

(RR.O) The Ro'Tarian Alliance

(RR.1) Ro'Tarian Alliance Background

The Ro'Tarian Alliance is a relatively new power on the galactic scene. Not much is known of the internal working of the alliance other than that the alliance consists of two distinct, yet similar, races that each have their own "national fleets". These two races, known as the Rogarians and Taltarians, occupy the same system on two similar worlds. Both races are humanoid and share the same genetic code with subtle differences wrought over time. Neither race can fathom how that happened, although leading researchers theorize that civilization was advanced on one planet and colonized the other at some point in the distant past. Apparently both planets suffered an extreme technological decline at some point, only to re-advance themselves separately. There are no known records that can confirm this theory however.

Throughout their history minor skirmishes were frequent but nothing the diplomats could not handle. It wasn't until Y123 that complete war broke out between the two. Despite the fact that both civilizations were still pre-warp, both planets were devastated although the Rogarians fared better of the two. Rogar was able to rebuild significantly after the war and by Y141 had developed warp power. Soon after this achievement the Rogarians sent an unannounced squadron of five newly constructed warp powered vessels to Taltar. All eyes on the defeated planet were looking up as the Rogarian ships came in for final decent. With memories of the war still fresh in their minds and completely unsure of Rogarian intentions, the Taltarians expected to be obliterated.

As the ships prepared to land the frightened Taltarian population retreated to underground bunkers, save for a few small unorganized militia units brave enough to die for their home world. Much to their surprise however, the Rotarian ships were not ferrying troops, but instead disgorged engineers, construction laborers, and diplomats on a mission of peace.

With the help of the Rogarians, Taltar was able to rebuild faster than if going alone. Through a two decade Herculean rebuilding effort and subsequent peace initiatives, the Treaty of Ro'Tar was drafted and signed that effectively combined both powers into one government.

Although the Ro'Tarian Alliance had warp power for some time, they expanded very slowly, never occupying more than three star systems beyond their home worlds (although rumors persist of Ro'Tarian inhabited worlds in uncharted systems). The Alliance did eventually become aware of other galactic powers but preferred to sit on the sidelines proclaiming neutrality without committing into any lasting alliances. Diplomatic relations with other galactic governments were rare, with all overtures for opening a diplomatic dialog being politely rejected with a "we are not yet ready" type answer. It is known that the Ro'Tarians were offered membership into the PAX Cooperative but declined, opting to enter trade agreements on their own terms.

(RR.R1) Ro'Tarian Fleet Refits:

Plus Refit (+): This refit was made available during Y173 during the early stages of the galactic conflicts. The Police Commissioner was able to persuade the government to set aside funding, to invest in the upgrades by pointing out that the ships could then be used, as necessary, as secondary frigates if the need arose.

(RR.2) Ro'Tarian Alliance Defensive Fleet

By Y165, the alliance had fully integrated their respective national fleets. The shipyards had only recently started building new construction with the introduction of the new class of frigates. These new designs were to take advantage of each of the races strong points while at the same time enhancing the trust and friendship between the races, healing old wounds.

Heavy Cruisers and Variants:

(RR.5) HEAVY CRUISER (CA): By late Y173 the Za'Cahri advancement towards Ro'tarian systems seemed eminent. Alliance designers scrambled to step up naval construction. Construction teams were heavily lobbied by Kholosian and PAX designers to develop a flexible and war ready cruiser. The ship was constructed to operate Mech Links standard to take advantage of the Ro'Tarian's heavy fighter development program.

War Cruiser and Variants:

(RR.65) WAR CRUISER (CW):

Destroyers and Variants:

(RR.7) STAR HUNTER DESTROYER (DD): By Y168 the need for new ships became evident as the current fleet was approaching an average age of 25 years, and alliance holdings were expanding. With the successful launch of the new "Starlance" class of frigates alliance designers set about designing a replacement for the existing "Predator" class Rogarian DD. They set about the task with a goal of having a new Destroyer that was as powerful as the old Taltarian Light Cruiser. In this they were successful, and the new "StarHunter" class Destroyer was built. Designed to be the main combat ship of the alliance (due to economic reasons) it fulfilled its duties beyond the designers wildest dreams.

