

Updated: 12.14.01

(RP.0) The PAX Cooperative

(RP.1) PAX Cooperative Background

The PAX Cooperative is not unified government but rather a militarily aligned group of races and political entities. The member governments of the Cooperative each inhabit a small group of systems that are connected to each other by a vast wormhole network. It is through these wormholes that the aligned races have managed an expansive trading network dating back to before the use of warp technology. With the rise of warp power in the Galactic Core - and the increase of instability that was brought with it - the future members of the Cooperative forged shaky alliances to protect each other from pirates and aggressive powers who aimed to exploit the wormhole network for themselves.

For years this arraignment teetered between peace and war - often amongst the aligned governments themselves - until Y128 when the PAX Cooperative was formed, creating official ties between the governments. National fleets were almost entirely disbanded in favor of a unified Defense Fleet, with some of the National vessels entering service under the Cooperative flag, some being retained for National homeworld protection, and others defecting to become pirates and renegades.

The original intentions of forming the Cooperative defensive in nature but as the years passed Galactic Core races witnessed the PAX becoming involved in numerous conflicts outside of their territories. One such case involved the forced assimilation of the Camheliocians into the Cooperative in Y149 thus ending the Kholos-Camhelio war.

The technologies of the Cooperative members are varied, resulting in a few PAX vessels having non-standard armaments, although due to the logistics involved in maintaining such a widespread fleet the vast majority of Cooperative vessels are manufactured with Disruptor technology (and later Hellbore technology after encountering the ISC). When Cooperative fleets are encountered they will generally consist of Disruptor-armed ships with the occasional National vessel.

(RP.2) PAX Conservator Fleet

Heavy Cruisers and Variants:

(RP.2) LANCE HEAVY CRUISER (CA):

Light Cruisers and Variants:

(RP.3) KNIFER LIGHT CRUISER (CL):

(RP.4) PARANG LIGHT SCOUT CRUISER (CLS):

PAX COOPERATIVE DEFENSIVE FLEET

Heavy Cruisers and Variants:

(RP.2) LANCE HEAVY CRUISER (CAL): The mainstay heavy cruiser of the Cooperative fleet until Y173 this vessel was the most widely produced ship in the PAX fleet. Most of these ships were eventually refitted with Hellbores changing the classification to Javelin.

(RP.3) JAVELIN HEAVY CRUISER (CAJ): The Javelin almost completely replaced the Lance after Y173. Functional the same ship - with the additions of 2 Hellbore cannons and extra power. The designation "Javelin" was taken from the scout vessel based on Lance hull.

(RP.4) DEEP SPACE JAVELIN SCOUT (DSJ): Often encountered by other races within the Galactic Core, the DSJ acts as the long range exploratory and scout vessel of the Cooperative fleet. It was this class that first encountered the ISC and the Kizinti - making numerous trips into Galactic space between Y167 and Y173.

War Cruisers and Variants:

(RP.10) BLADERUNNER CRUISER (BRC): Entering service around Y172, this ship was the first PAX vessel to take advantage of "hot-warp" technology. Slightly smaller than the CAJ, but with similar armament, the BRC was unsuitable for long range missions and was generally regulated to border patrol and defense.

(RP.11) BROADSWORD HEAVY WAR CRUISER (BSH): An experimental hull type - this class fulfilled the role of a long range war cruiser. The greater stability of the hull design allowed it to make extended voyages outside of Cooperative territories as long as it underwent timely maintenance.

Carriers and Carrier Escorts:

(RP.15) SCALPEL LIGHT CARRIER (SCVL): The Scalpel is based on a National Fleet hull type (CL) of a drone using Cooperative race. The Jack-Knife fighters were designed with this vessel in mind - armed with two short ranged disruptors and two drone rails.

(RP.16) KONTOS FLEET CARRIER (CV): This was a heavily modified Longsword Battlecruiser. It always carried a MRS standard and had Double Sensor Rating Drone Control. It carries 200 Drones in storage to rearm the fighters.. Escort Group is a CLE and a DWE.

Tugs and Pods:

(RP.20) HALBERD DEEP SPACE TUG (HTUG): The remains of a badly damaged Kizinti tug that was recovered by a PAX border patrol in late Y174 provided the basis for this vessel. Although Cooperative designers were able to reverse engineer the technology by Y176, the massive costs involved in producing this class restricted its deployment. Specially modified pods obtained from the ISC were used for the various tug configurations.

(RP.201) HALBERD DEEP SPACE CARGO TUG (HTUG-C): The most common use for the Halberd was hauling the prefabricated parts used in constructing listening posts across the vastly separated PAX territories.

(RP.202) HALBERD DEEP SPACE REPAIR TUG (HTUG-R): This configuration was used to support damaged PAX warships involved in the Western Powers War against the Za'Cahri.

(RP.203) HALBERD DEEP SPACE HEAVY CARRIER TUG (HTUG-CV): Although the PAX had obtained carrier pods through unknown channels, this combination never saw any documented action.

(RP.204) HALBERD DEEP SPACE TROOP TRANSPORT TUG (HTUG-TT): As the name implies, this configuration was used to transport ground defense troops between PAX sectors as well as support troops to Andria and Promethea during the Western Powers War against the Za'Cahri.

(ER.1) RADIAN CANNON

(rules revision 12.14.01)

(ER.11) Designation: Each "RAD" box on the SSD represents one Radian Cannon bolt. Each is recorded and fired separately. This is a Direct Fire weapon that is destroyed on Torpedo hits.

(ER.12) Arming: A Radian Cannon is armed by allocating 3 points of energy during the energy allocation phase in which you wish to fire, or by using 3 points of reserve power at the instant of firing.

(ER.121) Holding: An unfired Radian Cannon may be held for 2 points of energy.

(ER.122) Overloads: A Radian Cannon may be overloaded by allocating 5 points of energy on the turn of firing instead of 3, or by using 5 points of reserve power at the instant of firing. A RAD armed with a 3-point standard load during energy allocation may upgrade to an overload using 2 points of reserve power. Overloaded RADs cannot be fired at ranges over 8.

