(RO.0) The Oromigahd Empire

The Oromigahd

(RO.1) Oromigahd Background

Aggressive by nature and Imperialistic by regime, the Oromigahd Empire rules over a significant portion of Core space near the Inner Barrier. Very little confirmed information on the Oromigahd is available to the major races of the Galactic Core although Kholosian philosophers and historians have managed to piece together a basic database on their oldest enemy.

Eons ago on a distant jungle world in a distant star system life arose in many forms. The dominant species, an amphibious life form and its subclasses, eventually out bred and out consumed all other organisms on the fertile planet. A combination of interspecies breeding and biological evolution gave rise to an intelligent group of humanoid amphibians ranging from salamander to eel-like in shape and form known as the Orom. These vicious creatures set about enslaving any and all life forms for use as laborers and food.

As the generations passed the Orom developed a strict caste system and an advanced civilization that was without internal struggle but instead focused on external dominance. By the time the entire planet was subdued for use by the Oromigahd life had been discovered on the many moons that orbited the planet. Colony bases were constructed and transport vessels commissioned as a new generation of the amphibians began their lives being born into a space faring society. It was only a matter of time before the Oromigahd discovered life on the other planets in their system as well. Within a century of the first moon landing the entire star system was enslaved by the newly formed Empire.

The rise of warp technology among the Oromigahd opened the door of expansionism to previously unimaginable levels. As light-speed drives were replaced with warp engines the Empire spread to nearby star systems. Rarely were they met with much resistance, as the civilizations that lived on inhabited worlds were hundreds, if not thousands, of years behind Oromigahd technology. Kholosian historians have an incomplete picture on what became of these civilizations although one would guess that they were either enslaved or eaten. Rumors persist (despite current Oromigahd denials) that a particular race of beings dubbed the "Bio-Project" were held captive and bred specifically for food.

The never-ending quest for expansion eventually brought the Empire into contact with other technologically advanced societies beginning with the Kholosians and Berach'i around Y40. Unable to conquer other advanced civilizations with ease, the Oromigahd found itself in a state of on and off aggression with the other Core races over the next 150 years eventually forming a shaky alliance the Za'Cahri Stronghold.

Heavy Cruisers and Variants:

(RO.8) HEAVY CRUISER (CA): The Oromigahd Empire introduced its first CA in Y145. Mounting two type-G plasma torpedoes and three Quantum Fluxuator batteries in addition to being the first Imperial warship to have been built with phaser-1's, the Heavy Cruiser quickly became a design favorite.

(RO.9) HEAVY TORPEDO CRUISER (CAT): Introduced shortly after the start of the Galactic Conflicts, the CAT was needed to match the firepower of the Kholosian fleets. Oromigahd engineers developed the CAT by removing two Quantum Fluxuator batteries and added two swivel-mounted Plasma-F torpedoes.

Destroyers and Variants:

(RO.12) DESTROYER (DD): The Oromigahd destroyer classes played the standard destroyer role within fleets, that of escort and fire support in battle. This was the first Oromigahd warship to mount Plasma-F torpedoes, which were used instead of the standard Oromigahd G-torp due to its small size. The small frame of the DD also made variant models difficult to produce and somewhat less capable than the destroyer variants of other races.

(RO.13) DESTROYER LEADER (DDL): This slightly enlarged Destroyer hull provides squad leader duties for destroyer patrols in addition to commando raids within larger fleets.

Early Warp Vessels and Variants:

(RO.3) EARLY CRUISER (EC): The first Imperial ship to use warp technology, the EC wrought devastation against the early Grand Alliance ships which were unable to match its firepower at the time.

(RO.4) EARLY SCOUT (ES): Used as an advance recon vessel, the ES sought out suitable worlds for colonization. It was this class that was first encountered by Berach'i explorers in Y40.

Light Cruisers and Variants:

(RO.5) LIGHT CRUISER (CL): Commissioned in Y115 as the new generation of Imperial warships for use against the Kholosians, the Light Cruiser was the first Oromigahd vessel to mount plasma torpedoes, a technology that was most likely developed using stolen Kholosian data.
(RO.6) LIGHT SCOUT CRUISER (CLS): Produced alongside the CL, the Light Scout Cruiser was rushed into production to replace the ES in the fleet scout role, which had become obviously inadequate. Kholosian war planners always assumed that the Oromigahd had developed a scout ship in between the ES and the CLS, although this was never confirmed.
Frigates and Variants:
(RO.17) FRIGATE (FF): Very much a standard frigate, the FF mounts two Plasma-F's in addition to light phaser armament. The Oromigahd frigate hull is much too small to wield Quantum Fluxuators, thus the FF is mostly used as an escort or police vessel.

