

(RK.0) The Kholos Dominion

(RK.1) Kholosian Dominion Background

The Kholos are an ancient humanoid race who have evolved near the Galactic Core virtually undisturbed for millions of years. The Dominion is made up of seven territories, each ruled by descendent of the ancient Adamayak - whom the Kholosians believe to be the first living sentient being in the universe. Each "Most Sacred Son" - as the provincial rulers are known - acts as the spiritual, political, economic, and military leader of his specific territory and is fully responsible for the well being of his subjects in all matters.

All property within each sector is owned by that sectors ruler who is required to distribute all wealth evenly amongst his non-military citizens as required by ancient custom. Military citizens are allowed a greater portion of wealth during their time in service - many of whom eventually take positions as military or economic advisors after retirement. Spiritual advisors make up the third class of Kholosian citizens who are highly respected and revered as being amongst the wisest of all Kholosians.

Although the Kholos are generally a peaceful race - as the original requirement for armed space vessels was due to the proliferation of numerous space monsters in and around the Galactic Core - civil war amongst the seven territories has occurred in the past. Conflict with minor races nearby was also a rare event until the arrival Za'Cahri who waged war against the peaceful Kholos for a number of years before the turning their attention to the Daetharians.

Kholosian protection fleets are made up of an older class of lesser armed vessels as well as a newer war class introduced in the Y160's.

(RK.2) Kholosian War Fleet

Heavy Cruisers and Variants:

(RK.14) WILD PHOENIX (PHX): With the arrival of the Daetharians, and the continued harassment by the Za'Cahri, Kholosian provincial rulers met and discussed increased defensive options in Y171. The new war cruisers and destroyers that had been developed to combat the Za'Cahri had preformed well, but were thought to be somewhat fragile and difficult to replace. Jo'Khon Jh'Rel - ruler of the Mhas'Sihn territory - was voted to develop a heavy cruiser class in a hopeful attempt to get large war ships into the defensive fleet. The Mhas'Sihn shipyard was the oldest manufacturer in all of Kholos and had designed the original Old Series Centurion class. Designers modeled the Wild Phoenix on this design. The end result massively exceeded the allocated budget for the project, but produced the Kholosians largest and most heavily armed vessel. Due to the cost involved very few ships of this class were ever

produced.

New War Cruisers and Variants:

[\(RK.10\) CD7 WAR CRUISER \(CD7\)](#): With the arrival of the Za'Cahri to the Galactic Core, and the subsequent battles with them, the Kholosian rulers ordered the first major redesign of the defensive fleet in over 50 years. This updated design included the recently discovered hot-warp technology. The CD7 was the first ship out of the production facilities - and is the least battle capable of the new war cruisers, although many variants of this class were produced that outperformed it.

[\(RK.12\) CC7 WAR CRUISER \(CC7\)](#): This war cruiser variant included a single plasma-R and two plasma-G's, and suffered the loss of the two plasma-S's found on the CD7. Kholosian designers - who were forced to rush the war cruiser project without proper testing due to the Za'Cahri advancement - felt that having two plasma-S's in addition to the plasma-R might produce undue strain on the new hull type.

[\(RK.13\) CM7 WAR CRUISER \(CM7\)](#): This version of the war cruiser was intended to handle the seeking weapons and satellite pod deployments of the Za'Cahri warships in fleet battles.

[\(RK.11\) CK7 WAR CRUISER \(CK7\)](#): When it became apparent during the design process in Y163 that not enough plasma-R's were going to be available to outfit the new war cruisers, this variant was included late into the production schedule. The wing attachments were reconfigured slightly to include plasma-F launchers to compensate for the loss of the single plasma-R.

[\(RK.17\) CE7 WAR CRUISER \(CE7\)](#): With the discovery of the Full Aegis Fire Control system by the Kholosian scientists in Y178, military designers began overhauling the existing CM7 vessels and transforming them into this class. This design proved to be quite successful against the Za'Cahri who continued to occasionally attack the Dominion despite being at war with the Daetharians.

New War Destroyers and Variants:

[\(RK.18\) DK6 WAR DESTROYER \(DK6\)](#): Produced in high numbers due to its low economic cost, the DK6 was an excellent design and used for a huge variety of missions ranging from escort duty to system defense.

[\(RK.19\) DS6 WAR DESTROYER SCOUT \(DS6\)](#): A variant of the DK6, this class almost entirely replaced the aging Centurion Scout class which were being dismantled for parts - mostly to recover the plasma-R equipment needed for

the new war cruisers.

(RK.20) DK6E / DK6A DESTROYER ESCORT: This was an escort variant of the DK6 Destroyer. The DK6E first entered service in Y170 as much needed improvement over the CNTE. It never completely replaced the CNTE, but supplanted it on the production lines from Y176 and was the only DE built in a Full Aegis version, as distinct from refits. Some were built with Ready Racks configured for the Arquebus fighter to operate with the CC7V. Has Limited Aegis, Full Aegis from Y178. (note: DK6E/DK6A Destroyer Escort was designed by John Christie).

Carriers and Carrier Escorts:

(RK.15) CK7V FLEET CARRIER (CK7V): Introduced in Y171 to meet the need for a Carrier with more power and better armament than the DCV. The main problem needing correction was the DCV's lack of power to re-charge the PI-F torpedoes on the Ballista Fighters. The Ship was fitted as standard for 4 Ballista and 8 Arbelast Fighters and could also carry a MRS. Carries 150 PI-D for fighter reloads. Escort was a CE7 or CLE and a CNTE or DK6E. (note: the CK7V was designed by John Christie).

(RK.22) CC7V STRIKE CARRIER (CC7V): With the introduction of the Arquebus Fighter in Y176 a problem emerged that the new fighters had a Power need that was straining the capabilities of the existing Carriers to the limit. The new fighter was obviously not a pure Assault Fighter, and unlike every other Plasma-race's PI-F fighters it could operate on its own. There was, therefore, a need for a Carrier with plenty of power to carry it, a need that fortunately had been foreseen. The CC7V CVS, which entered service in Y177, was a heavily modified CC7 Command Cruiser. At least 2 were built. An MRS was carried as standard. Escort Group was a CLE or CE7 and a DK6E. (note: the CC7V was designed by John Christie).

(RK.21) DK6V ESCORT CARRIER (DK6V): This Carrier was designed to undertake Convoy Escort and provide Fighter support to Cruiser and Destroyer Squadrons. First introduced in Y168. Escort was either a CNTE or a DK6E. (note: DK6V was designed by John Christie).

Old Series Defensive Fleet:

(RKR.0) SHIELD REFIT: A number of Old Series Kholosian ships began receiving a shield refit in Y148. Ships that received the refit have SSD's reflecting this.

(RK.7) CENTURION (CEN): This is the original class of Kholosian defensive vessels. Used mainly against roaming space monsters and the like, the CEN had a long history in space battles during civil war and minor conflicts with other

galactic Core races.

(RK.8) CENTURION SCOUT (CS): A variant of the CEN, the Centurion Scout patrolled Kholos outposts on early warning duty against approaching space monsters.

(RK.9) PROTECTORATE (PRO): A variant of the CEN class, the Protectorate includes two plasma-F's in addition to the standard plasma-R that is on nearly all size class 3 Kholos defense vessels.

(RK.5) CENTARI (CNT): Produced alongside the Centurion, the CNT provided a low-cost defensive vessel for the eastern Kholosian providences. Variants this ship stayed in production for nearly 50 years before being mothballed with the introduction of the DK6. The deployment of the Defcon Carrier in Y166 resurrected the few remaining Centaris, which were converted into carrier escorts.

(RK.16) CNTE / CNTA DDE DESTROYER ESCORT: This was an escort version of the Centari, introduced in Y166. Had limited Aegis. The CNTA was the Full Aegis DDA introduced in Y178. No DDA's were built new, all were conversions of surviving DDE's. (note: the CNTE/CNTA were designed by John Christie).

