

(RU.0) The Urzahn Empire

(RU.1) Urzahn Empire Background

The Urzahn are a race of sentient, bipedal Galeiformes. They are very territorial, tenacious and quite aggressive. Their home world is a massive planet with only one true ocean, comprising only 10% of the planet's surface. Due to extreme competition for resources, the Urzahn developed sentience rapidly and made a conscious decision to become land dwelling. Known as "the Great Choice", this decision created a rift among the ruling factions of the Urzahn. The forward looking wanted to expand and populate the entire world, while the "water dwellers" wanted to remain where they were. Evidently, the "water dwellers" held most of the political power within the Empire. Despite this, brave Urzahn pilgrims began to explore and even build structures on the land. These pilgrims found a strange, wild environment that held many dangers, not the least of which was suffocation. Despite political protests and the many dangers, the Urzahn began to slowly tame the surface of their home. Hundreds of years after the Great Choice, Urzahn genetic engineers finally cracked the DNA code and were able to modify pilgrims, so that they could breath and move around on the surface. This marked the beginning of the end for the "water dwellers", as more and more Urzahn were altered and took to the surface, bent on conquest. Surprisingly, the Urzahn encountered serious resistance in the form of hundreds of indigenous surface life forms, several of which were on the verge of sentience. Rising to the occasion the Urzahn hacked out an empire on the surface of their world, exterminating a few other species along the way. Once they had a secure empire on the surface, the "landers" then turned their attentions on their only true competition, the "water dwellers". The attack was direct, brutal and utterly effective. The "landers" never looked back and, as their power extended to the stars, their policies of complete dominance never changed.

Racial Characteristics:

Avg. Hgt: 1.8m

Avg. Wgt: 195Kg

Skin Tone: Shades of gray and off white, ranging from darkest gray on the back to softest white on the abdomen.

Build: Very stocky. Their home planet has gravity approximately 2.4 times that of Terra. (Note, their genetic background and the fact that they were once water dwellers allow for their height. Over the last 100 years, the average height of Urzahnians has decreased by .12m)

Strength: The Urzahn are exceptionally strong.

Reflexes: Urzahn have exceptional reflexes, but are often seen as 'lumbering' due to their relatively slow thought processes. If frightened, they are blindingly fast.

Stamina: Capable of tremendous effort, but usually over a short period of time, while in combat. If not in combat they are capable of entering an almost hibernetic state in which they expend very little energy, but in which they are fully aware.

Resistance: Urzahn, male or female, are highly resistant to most forms of physical damage, but are susceptible to attacks which have dehydrating effects.

Reproduction: Highly prolific, with one female Urzahn able to spawn 30-40 offspring per year.

Vision: Having developed their sight deep in the ocean, they see quite well into the UV spectrum.

Hearing: Poor due to the weaker sound transmission capabilities of air as compared to water.

Smell: Exceptional and highly discriminatory.

Government and Society:

Based upon their philosophy that only the strong survive, the Urzahn are ruled by an Emperor, who is advised by the Council of Generals. Their society is as militaristic as the Klingons. However, the Urzahn are reluctant to subjugate other races because they do not want to waste resources on them. However, they have, on a few occasions, enslaved minor races on planets that were wholly uninhabitable to the Urzahn. The Urzahn are, as a rule, straight forward, honest and brutal. This is also reflected in their starship construction. Urzahn society is strictly caste based, but membership in a caste is determined by skill. Since all Urzahn are skilled combatants, the members of the Warrior caste must also display good leadership and tactical skills as well.

Urzahn Imperial Battle Fleet

Heavy Cruisers and Variants:

(RU.4) TIGERS HARK HEAVY CRUISER (CA): Fast, until it fires, the Tiger Shark is a robust cruiser that is a match for most anything it may encounter. A large central hull allows it to soak up considerable damage before becoming ineffective. The wing Ph-2's give it considerable punch along the centerline, but also allow for good defensive fire against more

maneuverable ships.

