

(RV.0) The Vulpian League

(RV.1) Velkyrien Background

The Vulpian League is an extensive group of systems populated by a group of races known as the Velkyriens and occupying the area between the PAX Cooperative and the Za'Cahri Stronghold, with colonies on the fringes of the Federation and Gorn Exploration Zones. They have also been encountered by the Kzintis in the area between them and the Andrium Kingdom. Due to the respective racial characteristics (explained below) the encounters between Kzintis and Velkyriens are invariably bloody.

Velkyriens are a Canine race with a language, alphabet and naming system which when run through the Universal Translator most closely corresponds to Ancient Norse / Nordic. (Their alphabet looks much like the 24 character "futhark" system of runes.)

Velkyriens are themselves a group of at least 5 identified sub-races which, over the Millennia, have combined together and probably interbred extensively to produce what exists today. They have been space-faring at least as long as the Terran humanoids, probably longer, as Kzinti history makes mention of clashes with a Viking-like Canine race around the time of the Terran late 20th Century.

The Vulpian League is an Elected Monarchy. The King is elected by the Great Thing, a body representative of all the member systems which meets every 5 years to retain or replace the Ruler and advise him on matters of policy. It also meets from time to time, as necessary, to approve (rubberstamp??) the King's decisions and try criminal matters of major Kingdom importance (especially treason).

Each system has its own Thing which appoints a Thegn (Ruler) every 3 years, elects a representative to the Great Thing as necessary, and acts as a Supreme Court and Parliament. Whilst this system seems somewhat anarchistic, it seems to work well in practice. Then again, maybe the Velkyriens are very experienced in "burying" their problems.

The Velkyriens, being of a Viking-like nature, are prone to raiding other races colonies to obtain slaves and booty. They are not, however, pirates. In fact they come down quite savagely on any pirates they capture (It is rumoured they eat them alive). Other than this minor unpleasant trait they are highly civilized and their non-colonial neighbors have found them quite easy to get along with. They are reputed, however, to have supplied both the Federation and Gorns with information about the other inhabitants of the Galactic Core.

For some reason they have a similar attitude to Felinoids as Terran Dogs have to Cats. This means that they do not ever,

under any circumstances, coexist, cohabit, ally with, or have any form of friendly relations with Kizinti or Lyran or any other Feline descended race. They do seem to get on well with the Federation (except when they are raiding their Exploration Zone Colonies). They do not have a very high regard for the PAX, and most encounters seem to end in combat. There have been at least 3 major wars between the PAX (and their predecessors in the area) and the Vulpian League in the last 150 years. These seem mainly to be about territorial borders.

The Velkyriens seem to maintain tolerant, if not actually cordial, relations with the Za'Cahri. This in turn has an effect on their relations with the remainder of the Core World Races. When contact eventually occurred with the Talruum, this rapidly became cordial - probably due to the rapid destruction of a Drakkar raiding force by a Talruum fleet which it had the misfortune to run in to.

The Velkyriens have a large range of ships, with 2 unique heavy Weapons as well as at least 2 unique types of drone systems. They also use ship-borne fighters as a standard weapon (like the Hydrans, but fewer in number). They have also tested weapons of their neighbors, and at least one of their heavy weapons and all their drone systems are the result of such tests. They seem to have installed copies of the Plasma-G and Photon on some of their Size Class 4 warships, possibly because their main heavy weapon, the Mjollnir Cannon, is unsuitable for mounting on all but the largest Size Class 4 Ships. Their Drakkar raiders, something like a pirate ship, can have either Velkyrien Weapons or those of other races, especially Disruptors, Photons, Plasma-G's and G-Racks.

The Drakkar is, in fact, the only warship class which seems to have carried over from the Early Years period to the "Modern" - post Y120 - period. Drakkar are the only "Warship" to which individual citizens can aspire to ownership. They are capable of long voyages and have been encountered in the Lyran Exploration Zone and also in the Omega Sector. Two other types normally encountered with the Drakkar are the F-AL and F-RAL (Large Armed Repair Freighter). Like the Drakkar, the Knorr are also present in both Early and Modern versions and are normally privately owned. There is also a Command version of the Drakkar - the Drakkar-L. This is extremely rare and is only encountered commanding large raids.

Velkyrien Raiders are known by the group name of Ulfhednar and each group of raiders is led by a Chieftain known as a Huscarl. Huscarls are normally very successful (and therefore very rich) Ulfhednar, members of the Nobility, disgraced politicians or rich and bored merchants. Basically only those with prestige or lots of money or a major "gift of the gab", or preferably all three, have the necessary clout to control the nasty, bad-tempered individuals who make up the bulk of the Ulfhednar.