CREW UNITS									
		*							10
									20
									30
									36

ADMIN SHUTTLES									
IDENT	HIT	POINTS	NOTES						
2 BAYS - NO TRANSFERS									

SHIP STATISTICS									
TYPE	=	PHX							
POINT VALUE	=	167							
SHIELD COST	=	1 + 1							
LIFE SUPPORT	=	1							
SIZE CLASS	=	3							
TACT INTEL	=	PHX							
REFERENCE	=	(RK.14)							
SOURCE	=	UNOFFICIAL							
YEAR IN SVC	=	Y174							

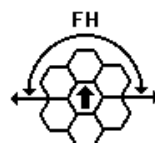
BOARDING PARTIES									
									10

T-BOMBS									
				D	D	D	D		

PROBES									
									5

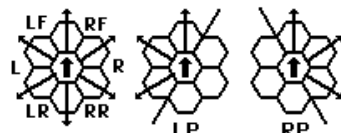
TYPE I PHASER

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



TYPE III DEFENSE PHASER

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



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

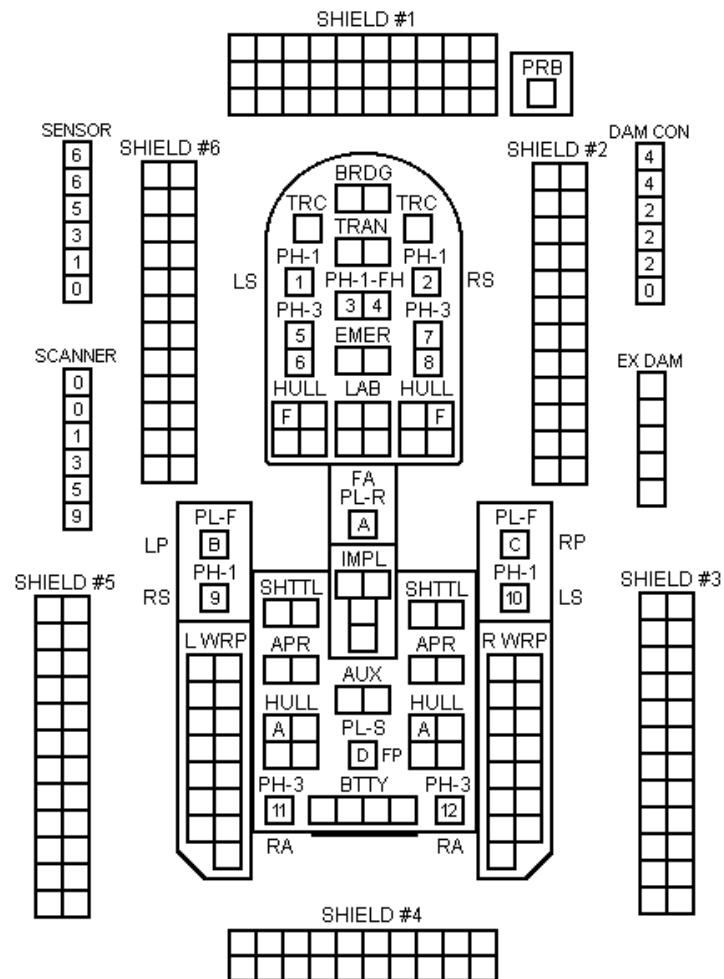
PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
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				

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	4 16 - 21								
TOTAL = 38	5 22 - 28								
BTY = 4	6 29+								
HET									

PSEUDO PLASMA									
A	B	C	D						
R	F	F	S						

KHOLOSIAN WILD PHOENIX



MOVEMENT COST = 1

CORE WORLDS

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

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CREW UNITS									
		*							10
									20
									30
									34

ADMIN SHUTTLES									
IDENT	HIT POINTS					NOTES			

SHIP STATISTICS									
TYPE	=	CD7							
POINT VALUE	=	110							
SHIELD COST	=	1 + 1							
LIFE SUPPORT	=	1							
SIZE CLASS	=	3							
TACT INTEL	=	CD7							
REFERENCE	=	(RK.10)							
SOURCE	=	UNOFFICIAL							
YEAR IN SVC	=	Y166							

BOARDING PARTIES									
									8

T-BOMBS									

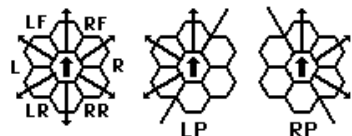
PROBES									
									5

TYPE I PHASER

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

TYPE III DEFENSE PHASER

DIE	RANGE										
ROLL	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					



$$RS = RF + R + RR$$

$$LS = LF + L + LR$$

$$FX = L + LF + RF + R$$

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						

CORE WORLDS

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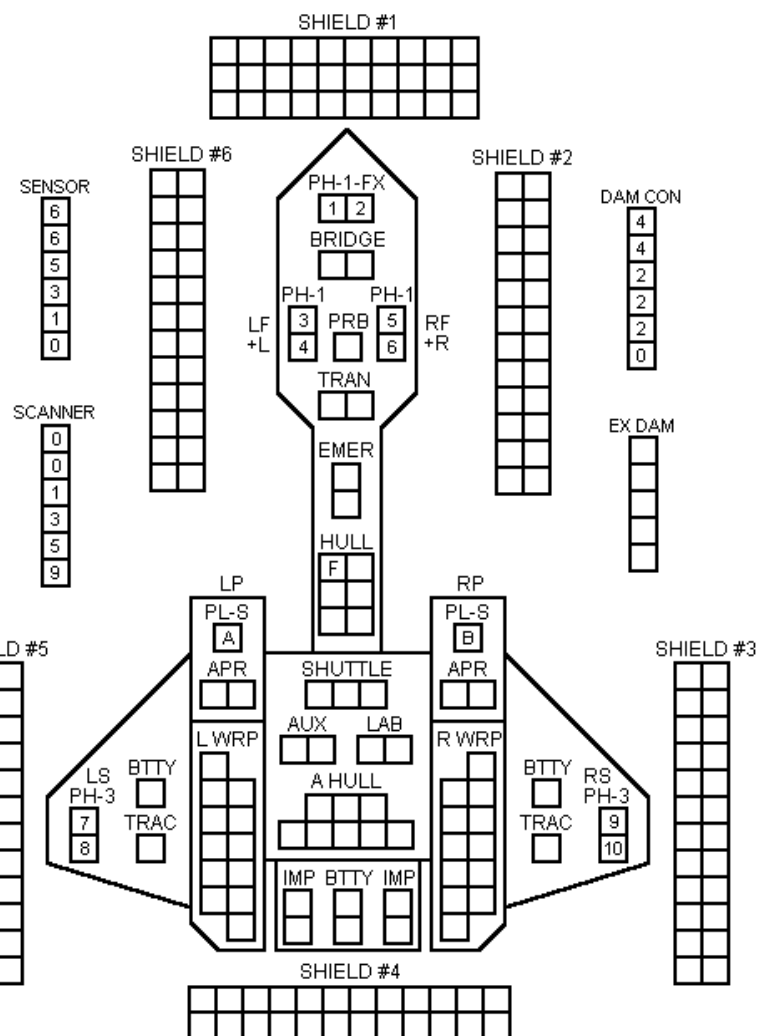
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PSEUDO PLASMA

A	B
S	S

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KHOLOSIAN CD7 CRUISER



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
									30

ADMIN SHUTTLES									
IDENT	HIT POINTS					NOTES			

SHIP STATISTICS									
TYPE	=	CC7							
POINT VALUE	=	142							
SHIELD COST	=	1 + 1							
LIFE SUPPORT	=	1							
SIZE CLASS	=	3							
TACT INTEL	=	CD7							
REFERENCE	=	(RK.12)							
SOURCE	=	UNOFFICIAL							
YEAR IN SVC	=	Y167							