(ER.123) Holding Overloads: Overloaded RADs may not be held, (although a held Radian Cannon may be overloaded). An unfired overloaded RAD is discharged harmlessly at the end of the turn. Unlike normal loads, simply discharging an overloaded RAD requires a cool-down period (ER.13).

(ER.13) Cool-Down Period: Any Radian Cannon that has been fired requires a 1-turn cool-down period (as per Fusion Beam). If the weapon was merely discharged, rather than fired, no cool-down period is required [unless the discharged RAD was overloaded, see (ER.123)].

(ER.14) Operation: The Radian Cannon is fired during the Direct Fire stage of the Impulse Procedure. Roll one die for each Radian Cannon and consult the chart.

CREW UNITS									
		*							10
									20
									30
									40

ADMIN SHUTTLES									
IDENT	HIT POINTS				NOTES				

SHIP STATISTICS									
TYPE	=				CA				
POINT VALUE	=				130				
SHIELD COST	=				1+1				
LIFE SUPPORT	=				1				
SIZE CLASS	=				3				
TACT INTEL	=				CA				
REFERENCE	=				(RP.2)				
SOURCE	=				UNOFFICIAL				
YEAR IN SVC	=				Y125				
PLUS REFIT					+2				
Y175 REFIT					+1				

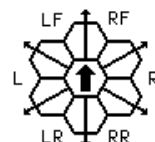
BOARDING PARTIES									
									10

TRANSPORTER BOMBS									

TYPE II PHASER TABLE

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

PROBES				
				5



TYPE I PHASER

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

RADIAN CANNON COMBAT RESOLUTION TABLE

DIE	RANGE						
ROLL	0-1	2-3	4-5	6-8	9-15	16-22	23-40
1	12	11	10	9	5	3	1
2	11	10	9	7	3	2	1
3	10	9	8	5	2	1	0
4	9	8	6	3	1	1	0
5	8	7	4	2	1	0	0
6	7	6	2	1	0	0	0

OVERLOAD DAMAGE +50% PER DIE. ROUND FRACTIONS DOWN

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		

ADD TABLE

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

ANTI-DRONES									
1									

ADD has 6 rounds prior to Y175 Refit

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

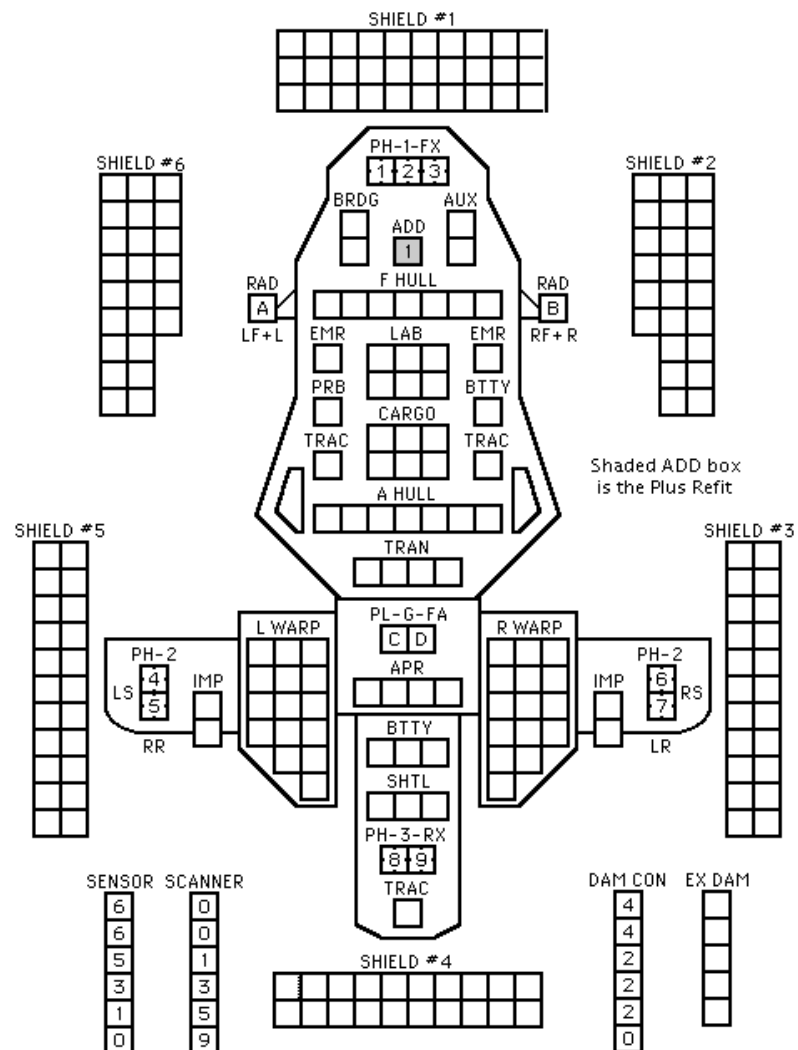
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Sean J. Young < youngsea@msu.edu >

TYPE III DEFENSE PHASER

DIE ROLL REVERSE PRIMER						
DIE ROLL	RANGE				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

PAX LANCER HEAVY CRUISER



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CREW UNITS									
		*							10
									20
									30

ADMIN SHUTTLES									
IDENT	HIT POINTS					NOTES			

SHIP STATISTICS									
TYPE	=					CL			
POINT VALUE	=					105			
SHIELD COST	=					1+1			
LIFE SUPPORT	=					1			
SIZE CLASS	=					3			
TACT INTEL	=					(RP.3)			
REFERENCE	=					CL			
SOURCE	=					UNOFFICIAL			
YEAR IN SVC	=					Y124			

BOARDING PARTIES									
									8

TRANSPORTER BOMBS									
						D	D	D	D

TYPE III DEFENSE PHASER

DIE	RANGE	4-9				9-15			
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			

PROBES				
				5

RADIAN CANNON COMBAT RESOLUTION TABLE

DIE	RANGE	4-5				9-15				16-22				23-40			
ROLL	0-1	2-3	4-5	6-8	9-15	16-22	23-40										
1	12	11	10	9	5	3	1										
2	11	10	9	7	3	2	1										
3	10	9	8	5	2	1	0										
4	9	8	6	3	1	1	0										
5	8	7	4	2	1	0	0										
6	7	6	2	1	0	0	0										