(RO.R1) Oromigahd Fleet refits: Many Imperial warships were given a "+" refit prior to entering service in the Galactic Conflicts around Y166. Ships that received this refit have their SSDs noted as such.

The Quantum Fluxuator

The Quantum Fluxuator is the primary heavy weapon of the Oromigahd Empire. This direct-fire weapon combines an alien form of tractor-like technology and Quantum Energy to lock onto a target ship and cause pulsating damage over many impulses.

(EQ.1) DESIGNATION: Each "QF" box on the SSD represents one Quantum Fluxuator battery. Each is armed and kept track of separately.

(EQ.11) DESTRUCTION: Quantum Fluxuators are destroyed on "torpedo" hits on the DAC.

(EQ.12) REPAIR: The repair cost for a Quantum Fluxuator is 10. It may not be hastily repaired as any other type of weapon.

(EQ.13) OPTION MOUNTS: Quantum Fluxuators cannot be used by Orion or Thaan pirates and are not understood by any other race, as such they cannot be placed in Option Mounts.

(EQ.2) FIRING PROCEDURES: The fire of Quantum Fluxuators occurs during the direct-fire declaration segment of the Standard Sequence of Play with all other direct-fire weapons. Their damage is allocated in step 6D4 with all other direct-fire weapons on every impulse that they cause damage. There is no special damage allocation despite being a multi-impulse damaging weapon.

(EQ.21) TO HIT: To find out if a Quantum Fluxuator hits its target roll one die and consult the Quantum Fluxuator Chart on the SSD. Upon scoring a hit the weapon will do damage every impulse that it remains in arc of its target and normal lock-on is retained. Anything that would normally break a ships lock-on with another ship (cloaking, certain terrain effects etc.) will break the lock-on of the Quantum Fluxuator. If the target ship leaves the firing arc of the firing ship (determined after all movement has occurred) then lock-on is broken and the Quantum Fluxuator ceases to operate for the remainder of the turn. If the weapon is destroyed during damage allocation it immediately loses lock-on.

(EQ.211) RESTRICTIONS: A Quantum Fluxuator may not be fired at range 4 or less. Note that the Quantum Fluxuator may cause damage at range 4 or less if it was fired outside range 4 and is still in operation - see (EQ.23).

(EQ.22) DAMAGE: Regardless of range, the Quantum Fluxuator inflicts one point of damage to the target ship on its facing shield every impulse it remains in the firing arc. If the target ship changes facing between impulses then damage will occur onto the new facing.

(EQ.23) FEEDBACK: At any range of 4 or less an operating Quantum Fluxuator will cause one point of feedback damage to the firing ship on its facing shield (normally the #1). This feedback damage occurs every impulse at range 4 or less.

(EQ.3) OPERATIONS/ARMING: To arm a Quantum Fluxuator 3 points of energy from any source must be allocated to a specific Quantum Fluxuator during Energy Allocation. An unarmed Quantum Fluxuator may be armed and fired with Reserve Power.
(EQ.31) TURN BREAK SITUATIONS: A Quantum Fluxuator that is operating over a turn break must reallocate 3 points of power during Energy Allocation or the weapon will lose lock-on on impulse 1 of the next turn without causing any damage.
(EQ.32) RATE: The Quantum Fluxuator may be fired every turn with the standard 1/4 turn delay over turn breaks.
(EQ.33) HOLDING: A charged but unfired Quantum Fluxuator may be held for 1 point of power from any source or discharged harmlessly into space. This energy discharge can be detected.
(EQ.4) VOLUNTARY SHUT-DOWN: The player operating a Quantum Fluxuator may cancel its operation during the Direct-Fire Weapon Declaration segment of any impulse if he or she wishes to do so.
(EQ.5) SPECIAL ARC: The Quantum Fluxuator has a fixed firing "Front" firing arc that is somewhat smaller than the standard FA arc. See the diagram located on the SSD and on this page.
(EQ.6) MODIFIERS: The Quantum Fluxuator is affected by any small target and terrain modifiers that would normally affect any other direct-fire heavy weapon.