(RR.8) SEARCHER DESTROYER SCOUT (DDS): The need for a new class of scout was evident once contact was established with other races. As one had never been built by either government (they used intersystem probes during the war) advice was sought from Kholosian designers, who were more than happy to help a potential ally against the Za'Cahri aggressions.

Frigates and Variants:

(RR.10) STAR LANCER FRIGATE (FF): The first of the new designs, the Star Lancer class FF was designed to escort trade convoys to and from Kholosian and PAX territories, the standard FF eventually played a critical role in attacking Za'Cahri and Vulpian outposts during the Galactic Conflicts.

(RR.12) POLICE SHIP (POL): Two of the last three Taltarian frigates were converted to use warp power and commissioned into the newly established Police Force. These ships provided much needed security once trade was established with the other core world powers. Subsequent ships were built as needed.

(RR.30) Rogarian National Fleets:

Rogarian ships formed the bulk of the fleet during the early years of the Alliance. Converted to use warp power, they patrolled the borders relentlessly. After contact with other races, the alliance was shocked to learn that their ships were not up to galactic standards. Captains were instructed to cloak and disengage rather than risk combat, as losses could not be replaced, as the shipyards were not yet repaired from the war.

(RR.40) Taltarian National Fleets:

The Taltarian fleet was at one time, formidable. The war between the two nations in effect, wiped out the fleet. Only four ships survived the war-1 DD and 3 FF, all of which were damaged but had no place to repair their ships as the shipyards had been one of the first targets. Hiding in the outer edges of the solar system at an undetected outpost, they repaired as best they could. It was only after the Treaty of Ro'Tar was signed did they reveal the existence of the ships. As a goodwill gesture, the Rogarian's offered to repair the ships and convert them to warp power. The Ro'Tarian Alliance commissioned the newly repaired ships as its police force, which was needed now that trade with the other galactic races had begun. The Taltarian shipyard was rebuilt during this time and concentrated on building the newly established Ro'Tarian Merchant Fleet.**(RR.41) DESTROYER:** The last surviving Taltarian Destroyer "Retribution" was converted to warp power and recommissioned as the "Guardian". It served as the Police Flagship until being destroyed by an advanced Za'Cahri raiding party in Y174.**(RR.42) FRIGATE:** Of the 3 surviving frigates, only two of them were salvageable. Converted to use warp power, both the "Safeguard" and "Shield" were commissioned into the newly established police force. Wanting to prove to their ex-enemies the value of their worth, the Taltarian ships set the standard for the new police ships coming off the line.

(FQ93.0) Quantum Wave Torpedo

The Ro'Tarian Alliance use Quantum Wave Torpedoes on their warships. Rules for the Quantum Wave Torpedo can be found in module P6, which can be obtained at <http://www.starfleetgames.com>. As of this writing P6 could be purchased for only \$5.00.

CREW UNITS									

ADMIN SHUTTLES									
IDENT	HIT POINTS	NOTES							

SHIP STATISTICS									
TYPE	=	CA							
POINT VALUE	=	158							
SHIELD COST	=	1+1							
LIFE SUPPORT	=	1							
SIZE CLASS	=	3							
TACT INTEL	=	CA							
REFERENCE	=	(RR.5)							
SOURCE	=	UNOFFICIAL							
YEAR IN SVC	=	Y174							
CLOAK COST	=	20 / 4							
W / OUT MECH LINKS	=	-8							

CNTR

BOARDING PARTIES									

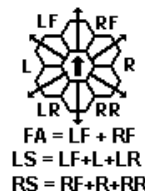
PROBES

T-BOMBS

TYPE I PHASER

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

HIT & RUN



QUANTUM WAVE TORPEDO TABLE

RANGE	0-5	6-10	11-15	16-18	19	20
DAMAGE	7	6	5	4	3	1
SPLASH	1+5+1	1+4+1	1+3+1	1+2+1	1+1+1	0+1+0

Costs 2 points of energy to arm (Any Source). No overload function.
Speed 32 Seeking Weapon. May fire every turn but not within 1/4 turn. Cannot be held. See Module P6 rule (FQ93.0) for complete rules.