BOARDING PARTIES									
									10

T-BOMBS									

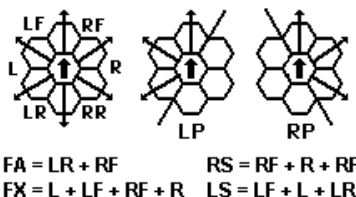
PROBES									
									5

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

TYPE III DEFENSE PHASER

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

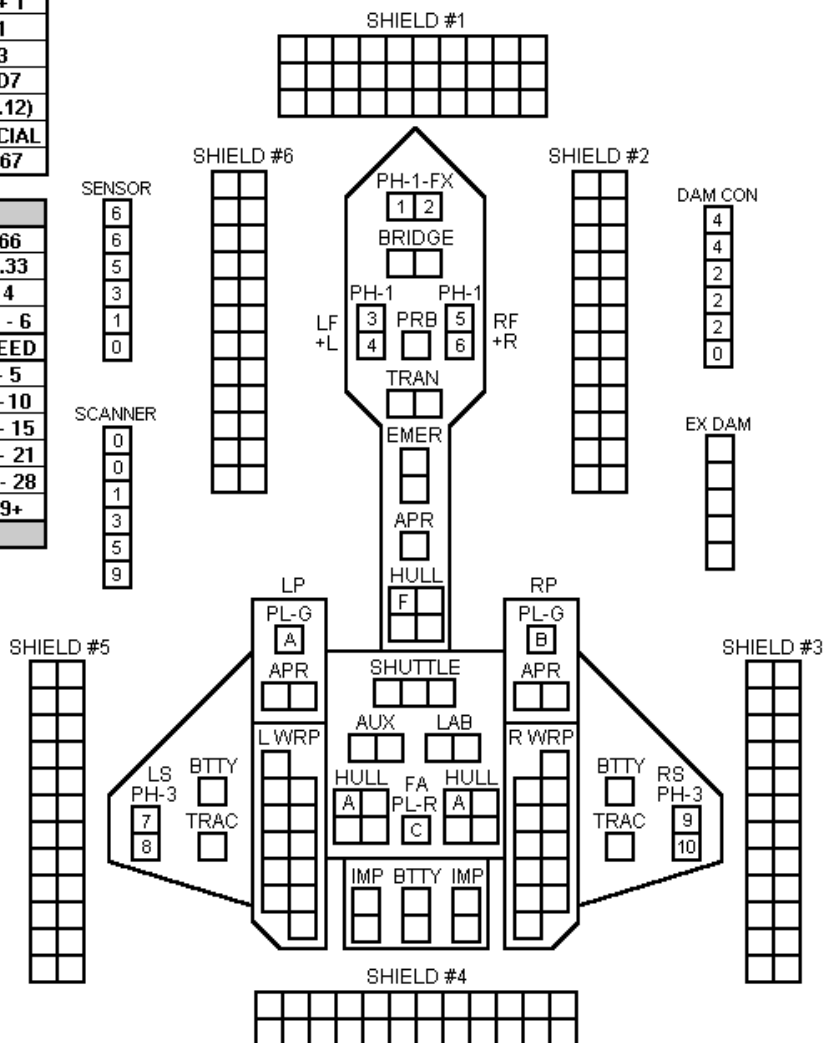


PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
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						

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	=	5	4	16 - 21					
TOTAL	=	33	5	22 - 28					
BTY	=	4	6	29+					
HET									
BD									

KHOLOSIAN CC7 CRUISER



CORE WORLDS

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

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PSEUDO PLASMA

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G	G	R

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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
									30
								36	

ADMIN SHUTTLES					
IDENT	HIT POINTS			NOTES	

SHIP STATISTICS		
TYPE	=	CM7
POINT VALUE	=	136
SHIELD COST	=	1 + 1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CD7
REFERENCE	=	(RK.13)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y167

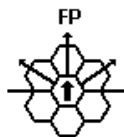
BOARDING PARTIES									
									10

T-BOMBS				
			D	D

PROBES				
				5

TYPE I PHASER

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



TYPE III DEFENSE PHASER

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



$$RS = RF + R + RR$$

$$LS = LF + L + LR$$

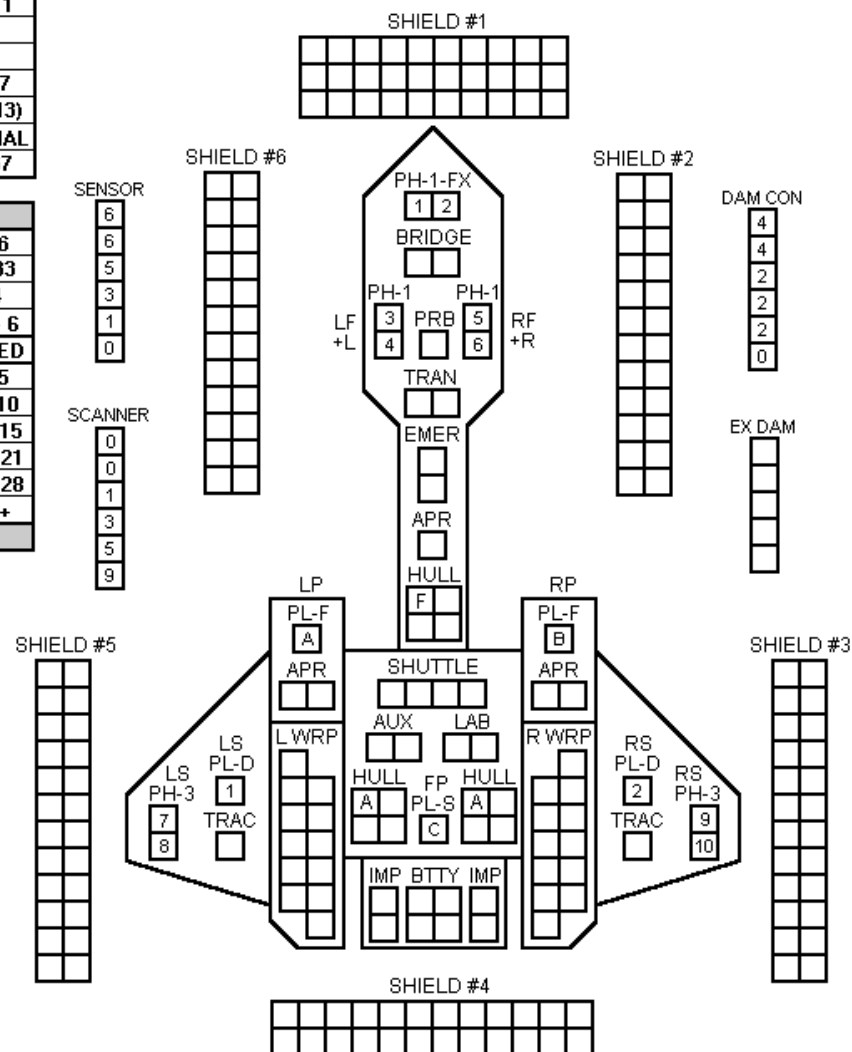
$$FX = L + LF + RF + R$$

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								

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 = 5	4	16 - 21
TOTAL = 33	5	22 - 28
BTY = 4	6	29+
HET		BD

KHOLOSIAN CM7 CRUISER



CORE WORLDS

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PSEUDO PLASMA

A	B	C
F	F	S

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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
									30

ADMIN SHUTTLES									
IDENT	HIT POINTS	NOTES							

SHIP STATISTICS									
TYPE	=	CK7							
POINT VALUE	=	132							
SHIELD COST	=	1 + 1							
LIFE SUPPORT	=	1							
SIZE CLASS	=	3							
TACT INTEL	=	CD7							
REFERENCE	=	(RK.11)							
SOURCE	=	UNOFFICIAL							
YEAR IN SVC	=	Y167							