OVERLOAD DAMAGE +50% PER DIE. ROUND FRACTIONS DOWN

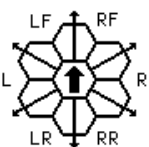
PLASMA TORPEDO WARHEAD STRENGTH TABLE

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 I PHASER

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

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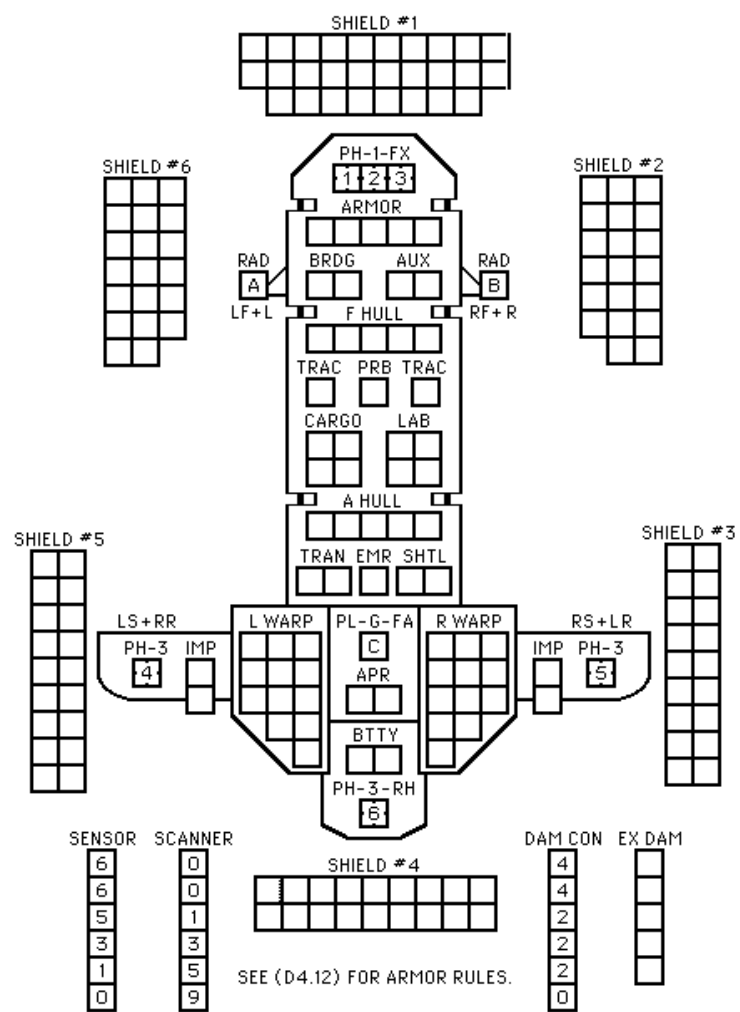
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WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

⑤ = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	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.	$\frac{2}{3}$	$1\frac{1}{3}$	2	$2\frac{2}{3}$	$3\frac{1}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	6	$6\frac{2}{3}$	$7\frac{1}{3}$	8	$8\frac{2}{3}$	$9\frac{1}{3}$	10	$10\frac{2}{3}$	$11\frac{1}{3}$	12	$12\frac{2}{3}$	$13\frac{1}{3}$	14	$14\frac{2}{3}$	$15\frac{1}{3}$	16	$16\frac{2}{3}$	$17\frac{1}{3}$	18	$18\frac{2}{3}$	$19\frac{1}{3}$	20

PAX KNIFER LIGHT CRUISER



SEE (D4.12) FOR ARMOR RULES.

CREW UNITS									
		*							10
									20
									30

ADMIN SHUTTLES									
IDENT	HIT POINTS					NOTES			

SHIP STATISTICS									
TYPE	=	CLS							
POINT VALUE	=	110/135							
SHIELD COST	=	1+1							
LIFE SUPPORT	=	1							
SIZE CLASS	=	3							
TACT INTEL	=	(RP.4)							
REFERENCE	=	CL							
SOURCE	=	UNOFFICIAL							
YEAR IN SVC	=	Y135							
PLUS REFIT	=	+2							
Y175 REFIT	=	+2							

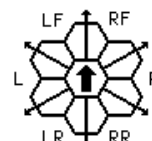
BOARDING PARTIES									
									8

TRANSPORTER BOMBS									
						D	D	D	D

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

PROBES				
				5



TYPE I PHASER

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

SHIPS PERFORMANCE									
MOVEMENT COST	.66								
HET COST	3.33								
ERRATIC MANEUVER COST	4								
BREAKDOWN	5-6								
TURN MODE=C	SPEED								
POWER SYSTEMS	1	2-4							
WARP	= 24	2	5-9						
IMPULSE	= 4	3	10-14						
APR	= 2	4	15-20						
TOTAL	= 30	5	21-27						
BTTY	= 2	6	28+						
HET		BD							

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Sean J. Young < youngsea@msu.edu >

SCOUT FUNCTIONS SUMMARY

- 21 LENDING ECM OR ECCM
- 22 BREAKING LOCK-ONS
- 23 ATTRACTING DRONES
- 24 CONTROLLING SEEKING WEAPONS
- 25 IDENTIFYING DRONES
- 26 DETECTING MINES
- 27 GATHERING SCIENCE INFORMATION
- 28 SELF-PROTECTION JAMMING
- 29 TACTICAL INTELLIGENCE