(RU.5) HAMMERHEAD BATTLECRUISER (BC): After numerous border skirmishes with the Reticulans, it was found that the anti-drone capabilities and power curve of the standard CA were inadequate. A shipyard upgrade of the Tiger Shark CA, the Hammerhead has an increased phaser suite and much needed additional power. It was not deemed necessary to upgrade the ship's shields or other weapon systems.

War Cruisers and Variants:

(RU.6) MAKO SHARK WAR CRUISER (CW):

Light Cruisers and Variants:

(RU.8) GREY SHARK LIGHT CRUISER (CL): A much watered down version of the CA, the Grey was originally seen as more of a fleet escort than a capital ship and it shows. Having no ERM, the CL relies on its three disruptors and its two EAM's. The Grey has surprising durability and needs it as its firepower is less than devastating.

Destroyers and Variants:

(RU.12) REEF SHARK DESTROYER (DD): A versatile DD, the Reef Shark sports almost 2/3 the firepower of the CL on a smaller, faster hull. The two, lower powered, EAM's allows the DD to act as an excellent fleet escort and its two disruptors allow it to assist in long range bombardments.

(RU.13) PILOT SHARK SCOUT (DDS): The Pilot Shark is the Urzahn's first attempt at a fleet support scout. It was never intended for exploration. As the dynamics of fleet engagements changed, the Pilot Shark was soon overwhelmed by the tasks assigned it and a newer, larger Scour based on the CL eventually replaced it.

Frigates and Variants:

(RU.16) SAND SHARK FRIGATE (FF): Phasers and disruptors comprise this mediocre FF's only weapons.

(RU. 17) DOG SHARK HEAVY FRIGATE (HFF): A vast improvement over the Sand Shark, the Dog Shark boasts a centerline EAM that provides it with impressive short range fire power.

Fast Patrol Ships and Attrition Units:

(RU.20) REMORA FAST PATROL SHIP (PF): Only an average PF by most standards, the Urzahn relied on them heavily to augment fleet firepower. Though the Remora's disruptors are limited in range, the additional phaser firepower was much needed in fleet engagements against the Reticulans.

(EM.0) Extended Range and Extended Arc Mauler Devices

The Urzahn have developed, in addition to galactic standard Ph-2 and Ph-3, only 3 weapons. They are the standard Disruptor, which is incapable of being equipped with either DERFAC's or UIM and the modifications to the standard Mauler known as Extended Range Mauler(ERM) and Extended Arc Mauler(EAM). It is with these weapons that the Urzahn have carved out their niche among the stars.

(EM.1) Extended Range Mauler (ERM): A modified version of the standard mauler, this weapons uses the chart provided with the SSD. It is interesting to note that the ERM can not be tied into any other power source. All power for the ERM must come from its battery suite.

(EM.2) Extended Arc Mauler (EAM): This is a modified version of the EAM that is significantly smaller and is mounted on a swivel. It uses the same damage chart as the ERM and fires through the arcs provided on the SSD.

(EM.3) Operation: Both the ERM and EAM weapons are identical in all operations to standard Maulers with the exception of range and arc. Extended ranges and arcs are shown on the SSD.

CREW UNITS						
		✱				10
						20
						30
						40

ADMIN SHUTTLES						
IDENT	HIT POINTS				NOTES	

SHIP STATISTICS		
TYPE	=	BC
POINT VALUE	=	191
SHIELD COST	=	1 + 1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CA
REFERENCE	=	(RU.5)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y169

[illegible]

PROBES					T-BOMBS				
				5					D D D D

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(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, OULD	10	10	8	8	6	0	0	0

SHIPS PERFORMANCE				
MOVEMENT COST		1		
HET COST		5		
ERRATIC MANEUVER COST		6		
BREAKDOWN		5 - 6		
TURN MODE = D		SPEED		
POWER SYSTEMS		1	2 - 4	
WARP = 32		2	5 - 8	
IMPULSE = 4		3	9 - 12	
APR = 8		4	13 - 17	
TOTAL = 44		5	18 - 24	
BTY = 36		6	25+	
HET		BD		

