES         I       10	SHIP STATISTICSTYPE=CTUGPOINT VALUE=151 / 105SHIELD COST=1+1LIFE SUPPORT=1SIZE CLASS=3TACT INTEL=CTUGREFERENCE=(RA.14)SOURCE=UNOFFICIALYEAR IN SVC=Y152	CARGO TUG SHIELD #1 FH FH FH PH-2 SHIELD #6 FH PH-2 SHIELD #6 FH PH-2 SHIELD #1 SHIELD
LIGHT FLASH CANNON           RANGE         0         1         2         3-5         6-8         9-12         13-22         23-30           HIT#         1-6         1-5         1-4         1-4         1-3         1-3         1-2           DRINAGE         5+5         5+4         4+4         3+3         3+2         2+2         2+1         1+1	SHIPS PERFORMANCEMOVEMENT COST1.25HET COST6.25ERRATIC MANEUVER COST7.5BREAKDOWN2.6TURN MODE=DSPEEDPOWER SYSTEMS12.4WARP=242Solution2.43MOULSE43MPULSE43APR=10410413-17TOTAL=385104510413-17	FA-LFC     FA-LFC       BRDG     BRDG       BRDG     BRER       BRDG     HULL       TRAN     HULL       HULL     CARGO       CARGO     CARGO
OVERLOAD         NA         7+6         6+6         5+5         5+4              TYPE II PHASER TABLE         TYPE III DEFENSE PHASER         DIE         RANGE         4-9-16-31-         DIE         RANGE         4-9         4-9         9-16-31-         DIE         RANGE         4-9         9-16-31-         DIE         RANGE         4-9         9-16-31-         DIE         RANGE         4-9         9         NA         1         4         4         3         1         1         2         3         8         15         30         50         1         1         4         4         3         1         0         0         3         4         4         1         0         0         3         4         4         1         0         0         3         4         4         3         0	6         6         5         3         1         0           DAM CON         4         4         2         2         0           SCANNER         0         0         1         3         5         9           EX DAM         EX DAM         1         1         1         1         1         1	SHIELD #5

WARP EN	ERGY N	IOVE	MENT	C03	ST = 1	.25	(1 1/4)	)			HE	T CC	)ST =	5			EF	RAT	IC MA	NEU	VER V	VARF	o cos	T =(	6					
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Fract.	1.25	2.5	3.75	5	6.25	7.5	8.75	10	11.25	13.5	14.75	16	17.25	18.5	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

SSD UPDATED ON 09.19.2000

<b>*</b>		·	10
		÷	20
		÷	30
34			

BOARDING PARTIES	PROBES	T-BOMBS
	5	

IDENT	-	ΗП	P	OIN	119	6	NOTES	Т
								P
								S
								L
								S

**ADMIN SHUTTLES** 

SHIP ST.	ATIS	TICS	CNTR
TYPE	=	CL	
POINT VALUE	=	90	
SHIELD COST	=	1+1	
LIFE SUPPORT	=	1	
SIZE CLASS	=	3	
TACT INTEL	=	CL	
REFERENCE	=	(RA.5)	
SOURCE	=	UNOFFICIAL	
YEAR IN SVC	=	Y120	

#### **TYPE I PHASER**

I	DIE	RA	NGE	Ξ				6-	9-	16-	26-	51-
ł	ROLL	0	1	2	3	4	5	8	15	25	50	75
	1	9	8	7	6	5	5	4	3	2	1	1
	2	8	7	6	5	5	4	3	2	1	1	0
	3	7	5	5	4	4	4	3	1	0	0	0
	4	6	4	4	4	4	3	2	0	0	0	0
	5	5	4	4	4	3	3	1	0	0	0	0
	6	4	4	3	3	2	2	0	0	0	0	0

SHIPS PERFORMANCE											
MOVEMENT COST		.75									
HET COST		3.75									
ERRATIC MANEUV	'ER CO	ST 4.5									
BREAKDOWN		5-6									
TURN MOD	E=C	SPEED									
POWER SYSTEMS	1	2 - 4									
WARP = 24	2	5 - 9									
IMPULSE = 3	3	10 - 14									
APR = 2	4	15 - 20									
TOTAL = 29	5	21 - 27									
BTTY = 2	6	28+									
HET	BD										
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#### LIGHT FLASH CANNON

RANGE	0	1	2	3-5	6-8	9-12	13-22	23-30
HIT#	1-6	1-5	1-5	1-4	1-4	1-3	1-3	1-2
DAMAGE	5+5	5+4	4+4	3+3	3+2	2+2	2+1	1+1
OVERLOAD	NA	7+6	6+6	5+5	5+4			

# TYPE II PHASER TABLE

4 4

54431

5 4 3 3 0

5 3 3 3 0

4 1

DIE RANGE 4-Roll 0 1 2 3 8

6 5 5 4 3

1 2 6 5 4 4 2

3 6

4

5

6

3LF			 TYPE	<u> </u>	DEFI	ENS	SE PI	IASI	ER
	16- 30	31- 50	DIE Roll	Rf O	INGE 1	2	3	4- 8	9- 15
2	1	1	1	4	4	4	3	1	1
1	1	0	2	4	4	4	2	1	0
1	0	0	3	4	4	4	1	0	0
0	0	0	4	4	4	3	0	0	0
0	0	0	5	4	3	2	0	0	0
0	0	0	6	3	3	1	0	0	0