OROMIGAHD LIGHT CRUISER

CREW UNITS									
			✱						10
									20
									30
			34						

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

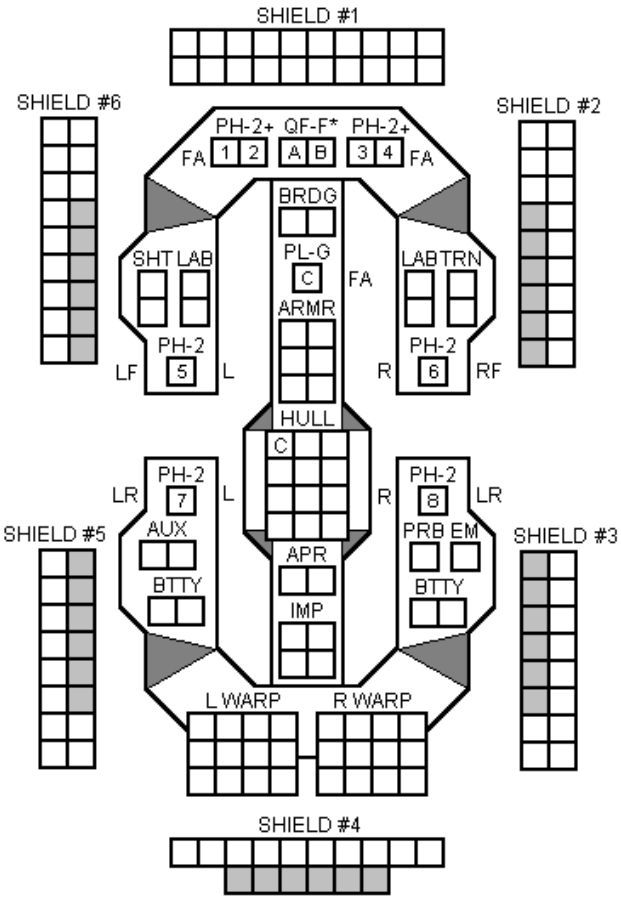
SHIP STATISTICS		
TYPE	=	CL
POINT VALUE	=	92
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CL
REFERENCE	=	(RO.5)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y115
PLUS REFIT		+9

CNTR

BOARDING PARTIES							
							8

PROBES				
				5

T-BOMBS							
				D	D	D	D



SHADED BOXES ARE THE PLUS REFIT.
PH-2's MARKED "+" ARE CHANGED TO PH-1's ON THE PLUS REFIT.

SENSOR						
6	6	5	3	1	0	

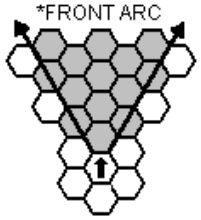
SCANNER						
0	0	1	3	5	9	

DAM CON						
4	4	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



SHIPS PERFORMANCE			
MOVEMENT COST			.75
HET COST			3.75
ERRATIC MANEUVER COST			4.5
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	= 4	6	29+
HET		BD	

QUANTUM FLUXUATOR

RANGE	0-4	5-8	9-12	13-22	23-30
HIT	NA	1-4	1-3	1-2	1
DAMAGE	1	1	1	1	1
FEEDBACK	1	0	0	0	0

PPT
C
G

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

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					

CORE WORLDS

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

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

OROMIGAHD EARLY SCOUT CRUISER

CREW UNITS									
			✱						10
				15					

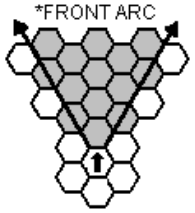
ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

SHIP STATISTICS		
TYPE	=	ES
POINT VALUE	=	61 / 41
SHIELD COST	=	.5+.5
LIFE SUPPORT	=	.5
SIZE CLASS	=	4
TACT INTEL	=	EC
REFERENCE	=	(RO.3)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y43

BOARDING PARTIES					
					6

TYPE II PHASER TABLE

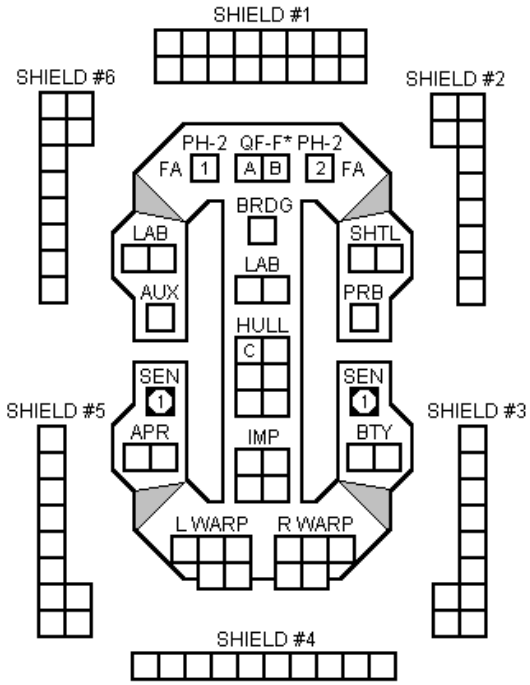
DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0



SHIPS PERFORMANCE			
MOVEMENT COST			.5
HET COST			2.5
ERRATIC MANEUVER COST			3
BREAKDOWN			5 - 6
TURN MODE = B			SPEED
POWER SYSTEMS		1	2 - 5
WARP	= 10	2	6 - 10
IMPULSE	= 4	3	11 - 15
APR	= 2	4	16 - 21
TOTAL	= 16	5	22 - 28
BTTY	= 2	6	29+
HET		BD	