ADD TABLE

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

ANTI-DRONES									
1									
2									

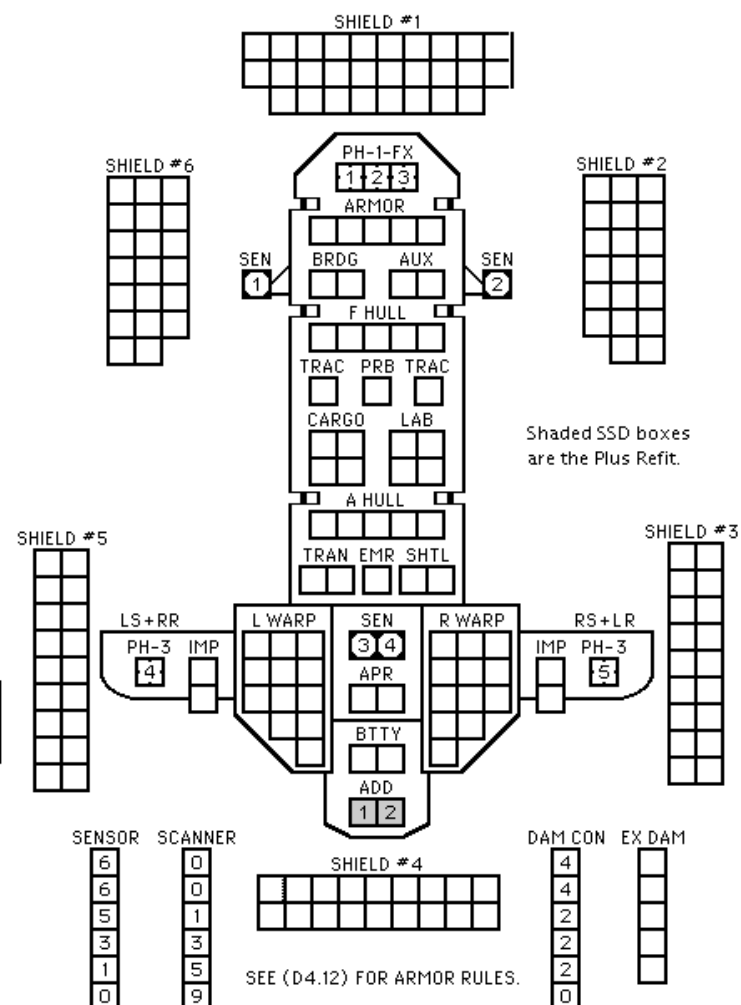
ADD has 6 rounds prior to Y175 Refit

SPECIAL SENSORS ARE DESTROYED
ON "TORPEDO" HITS.

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PAX PARANG LIGHT SCOUT CRUISER



WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

⑤ = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	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.	$\frac{2}{3}$	$1\frac{1}{3}$	2	$2\frac{2}{3}$	$3\frac{1}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	6	$6\frac{2}{3}$	$7\frac{1}{3}$	8	$8\frac{2}{3}$	$9\frac{1}{3}$	10	$10\frac{2}{3}$	$11\frac{1}{3}$	12	$12\frac{2}{3}$	$13\frac{1}{3}$	14	$14\frac{2}{3}$	$15\frac{1}{3}$	16	$16\frac{2}{3}$	$17\frac{1}{3}$	18	$18\frac{2}{3}$	$19\frac{1}{3}$	20

CREW UNITS									
			*						10
									20
									30
									40
		43							

ADMIN SHUTTLES						
IDENT	HIT POINTS				NOTES	
THIS SHIP HAS 2 SHUTTLE BAYS.						

SHIP STATISTICS		
TYPE	=	CAJ
POINT VALUE	=	127
SHIELD COST	=	1 + 1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CAJ
REFERENCE	=	(RP.3)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y173

[illegible]

PROBES					T-BOMBS				
				5					D D D D

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

DISRUPTOR

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(DEFRACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2
DAMAGE, OULD	10	10	8	8	6	0	0	0

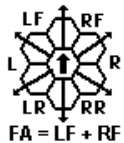
TYPE III DEFENSE PHASER

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

HELLBORE

RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT#	11	10	9	8	7	6	5
BASE DAMAGE	20	17	15	13	10	8	4
O/L DAMAGE	30	25	22	19	0	0	0

NON OVERLOADED HELLBORES
CANNOT FIRE AT RANGE ZERO

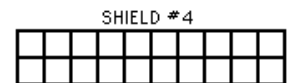
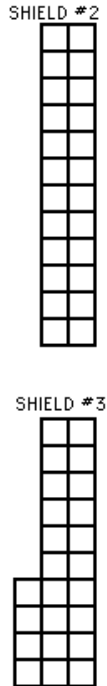
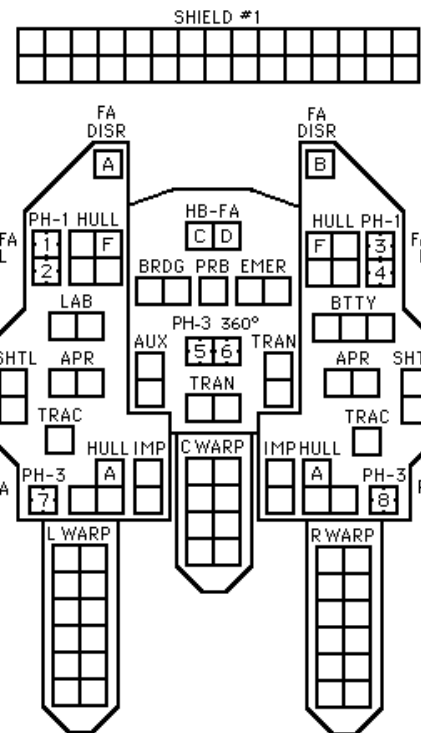


SHIP STATISTICS

TYPE	=	CAJ
POINT VALUE	=	127
SHIELD COST	=	1 + 1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CAJ
REFERENCE	=	(RP.3)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y173

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 = 3	6	29 +	
HET		BD	



MOVEMENT COST = 1

CORE WORLDS

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

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CREW UNITS						
		*				10
						20
						30
						40

ADMIN SHUTTLES						
IDENT	HIT POINTS				NOTES	
THIS SHIP HAS 2 SHUTTLE BAYS.						