The most usual raiding group, known as a Snorri, has 2 - 3 Drakkar, a Knorr-A (F-AL) and a Knorr-R (F-RAL). Two or more Snorri can combine together to form a Strandhogg, which is often commanded by a Drakkar-L, which may be part of one of the Snorri or an independent. The Drakkar-L has a normal Command Rating, but can also "control" a number of Snorri

equal to its Command Rating.

It is believed that a major Drakkar raid on Federation Exploration Zone Colonies in around Y160 was averted as a result of a Diplomatic visit by Admiral James T Kirk. In effect, the Federation agreed to pay a nominal "Danegeld" in return for their colonies, as well as their Gorn and Kzinti friends colonies, being left alone. The Velkyriens did not of course want a Federation Battle Fleet on their doorstep. The net result was a major increase in raiding within the Core, as well as a lot of problems for the ISC (the Velkyriens had obtained details of at least some of the PAX - ISC wormholes from a traitor).

In short, the Velkyriens are a highly aggressive race, with some scruples and a fairly high sense of honour - or at least what is to them honour. Their word can be trusted, as long as you are not a feline.

Short History of the Social Evolution of the Velkyrien -by Robert Mills

As a canine race the overwhelming majority of the various sub-species are carnivorous by nature and tended to be aggressive with some forming social groups similar in nature to the wolf packs of ancient Terra. Some were, of course, more solitary and given to curiosity about the nature of the Universe. These developed into the various Scientific and Religious groups while the packs became more Military. A very rough analogy would be between ancient Athens and Sparta in Earth history.

There were, by all accounts, (and the Velkyrien are somewhat reticent to share this with other races) several more breeds of Sentient beings that grew up on the home planet, which Terrans call Asgard after the legendary home of the Norse Gods. Due to the herd or pack nature of the more wolf like members of the race, the "lesser" breeds were either destroyed or absorbed by the Yggdrasil and Nifflheim in a progressive fight for dominance. There is a rumour of a five hundred year war within the historical period which resulted in two alliances. The Yggdrasil - Audumbra (YA) and the Muspel - Aesir - Niflheim (MAN). The two groupings were well balanced with the YA being technologically far more advanced than the MAN alliance whereas the MAN was much greater in number and ferocity. Finally, a nuclear exchange destroyed the capital cities and heartlands of the two alliances and decimated the populations to the point where the race was in serious danger of dying out. The only technological centre left was hidden from the major conflagration by being near to the polar icecaps. It was a scientific research centre basically run by the Yggdrasil but using several "lesser" breeds in a number of roles.

After several hundred more standard years a small but powerful nation state based on the integration of all the breeds grew out of this once small research centre and was established on one of the smaller continents near to the northern latitudes. The basic structure of the society was as follows:

Yggdrasil - look like Irish Wolfhounds - Nobility, Ruling Classes.

Muspell - look like Wolves - The Military Officer Corps.

Audumbla - look like Foxes - Scientists, Teachers, Inventors.

Aesir - look like the Australian Blue-Heeler Cattle dog - Workers, Starship rank & file.

Niflheim - look like Rottweilers - Warriors, Marines.

The Yggdrasil were led for four generations by one family - clan which dominated the others by dint of its ferocity and political savvy. It is said that there was an element of Muspel and Niflehim in the distaff side of the family but this was never admitted. Over time it became hereditary for the Yggdrasil to lead and the King (formerly called the Thain) was elected from this clan.

With a mixture of restored and improved technology and a high breeding cycle, the nation state swarmed out across the planet firstly by sea and air as raiders and pirates but later in organized military groups and within a relatively short period of time had wiped out every other race, including the mutant remnants of the earlier groups, and established itself as the only society on the planet. With the discovery of various forms of space drive the race threw itself outward to eventually colonize five systems and their respective planets by which time they began to come into contact with various other sentient races also spreading outward.

(RV.R0) VULPIAN FLEET REFITS

Nearly all of the Velkyrie war classes received one or more refits throughout the years in which they were in service. Ships that have the following refits are noted as such on the SSD.

Drone Refit: Beginning in Y135 most drone equipped vessels began replacing their drone racks with the unique "L" and "J" Racks.

Fighter Refit: Adding shuttle boxes, ready racks and deck crews, the Fighter Refit is available from Y150. The cost for this refit only includes the additional shuttle boxes, deck crews and the ready racks. Individual fighters must be purchased separately.