BOARDING PARTIES									
									10

T-BOMBS									

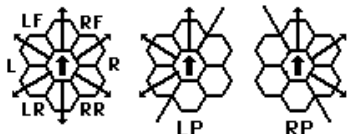
PROBES									
									5

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

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



$$RS = RF + R + RR$$

$$LS = LF + L + LR$$

$$FX = L + LF + RF + R$$

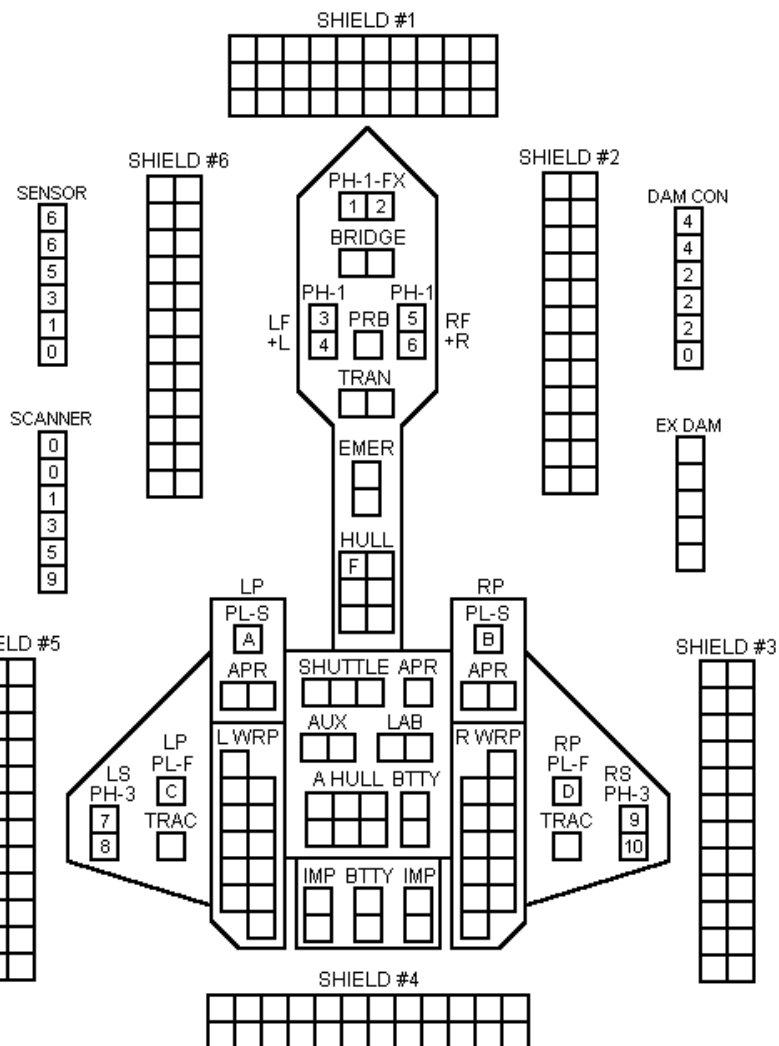
PLASMA TORPEDO WARHEAD STRENGTH TABLE

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					

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	= 4	4	16 - 21						
TOTAL	= 32	5	22 - 28						
BTY	= 4	6	29+						
HET			BD						

PSEUDO PLASMA									
A	B	C	D						
S	S	F	F						

KHOLOSIAN CK7 CRUISER



CORE WORLDS

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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
						30
					36	

ADMIN SHUTTLES					
IDENT	HIT POINTS				NOTES

SHIP STATISTICS		
TYPE	=	CE7
POINT VALUE	=	140
SHIELD COST	=	1 + 1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CD7
REFERENCE	=	(RK.17)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y178
BPV INCLUDES FULL AEGIS		

BOARDING PARTIES							
						8	

T-BOMBS									
					D	D	D	D	

PROBES				
				5

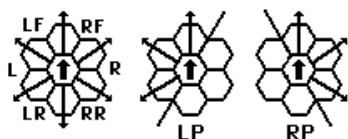
TYPE I PHASER

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 = 4		4	16 - 21	
TOTAL = 32		5	22 - 28	
BTTY = 4		6	29+	
HET		BD		

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


$$\begin{aligned} RS &= RF + R + RR \\ LS &= LF + L + LR \\ FX &= L + LF + RF + R \end{aligned}$$

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					



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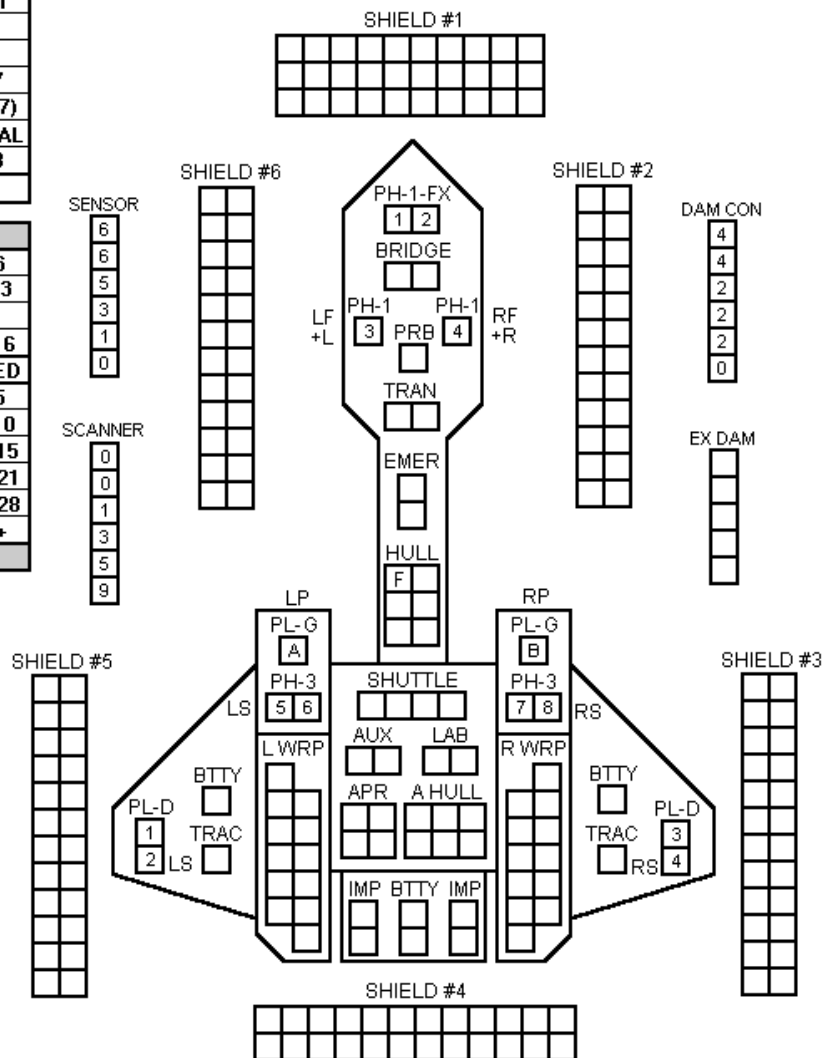
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PSEUDO PLASMA

A
G

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KHOLOSIAN CE7 CRUISER



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
			25						

ADMIN SHUTTLES									
IDENT	HIT POINTS					NOTES			

SHIP STATISTICS									
TYPE	=	DK6							
POINT VALUE	=	98							
SHIELD COST	=	.5 + .5							
LIFE SUPPORT	=	.5							
SIZE CLASS	=	4							
TACT INTEL	=	DD6							
REFERENCE	=	(RK.18)							
SOURCE	=	UNOFFICIAL							
YEAR IN SVC	=	Y166							