QUANTUM FLUXUATOR

RANGE	0-4	5-8	9-12	13-22	23-30
HIT	NA	1-4	1-3	1-2	1
DAMAGE	1	1	1	1	1
FEEDBACK	1	0	0	0	0



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SENSOR				SCANNER			
6	6	3	0	0	1	5	9

DAM CON			EX DAM		
2	2	0			

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

OROMIGAHD EARLY CRUISER

CREW UNITS										
			*							10
				15						

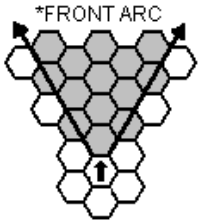
ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

SHIP STATISTICS		
TYPE	=	EC
POINT VALUE	=	45
SHIELD COST	=	.5+.5
LIFE SUPPORT	=	.5
SIZE CLASS	=	4
TACT INTEL	=	EC
REFERENCE	=	(RO.3)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y43

BOARDING PARTIES						
						6

TYPE II PHASER TABLE

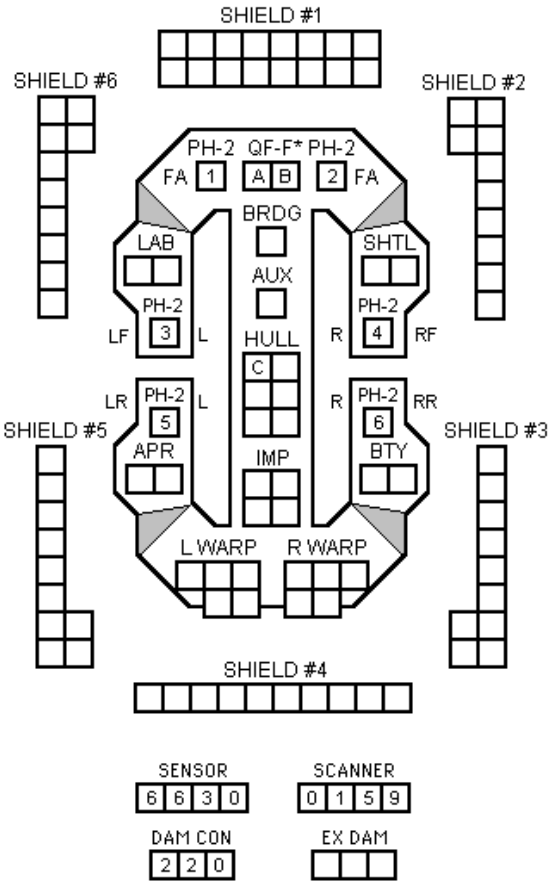
DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0



SHIPS PERFORMANCE			
MOVEMENT COST			.5
HET COST			2.5
ERRATIC MANEUVER COST			3
BREAKDOWN			5 - 6
	TURN MODE =	B	SPEED
POWER SYSTEMS		1	2 - 5
WARP	= 10	2	6 - 10
IMPULSE	= 4	3	11 - 15
APR	= 2	4	16 - 21
TOTAL	= 16	5	22 - 28
BTTY	= 2	6	29+
HET		BD	

QUANTUM FLUXUATOR

RANGE	0-4	5-8	9-12	13-22	23-30
HIT	NA	1-4	1-3	1-2	1
DAMAGE	1	1	1	1	1
FEEDBACK	1	0	0	0	0



SENSOR			
6	6	3	0

SCANNER			
0	1	5	9

DAM CON		
2	2	0

EX DAM		

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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

OROMIGAHD LIGHT CRUISER

CREW UNITS								
		✱						10
								20
								30
		34						

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

SHIP STATISTICS		
TYPE	=	CL
POINT VALUE	=	92
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CL
REFERENCE	=	(RO.5)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y115
PLUS REFIT		+9

CNTR

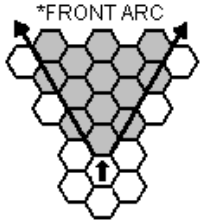
BOARDING PARTIES							
							8

PROBES					
					5

T-BOMBS							
				D	D	D	D

TYPE II PHASER TABLE

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



SHIPS PERFORMANCE			
MOVEMENT COST			.75
HET COST			3.75
ERRATIC MANEUVER COST			4.5
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	= 4	6	29+
HET		BD	