TYPE II PHASER TABLE

DIE ROLL	RANGE				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

BATTERY ENERGY			
1		6	
2		7	
3		8	
4		9	
5		10	

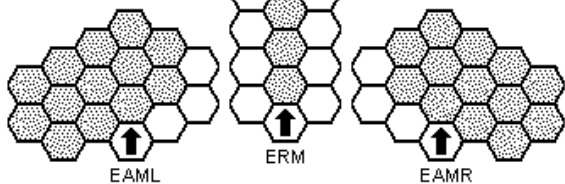
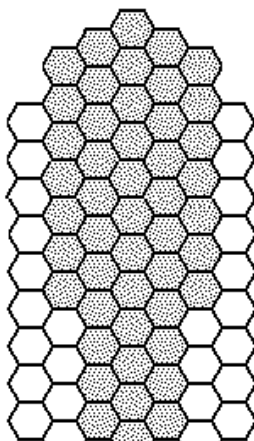

$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \\ \text{RA} &= \text{LR} + \text{RR} \end{aligned}$$

TYPE III DEFENSE PHASER

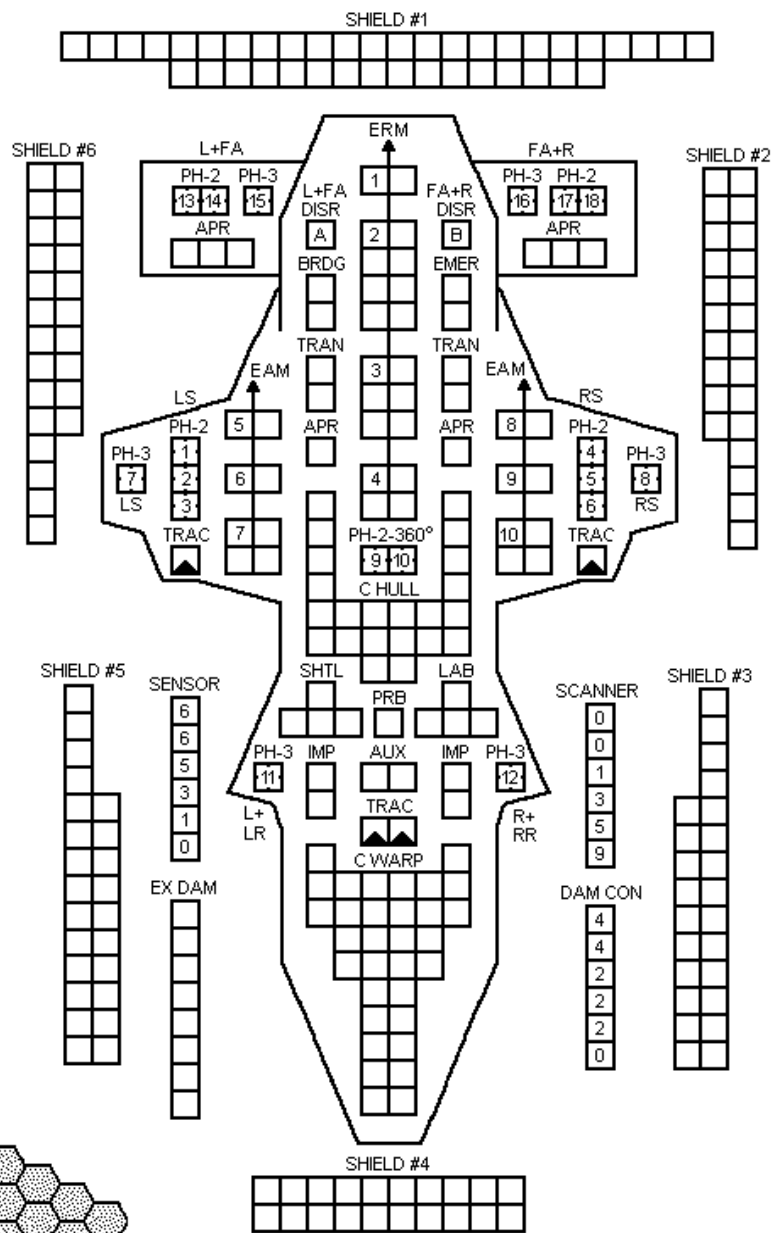
DIE ROLL	RANGE				4- 8	9- 15
	0	1	2	3		
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