BOARDING PARTIES									
									8

T-BOMBS									
									D D

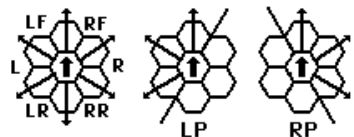
PROBES									
									5

TYPE I PHASER

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

TYPE III DEFENSE PHASER

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



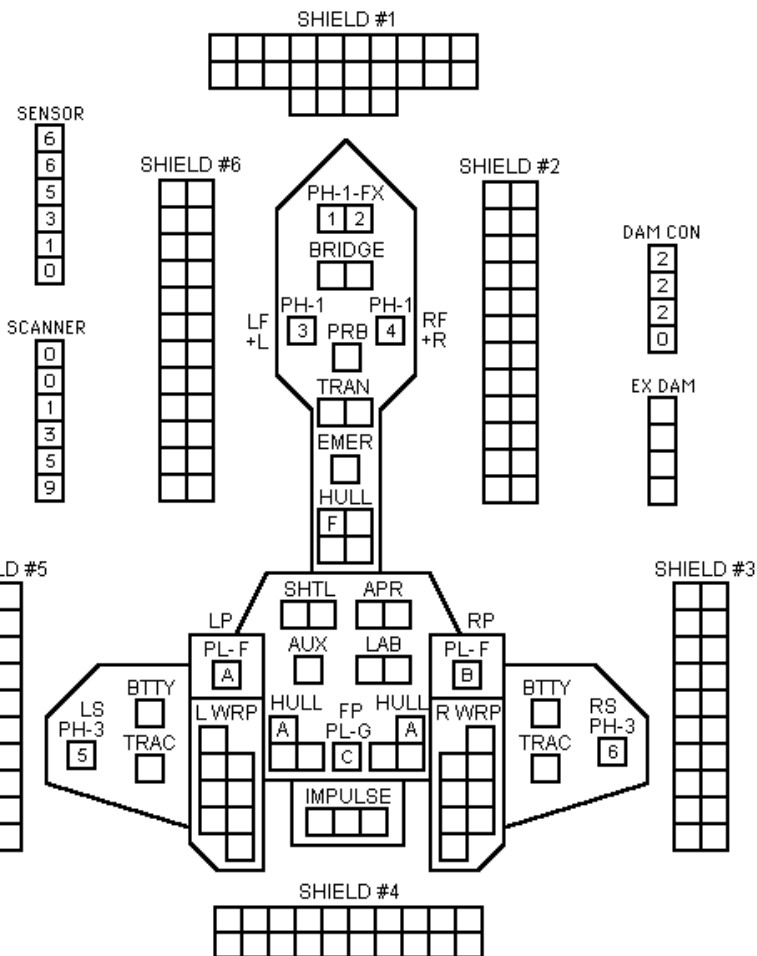
RS = RF + R + RR
LS = LF + L + LR
FX = L + LF + RF + R

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						

SHIPS PERFORMANCE				
MOVEMENT COST		.50		
HET COST		2.5		
ERRATIC MANEUVER COST		3		
BREAKDOWN		5-6		
TURN MODE = A		SPEED		
POWER SYSTEMS		1	2 - 6	
WARP = 16		2	7 - 12	
IMPULSE = 3		3	13 - 19	
APR = 2		4	20 - 26	
TOTAL = 21		5	27+	
BTTY = 2				
HET		BD		

KHOLOSIAN DK6 DESTROYER



CORE WORLDS

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

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PSEUDO PLASMA

A	B	C
F	F	G

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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

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

DECK CREWS	
2	

ADMIN SHUTTLES						
IDENT	HIT POINTS					NOTES

T-BOMBS				
			D	D

PROBES				
				5

SHIP STATISTICS		
TYPE	=	DK6E / DK6A
POINT VALUE	=	105
SHIELD COST	=	.5 + .5
LIFE SUPPORT	=	.5
SIZE CLASS	=	4
TACT INTEL	=	DD6
REFERENCE	=	(RK.20)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y170
LIMITED AEGIS		
FULL AEGIS (DK6A - Y178) BPV 115		

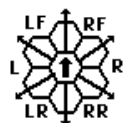
SHIPS PERFORMANCE				
MOVEMENT COST		.50		
HET COST		2.5		
ERRATIC MANEUVER COST		3		
BREAKDOWN		5-6		
TURN MODE = A SPEED				
POWER SYSTEMS		1	2 - 6	
WARP = 16		2	7 - 12	
IMPULSE = 3		3	13 - 19	
APR = 2		4	20 - 26	
TOTAL = 21		5	27+	
BTYY = 2				
HET		BD		

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

TYPE III DEFENSE PHASER

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


$$\begin{aligned} RS &= RF + R + RR \\ LS &= LF + L + LR \\ EX &= L + LE + RE + R \end{aligned}$$

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 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>

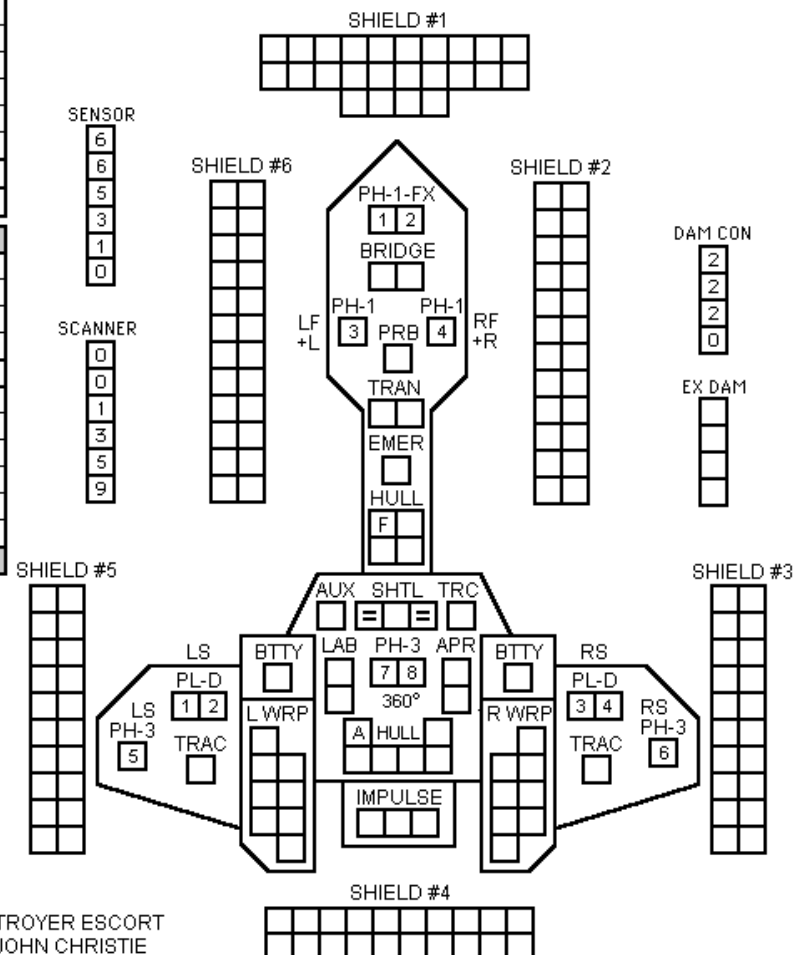
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PLASMA-D RACKS							
1							
2							
3							
4							

D RACKS HAVE ONE RELOAD
PRIOR TO Y175. TWO THERAFTER.