TYPE III DEFENSE PHASER

DIE	RANGE	0	1	2	3	4	9
ROLL							
1	4	4	4	3	1	1	1
2	4	4	4	2	1	0	0
3	4	4	4	1	0	0	0
4	4	4	3	0	0	0	0
5	4	3	2	0	0	0	0
6	3	3	1	0	0	0	0

CORE WORLDS

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

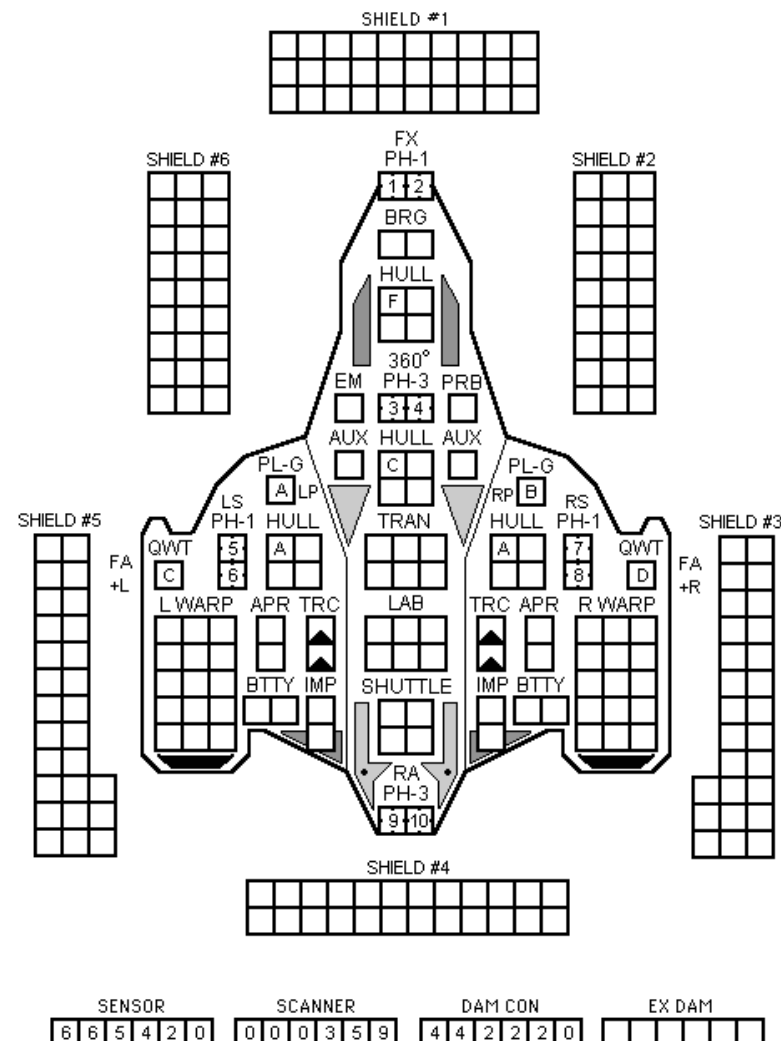
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PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2					1						

RO'TARIAN ALLIANCE HEAVY CRUISER



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CREW UNITS						
			✱			10
						20
						30
				36		

ADMIN SHUTTLES				
IDENT	HIT POINTS			NOTES

SHIP STATISTICS		
TYPE	=	CW
POINT VALUE	=	125
SHIELD COST	=	1 + 1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CW
REFERENCE	=	(RR.65)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y175
CLOAK COST	=	15/4
PLUS REFIT	=	+8

CNTR	
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T-BOMBS									
					D	D	D	D	

PROBES				
				5

HIT & RUN
CLOAK
☐

[illegible]

TYPE I PHASER

DIE ROLL	RANGE						6- 8	9- 15	16- 25	26- 50	51- 75
	0	1	2	3	4	5					
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		.66		
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 = 6		6	29+	
HET		BD		

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TYPE III DEFENSE PHASER

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



PPT
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G/S

QUANTUM WAVE TORPEDO TABLE

RANGE	0-5	6-10	11-15	16-18	19	20
DAMAGE	7	6	5	4	3	1
SPLASH	1+5+1	1+4+1	1+3+1	1+2+1	1+1+1	0+1+0

Costs 2 pts to arm, Cannot be held.