QUANTUM FLUXUATOR

RANGE	0-4	5-8	9-12	13-22	23-30
HIT	NA	1-4	1-3	1-2	1
DAMAGE	1	1	1	1	1
FEEDBACK	1	0	0	0	0

PPT
C
G

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

CORE WORLDS

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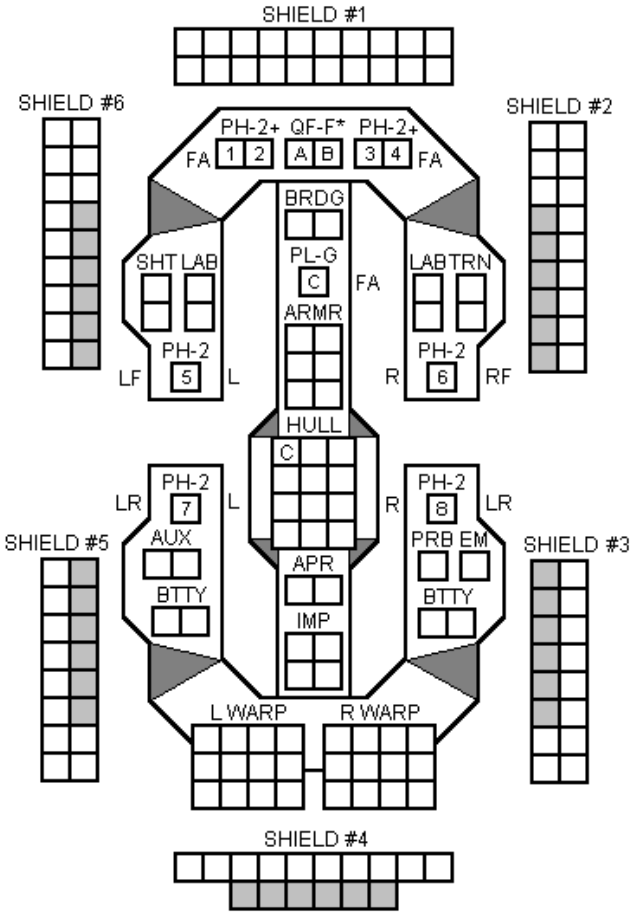
PLASMA TORPEDO WARHEAD STRENGTH TABLE

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					



SHADED BOXES ARE THE PLUS REFIT.
PH-2's MARKED "+" ARE CHANGED TO PH-1's ON THE PLUS REFIT.

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

OROMIGAHD HEAVY CRUISER

CREW UNITS								
		*						10
								20
								30
								40
					47			

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

BOARDING PARTIES								
								10

PROBES				
				5

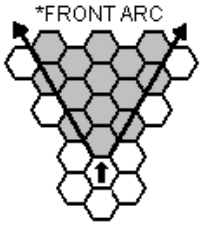
T-BOMBS							
				D	D	D	D

SHIP STATISTICS		
TYPE	=	CA
POINT VALUE	=	141
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CA
REFERENCE	=	(RO.8)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y145
PLUS REFIT		+11

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



SHIPS PERFORMANCE			
MOVEMENT COST		1	
HET COST		5	
ERRATIC MANEUVER COST		6	
BREAKDOWN		5 - 6	
TURN MODE = B		SPEED	
POWER SYSTEMS	1	2 - 5	
WARP = 30	2	6 - 10	
IMPULSE = 4	3	11 - 15	
APR = 4 / 6	4	16 - 21	
TOTAL = 38 / 40	5	22 - 28	
BTTY = 4	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