G-Rack Refit: Some warships received this refit beginning in Y150 replacing ADDs and/or drone racks with the more

versatile G-Rack.

AWR Refit: A few ships received this refit starting in Y170 changing APR to AWR.

Y175 Refit: Similar to the standard Y175 refit of other races, ADD-6 is changed to ADD-12 and most drone racks get extra reloads. On some vessels Limited Aegis is upgraded to Full Aegis.

although the Refit accounts for the Ready Rack, deck crew, loss of Admin Shuttle, as well as 10 spaces of drones/ADD's for fighter reloads.

(RV.14) KNORR-R (KR-FRL): The major weakness of the Velkyrien Raiders was always the difficulty of repairing damaged Ships. This Ship was designed to solve the problem, with enough armament to defend themselves without the need to detach a *Drakkar* as Escort. Refits were given much as for the *Knorr-A*. It was most usual for a **Snorri's** *Knorrs* to be left together in a "safe" place to await the return of the *Drakkars*. And it was not unknown for *Knorr* commanders to take full advantage of any targets of opportunity that happened along. This Ship is subject to all F-AL restrictions. It can "masquerade" as a F-L, F-RL or F-AL (Phaser).

Dreadnoughts and Variants:

(RV.7) DREADNOUGHT (DN): Only 2 of these are known to have been built, entering service in Y170 and 172. The *DROTTNING VIKTORIA* and *NIELS JUEL* rapidly gained the grudging respect of the Velkyriens neighbors. The Shuttles are carried in a Tunnel Bay, with 4 Launch Tubes for the Fighters. 100 Spaces of Drones and 50 Spaces of ADD's & Dogfight Drones are carried in the Cargo Storage.

(RV.8) PRE-DREADNOUGHT (BC): This is either a Very Heavy Battlecruiser or a Light Dreadnought, depending on which way you look at it. It has a Tunnel Bay with 4 Launch Tubes for the Fighters. At least 2 were built, the first entering service in Y169. Known names are *NORGE* and *EIDSVOLD*. A third, named *PEDR SKRAM*, is also reliably reported to have been built.

Heavy Cruisers and Variants:

(RV.10) ARMoured HEAVY CRUISER (CA): A well armed Heavy Cruiser by galactic standards, it was so popular that there was no NCA development. It has a conventional Shuttle Bay. In service Y125.

(RV.13) BATTLECRUISER (CC): The standard Command Ship until the arrival of the BC's & DN's. The first entered service in Y140. This Ship has a Tunnel Bay, and 2 Launch Tubes are added as part of the Fighter Refit (Y150).

(RV.21) IRONCLAD (YCA): This was the most commonly encountered Velkyrien early Cruiser. Well armed, it was a match for most of its contemporaries. Once the Protected and Armoured Cruisers entered service from Y120 onwards, the survivors were rapidly relegated to Convoy Escort and Training until they wore out. Many ended their days as orbiting Museums.

Light Cruisers and Variants:

(RV.9) PROTECTED LIGHT CRUISER (CL): Almost a Heavy Cruiser, at least in firepower, this ship is a match for most of its contemporaries anywhere in the Galaxy. Shuttle Bay is conventional. In service Y120.

(RV.11) COLONIAL LIGHT SCOUT CRUISER (CLS): A quite combat capable Fleet Scout, this Ship was also used in the Exploration / Survey role. In service Y130. Has a conventional Shuttle Bay.

(RV.12) LIGHT COMMAND CRUISER (CLC): This unusual Ship was designed to fulfill a similar role to the British Royal Navy's Scout Cruiser of the Terran Twentieth Century First World War - that is a Destroyer Leader. It was used mainly in this role, as well as a Convoy Escort Flagship and a Police Flagship. As long as the Ships commanded are ALL Size Class 4 it has a Command Rating of 8, otherwise 6. The Ship was also often added to Carrier Escort Groups, although the reason for this is unknown. It has a Tunnel Bay. In service Y167.

(RV.13) LANDING CRAFT (CLG): A fairly standard Commando Cruiser. The Shuttles were carried in a Tunnel Bay.

(RV. 27) TORPEDO CRUISER (CD): In service Y125. Has 200 spaces of Drones in Cargo storage. With the Y135 refit, it can be a very nasty opponent in a Fleet Engagement, especially after Y167 with the introduction of Medium Speed Drones.