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ILL REFERENCE BUL

WARP ENER	RGY N	AOVE	MENT	. CO	ST = .;	75 (3	3/4) 👘				HE	т сс	)ST =	5			El	RRAT	IC MA	NEU	VER \	NARI	P COS	T =(	6					
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	3	3	4	5	6	6	7	8	9	9	10	11	12	12	13	14	15	15	16	17	18	18	19	20	21	21	22	23
Fract.	.75	1.5	2.25	3	3.75	4.5	5.25	6	6.75	7.5	8.25	9	9.75	10.5 1	11.25	12	12.75	13.5	14.25	15	15.75	16.5	17.25	18	18.75	19.5	20.25	21	21.75	22.5

ANDRIUM **RNS LIGHT CRUISER** SHIELD #1



SCANNER

001359

DAM CON

4 4 2 2 2 0

SENSOR

6 6 5 3 1 0

## 17

EX DAM

C	RE'	w١	UN	ITS	6		
			ж				10
							20
							30

BOA	RDING	PARTIES		ł
		8	[	

[	PF	<b>2</b> 01	BE	S			1	Г-В	01	IBS	5		
- [					5					D	D	D	Г

ADMIN SHUTTLES

HIT POINTS NOTES



#### Y179 Mech Link Refits allows the CLE to carry two PFs.

IDENT

#### TYPE I PHASER

DIE Roll	RA O	NGI 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	, I
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	

Α	NT	<b>I</b> -I	DR	ON	IES	;						
1		+	-	-		+	-	Η	Η	+	-	
2		-	-	-		-	-	-	-	-	-	
3												
4												

#### TYPE III DEFENSE PHASER TYPE II PHASER TABLE

DIE RANGE ROLL 0 1 2 4 4

> 4 3

3 3

1 2 4 4

3 4 4

4 4 4

5

6

1

HIT# - 1-2 1-3 1-4

2 3 4+

\_

2	3	4- 8	9- 15		RA	NGE 1	2	3	4- 8		16- 30	31- 50
2	J	U	IJ	HOLL	•	•	~			15	50	50
4	3	1	1	1	6	5	5	4	3	2	1	1
4	2	1	0	2	6	5	4	4	2	1	1	0
4	1	0	0	3	6	4	4	4	1	1	0	0
3	0	0	0	4	5	4	4	3	1	0	0	0
2	0	0	0	5	5	4	3	3	0	0	0	0
1	0	0	0	6	5	3	3	3	0	0	0	0

ADD TABLE

RANGE O

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WARP ENE	RGY N	IOVE	MENT	C0 1	ST = .;	75 (3	3/4)				HE	T CO	)ST =	5			E	RRAT	IC MA	NEU	IVER 1	WAR	P COS	T =	6					
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	3	3	4	5	6	6	7	8	9	9	10	11	12	12	13	14	15	15	16	17	18	18	19	20	21	21	22	23
Fract.	.75	1.5	2.25	3	3.75	4.5	5.25	6	6.75	7.5	8.25	9	9.75	10.5	11.25	12	12.75	5 13.5	14.25	15	15.75	16.5	17.25	18	18.75	19.5	20.25	21	21.75	i 22.5

Andrium CLE is courtesy of

SHIP ST	ATIS	STICS	
TYPE	=	CLE	
POINT VALUE	=	108	
SHIELD COST	=	1+1	C
LIFE SUPPORT	=	1	Ē
SIZE CLASS	=	3	L
TACT INTEL	=	CL	
REFERENCE	=	(RA.20)	
SOURCE	=	UNOFFICIAL	
YEAR IN SVC	=	Y168	
MECH LINKS	=	+2	
LIMITE	D AI	EGIS	

	SH	IPS	PERF	ORMAN	ICE	
	MOVEME	NTO	COST			.75
•	HET COS	Т				3.75
R	ERRATIO	: MA	NEUV	ER COS	5T	4.5
	BREAKD	OWN	1		5	- 6
	T	URN	MOD	E=C	SP	EED
	POWER	SYS'	TEMS	1	2 ·	-4
	WARP	=	24	2	5	- 9
	IMPULSE	=	3	3	10	-14
	APR	=	2	4	15	-20
	TOTAL	=	29	5	21	-27
	BTTY	=	2	6	2	8+
•	HET			BD		
	COREV Sean J. You					

# ANDRIUM RNS LIGHT ESCORT CRUISER



CF	RΕ	ΨI	UN	ITS	6		
			ж				10
							20
							30
			34				

BOARDING PARTIES	PROBES	T-BOMBS
6	5	

#### TYPE II PHASER TABLE

DIE Roll	RA O	INGI 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	RA O	NGE	2	2	4-	9- 15
ROLL	U		2	J	8	15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

A	۱D	41N	SI	HU	TΤ	LE	5
IDENT	-	ніт	P	011	119	ς,	NOTES

FA = LF + RF FX = L+LF+RF+R

SHIP ST	ATIS	TICS	CNTR
TYPE	=	CLS	
POINT VALUE	=	79 / 113	
SHIELD COST	=	1+1	
LIFE SUPPORT	=	1	
SIZE CLASS	=	3	
TACT INTEL	=	CL	
REFERENCE	=	(RA.6)	
SOURCE	=	UNOFFICIAL	
YEAR IN SVC	=	Y120	

SHI	PS	PERF	ORMAI	NCE	
MOVEMEN	NT C	:OST			.75
HET COST	Г				3.75
ERRATIC	MA	NEUV	ER CO	ST	4.5
BREAKDO	IWN				5-6
TU	RN	MOD	E=C	SF	PEED
POWER S	YSI	FEMS	1	2	- 4
WARP	=	24	2	5	- 9
IMPULSE	=	3	3	10	- 14
APR	=	2	4	15	- 20
TOTAL	=	29	5	21	- 27
BTTY	=	2	6		28+
HET			BD		

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SPECIAL SENSORS #1 AND #2 ARE DESTROYED ON TORPEDO HITS.