No overload function. SPD 32 seeking weapon.

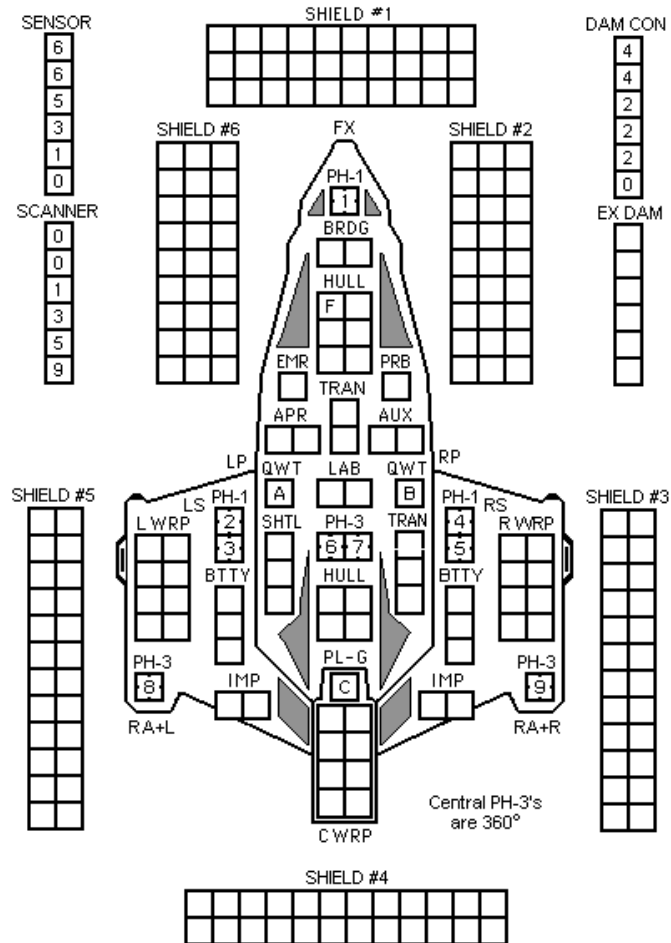
May fire every turn with standard 8-impulse delay.

See Module P6 rule (FQ93.0) for complete rules.

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

ROTARIAN ALLIANCE WAR CRUISER



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Plus Refit changes
PL-G-FA to PL-S-FP.

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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

CREW UNITS									
									10
									20
									22

ADMIN SHUTTLES									
IDENT	HIT POINTS	NOTES							
ONE BAY - ONE SPARE SHUTTLE									

SHIP STATISTICS									
TYPE	=	DDS							
POINT VALUE	=	111/91							
SHIELD COST	=	1/2 + 1/2							
LIFE SUPPORT	=	1/2							
SIZE CLASS	=	4							
TACT INTEL	=	DD							
REFERENCE	=	(RR.8)							
SOURCE	=	UNOFFICIAL							
YEAR IN SVC	=	Y169							
CLOAK COST	=	6/2							

CNTR

BOARDING PARTIES									
									8

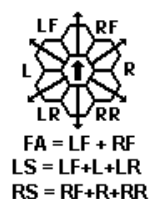
PROBES									
									5

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	1
2	8	7	6	5	5	4	3	2	1	1	0	0
3	7	5	5	4	4	4	3	1	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0	0

HIT & RUN									
CLOAK									



QUANTUM WAVE TORPEDO TABLE

RANGE	0-5	6-10	11-15	16-18	19	20
DAMAGE	7	6	5	4	3	1
SPLASH	1+5+1	1+4+1	1+3+1	1+2+1	1+1+1	0+1+0

Costs 2 points of energy to arm (Any Source). No overload function. Speed 32 Seeking Weapon. May fire every turn but not within 1/4 turn. Cannot be held. See Module P6 rule (FQ93.0) for complete rules.