MAULER RANGE ADJUSTMENT

RANGE	DAMAGE SCORED
0-2	Double the energy discharged
3-8	Equal to energy discharged
9-15	One-half of energy discharged



URZAHN HAMMERHEAD BATTLE CRUISER



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CREW UNITS					
					10
					20
					30
					40

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

SHIP STATISTICS	
TYPE	= CA
POINT VALUE	= 171
SHIELD COST	= 1 + 1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
TACT INTEL	= CA
REFERENCE	= (RU.4)
SOURCE	= UNOFFICIAL
YEAR IN SVC	= Y153

BOARDING PARTIES					
					10
					20

PROBES		T-BOMBS			
		S		D	D

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(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, OULD	10	10	8	8	6	0	0	0

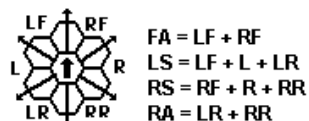
TYPE II PHASER TABLE

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

BATTERY ENERGY	
1	6
2	7
3	8
4	9
5	10

TYPE III DEFENSE PHASER

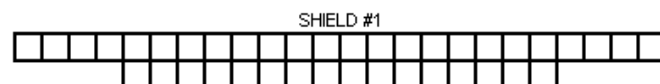
THE 7-7 DEFENSE FINDER						
DIE ROLL	RANGE				4- 8	9- 15
	0	1	2	3		
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



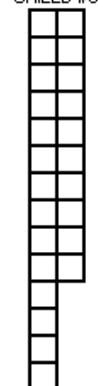
MAULER RANGE ADJUSTMENT

RANGE	DAMAGE SCORED
0-2	Double the energy discharged
3-8	Equal to energy discharged
9-15	One-half of energy discharged

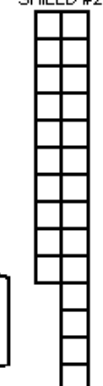
URZAHN TIGER SHARK HEAVY CRUISER



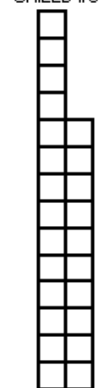
SHIELD #6



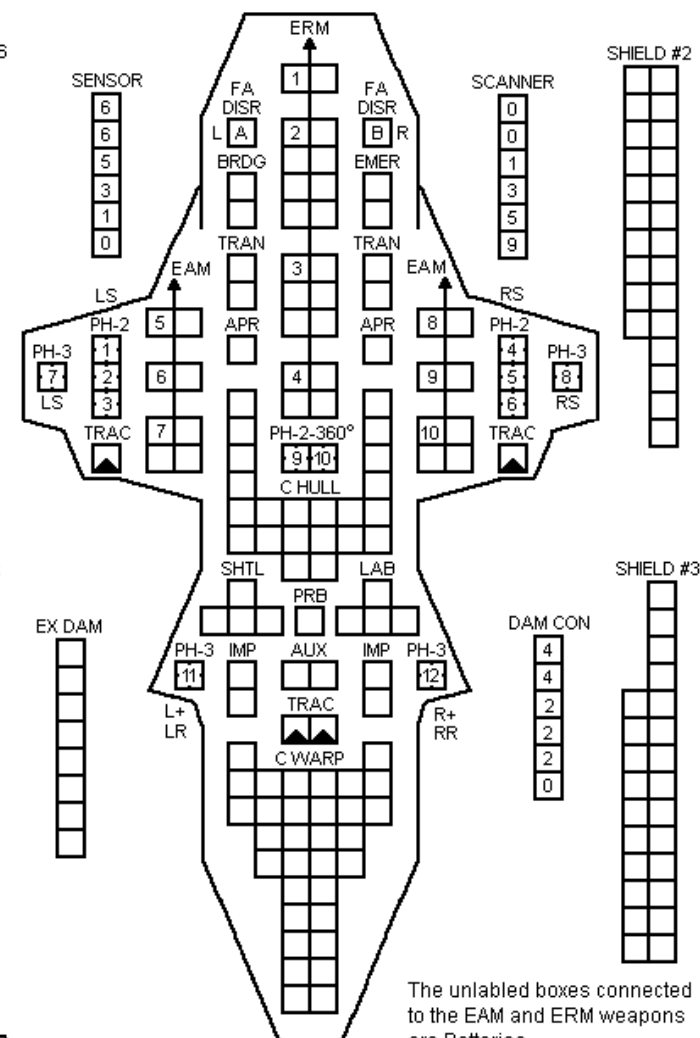
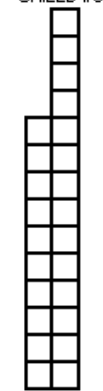
SHIELD #2