SPECIAL SENSORS #3 AND #4 ARE DESTROYED ON PHASER HITS.

# ANDRIUM RNS LIGHT SCOUT CRUISER



SSD UPDATED	ON 8.2	28.00						COF	PYRIGH	IT ©	2000	ADE	,Inc.																	
WARP ENE	RGY N	AOVE	EMENT	<sup>-</sup> C0	ST = .	75 (:	3/4)				HE	t co	)ST =	5			El	RRAT	IC MA	NEU	IVER <b>I</b>	NARI	P COS	T =	6					
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	3	3	4	5	6	6	7	8	9	9	10	11	12	12	13	14	15	15	16	17	18	18	19	20	21	21	22	23
Fract	.75	1.5	2.25	3	3.75	4.5	5.25	6	6.75	7.5	8.25	9	9.75	10.5	11.25	12	12.75	13.5	14.25	15	15.75	16.5	17.25	18	18.75	19.5	20.25	21	21.75	22.5

C	RE	W١	UN	ITS	5		
			ж				10
							20
							30

BOARDING PARTIES	PROBES	T-BOMBS
10	5	DDDD

IDENT

#### TYPE I PHASER



#### LIGHT FLASH CANNON

RANGE	0	1	2	3-5	6-8	9 - 12	13-22	23-30
HIT#	1-6	1-5	1-5	1-4	1-4	1-3	1-3	1-2
DAMAGE	5+5	5+4	4+4	3+3	3+2	2+2	2+1	1+1
OVERLOAD	NA	7+6	6+6	5+5	5+4			-

SHIP ST	ATIS	STICS	CNTR
TYPE	=	CW	
POINT VALUE	=	125	
SHIELD COST	=	1+1	
LIFE SUPPORT	=	1	
SIZE CLASS	=	3	
TACT INTEL	=	CW	
REFERENCE	=	(RA.16)	
SOURCE	=	UNOFFICIAL	
YEAR IN SVC	=	Y170	
MECH LINK	=	+2	

SHI	PS	PERF	ORM.	ANCI	E
MOVEMEN	IT C	:OST			.66
HET COST					3.33
ERRATIC	MAI	NEUV	ER C	OST	4
BREAKDO	WN				5-6
TU	RN	MOD	E = B	S	PEED
POWER ST	YSI	FEMS	1	1	2-5
WARP	=	24	2	e	5-10
IMPULSE	=	3	3	1	1-15
APR	=	4	4	1	6-21
TOTAL	=	31	5	2	2-28
BTTY	=	2	6		29+
HET			BD		

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		RIUM
RNS	WAR CRI	JISER



#### TYPE III DEFENSE PHASER

DIE Roll	RA O	INGE 1	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						
1		-++-	ᠳ᠇᠇	┉	┍╍┍╍	┍╍┍╍	1
				1111	1111		
1							
	ADD TAE	BLE					
	ADD TAE RANGE		1	2	3	4+	
			1	<b>2</b>	3	4+	

ADMIN SHUTTLES

HIT POINTS NOTES

SENSOR	SCANNER
665310	001359
DAM CON	EX DAM
4 4 2 2 2 0	

Y179 Mech Links allow this vessel to carry PFs.

WARP EN	ERG	( MO'	VEN	<b>1ENT</b>	COS	T = 1	2/3 E	NER(	GY F	POINT	r pef	r he	X		5	= He	т со	ST		6=	ER	RATI	C MA	NEU	IVER	WAF	RD C	OST		
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

CREW UNITS		ADMIN SHUTTLES								
10	IDENT	H	T P	DIN	TS	NOTE				
20										
BOARDING PARTIES	PROBES	T-BOMBS								
		5	П							

DECK CREWS											
							8				

#### **TYPE I PHASER**

DIE Roll	RA O	NGE 1	2	3	4	5	6- 8	9- 15	16- 25	26- 50	51- 75	
1	9	8	7	6	5	5	4	3	2	1	1	
2	8	7	6	5	5	4	3	2	1	1	0	
3	7	5	5	4	4	4	3	1	0	0	0	
4	6	4	4	4	4	3	2	0	0	0	0	'
5	5	4	4	4	3	3	1	0	0	0	0	
6	4	4	3	3	2	2	0	0	0	0	0	

#### TYPE III DEFENSE PHASER

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

	ADD TAE	BLE				
	RANGE	0	1	2	3	4+
1	HIT#	-	1-2	1-3	1-4	-

NOTES

DD

SHIP ST	ATIS	TICS	CNTR
TYPE	=	CVE	
POINT VALUE	=	90	
SHIELD COST	=	1/2+1/2	
LIFE SUPPORT	=	1/2	
SIZE CLASS	=	4	
TACT INTEL	=	DD	
REFERENCE	=	(RA.25)	
SOURCE	=	UNOFFICIAL	
YEAR IN SVC	=	Y169	

SHI	PS	PERF	ORMAI	NCE	
MOVEMEI	NTC	:OST			.5
HET COST	Г				2.5
ERRATIC	MA	NEUV	ER CO	ST	3
BREAKDO	IWN			,	5-6
TU	IRN	MODI	E = B	SP	EED
POWER S	YSI	FEMS	1	2	- 5
WARP	=	16	2	6	-10
IMPULSE	=	3	3	11	-15
APR	=	3	4	16	-21
TOTAL	=	22	5	22	-28
BTTY	=	3	6	1	29+
HET			BD		