KHOLOSIAN DK6E DESTROYER ESCORT



DK6E/DK6A DESTROYER ESCORT
COURTESY OF JOHN CHRISTIE
< sfbrocky@rocknet.net.au >

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

CREW UNITS									
		*							10
									20
									30

ADMIN SHUTTLES									
IDENT	HIT POINTS	NOTES							

SHIP STATISTICS									
TYPE	=	CK7V							
POINT VALUE	=	140							
SHIELD COST	=	1 + 1							
LIFE SUPPORT	=	1							
SIZE CLASS	=	3							
TACT INTEL	=	CK7V							
REFERENCE	=	(RK.15)							
SOURCE	=	UNOFFICIAL							
YEAR IN SVC	=	Y171							

BOARDING PARTIES									
									10

T-BOMBS									

PROBES									
									5

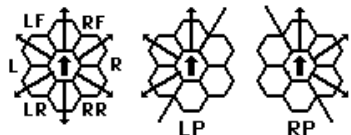
DECK CREWS									
									8

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	4	4	4	3	1	0	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

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



$$RS = RF + R + RR$$

$$LS = LF + L + LR$$

$$FX = L + LF + RF + R$$

PLASMA TORPEDO WARHEAD STRENGTH TABLE

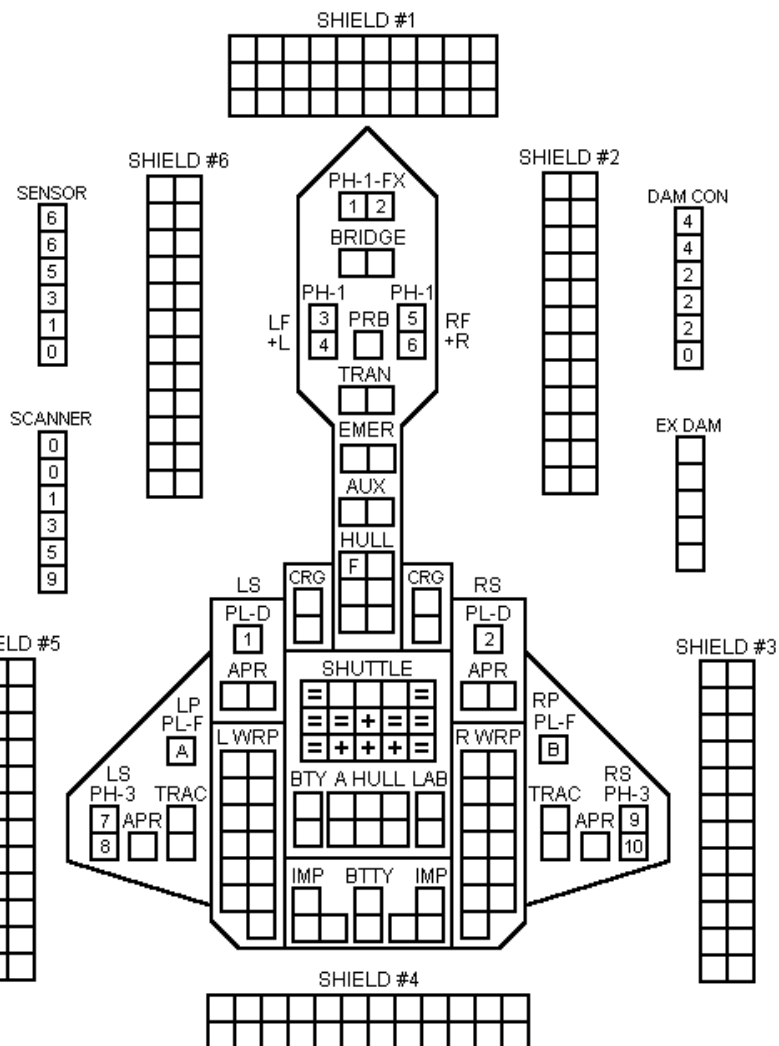
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2			1								

PLASMA-D RACKS									
1									
2									

D RACKS HAVE ONE RELOAD PRIOR TO Y175, TWO THERAFTER.

CK7V FLEET CARRIER COURTESY OF JOHN CHRISTIE.
< sfbrocky@rocknet.net.au >

KHOLOSIAN CK7V FLEET CARRIER



CORE WORLDS

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

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

[illegible]

ADMIN SHUTTLES					
IDENT	HIT POINTS				NOTES

T-BOMBS					PROBES				
				D	D	D	D		5

SHIP STATISTICS		
TYPE	=	CC7V
POINT VALUE	=	179
SHIELD COST	=	1 + 1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CC7V
REFERENCE	=	(RK.22)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y177

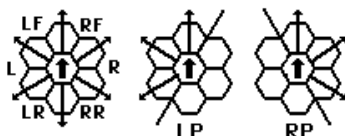
SHIPS PERFORMANCE				
MOVEMENT COST		.66		
HET COST		3.33		
ERRATIC MANEUVER COST		4		
BREAKDOWN		5 - 6		
TURN MODE = B		SPEED		
POWER SYSTEMS		1	2 - 5	
WARP = 26		2	6 - 10	
IMPULSE = 6		3	11 - 15	
APR = 12		4	16 - 21	
TOTAL = 44		5	22 - 28	
BTTY = 6		6	29+	
HET		BD		

TYPE I PHASER

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

TYPE III DEFENSE PHASER

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


$$\begin{array}{ll} \text{FA} = \text{LR} + \text{RF} & \text{RS} = \text{RF} + \text{R} + \text{RR} \\ \text{FX} = \text{L} + \text{LF} + \text{RF} + \text{R} & \text{LS} = \text{LF} + \text{L} + \text{LR} \end{array}$$

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>

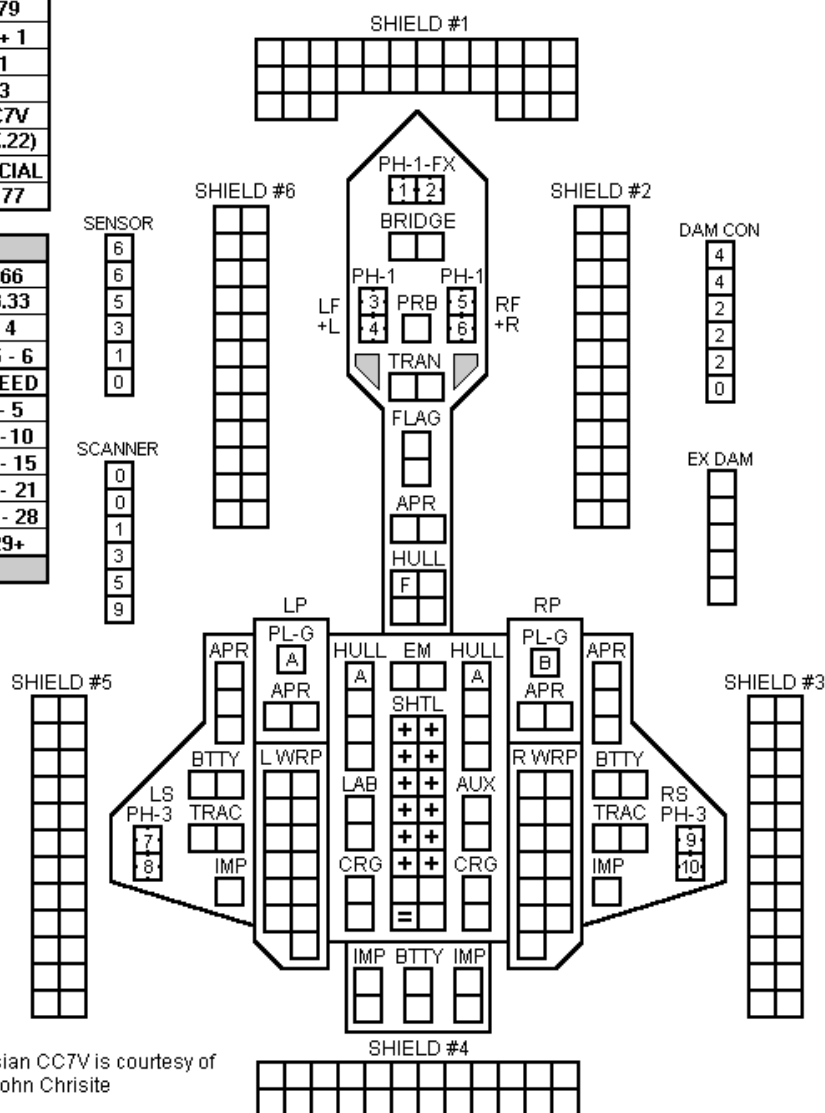
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PSEUDO PLASMA	
A	B
G	G

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The Kholosian CC7V is courtesy of John Chrisite

KHOLOSIAN CC7V STRIKE CARRIER



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

DECK CREWS							
						8	

ADMIN SHUTTLES						
IDENT	HIT POINTS					NOTES

T-BOMBS				PROBES			
			D				5

SHIP STATISTICS		
TYPE	=	DK6V
POINT VALUE	=	102
SHIELD COST	=	.5 + .5
LIFE SUPPORT	=	.5
SIZE CLASS	=	4
TACT INTEL	=	DD6
REFERENCE	=	(RK.21)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y168