SHIELD #5

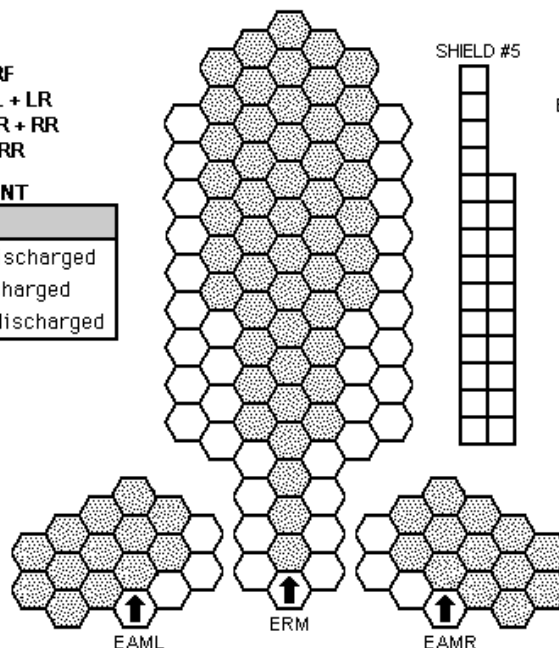


SHIELD #3



The unlabelled boxes connected to the EAM and ERM weapons are Batteries.

SHIELD #4



CORE WORLDS

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

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BOARDING PARTIES									
									15
			10						

ADMIN SHUTTLES						
IDENT	HIT POINTS					NOTES

PROBES					T-BOMBS				
				5					D D D D

SHIP STATISTICS		
TYPE	=	CL
POINT VALUE	=	131
SHIELD COST	=	1 + 1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CL
REFERENCE	=	(RU.8)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y144

SHIPS PERFORMANCE				
MOVEMENT COST		.75		
HET COST		4		
ERRATIC MANEUVER COST		6		
BREAKDOWN		5 - 6		
TURN MODE = C		SPEED		
POWER SYSTEMS		1	2 - 4	
WARP = 26		2	5 - 9	
IMPULSE = 4		3	10 - 14	
APR = 2		4	15 - 20	
TOTAL = 32		5	21 - 27	
BTTY = 16		6	28+	
HET		BD		

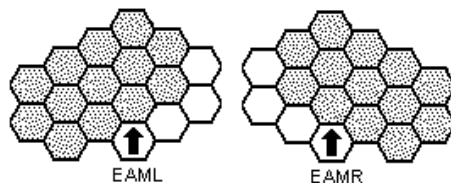
MAULER RANGE ADJUSTMENT	
RANGE	DAMAGE SCORED
0-2	Double the energy discharged
3-8	Equal to energy discharged
9-15	One-half of energy discharged

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(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, OULD	10	10	8	8	6	0	0	0