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ANTI-DRONES												
				-			-	-	H	-	_	
2				_				-	-		-	

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

# ANDRIUM CVE FIGHTER SQUADRON



FIGHTER S	TATISTICS
TYPE	= CAVALIER
POINT VALUE	= 4
REFERENCE	= (RA.J1)
SOURCE	= UNOFFICIAL
YEAR IN SVC	= Y169
SPEED = 10	2 X PH-3-FA
DAMAGE = 8	1 X CHAFF
DFR = 2	





FIGHTER S	TATISTICS
TYPE	= CAVALIER
POINT VALUE	= 4
REFERENCE	= (RA.J1)
SOURCE	= UNOFFICIAL
YEAR IN SVC	= Y169
SPEED = 10	2 X PH-3-FA
DAMAGE = 8	1 X CHAFF
DFR = 2	

Assigned to the CVE Y169 thru Y172.



FIGHTER STATISTICS										
TYPE	= CHEVALIER									
POINT VALUE	= 7									
REFERENCE	= (RA.J2)									
SOURCE	= UNOFFICIAL									
YEAR IN SVC	= Y173									
SPEED = 14	2 X PH-3-FA									
DAMAGE = 10	4 X RALAD-FA									
DFR = 4	1 X CHAFF									

Assigned to the CVE Y173+.



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C	CREW UNITS													
			ж						10					
									20					
									30					

BO	AR	DIN	IG F	'AF	ITIE	ES		PF	RO	BE	S				T-B	0	4BS	;	
						8	-					5					D	D	D

#### LIFE SUPPORT SIZE CLASS TACT INTEL REFERENCE SOURCE

IDENT

# DD

ADMIN SHUTTLES

HIT POINTS NOTES

#### **TYPE I PHASER**

DIE RANGE

ROLL 0 1

2 4

3 4

4 4

5 4 3 2 0

6 3

4 4



#### **TYPE III DEFENSE PHASER**

2 3 8

4 3

4 2

4 1

3 0

0

4

4

4

3

ASI	EK							
4-	9-		ANTI-E	DRO	NES			
8	15		1			$\mathbf{I}_{\mathbf{I}}$		
1	1	l '						
1	0							
0	0		ADD TAE	BLE				
0	0		RANGE	Π	1	2	3	4+
0	0		minor	•		-	J	
0	0		HIT#	-	1-2	1-3	1-4	-

#### **TYPE II PHASER TABLE**

DIE Roll	RA O	INGI 1	E 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

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	NUIS	RNS
LICHT	CAR	RIER



WARP ENE	RGY N	IOVE	MENT	CO	ST = .7	75 (3	3/4)				HE	T CO	)ST =	5			ER	RAT	IC MA	NEU	VER V	VARF	o COS	T =(	6					
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	3	3	4	5	6	6	7	8	9	9	10	11	12	12	13	14	15	15	16	17	18	18	19	20	21	21	22	23
Fract.	.75	1.5	2.25	3	3.75	4.5	5.25	6	6.75	7.5	8.25	9	9.75	10.5 1	11.25	12	12.75	13.5	14.25	15	15.75	16.5	17.25	18	18.75	19.5	20.25	21	21.75	22.5

SHIP STATISTICS

= =

=

=

= =

=

=

SHIPS PERFORMANCE

ERRATIC MANEUVER COST 4.5

1

2

3

4

5

6

BD

TURN MODE=C

3

2

2

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= 22

= 27

=

=

TYPE

POINT VALUE SHIELD COST

YEAR IN SVC

HET COST

WARP

TOTAL

APB

BTTY

HET

BREAKDOWN

IMPULSE =

MOVEMENT COST

POWER SYSTEMS

CNTR

CVL

95

1+1

1 3

CL

(RA.17)

Y168

.75

3.75

5-6

SPEED

2-4

5 - 9

10-14

15-20

21-27

28+

= UNOFFICIAL

# ANDRIUM CVL FIGHTER SQUADRON



FIGHTER S	TATISTICS
TYPE	= CAVALIER
POINT VALUE	= 4
REFERENCE	= (RA.J1)
SOURCE	= UNOFFICIAL
YEAR IN SVC	= Y169
SPEED = 10	2 X PH-3-FA
DAMAGE = 8	1 X CHAFF
DFR = 2	

Assigned to the CVL Y169 thru Y172.



FIGHTER S	TATISTICS
TYPE	= CAVALIER
POINT VALUE	= 4
REFERENCE	= (RA.J1)
SOURCE	= UNOFFICIAL
YEAR IN SVC	= Y169
SPEED = 10	2 X PH-3-FA
DAMAGE = 8	1 X CHAFF
DFR = 2	

Assigned to the CVL Y169 thru Y172.



FIGHTER S	TATISTICS
TYPE	= CHEVALIER
POINT VALUE	= 7
REFERENCE	= (RA.J2)
SOURCE	= UNOFFICIAL
YEAR IN SVC	= Y173
SPEED = 14	2 X PH-3-FA
DAMAGE = 10	4 X RALAD-FA
DFR = 4	1 X CHAFF

Assigned to the CVL Y173+.