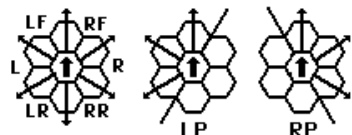
SHIPS PERFORMANCE				
MOVEMENT COST		.50		
HET COST		2.5		
ERRATIC MANEUVER COST		3		
BREAKDOWN		5-6		
TURN MODE = A		SPEED		
POWER SYSTEMS		1	2 - 6	
WARP = 16		2	7 - 12	
IMPULSE = 3		3	13 - 19	
APR = 2		4	20 - 26	
TOTAL = 21		5	27+	
BTTY = 2				
HET		BD		

TYPE I PHASER

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

TYPE III DEFENSE PHASER

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


$$\begin{aligned} RS &= RF + R + RR \\ LS &= LF + L + LR \\ EX &= L + LF + RF + R \end{aligned}$$

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					

CORE WORLDS

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

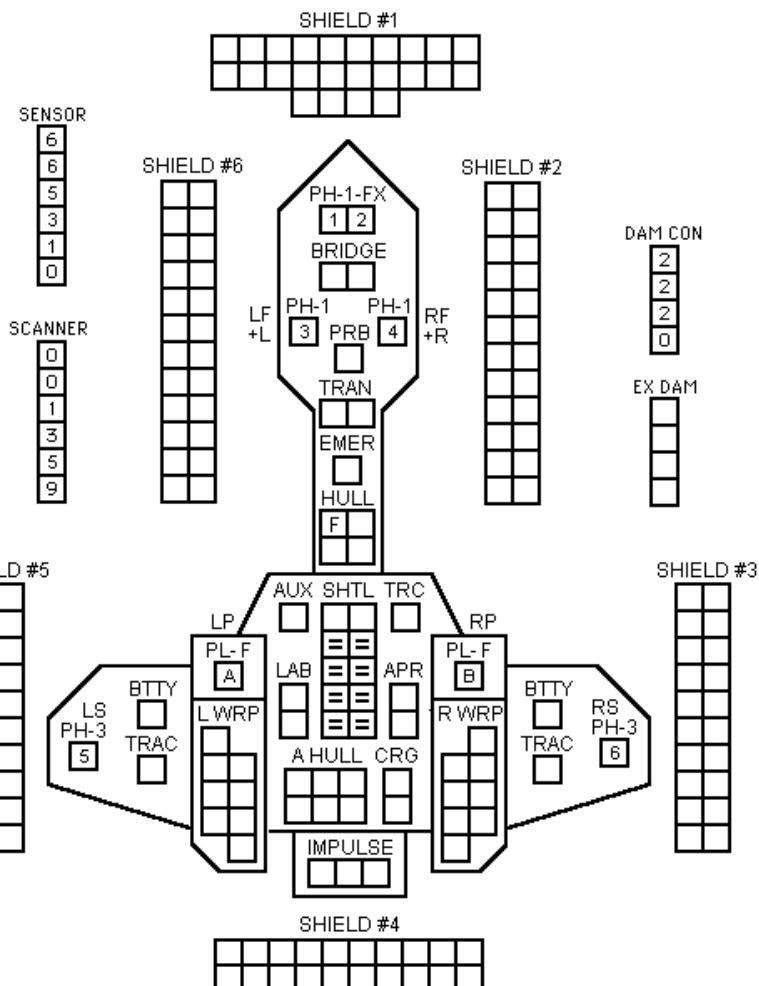
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DK6V CARRIER ESCORT
COURTESY OF JOHN CHRISTIE
< sfbrocky@rocknet.net.au >

PSEUDO PLASMA	
	
F	F

KHOLOSIAN DK6V ESCORT CARRIER



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

CREW UNITS									
									10
									20
									30

ADMIN SHUTTLES									
IDENT	HIT POINTS					NOTES			

SHIP STATISTICS									
TYPE	=	CEN							
POINT VALUE	=	104							
SHIELD COST	=	1 + 1							
LIFE SUPPORT	=	1							
SIZE CLASS	=	3							
TACT INTEL	=	CEN							
REFERENCE	=	(RK.7)							
SOURCE	=	UNOFFICIAL							
YEAR IN SVC	=	Y115							

BOARDING PARTIES									
									6

T-BOMBS									

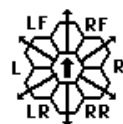
PROBES									
									5

TYPE I PHASER

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

TYPE III DEFENSE PHASER

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



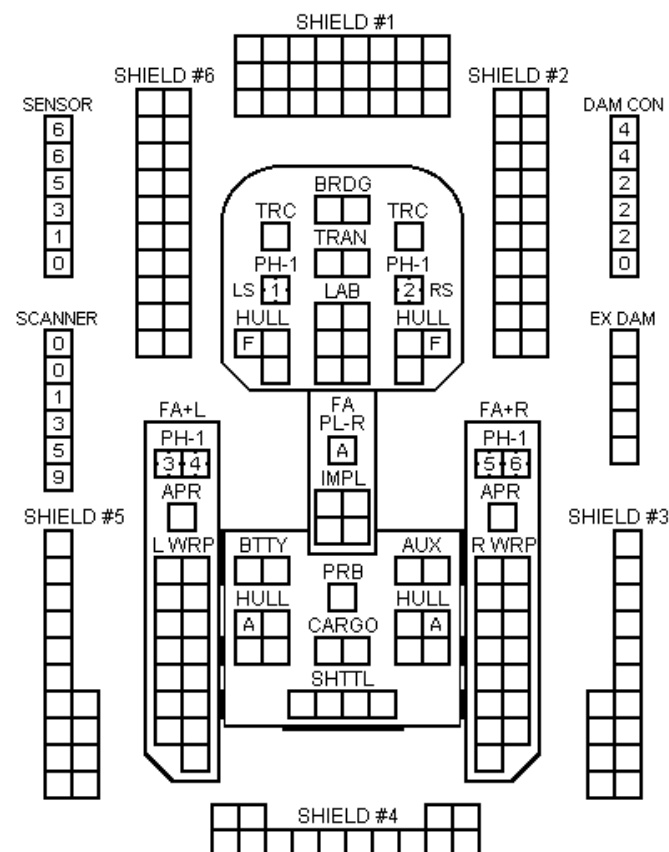
RS = RF + R + RR
LS = LF + L + LR
FA = LF + RF

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 R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
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
BOLT	1-4	1-3	1-2							1				

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MOVEMENT COST = 1

CREW UNITS									
									10
									20
									30

ADMIN SHUTTLES									
IDENT	HIT POINTS	NOTES							

SHIP STATISTICS									
TYPE	=	CS							
POINT VALUE	=	130/100							
SHIELD COST	=	1 + 1							
LIFE SUPPORT	=	1							
SIZE CLASS	=	3							
TACT INTEL	=	CEN							
REFERENCE	=	(RK.8)							
SOURCE	=	UNOFFICIAL							
YEAR IN SVC	=	Y115							
SHIELD REFIT	=	+3							