(RV.20) GUN VESSEL (YCL): This Light Cruiser was not overly popular, the Ironclad being considered a better Ship. Some were converted to Torpedo Rams, others were used for Training and Convoy Escort. All survivors were rapidly scrapped as soon as they could be replaced by Protected Cruisers.

(RV.22) TORPEDO RAM (YCS): Somewhere around Y80, the Velkyriens acquired a working example of a Photon Torpedo. Replication soon followed, and the end result was this very hard hitting Ship, which could also out-Kzinti the Kzintis - for a short period at least! Most Fleets had at least one, but there is the restriction of no more than a quarter of all Size Class 3's in a force being YCS (fractions rounded **down**). This class outlasted the YCL, the last being retired to an orbiting Museum in Y145.

Destroyers and Variants:

(RV.15) TORPEDO BOAT DESTROYER (DD): A good basic Destroyer, although a little light in Phaser armament. However, it served the Velkyriens well, and produced a number of variants.

(RV.16) TORPEDO DESTROYER LEADER (DDL): This was the only Size Class 4 Ship to mount the Mjollnir Cannon. It has almost a Cruiser Armament on a Destroyer Hull. However, it was supplanted as a Leader for Size Class 4 Squadrons by the development of the CLC Scout Cruiser. Most Size Class 4 Squadrons still, however, had a DDL as 2-i-C. DDL's also sometimes served as Police Flagships.

(RV.14) SEAPLANE TENDER (CVE): A lightly armed Ship intended mainly for escorting Military Convoys and assisting the Police. It has an Escort Group of a DDE and carries 75 Spaces of Drones. It has a Tunnel Bay, but no Launch Tubes.

(RV.24) MINESWEEPER (MS): Plenty of power and adequate weapons. The Velkyriens were quite happy with this unit, and never even considered a Size Class 3 type.

Frigates and Variants:

(RV.17) GUNBOAT (FF): A good basic minor Warship. It was used by the Fleet for a variety of maid-of-all-work roles, as well as by the Police, especially in the laelessness of the Skagerrak.

(RV.18) PT BOAT (FF+): A development of the Frigate, originally thought to have been a refit, but now conceded to be a separate design. It was primarily used to assist the Police in particularly lawless regions and to aid other FF's in escorting important convoys.

(RV.19) TORPEDO BOAT (FFD): This ship has a rather scary Drone Launch capability for its size. It has 100 Spaces of Drones in Cargo Storage. There was always at least 1 of these to each FF, sometimes 2.

Miscellaneous Classes:

(RV.23) MONITOR (MON): Conventional Monitor, except for the 4 Defensive Fighters from Y150. If a Fighter Pallet is added, it has 8 Offensive and 4 Assault Fighters.

(RV.25) POLICE CORVETTE (POL): A simple but effective Police Ship. Frigates were also used in the Police role, but the POL was considered as adequate - at least by the Military.

(RV.26) DEPOT SHIP COMBAT TUG (TUG): This was the primary Fleet Support Ship. At least 1 Battle Tug and 1 Carrier Tug were permanently available. The Pods were mounted side by side under the Centre Hull, and must be of the same type. Two Pods must always be carried - or no Pods. Pods were similar to Klingon types. The CVT has the same Escort Group as the CV, and carries 200 Spaces of Drones.

(RV.261-RV.265) TUG PODS #1: A variety of pods for the Depot Ship Combat Tug, including the Cargo Pod, Troop Transport Pod, Self-Defense Pod, Repair Pod, and Hanger Pod.

(EM.0) MJOLLNIR CANNON

The Mjollnir (Thor's Hammer) Cannon is a Heavy Weapon unique to the Velkyriens which seems to have been developed around Y90 - 110 after extensive Research and Development on captured / acquired Photon and Plasma-G Torpedoes. The Mjollnir Cannon works by concentrating power supplied from either a generating source and / or a storage system into a highly destructive beam of energy. The Mjollnir Cannon was used on Velkyrien BATS and SB, but not on smaller bases. It was used on Ground Bases which are similar to the GBPT (Photon) Ground Base and have a cost of 14BPV.

(EM.1) DESIGNATION: Each MJC box on the SSD represent one Mjolliner Cannon. Each cannon has its own individual capacitor that is charged and used separately.

(EM.2) CAPACITOR: The Mjollnir Cannon has a Capacitor (like an ESG) which can hold up to 5 points of Energy.

(EM.21) The Cannon can be armed with 2 - 5 points of Energy either by direct allocation during the Energy Allocation Stage, and/or by announcement at the time of announcing Direct Fire Weapons Fire Allocation Stage from the Capacitor or from Reserve Power.