DIE ROLL	RANGE				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

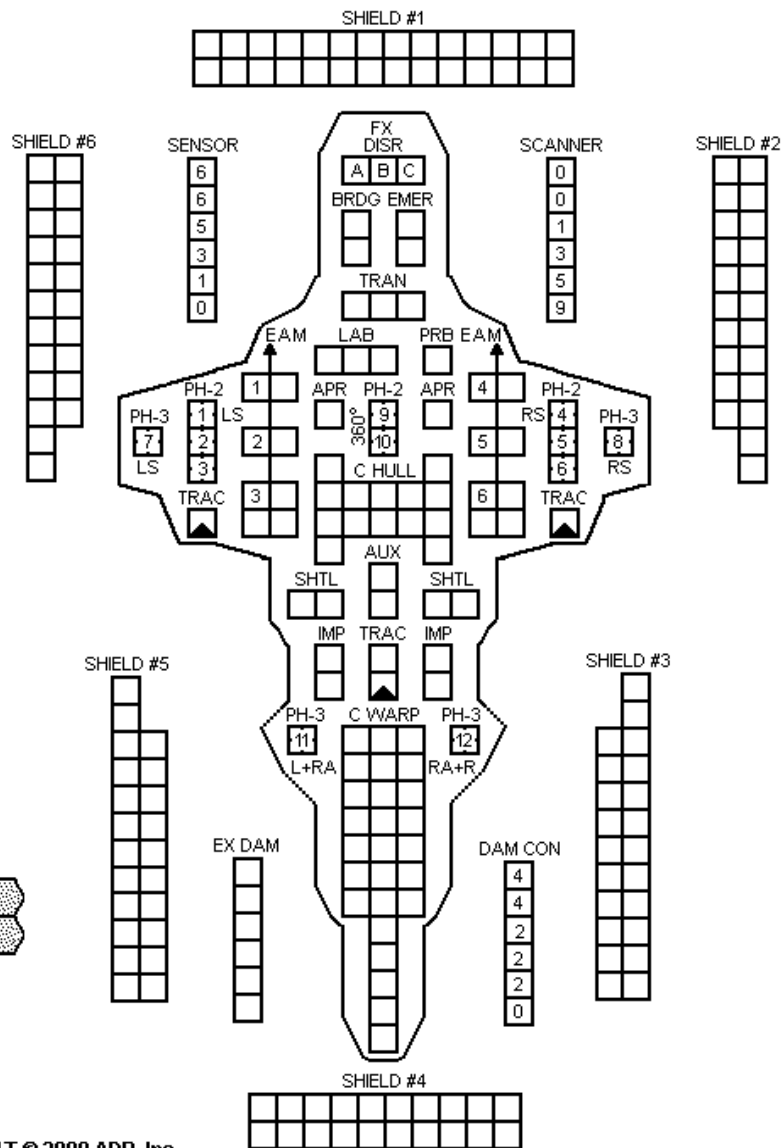
BATTERY ENERGY			
1		6	
2		4	
3		5	

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


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


The unlabeled boxes connected to the EAM weapons are Batteries.

URZAHN GREYSHARK LIGHT CRUISER



CORE WORLDS

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

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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

CREW UNITS									

ADMIN SHUTTLES									
IDENT	HIT POINTS				NOTES				

SHIP STATISTICS									
TYPE	=	FF							
POINT VALUE	=	65							
SHIELD COST	=	.5 + .5							
LIFE SUPPORT	=	.5							
SIZE CLASS	=	4							
TACT INTEL	=	FF							
REFERENCE	=	(RU.16)							
SOURCE	=	UNOFFICIAL							
YEAR IN SVC	=	Y141							

BOARDING PARTIES									

PROBES									

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 = 12		2	6 - 10	
IMPULSE = 2		3	11 - 15	
APR = 2		4	16 - 21	
TOTAL = 16		5	22 - 28	
BTY = 2		6	29 +	
HET		BD		

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(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, OULD	10	10	8	8	6	0	0	0