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C	RE	¥١	UN	ITS	5		
			ж				10
							20

A	<u>DMII</u>	4 S	HU	TT	LES	5
IDENT	HI	ΤP	011	AL S	5	NOTES
	-					ADMIN SHUTTLE: IDENT HIT POINTS

BOARDING PARTIES	PROBES	T-BOMBS
	5	DD

#### TYPE I PHASER

DIE Roll	RA O	NGE 1	E 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

#### LIGHT FLASH CANNON

RANGE	0	1	2	3-5	6-8	9 - 12	13-22	23-30
HIT#	1-6	1-5	1-5	1-4	1-4	1-3	1-3	1-2
DAMAGE	5+5	5+4	4+4	3+3	3+2	2+2	2+1	1+1
OVERLOAD	NA	7+6	6+6	5+5	5+4			

SHIP ST	ATIS	STICS
TYPE	=	HDD
POINT VALUE	=	96
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
TACT INTEL	=	DD
REFERENCE	=	(RA.22)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y164

SHIPS P	ERF	ORMA	NCE	
MOVEMENT CO	DST			.5
HET COST				2.5
ERRATIC MAN	EUV	'ER CC	IST	3
BREAKDOWN			Ļ	5-6
TURN N	IOD	E=B	SP	EED
POWER SYSTI	EMS	1	2	- 5
WARP =	16	2	6	-10
IMPULSE =	3	3	11	-15
APR =	4	4	16	-21
TOTAL =	23	5	22	-28
BTTY =	3	6		29+
HET		BD		
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ANDRIUM RNS



1	ŤΡΕ	II PHASER	LADLE
_			

DIE Roll	RA O	INGE 1	E 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	RA O	NGE 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

WARP ENER	RGY N	IOVE	MENT	CO3	ST = .!	5 (1/	2)				HE	T CC	)ST =	5			E	RRAT	IC MA	<b>NEU</b>	VER V	VAR	P COS	T =(	6					
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	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

5	TTLES	HUI	I SI	MIN	A			CREW UNITS								CI
NOTES	4TS	OIN	P	HIT		IDENT	5	10					ж			
							D	20								
							_									

BOARDING PARTIES	PROBES	T-BOMBS
6	5	DD

#### TYPE I PHASER

DIE Roll	RA 0	NGE 1	E 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

#### LIGHT FLASH CANNON

RANGE	0	1	2	3-5	6-8	9 - 12	13-22	23-30
HIT#	1-6	1-5	1-5	1-4	1-4	1-3	1-3	1-2
DAMAGE	5+5	5+4	4+4	3+3	3+2	2+2	2+1	1+1
OVERLOAD	NA	7+6	6+6	5+5	5+4			-

SHIP ST	ATIS	TICS	CNT
TYPE	=	DD	
POINT VALUE	=	86	
SHIELD COST	=	1/2+1/2	
LIFE SUPPORT	=	1/2	
SIZE CLASS	=	4	
TACT INTEL	=	DD	
REFERENCE	=	(RA.6)	
SOURCE	=	UNOFFICIAL	
YEAR IN SVC	=	Y123	

SHIPS	PERF	ORMA	NCE
MOVEMENT	COST		.5
HET COST			2.5
ERRATIC MA	NEUV	ER CO	IST 3
BREAKDOWI	N I		5-6
TURN	MOD	E = B	SPEED
POWER SYS	TEMS	1	2 - 5
WARP =	16	2	6-10
IMPULSE =	2	3	11-15
APR =	2	4	16-21
TOTAL =	20	5	22-28
BTTY =	2	6	29+
HET		BD	

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SENSOR	SCANNER	DAM CON	EX DAM
665310	001359	2220	

#### TYPE II PHASER TABLE

DIE Roll	RA O	INGE 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	RA O	NGE 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

WARP ENER	rgy N	IOVE	MENT	° CO3		5 (1/	2)				HE	T CC	)ST =	5			E	RRAT	IC MA	NEU'	VER V	VARF	o COS	T =(	6					
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	.5	1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10	10.5	11	11.5	12	12.5	13	13.5	14	14.5	15

CREW UNITS     ADMIN SHUTTLES       Image: Market with the state of the st	SHIP STATISTICS     CNTR     ANDRIUM RNS       TYPE     =     DDE     ESCORT DESTROYER
DECK CREWS         2	SHIELD COST       =       .5 + .5         LIFE SUPPORT       =       .5         SIZE CLASS       =       4         TACT INTEL       =       DD         REFERENCE       =       (RA.19)
BOARDING PARTIES     PROBES     T-BOMBS       Image: state stat	SOURCE = UNOFFICIAL YEAR IN SVC = Y167 LIMITED AEGIS SHIELD #6 BRDG SHIELD #2
$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	SHIPS PERFORMANCEMOVEMENT COST.5HET COST2.5ERRATIC MANEUVER COST3BREAKDOWN $5-6$ TURN MODE = BSPEEDPOWER SYSTEMS125WARP=1626-10IMPULSE3311-15
ANTI-DRONES 1 ADD TABLE RANGE 0 1 2 3 4+ HIT# - 1-2 1-3 1-4 -	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$
TYPE II PHASER TABLE         TYPE III DEFENSE PHASER         DIE RANGE 0 1 2 3 8 15 30 50         DIE RANGE 0 1 2 3 8 15 30 50         1       6       5       4       3       2       1       1         2       6       5       4       3       2       1       1       2       3       8       15         3       6       4       4       2       1       1       0       0       1       2       3       8       15         3       6       4       4       2       1       1       0       0       3       4       4       4       2       1       0         3       6       4       4       3       1       0       0       0       3       4       4       4       1       0       0         4       5       4       3       1       0 <td< td=""><td>Sean J. Young &lt; youngsea@msu.edu &gt;</td></td<>	Sean J. Young < youngsea@msu.edu >

 SENSOR
 SCANNER
 DAM CON
 EX DAM

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WARP ENEF	IGY N	10VE	MENT	<sup>-</sup> CO	ST = .!	5 (1/	(2)				HE	T CC	)ST =	5			E	RRAT	IC MA	NEU	VER V	VAR	o cos	T =(	6					
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	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