SHIP STATISTICS		
TYPE	=	DJS
POINT VALUE	=	116/136
SHIELD COST	=	1 + 1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	DJS
REFERENCE	=	(RP.4)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y124

BOARDING PARTIES							
							8

PROBES					T-BOMBS				
				5					D D D D

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

DISRUPTOR

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(DEFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVL	10	10	8	8	6	0	0	0

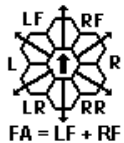
TYPE III DEFENSE PHASER

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

HELLBORE

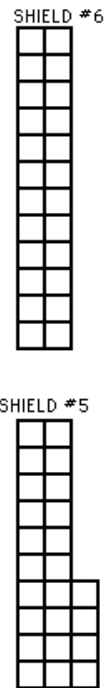
RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT#	11	10	9	8	7	6	5
BASE DAMAGE	20	17	15	13	10	8	4
O/L DAMAGE	30	25	22	19	0	0	0

NON OVERLOADED HELLBORES
CANNOT FIRE AT RANGE ZERO

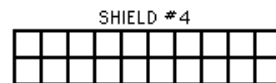
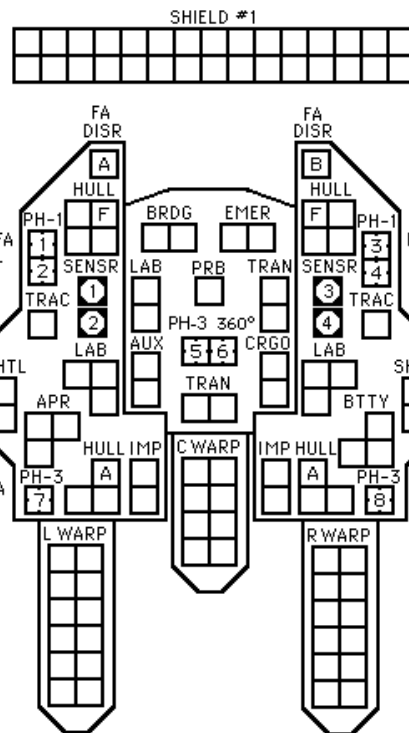


SHIPS PERFORMANCE

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 = 3	4	16 - 21	
TOTAL = 37	5	22 - 28	
BTY = 3	6	29 +	
HET		BD	



PAX DEEP SPACE JAVELIN SCOUT



MOVEMENT COST = 1

CORE WORLDS

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

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SPECIAL SENSOR #1 AND #3 ARE DESTROYED ON TORPEDO HITS
SPECIAL SENSOR #2 AND #4 ARE DESTROYED ON PHASER HITS

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						
THIS SHIP HAS 2 SHUTTLE BAYS.									

SHIP STATISTICS									
TYPE	=	BSH							
POINT VALUE	=	134							
SHIELD COST	=	1 + 1							
LIFE SUPPORT	=	1							
SIZE CLASS	=	3							
TACT INTEL	=	BSH							
REFERENCE	=	(RP.11)							
SOURCE	=	UNOFFICIAL							
YEAR IN SVC	=	Y176							

BOARDING PARTIES									
									10

PROBES									
									5

T-BOMBS									
									D D D D

TYPE I PHASER

DIE 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

DISRUPTOR

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT (DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT (OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2
DAMAGE, OULD	10	10	8	8	6	0	0	0

TYPE III DEFENSE PHASER

DIE 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

HELLBORE

RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT#	11	10	9	8	7	6	5
BASE DAMAGE	20	17	15	13	10	8	4
O/L DAMAGE	30	25	22	19	0	0	0

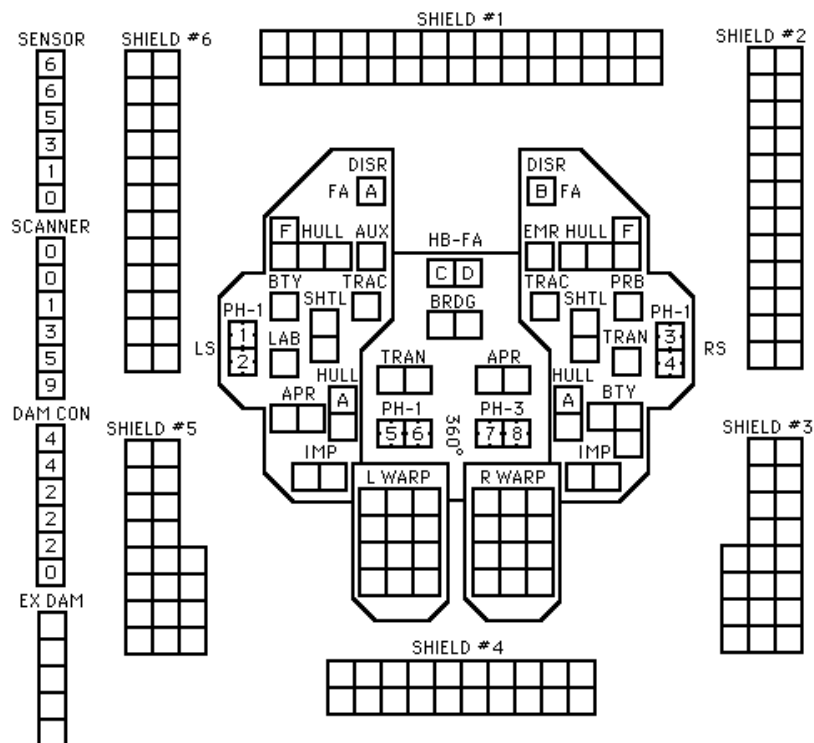
NON OVERLOADED HELLBORES
CANNOT FIRE AT RANGE ZERO

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		



FA = LF + RF

PAX BROADSWORD HEAVY CRUISER



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

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	11.67	12.33	12	13.67	14.33	14	15.67	16.33	16	17.67	18.33	18	19.67	20.33	20

CREW UNITS									
		*							10
									20
									30
									40

ADMIN SHUTTLES					
IDENT	HIT POINTS	NOTES			

SHIP STATISTICS		
TYPE	=	CV
POINT VALUE	=	155
SHIELD COST	=	1 + 1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CV
REFERENCE	=	(RP.20)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y175