TYPE III DEFENSE PHASER

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

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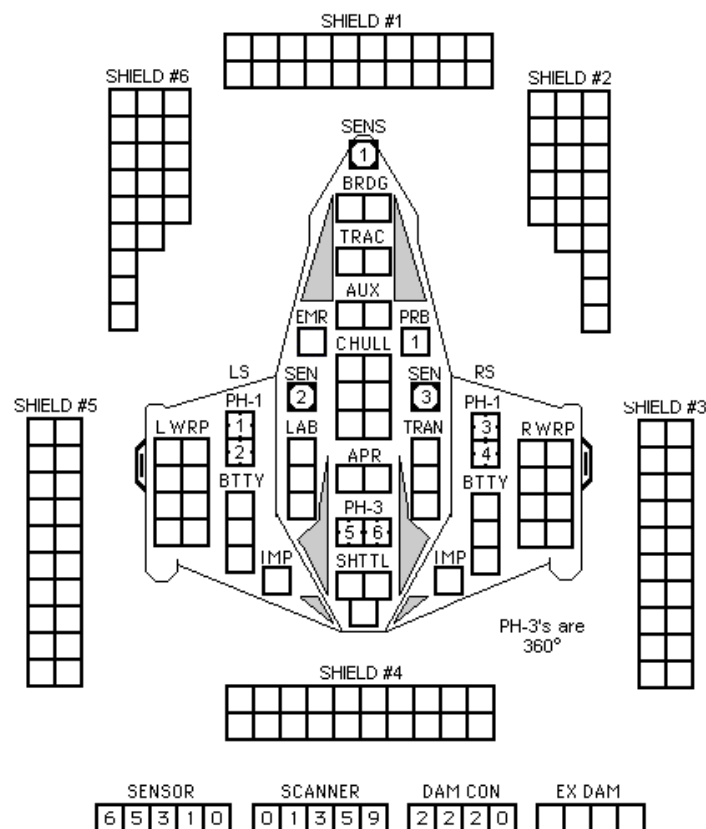
SHIPS PERFORMANCE									
MOVEMENT COST				.5					
HET COST				3					
ERRATIC MANEUVER COST				3					
BREAKDOWN				6					
DOCK PTS				4					
F&E CMND RTNG				3					
TURN MODE=A				SPEED					
POWER SYSTEMS				1		2-6			
WARP = 16				2		7-12			
IMPULSE = 2				3		13-19			
APR = 2				4		20-26			
TOTAL = 20				5		27+			
BTTY = 6									
HET							BD		

SCOUT FUNCTIONS

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

SPECIAL SENSORS ARE DESTROYED ON TORPEDO HITS.

RO'TARIAN ALLIANCE DESTROYER SCOUT



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

CREW UNITS									
									9

ADMIN SHUTTLES									
IDENT	HIT POINTS					NOTES			
ONE BAY - ONE SPARE SHUTTLE									

SHIP STATISTICS		
TYPE	=	FF
POINT VALUE	=	78
SHIELD COST	=	1/2 + 1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
TACT INTEL	=	FF
REFERENCE	=	(RR.10)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y169
CLOAK COST	=	5/2

CNTR

BOARDING PARTIES									
									4

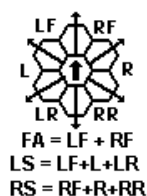
PROBES									
									5

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

HIT & RUN									
CLOAK									



QUANTUM WAVE TORPEDO TABLE

RANGE	0-5	6-10	11-15	16-18	19	20
DAMAGE	7	6	5	4	3	1
SPLASH	1+5+1	1+4+1	1+3+1	1+2+1	1+1+1	0+1+0

Costs 2 points of energy to arm (Any Source). No overload function. Speed 32 Seeking Weapon. May fire every turn but not within 1/4 turn. Cannot be held. See Module P6 rule (FQ93.0) for complete rules.