TYPE II PHASER TABLE

DIE ROLL	RANGE	4-8	9-15	16-31	32-50
1	6	5	4	3	2
2	6	5	4	4	2
3	6	4	4	4	1
4	5	4	4	3	1
5	5	4	3	3	0
6	5	3	3	3	0



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

TYPE III DEFENSE PHASER

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

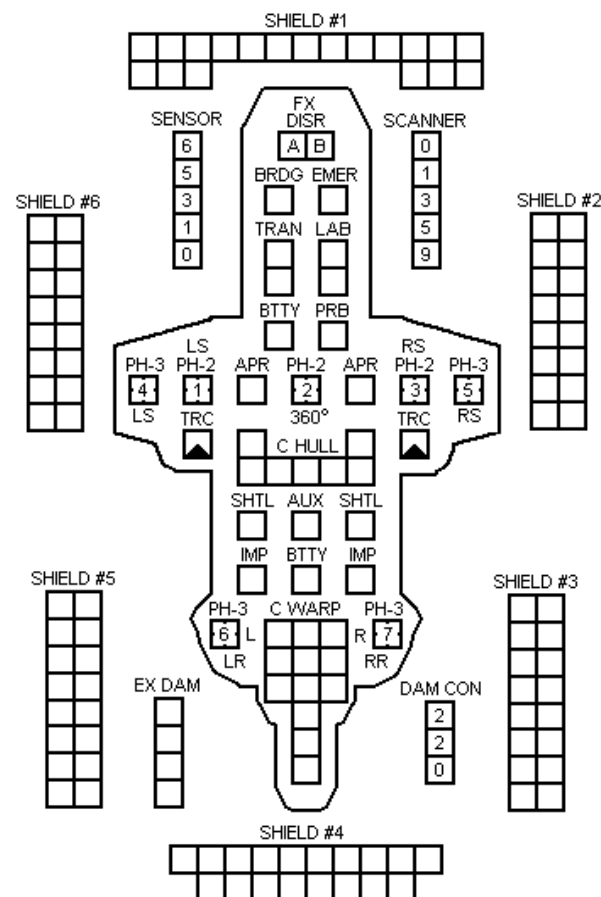
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URZAHN SANDSHARK FRIGATE



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

CREW UNITS

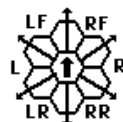
BOARDING PARTIES

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(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, OULD	10	10	8	8	6	0	0	0

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 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

SHIP STATISTICS		
TYPE	=	REM
POINT VALUE	=	35
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	0
SIZE CLASS	=	5
TACT INTEL	=	PF
REFERENCE	=	(RU.20)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	

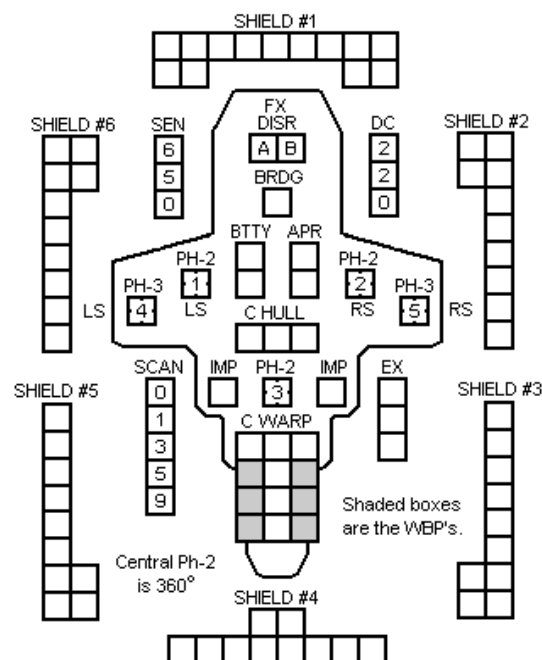
SHIPS PERFORMANCE		
MOVEMENT COST	1/5	
HET COST	1 2/3	
ERRATIC MANEUVER COST	2	
BREAKDOWN	6	
TURN MODE = B	SPEED	
POWER SYSTEMS	1	2-8
WARP = 6/12	2	9-16
IMPULSE = 2	3	17-24
APR = 2	4	25+
TOTAL = 10/16		
BTY = 2		
HET		BD

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Sean J. Young < youngsea@msu.edu >

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URZAHN REMORA FAST PATROL SHIP



WARP ENERGY MOVEMENT COST = 1/5

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Fract.	.2	.4	.6	.8	1	1.2	1.4	1.6	1.8	2	2.2	2.4	2.6	2.8	3	3.2	3.4	3.6	3.8	4	4.2	4.4	4.6	4.8	5	5.2	5.4	5.6	5.8	6