C	CREW UNITS												
			ж						10				
									20				
									30				

**BOARDING PARTIES** 

**TYPE I PHASER** 

DIE RANGE

ROLL 0 1 2

ADMIN SHUTTLES												
IDENT	_	ніт	P	011	119	ς,	Ν	OTES				
								GAS				
								GAS				

SHIP ST	ATIS	TICS	11
TYPE	=	DDG	11
POINT VALUE	=	85/65	יו
SHIELD COST	=	.5 +.5	
LIFE SUPPORT	=	.5	
SIZE CLASS	=	4	
TACT INTEL	=	DD	
REFERENCE	=	(RA.23)	
SOURCE	=	UNOFFICIAL	
YEAR IN SVC	=	Y168	

SHIPS PERFORMANCE

### ANDRIUM RMV CNTR COMMANDO DESTROYER





SENSOR	SCANNER	DAM CON	EX DAM
66531	0 0 0 1 3 5 9	2220	

3 4 5 4	7 6 5	5 4 4	5 4 4 3	4 4 3	4 4 3 2	4 3 3 2	3 2 1 0	1 0 0	0 0 0	0 0 0	0 0 0	
TYPE DIE ROLL		DEI	FEN	<u> </u>	-	<u>SER</u> - 9		0	0		U	

PROBES

ROLL	. 0	1	2	3	8	15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

#### **TYPE II PHASER TABLE**

DIE Roll	RA O	INGE 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

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WARP ENE	RGY N	<b>NOVE</b>	MENT	Г <b>СО</b> !	ST = .	.5 (1/	2)				HE	T CC	)ST =	5			E	RRAT	IC MA	<b>NEU</b>	VER V	VAR	P COS	ST =(	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

2	n
1	



T-BOMBS

			01104	NICL
MOVEME	NT (	COST		.5
HET COS	T			2.5
ERRATIC	: MA	NEUV	ER C	OST 3
BREAKD	DWN	4		5-6
TI	JRN	MOD	E = B	SPEED
POWER S	SYS	TEMS	1	2 - 5
WARP	=	16	2	6 - 10
IMPULSE	=	3	3	11-15
APR	=	3	4	16-21
TOTAL	=	22	5	22-2
BTTY	=	3	6	29+
HET			BD	

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

Andrium DDG is courtesy of John Christie < sfbrocky@rocknet.net.au >

PO	
W,	
IM	
AF	
ТО	
BT	
HE	

DD

C	REW UNIT:	5	
	*		10
	14		

	A	Dŀ	4IN	S	HU	TΤ	LES	5
Е	IDENT	-	HIT	P	011	IT:	5	NOTES
С								
Г								

FA :

BOARDING PARTIES	PROBES	T-BOMBS
4	5	D D

#### TYPE II PHASER TABLE

DIE Roll	RA O	INGI 1	E 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

#### LIGHT FLASH CANNON

RANGE	0	1	2	3-5	6-8	9 - 12	13-22	23-30
HIT#	1-6	1-5	1-5	1-4	1-4	1-3	1-3	1-2
DAMAGE	5+5	5+4	4+4	3+3	3+2	2+2	2+1	1+1
OVERLOAD	NA	7+6	6+6	5+5	5+4			

SHIP ST	ATIS	STICS	CNTE
TYPE	=	FF	
POINT VALUE	=	72	
SHIELD COST	=	1/2 + 1/2	
LIFE SUPPORT	=	1/2	
SIZE CLASS	=	4	
TACT INTEL	=	FF	
REFERENCE	=	(RA.11)	
SOURCE	=	UNOFFICIAL	
YEAR IN SVC	=	Y123	

SHIPS PERF	ORMA	NCE
MOVEMENT COST		.5
HET COST		2.5
ERRATIC MANEUV	'ER CC	IST 3
BREAKDOWN		5-6
TURN MOD	E = A	SPEED
POWER SYSTEMS	1	2 - 6
WARP = 10	2	7 - 12
IMPULSE = 2	3	13 - 19
APR = 2	4	20 - 26
TOTAL = 14	5	27+
BTTY = 2		
HET	BD	
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# ANDRIUM RNS FRIGATE



SENSOR	SCANNER	DAM CON	EX DAM
6 5 3 0	0 1 3 9	2220	

TYPE	ш	DEF	ENS	E PI	HASI	ER
	RA O	NGE 1	2	3	4- 8	9- 15
1	4	4	4	3	1	1
2	4	4	4	2	1	ò
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

#### SSD UPDATED ON 09.19.2000

WARP ENER	RGY N	IOVE	MEN	T COS	ST = .	33 (ʻ	1/3)				HE	т со	DST =	5			EF	RAT	FIC M/	ANEU	VER	WARF	o COS	T =	6					
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	.33	.67	1	1.33	1.67	2	2.33	2.67	3	3.33	3.67	4	4.33	4.67	5	5.33	5.67	6	6.33	6.67	7	7.33	7.67	8	8.33	8.67	9	9.33	9.67	10





WARP ENER	RGY N	IOVE	MEN	T COS	ST = .	33 (ʻ	1/3)				HE	т со	DST =	5			EF	RRAT	FIC M/	ANEU	VER	WARF	o COS	T =	6					
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	.33	.67	1	1.33	1.67	2	2.33	2.67	3	3.33	3.67	4	4.33	4.67	5	5.33	5.67	6	6.33	6.67	- 7	7.33	7.67	8	8.33	8.67	9	9.33	9.67	10