BOARDING PARTIES									
									10

PROBES					T-BOMBS				
				5			D	D	D

DECK CREWS									
									10

KONTOS CV HAS MRS STANDARD

PAX MRS	
SPEED	8
DAMAGE	10
DFR	0
1 X PH-3 (360°)	
1 X ADD-6	
2 X DRONE	

HIT & RUN	
UIM	DERFAC
☐	☐

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	

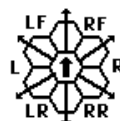
DISRUPTOR

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT (DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT (OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2
DAMAGE, OULD	10	10	8	8	6	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	

SHIPS PERFORMANCE			
MOVEMENT COST		1	
HET COST		5	
ERRATIC MANEUVER COST		6	
BREAKDOWN		5 - 6	
TURN MODE = C		SPEED	
POWER SYSTEMS		1	2 - 4
WARP = 32		2	5 - 9
IMPULSE = 6		3	10 - 14
APR = 12		4	15 - 20
TOTAL = 50		5	21 - 27
BTTY = 5		6	28+
HET		BD	



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

CORE WORLDS

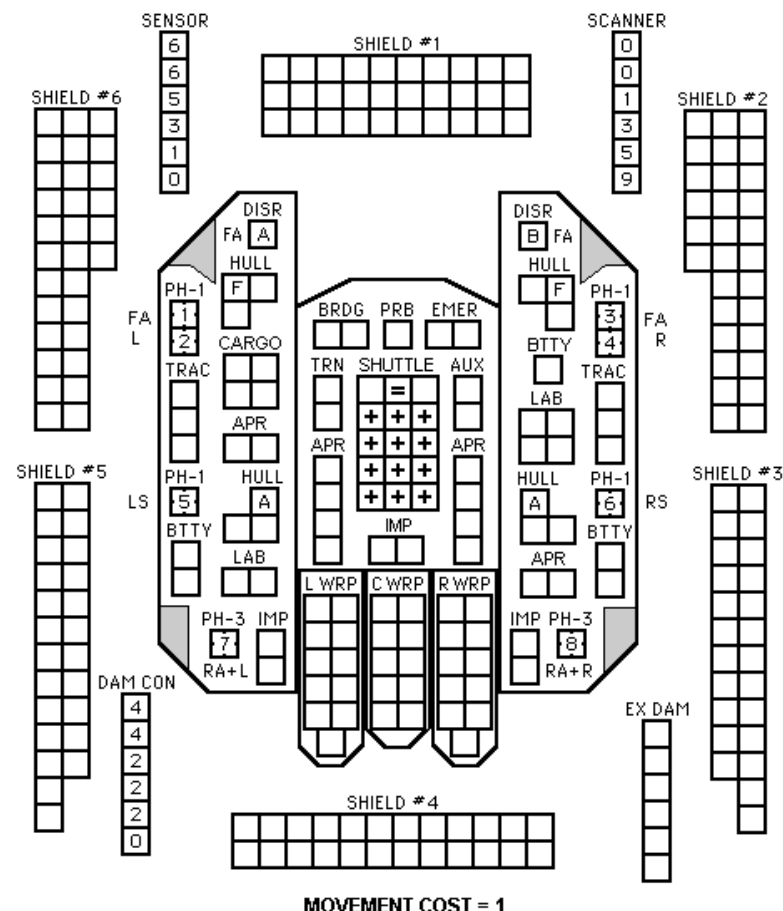
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PAX CV KONTOS FLEET CARRIER IS
COURTESY OF JOHN CHRISTIE
<sfbrocky@rocknet.net.au>

PAX KONTOS FLEET CARRIER



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

CREW UNITS									
									10
									20
									30
									40

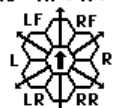
BOARDING PARTIES									
									10

DECK CREWS									
									8

TYPE I PHASER

DIE 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

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



TYPE III PHASER

DIE 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

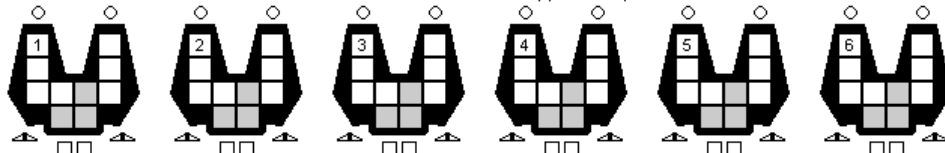
HELLBORE

RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT#	11	10	9	8	7	6	5
BASE DAMAGE	20	17	15	13	10	8	4
O/L DAMAGE	30	25	22	19	0	0	0

DISRUPTOR

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2
DAMAGE, OVLD	10	10	8	8	6	0	0	0

JACKKNIFE - B
BPV = 6/12
2 x DISR-FA
2 x Ph-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15



ADMIN SHUTTLES									
IDENT	HIT POINTS	NOTES							

PROBES									
									5

T-BOMBS									
									D D D D

SHIP STATISTICS									
TYPE	=	HTUG							
POINT VALUE	=	176							
SHIELD COST	=	1 + 1							
LIFE SUPPORT	=	1							
SIZE CLASS	=	3							
SOURCE	=	UNOFFICIAL							
TOTAL POINT VALUE	=	212/248							