CNTR

KHOLOSIAN CENTURIAN SCOUT

BOARDING PARTIES									

T-BOMBS									

PROBES									

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

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



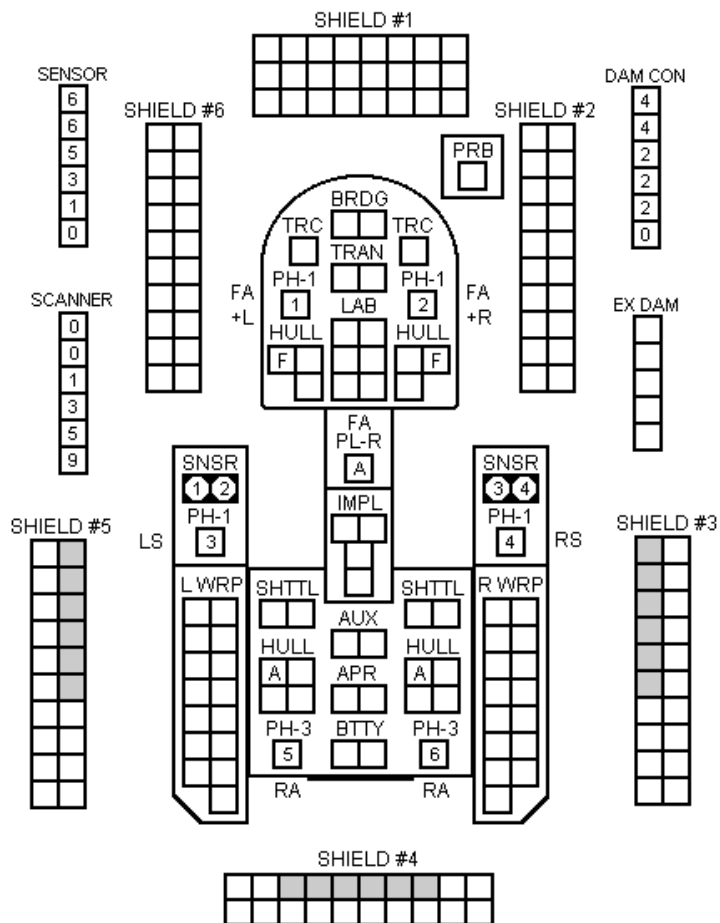
RS = RF + R + RR
LS = LF + L + LR
FA = LF + RF
RA = LR + RR

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 = 2	4 16 - 21								
TOTAL = 36	5 22 - 28								
BTY = 2	6 29+								
HET	BD								

PPT
A R

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 R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
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				



SHADED BOXES ARE THE SHIELD REFIT

MOVEMENT COST = 1

SPECIAL SENSORS #1 AND #3 ARE DESTROYED ON PHASER HITS
SPECIAL SENSORS #2 AND #4 ARE DESTROYED ON TORP HITS

CORE WORLDS

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

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CREW UNITS									
									10
									20

ADMIN SHUTTLES									
IDENT	HIT POINTS					NOTES			

SHIP STATISTICS									
TYPE	=	CNT							
POINT VALUE	=	74							
SHIELD COST	=	.5 + .5							
LIFE SUPPORT	=	.5							
SIZE CLASS	=	4							
TACT INTEL	=	CNT							
REFERENCE	=	(RK.5)							
SOURCE	=	UNOFFICIAL							
YEAR IN SVC	=	114							

CNTR

BOARDING PARTIES									

T-BOMBS									

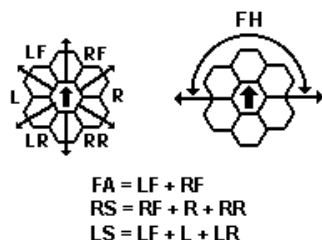
PROBES									

TYPE I PHASER

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

TYPE III DEFENSE PHASER

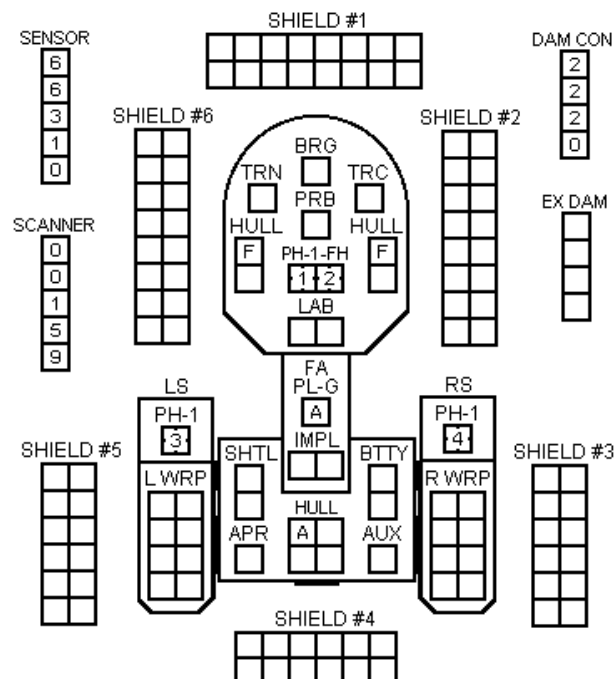
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



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 = 2	3 11 - 15								
APR = 1	4 16 - 21								
TOTAL = 19	5 22 - 28								
BTY = 2	6 29+								
HET	BD								

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

KHOLOS RDS CENTARI



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				

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

CREW UNITS									
									10
									20

ADMIN SHUTTLES									
IDENT	HIT POINTS					NOTES			

SHIP STATISTICS	
TYPE	= DDE/DDA
POINT VALUE	= 84
SHIELD COST	= .5 + .5
LIFE SUPPORT	= .5
SIZE CLASS	= 4
TACT INTEL	= CNTE
REFERENCE	= (RK.16)
SOURCE	= UNOFFICIAL
YEAR IN SVC	= Y166
LIMITED AEGIS	
FULL AEGIS (DDA - Y176) BPV 94	

BOARDING PARTIES									
									6

T-BOMBS									
									D D

PROBES									
									5

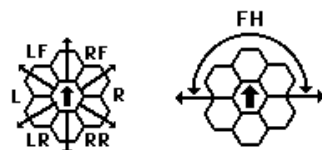
DECK CREWS									
									2

TYPE I PHASER

DIE	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	3	1	0	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

TYPE III DEFENSE PHASER

DIE	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



$$\begin{aligned} RS &= RF + R + RR \\ LS &= LF + L + LR \\ RA &= LR + RR \end{aligned}$$

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 = 2	3 11 - 15
APR = 1	4 16 - 21
TOTAL = 19	5 22 - 28
BTTY = 2	6 29+
HET	BD

PLASMA-D RACKS									
1									
2									

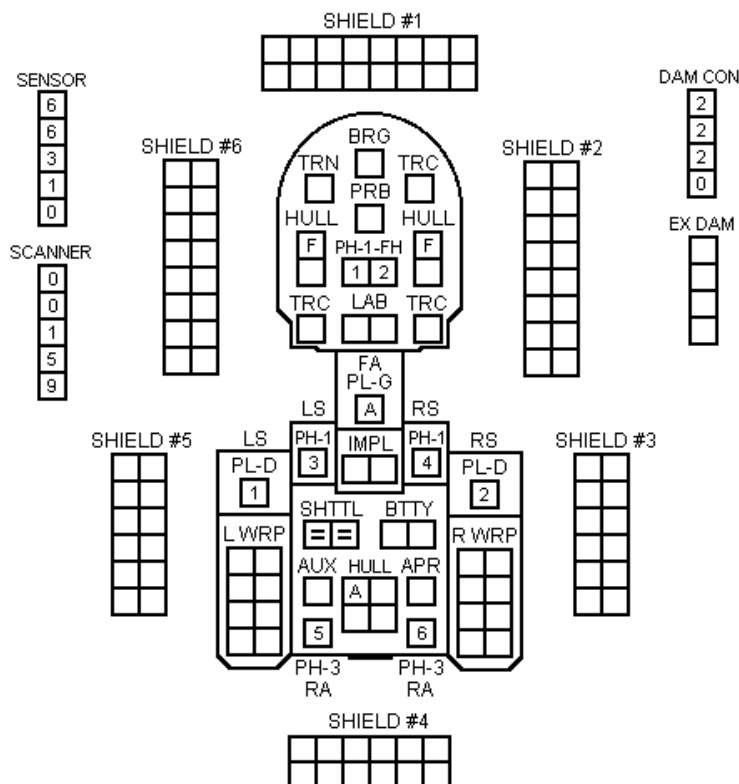
D RACKS HAVE ONE RELOAD PRIOR TO Y175, TWO THERAFTER.

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		

PSEUDO PLASMA									

KHOLOSIAN CENTARI-E DDE ESCORT DESTROYER



CORE WORLDS

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

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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