CREW UNITS     ADMIN SHUTTLES       IMM     10       IDENT     HIT POINTS       IDENT     IDENT	SHIP STATISTICS         TYPE       PDL         POINT VALUE       110         SHIELD COST       1/2+1/2
BOARDING PARTIES     PROBES     T-BOMBS       I     I     I0     I     I     D	SHIELD COST- $1/2 + 1/2$ LIFE SUPPORT= $1/2$ SIZE CLASS=4TACT INTEL=DDREFERENCE=(RA.24)SOURCE=UNOFFICIALYEAR IN SVC=Y165SHIELD #6 $11/2$ SHIELD #2
TYPE I PHASER         DIE RANGE 2 3 4 5 8 15 25 50 75         1       9       8       7       6       5       5       4       3       2       1       1         2       8       7       6       5       5       4       3       2       1       1       0         3       7       5       5       4       3       2       1       1       0         3       7       5       5       4       3       2       1       1       0         4       6       4       4       4       3       1       0       0       0         5       5       4       4       3       1       0       0       0       0         5       5       4       4       3       3       1       0       0       0       0         5       5       4       4       3       3       1       0       0       0       0       0         6       4       4       3       3       1       0       0       0       0       0       0       0       0       0	BRDGBRDGMOVEMENT COST.5HET COST2.5ERRATIC MANEUVER COST3BREAKDOWN $5-6$ TURN MODE = BSPEEDPOWER SYSTEMS1POWER SYSTEMS125
LIGHT FLASH CANNON           RANGE         0         1         2         3-5         6-8         9-12         13-22         23-30           HIT#         1-6         1-5         1-5         1-4         1-4         1-3         1-3         1-2           DAMAGE         5+5         5+4         4+4         3+3         3+2         2+2         2+1         1+1           OVERLOAD         NA         7+6         6+6         5+5         5+4	$\frac{ IMPULSE }{APR } = \frac{3}{4} \frac{3}{4} \frac{16-21}{16-21}$ $\frac{APR }{IT} = \frac{23}{5} \frac{5}{22-28}$ $\frac{BTTY }{HET } = \frac{3}{6} \frac{6}{29+}$ $\frac{HELD}{HET } = \frac{BD}{IT}$ $\frac{Coreworlds.8m.com}{Sean J. Young < youngsea@msu.edu >}$ $\frac{PH-3 }{IS } = \frac{TRAN }{IS } = \frac{PH-3}{IT}$
TYPE II PHASER TABLE         TYPE III DEFENSE PHASER           DIE         RANGE         4-9-16-31- 8 0 5         DIE         RANGE         4-9-16-31- 8 0 5           1         6         5         4         3         2         1         1           2         6         5         4         2         1         1         2         3         8         15           3         6         4         4         1         1         0         0         3         4         4         1         0         0           3         6         4         4         3         1         0         0         3         4         4         1         0         0           4         5         4         3         1         0         0         0         4         4         4         3         0         0         0           5         5         4         3         0         0         0         5         4         3         2         0         0         0	ANTI-DRONES         1         ADD TABLE         RANGE 0 1 2 3 4+         665310         001359         2220
6 5 3 3 3 0 0 0 0 6 3 3 1 0 0 0 COPYRIGHT © 2001 ADB,Inc.	HIT# - 1-2 1-3 1-4 - SPECIAL SENSOR DESTROYED ON TORPEDO HITS.

WARP ENER	RGY N	10VE	MENT	CO3	ST = .!	5 (1/	2)				HE	T CC	)ST =	5			E	RRAT	IC MA	NEU'	VER V	VARE	o COS	T =(	6					
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	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

C	RE'	W UN	ITS	;		
		*				10
						20
		24				

BOA	RDIN	g par	TIES
		6	

A	DMIN	I SI	HU	TΤ	LES	5
IDENT	HI	ΓΡ	011	119	ò	NOTES
		Γ				

T-BOMBS

DDDD

SHIP ST	ATIS	TICS	CNTR
TYPE	=	SPM	
POINT VALUE	=	100	
SHIELD COST	=	1+1	
LIFE SUPPORT	=	1	
SIZE CLASS	=	3	
TACT INTEL	=	SPM	
REFERENCE	=	(RA.12)	
SOURCE	=	UNOFFICIAL	
YEAR IN SVC	=	Y126	

SHIF	PS I	PERF	ORM	ANC	Έ	
MOVEMEN	ТC	OST				1
HET COST						5
ERRATIC N	MAR	<b>IEUV</b>	ER C	<b>0</b> \$1	Γ	6
BREAKDO	wΝ					4-6
TUF	RN	MODI	E = C		SF	PEED
POWER SY	'ST	EMS	1		2	- 4
WARP :	=	20	2		5	- 9
IMPULSE :	=	6	3		10	- 14
APR :	=	4	4		15	- 20
TOTAL :	=	30	5		21	- 27
BTTY :	=	4	6		1	28+
HET			BD	Т		

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ANDRIUM RMS

SENSOR	SCANNER	DAM CON	EX DAM
665310	001359	4 4 2 2 2 0	

#### TYPE I PHASEB

		NOL.										
DIE Roll	RA O	NGE 1	2	3	4	5	6- 8	9- 15	16- 25	26- 50	51- 75	5
1	9	8	7	6	5	5	4	3	2	1	1	니것
2	8	7	6	5	5	4	3	2	1	1	0	- K
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	