PPT	
D	E
G	G

QUANTUM FLUXUATOR

RANGE	0-4	5-8	9-12	13-22	23-30
HIT	NA	1-4	1-3	1-2	1
DAMAGE	1	1	1	1	1
FEEDBACK	1	0	0	0	0

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

CORE WORLDS

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

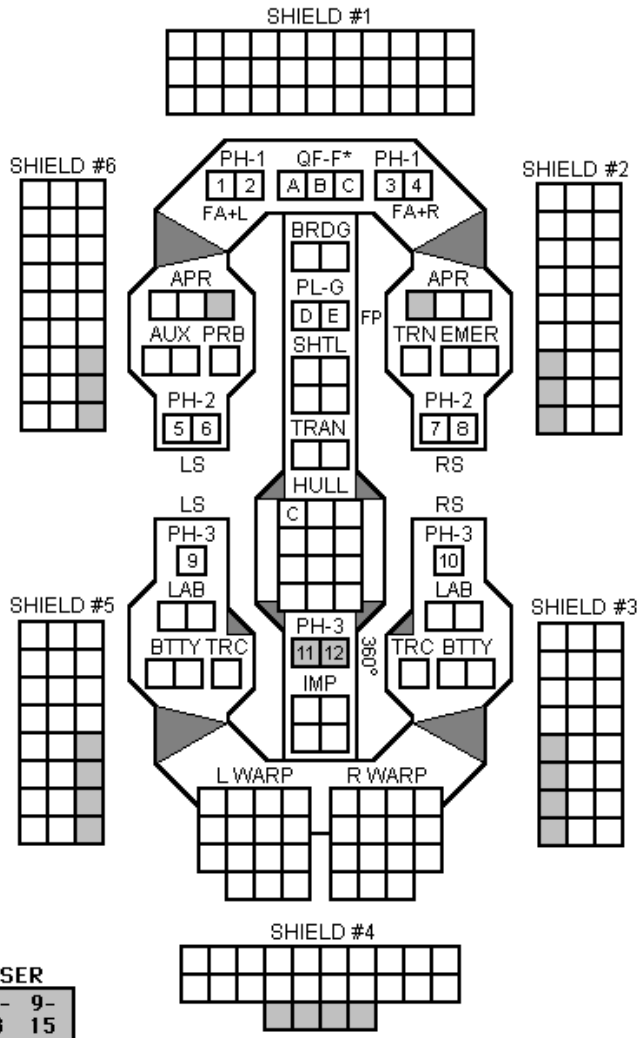
Tables and Charts by PHD Shipyards
Used by permission

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					

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



SHADED BOXES ARE THE PLUS REFIT.
MOVEMENT COST = 1

SENSOR						SCANNER					
6	6	5	3	1	0	0	0	1	3	5	9

DAM CON						EX DAM					
4	4	2	2	2	0						

OROMIGAHD HEAVY TORPEDO CRUISER

CREW UNITS							
		✱					10
							20
							30
							40
					47		

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

SHIP STATISTICS		
TYPE	=	CAT
POINT VALUE	=	156
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CA
REFERENCE	=	(RO.9)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y168

CNTR

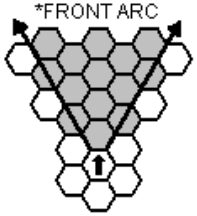
BOARDING PARTIES									
									10

PROBES				
				5

T-BOMBS							
				D	D	D	D

TYPE II PHASER TABLE

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



SHIPS PERFORMANCE			
MOVEMENT COST			1
HET COST			5
ERRATIC MANEUVER COST			6
BREAKDOWN			5 - 6
TURN MODE = B			SPEED
POWER SYSTEMS		1	2 - 5
WARP	= 30	2	6 - 10
IMPULSE	= 4	3	11 - 15
APR	= 6	4	16 - 21
TOTAL	= 40	5	22 - 28
BTTY	= 4	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

PPT	
C	D
F	F
D	E
G	G

QUANTUM FLUXUATOR

RANGE	0–4	5–8	9–12	13–22	23–30
HIT	NA	1–4	1–3	1–2	1
DAMAGE	1	1	1	1	1
FEEDBACK	1	0	0	0	0

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

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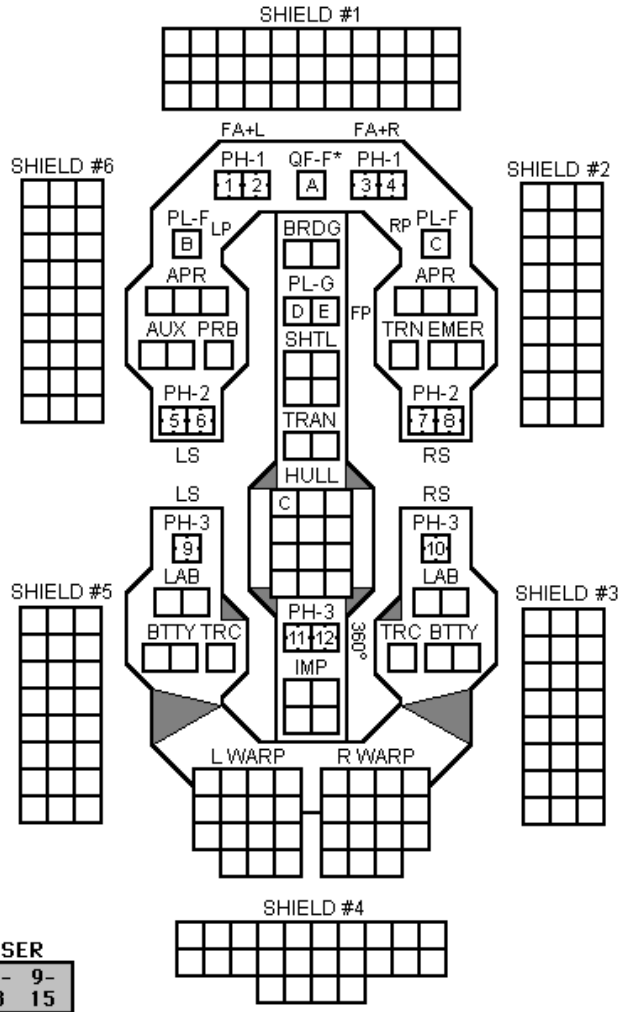