TYPE III DEFENSE PHASER

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

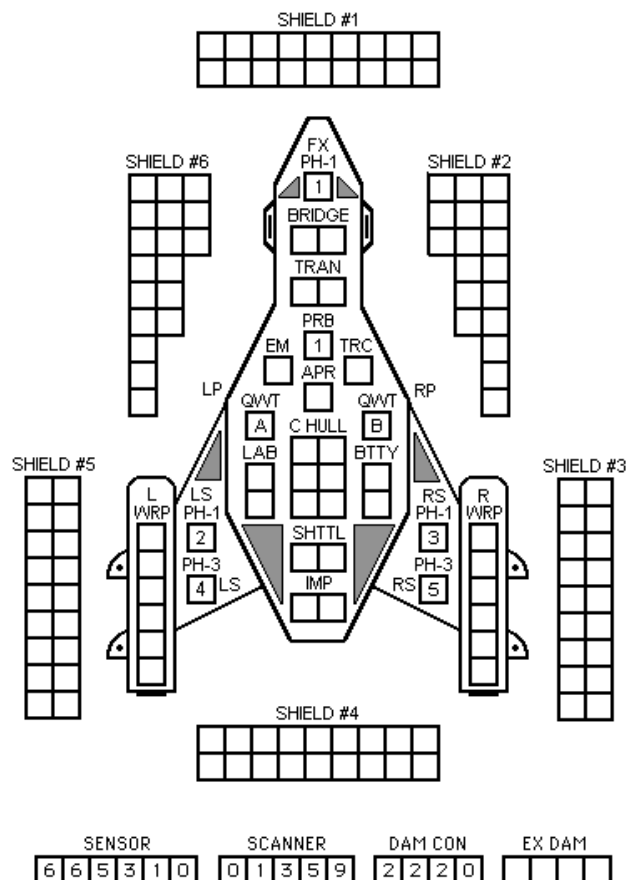
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RO'TARIAN ALLIANCE FRIGATE



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

CREW UNITS						
						9

ADMIN SHUTTLES						
IDENT	HIT POINTS			NOTES		
TWO BAYS-ONE SPARE SHUTTLE						

SHIP STATISTICS		
TYPE	=	POL
POINT VALUE	=	40
SHIELD COST	=	1/2 + 1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
TACT INTEL	=	POL
REFERENCE	=	(RR.12)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y146
PLUS REIT	=	+ 20

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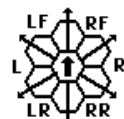
BOARDING PARTIES			
			4

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

QUANTUM WAVE TORPEDO TABLE

RANGE	0-5	6-10	11-15	16-18	19	20
DAMAGE	7	6	5	4	3	1
SPLASH	1+5+1	1+4+1	1+3+1	1+2+1	1+1+1	0+1+0

Costs 2 pts to arm, may be fired every turn. No overload function.
Launcher may not fire within 1/4 turn of last launch. See (FQ93.0)