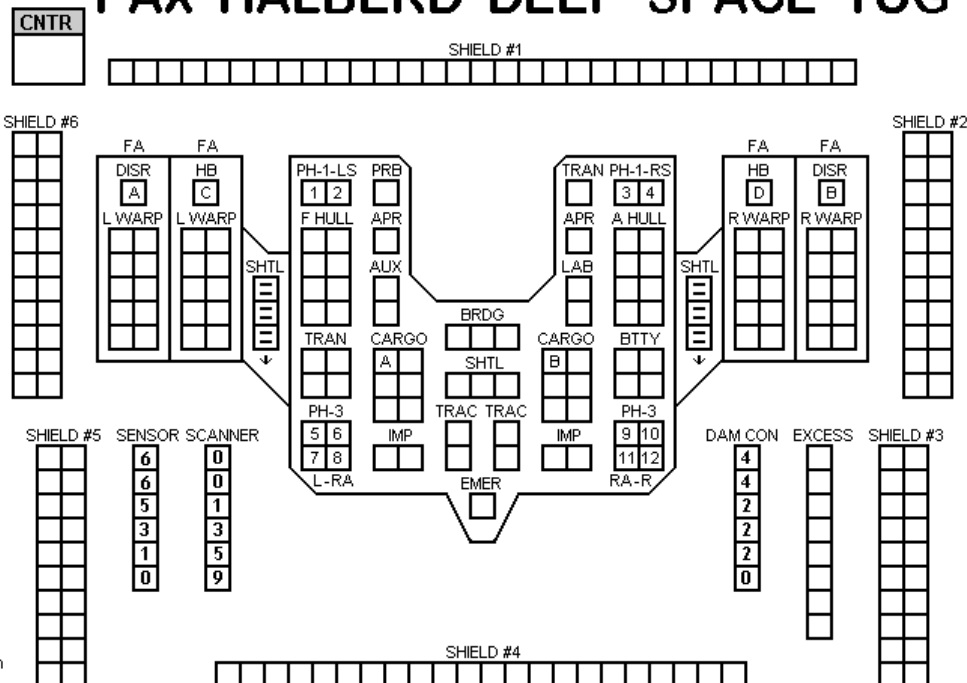
SHIPS PERFORMANCE									
MOVEMENT COST	1								
HET COST	5								
ERRATIC MANEUVER COST	6								
BREAKDOWN	4 - 6								
TURN MODE = D	SPEED								
POWER SYSTEMS	1	2 - 4							
WARP = 40	2	5 - 8							
IMPULSE = 4	3	9 - 12							
APR = 2	4	13 - 17							
TOTAL = 46	5	18 - 24							
BTY = 5	6	25+							
HET		BD							

CARGO A									

The Halberd Tug can only launch two fighters every other turn from the aft fighter bays. The in between turn is used to move fighters into the next aft bay ready for launch. The only exit from the fighter bays is aft fighter bay hanger doors. In each group of three hangers. (Note arrow.)
A fighters can land in a shuttle bay and be repaired if the bay is empty, but cannot be rearmend there.
The tug's turn mode and movement cost is the same whether it is carrying 0, or 2 pods (same).

Tug captains have standing orders to fight only if cornered by an enemy.
The Pax consider the cost of the production of the tug too great to be lost on just any battle.
There are five variations of the tug: no pods, 2 cargo, 2 repair, 2 troop, and 2 cv pods.

PAX HALBERD DEEP SPACE TUG



CORE WORLDS

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

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PAX TUG COURTESY OF PONDER49.

CREW UNITS									
									10
									20
									30
									40

ADMIN SHUTTLES				
IDENT	HIT POINTS	NOTES		

SHIP STATISTICS	
TYPE	= HTUG +2 P.C
POINT VALUE	= 218/206
SHIELD COST	= 1 + 1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
SOURCE	= UNOFFICIAL
TOTAL POINT VALUE	= 254/278

SHIPS PERFORMANCE	
MOVEMENT COST	1
HET COST	5
ERRATIC MANEUVER COST	6
BREAKDOWN	4 - 6
TURN MODE = D	SPEED
POWER SYSTEMS	1 2 - 4
WARP = 40	2 5 - 8
IMPULSE = 4	3 9 - 12
APR = 2	4 13 - 17
TOTAL = 46	5 18 - 24
BTY = 5	6 25+

CARGO A	CARGO B

The Halberd Tug can only launch two fighters every other turn from the aft fighter bays. The in between turn is used to move fighters into the next aft bay ready for launch. The only exit from the fighter bays is aft fighter bay hanger doors. In each group of three hangers. (Note arrow.) A fighters can land in a shuttle bay and be repaired if the bay is empty, but cannot be rearmored there. The tug's turn mode and movement cost is the same whether it is carrying 0, or 2 pods (same).

Tug captains have standing orders to fight only if cornered by an enemy. The Pax consider the cost of the production of the tug too great to be lost on just any battle. There are five variations of the tug: no pods, 2 cargo, 2 repair, 2 troop, and 2 cv pods.