MOVEMENT COST = 1

SENSOR						SCANNER					
6	6	5	3	1	0	0	0	1	3	5	9

DAM CON						EX DAM					
4	4	2	2	2	0						

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					

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

OROMIGAHD DESTROYER

CREW UNITS								
			✱					10
								20

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

BOARDING PARTIES					
					6

PROBES				
				5

T-BOMBS			
		D	D

SHIP STATISTICS		
TYPE	=	DD
POINT VALUE	=	89
SHIELD COST	=	.5+.5
LIFE SUPPORT	=	.5
SIZE CLASS	=	4
TACT INTEL	=	DD
REFERENCE	=	(RO.12)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y146
PLUS REFIT		+4

CNTR

SHIPS PERFORMANCE			
MOVEMENT COST			.5
HET COST			2.5
ERRATIC MANEUVER COST			3
BREAKDOWN			5 - 6
TURN MODE = B			SPEED
POWER SYSTEMS		1	2 - 5
WARP	= 16	2	6 -10
IMPULSE	= 4	3	11 - 15
APR	= 4	4	16 - 21
TOTAL	= 24	5	22 - 28
BTTY	= 2	6	29+
HET		BD	

PPT	
C	D
F	F

SENSOR: 6 6 5 3 1 0

SCANNER: 0 0 1 3 5 9

DAM CON: 2 2 2 0

EX DAM

SHIELD #1: 10

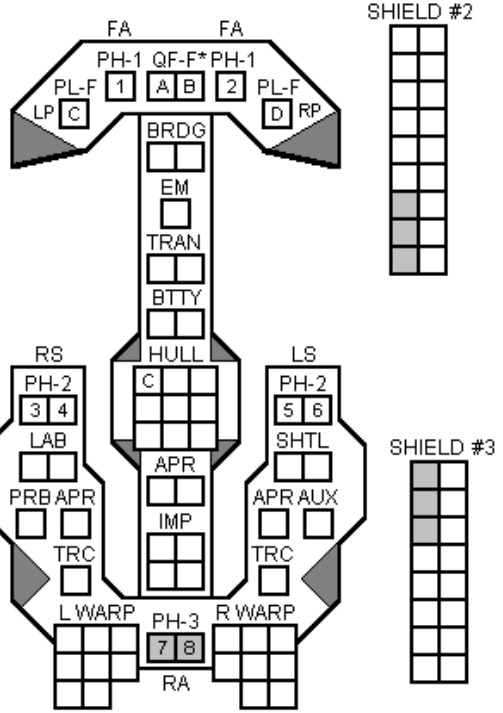
SHIELD #2: 8

SHIELD #3: 8

SHIELD #4: 8

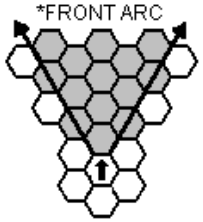
SHIELD #5: 8

SHIELD #6: 8



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 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

QUANTUM FLUXUATOR

RANGE	0-4	5-8	9-12	13-22	23-30
HIT	NA	1-4	1-3	1-2	1
DAMAGE	1	1	1	1	1
FEEDBACK	1	0	0	0	0

CORE WORLDS

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TYPE III DEFENSE PHASER

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

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 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					

SHADED BOXES ARE THE PLUS REFIT.

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

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

OROMIGAHD DESTROYER LEADER

CREW UNITS									
			*						10
									20
		23							

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

SHIP STATISTICS		
TYPE	=	DDL
POINT VALUE	=	112
SHIELD COST	=	.5+.5
LIFE SUPPORT	=	.5
SIZE CLASS	=	4
TACT INTEL	=	DD
REFERENCE	=	(RO.13)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y164

CNTR

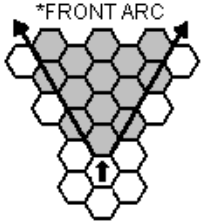
BOARDING PARTIES									
									10
12									

PROBES				
				5

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



SHIPS PERFORMANCE			
MOVEMENT COST			.5
HET COST			2.5
ERRATIC MANEUVER COST			3
BREAKDOWN			5 - 6
TURN MODE = B			SPEED
POWER SYSTEMS		1	2 - 5
WARP	= 16	2	6 - 10
IMPULSE	= 4	3	11 - 15
APR	= 4	4	16 - 21
TOTAL	= 24	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