PROBES

5

#### LIGHT FLASH CANNON

RANGE	0	1	2	3-5	6-8	9 - 12	13-22	23-30
HIT#	1-6	1-5	1-5	1-4	1-4	1-3	1-3	1-2
DAMAGE	5+5	5+4	4+4	3+3	3+2	2+2	2+1	1+1
OVERLOAD	NA	7+6	6+6	5+5	5+4			

#### HEAVY FLASH CANNON

RANGE	1	2	3-5	6-8	9 - 12	13-22	23-30	31-40
HIT#	1-5	1-5	1-4	1-4	1-3	1-3	1-2	1-2
DAMAGE	9+9	8+8	6+6	5+5	4+4	3+3	2+2	1+1

#### **TYPE III DEFENSE PHASER**

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

#### SSD UPDATED ON 09.19.2000

	CREW	_		5						- 1	D	4IN	S	HŪ	ΤT	LE	S
		*	•				10		IDE	NT	-	ніт	P	011	NT:	5	NOTE
							20										
	BOAR	DIN	IG F	AR'	TIES	;			PR	OBE	S				Т	-B(	DMBS
		T	T	6											Т		
1		<u> </u>												_			
	TURE																
	TYPE	_	_	_	:R												
	DIE		INGI		~	4-	9-	16-	31-						-	t.	
	ROLL	0		Z	3	ð	15	30	50					L د	E/	Ľ	₹F.
	1	6	5	5	4	3	2	1	1					ιŠ	2	ť	2.

SHIP ST.	ATIS	TICS	CNTR
TYPE	=	YDD	
POINT VALUE	=	60	
SHIELD COST	=	1/2 + 1/2	
LIFE SUPPORT	=	1/2	
SIZE CLASS	=	4	
TACT INTEL	=	YDD	
REFERENCE	=	(RA.4)	
SOURCE	=	UNOFFICIAL	
YEAR IN SVC	=	70	

NOTES

D

FA = LF +

Andrium Early Destroyer is courtesy

of John Christie < sfbrocky@rocknet.net.au >

SHI	SHIPS PERFORMANCE														
MOVEMEN	NT C	COST			.5										
HET COST	Г				2.5										
ERRATIC	MA	NEUV	ER CO	IST	3										
BREAKDO	IWN	1			5-6										
TU	IRN	MOD	E = B	SP	EED										
POWER S	YS.	TEMS	1	2	- 5										
WARP	=	12	2	6	-10										
IMPULSE	=	2	3	11	- 15										
APR	=	0	4	16	- 21										
TOTAL	=	14	5	22	- 28										
BTTY	=	2	6	2	29+										
HET			BD												

#### EARLY FLASH CANNON

**TYPE III DEFENSE PHASER** 

ROLL 0 1 2 3

3 3

3 0

3 0

-5 

DIE RANGE

	RANGE	0	1	2	3-5	6-8	9 - 15	16 - 25
	HIT#	1-6	1-5	1-5	1-4	1-4	1-3	1-3
Γ	DAMAGE	6	6	5	5	4	3	2

4- 9-

8 15

0 0

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coro	varide Qua caus
core	worlds.8m.com
Sean J. Y	oung < γoungsea@msu.edu >

# ANDRIUM EARLY DESTROYER



SENSOR	SCANNER	DAM CON	EX DAM
6 5 3 1 0	0 1 3 5 9	2220	

WARP ENER											HE	T CC	)ST =	5			E	RRAT	IC MA	<b>NEU</b>	VER 1	NARI	P COS	(T =(	6					
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	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

SSD UPDATED ON 09.19.2000

CREW UNITS	ADMIN SHUTTLES IDENT HIT POINTS NOTES	SHIP STATISTICSTYPE=YFFPOINT VALUE=46SHIELD COST=1/2 + 1/2	EARLY FRIGATE
BOARDING PARTIES	PROBES T-BOMBS	LIFE SUPPORT=1/2SIZE CLASS=4TACT INTEL=YFFREFERENCE=(RA.3)SOURCE=UNOFFICIALYEAR IN SVC=50	SHIELD #1 SHIELD #6
DIE         RANGE         4-9-16           ROLL         0         1         2         3         8         15         30           1         6         5         5         4         3         2         1           2         6         5         4         4         2         1         1           3         6         4         4         4         1         1         0           4         5         4         3         1         0         0           5         5         4         3         0         0         0           6         5         3         3         0         0         0	$\begin{array}{c c} 1 & \mathbf{LF} & \mathbf{RF} \\ 1 & \mathbf{LF} & \mathbf{RF} \\ 0 & \mathbf{LR} & \mathbf{RR} \\ 0 & \mathbf{FA} = \mathbf{LF} + \mathbf{RF} \end{array}$	SHIPS PERFORMANCE           MOVEMENT COST         .5           HET COST         2.5           ERRATIC MANEUVER COST         3           BREAKDOWN         5-6           TURN MODE = A         SPEED           POWER SYSTEMS         1         2 - 6           WARP         8         2         7 - 12           IMPULSE         2         3         13 - 19           APR         0         4         20 - 26           TOTAL         10         5         27+	C HULL PH-2 SHIELD #5 PH-2 TRAC LAB BTTY TRAN PH-2 PH-2 TRAN BTTY TRAN PH-2
EARLY FLASH CANNON		$\frac{10112}{101} = 2$	
HIT# 1-6 1-5 1	<b>2 3-5 6-8 9-15 16-25</b> -5 1-4 1-4 1-3 1-3 5 5 4 3 2	HET   BD     COREWORLD'S.8M.COM	
TYPE III DEFENSE PHASER			

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

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DAM CON

2 2 0

EX DAM

SENSOR

6530

SCANNER

0 1 3 9

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

SSD UPDATED ON 09.19.2000