PAX HALBERD DEEP SPACE TUG

CNTR

SHIELD #6

SHIELD #5

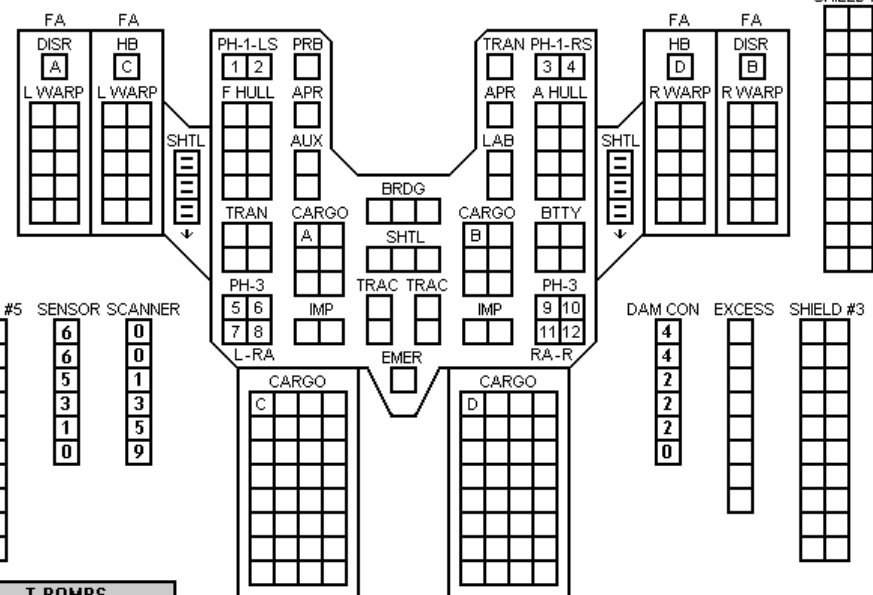
T-BOMBS

BOARDING PARTIES

DECK CREWS

PROBES

SHIELD #1



SHIELD #4

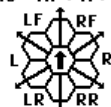
CARGO C

CARGO D

TYPE I PHASER

DIE 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

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



TYPE III PHASER

DIE 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

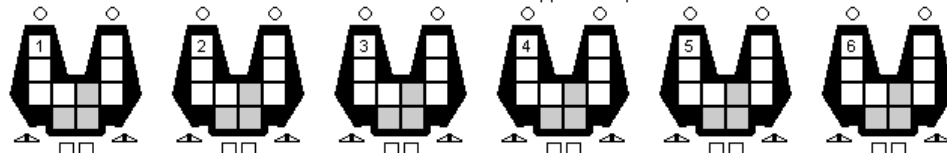
HELLBORE

RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT#	11	10	9	8	7	6	5
BASE DAMAGE	20	17	15	13	10	8	4
O/L DAMAGE	30	25	22	19	0	0	0

DISRUPTOR

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2
DAMAGE, OVL	10	10	8	8	6	0	0	0

JACKKNIFE - B
BPV = 6/12
2 x DISR-FA
2 x Ph-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15



PAX TUG COURTESY OF PONDER49.

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PAX HALBERD DEEP SPACE TUG

CREW UNITS									
									10
									20
									30
									40
									50
									60
									70

DECK CREWS									
									6

TYPE I PHASER

DIE 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

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



TYPE III PHASER

DIE 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

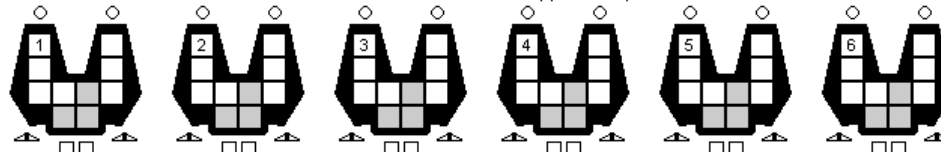
HELLBORE

RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT#	11	10	9	8	7	6	5
BASE DAMAGE	20	17	15	13	10	8	4
O/L DAMAGE	30	25	22	19	0	0	0

DISRUPTOR

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2
DAMAGE, OVL	10	10	8	8	6	0	0	0

JACKKNIFE - B
BPV = 6/12
2 x DISR-FA
2 x Ph-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15



ADMIN SHUTTLES									
IDENT	HIT POINTS	NOTES							

PROBES				
				5

T-BOMBS				
D	D	D	D	D

BOARDING PARTIES									
									10

SHIP STATISTICS									
TYPE	=	HTUG +2 P.R							
POINT VALUE	=	240/212							
SHIELD COST	=	1 + 1							
LIFE SUPPORT	=	1							
SIZE CLASS	=	3							
SOURCE	=	UNOFFICIAL							
TOTAL POINT VALUE	=	276/284							

SHIPS PERFORMANCE									
MOVEMENT COST	1								
HET COST	5								
ERRATIC MANEUVER COST	6								
BREAKDOWN	4 - 6								
TURN MODE = D	SPEED								
POWER SYSTEMS	1	2 - 4							
WARP = 40	2	5 - 8							
IMPULSE = 4	3	9 - 12							
APR = 2	4	13 - 17							
TOTAL = 46	5	18 - 24							
BTY = 5	6	25+							
HET		BD							

CARGO A				

CARGO B				

The Halberd Tug can only launch two fighters every other turn from the aft fighter bays. The in between turn is used to move fighters into the next aft bay ready for launch. The only exit from the fighter bays is aft fighter bay hanger doors. In each group of three hangers. (Note arrow.)
A fighters can land in a shuttle bay and be repaired if the bay is empty, but cannot be rearmored there.
The tug's turn mode and movement cost is the same whether it is carrying 0, or 2 pods (same).

Tug captains have standing orders to fight only if cornered by an enemy. The Pax consider the cost of the production of the tug too great to be lost on just any battle.

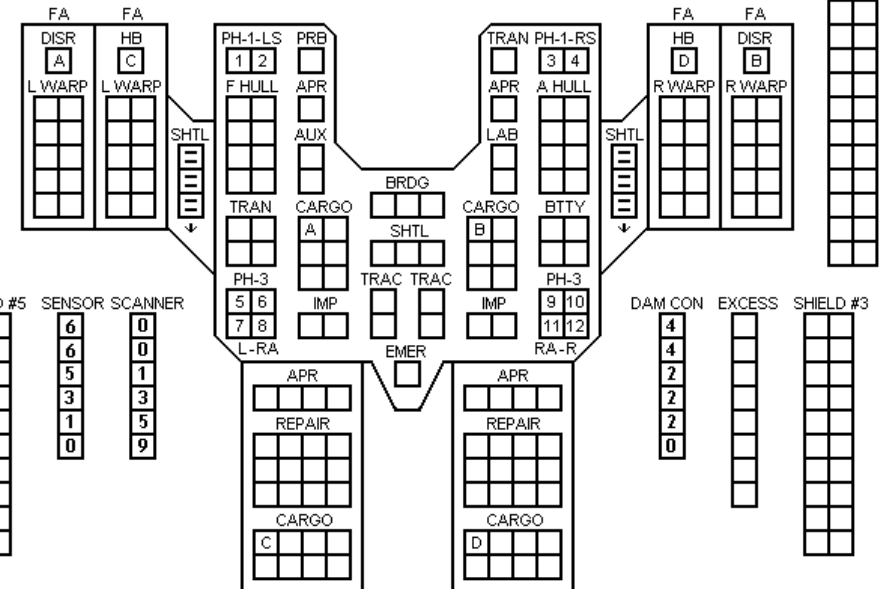
There are five variations of the tug: no pods, 2 cargo, 2 repair, 2 troop, and 2 cv pods.

CNTR									

SHIELD #6									

SHIELD #5									

SHIELD #1									



SHIELD #4									

CARGO C									

CARGO D									

PAX TUG COURTESY OF PONDER49

CORE WORLDS

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

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