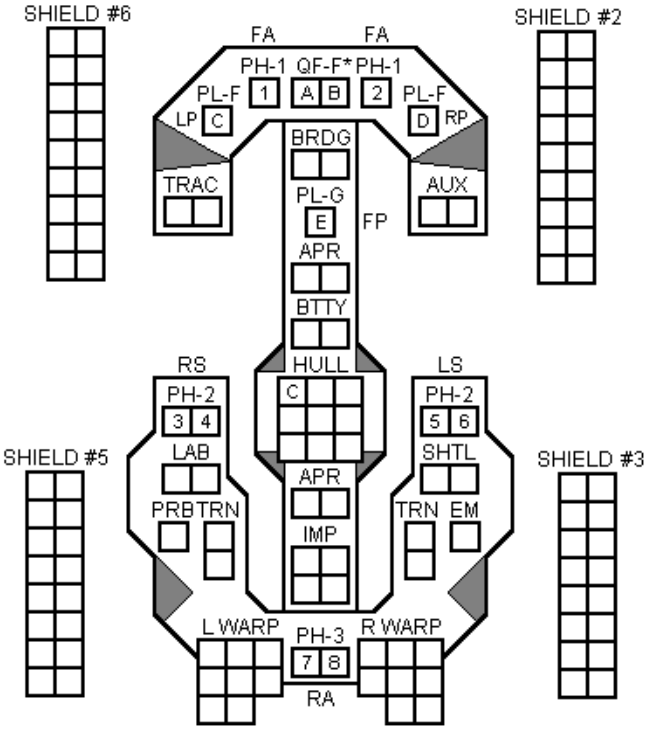
PPT			
	E		
	G		
C		D	
F		F	

SENSOR: 6 6 5 3 1 0

SCANNER: 0 0 1 3 5 9

DAM CON: 2 2 2 0

EX DAM:



QUANTUM FLUXUATOR

RANGE	0-4	5-8	9-12	13-22	23-30
HIT	NA	1-4	1-3	1-2	1
DAMAGE	1	1	1	1	1
FEEDBACK	1	0	0	0	0

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
BOLT	1-4	1-3	1-2						1					

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

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

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

OROMIGAHD FRIGATE

CREW UNITS

									10
			14						

ADMIN SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES: 4

PROBES: 5

T-BOMBS: D D

CNTR

SHIP STATISTICS

TYPE	=	FF
POINT VALUE	=	72
SHIELD COST	=	.5+.5
LIFE SUPPORT	=	.5
SIZE CLASS	=	4
TACT INTEL	=	FF
REFERENCE	=	(RO.17)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y147
PLUS REFIT		+4

SHIPS PERFORMANCE

MOVEMENT COST			.33
HET COST			1.67
ERRATIC MANEUVER COST			2
BREAKDOWN			6
TURN MODE = B			SPEED
POWER SYSTEMS		1	2 - 5
WARP	= 10	2	6 -10
IMPULSE	= 3	3	11 - 15
APR	= 2	4	16 - 21
TOTAL	= 15	5	22 - 28
BTTY	= 2	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 I PHASER

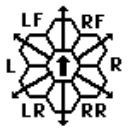
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

PPT

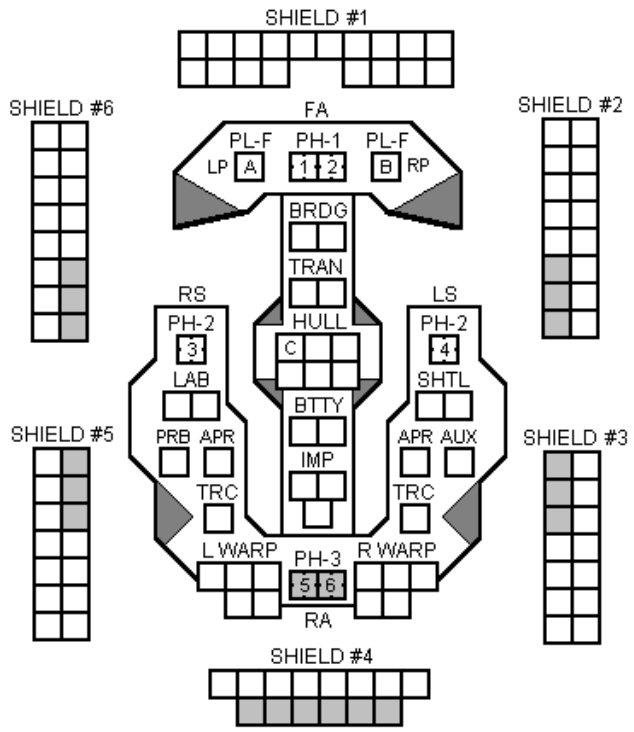
C	D
F	F

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



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



SHADED BOXES ARE THE PLUS REFIT.

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

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 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					

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