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

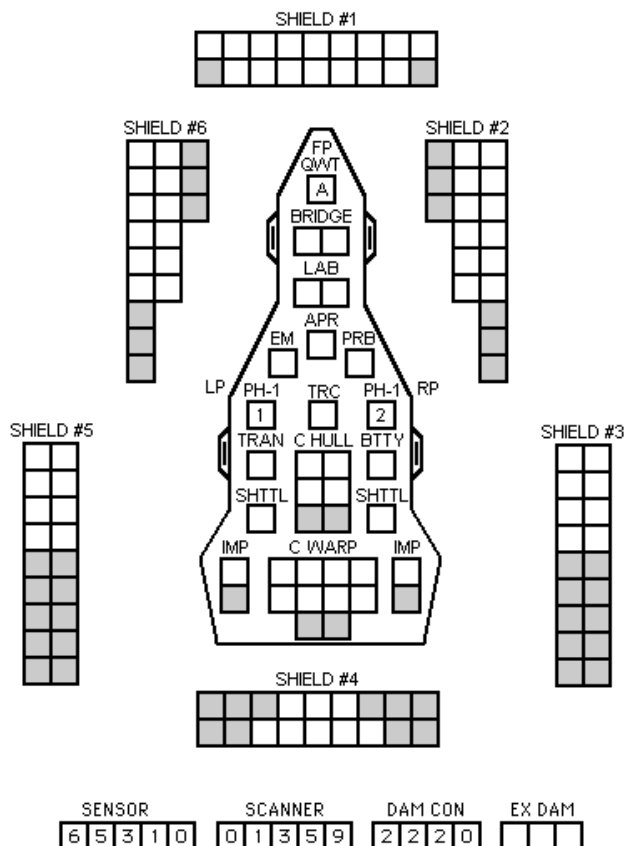
CORE WORLDS

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

Tables and Charts by PHD Shipyards
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The RO'TARIAN ALLIANCE is courtesy of Fritz Nunley
<RUPrey@aol.com>

RO'TARIAN ALLIANCE Police Ship (Converted Taltarian Frigate)



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

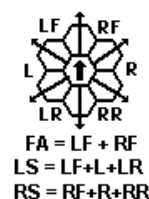
BOARDING PARTIES						
						8

PROBES					T-BOMBS				
				5					D D

CNTR	
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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

HIT & RUN
CLOAK
☐

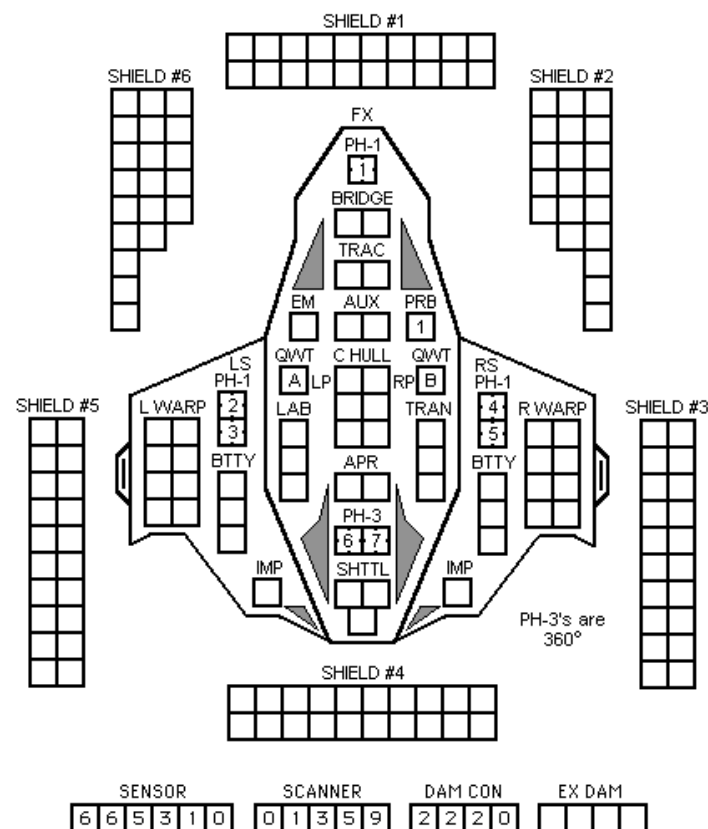


RANGE	0-5	6-10	11-15	16-18	19	20
DAMAGE	7	6	5	4	3	1
SPLASH	1+5+1	1+4+1	1+3+1	1+2+1	1+1+1	0+1+0

Costs 2 points of energy to arm (Any Source). No overload function. Speed 32 Seeking Weapon. May fire every turn but not within 1/4 turn. Cannot be held. See Module P6 rule (FQ93.0) for complete rules.

DIE ROLL	RANGE				4- 8	9- 15
	0	1	2	3		
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		3		
ERRATIC MANEUVER COST		3		
BREAKDOWN		6		
TURN MODE = A		SPEED		
POWER SYSTEMS		1	2 - 6	
WARP = 16		2	7 - 12	
IMPULSE = 2		3	13 - 19	
APR = 2		4	20 - 26	
TOTAL = 20		5	27 +	
BTTY = 6				
HET		BD		



F & E COMND RATING = 3
DOCKING POINTS = 4

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