CREW UNITS									
									10
									20

BOARDING PARTIES									
									10

PROBES					T-BOMBS				
				5					
				10					

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES
THIS SHIP HAS ONE SHUTTLE BAY		

BATTERY ENERGY	
1	6
2	
3	
4	
5	

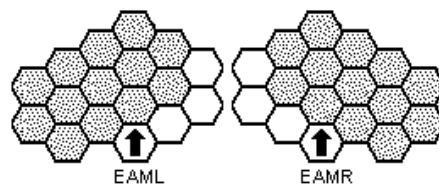
SHIP STATISTICS		
TYPE	=	DDS
POINT VALUE	=	125
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
TACT INTEL	=	DD
REFERENCE	=	(RU.13)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	

SHIPS PERFORMANCE		
MOVEMENT COST	1/2	
HET COST	2 1/2	
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 = 1	4	16 - 21
TOTAL = 21	5	22 - 28
BTY = 12	6	29+
HET		BD

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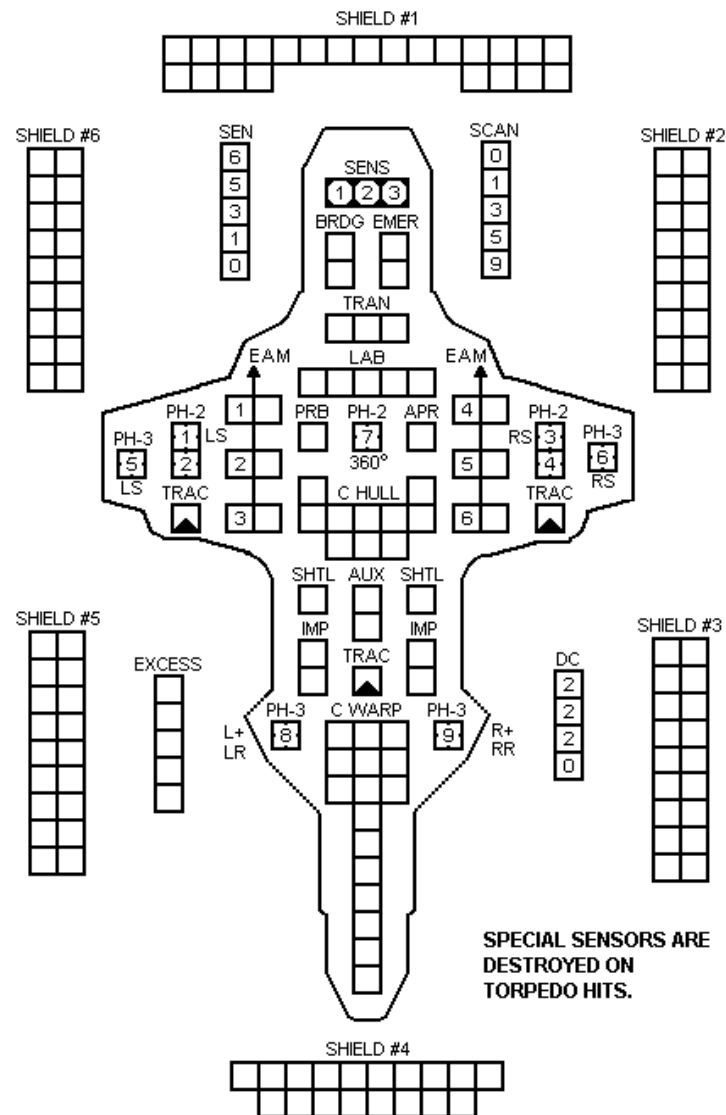
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The unlabelled boxes connected to the EAM and ERM weapons are Batteries.

URZAHN PILOT SHARK SCOUT



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	



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	

MAULER RANGE ADJUSTMENT

RANGE	DAMAGE SCORED
0-2	Double the energy discharged
3-8	Equal to energy discharged
9-15	One-half of energy discharged

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WARP ENERGY MOVEMENT COST = .5 (1/2)					HET COST = 5										ERRATIC MANEUVER WARP COST = 3															
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