(EM.22) Energy allocated during the EAC Stage must be fired or discharged during the Turn. Energy allocated from the Capacitor or Batteries (Reserve) must be fired immediately.

(EM.3) DESTRUCTION: The Mjollnir Cannon is destroyed on Torpedo Hits on the DAC and counts as best Torpedo.

(EM.4) REPAIR: The Repair Cost of an individual Mjollnir Cannon is 15.

(EM.5) FIRING: The Mjollnir Cannon is a direct-fire weapon and as such is fired during the Direct-Fire Weapons Declaration phase. When firing roll 2 dice (2d6). The score rolled must be within those shown on the Mjollnir Cannon chart on the SSD. Anything else is a miss. The Cannon is most effective at close range, performance and accuracy falling off significantly as the range increases.

(EM.51) FEEDBACK: If fired at Range 0 there is feed-back damage on the Shield fired through equal to double the Energy expended. If fired at Range 1 the feed-back is equal to the Energy expended.

(EM.6) DAMAGE: The amount of damage scored on a target ship from successfully hitting with a Mjollnir Cannon is dependent on range and the amount of energy expended.

(EM.7) MODIFIERS: The Mjollnir Cannon is affected by Atmosphere, Terrain and small target modifiers in the same manner as a Photon Torpedo.

(EM.8) OPTION MOUNTS: As far as can be determined the Weapon was not used by the Thaan, but if used it would occupy 2 adjacent Option Mounts and would have a similar cost to a Plasma-S (swivel).

(EB.0) BRUNHILDA'S KISS - EARLY MODEL

This weapon is something like a Disruptor (or something like a Phaser). It works on a similar principle to a Disruptor. It is, in the Early Years period, so similar to the Disruptor that it is often mistaken for one. Federation Scientists gave the weapon its alternative name of Phased Disruption Device after examining one on a derelict Drakkar in Y85. After Y120 however it becomes much more Energy-efficient, and a significantly different weapon. The Velkyriens still preferred the Disruptor, and used them whenever possible, but the Royal Arms Factory's monopoly on Weapon production meant that most Ship Commanders had to be content with the Brunhilda's Kiss.

(EB.1) DESIGNATION: Each "BKE" box on the SSD represents one Early Model Brunhilda's Kiss weapon. Each is armed, fired and recorded separately.

(EB.2) ARMING: The weapon has an arming cost of 2 points of Energy which must be Warp or Impulse Energy or Reserve Warp or Impulse power. It cannot be armed with Reactor Power or non-Reserve Battery Power. The weapon cannot be held.

(EB.3) RATE: Can be fired every turn, but not within 8 impulses of a previous firing.

(EB.4) DESTRUCTION: The BKE is destroyed on Torpedo hits and counts as worst torpedo if the Ship has more than one type of Torpedo.

(EB.5) REPAIR: The BKE has a Repair Cost of 6. It may not ever be repaired as a BKL.

(EB.6) MODIFIERS: BKE's are subject to the same Terrain effects and small target modifiers as Disruptors.

(EB2.0) BRUNHILDA'S KISS - LATE MODEL

This version was introduced around Y120, and was quickly retrofitted to Ships in service. It was much more cost effective than the earlier version and had an Overload capability. It is identical in all respects to the BKE with the following exceptions:

(EB2.1) DESIGNATION: The Late Model Brunhilda's Kiss is labeled as "BKL" on a ships SSD.

(EB2.2) ARMING: The BKL has an arming cost of 1 point of Energy which must be Warp or Impulse Energy or Reserve Warp or Impulse power. It cannot be armed with Reactor Power or non-Reserve Battery Power.

(EB2.21) OVERLOADS: Can be overloaded with 2 additional points of energy, which may be from any source, and may be applied at the moment of firing.

(EB.3) FEEDBACK: Firing an overloaded BKL at range 0 causes 2 points of feedback damage onto the firing ships facing shield.

(EB.4) REPAIR: The BKL has a Repair Cost of 8. It may not be repaired as a BKE.

(FDJ.0) JURGEN RACK (TYPE-J DRONE RACK)

This drone rack is a development of the C-rack, which entered service around Y135. Prior to this time C-racks were used. Prior to Y75 - (when the first C-racks were produced after capture of working copies from the Kzintis) - A-racks were fitted. The J-rack seems to be a development of the C-rack. This is the standard Drone Rack on all Velkyrien Size Class 4 Ships (except for Police Ships, Carrier Escorts and armed Freighters). It is also the usual Drone Rack fitted to the Drakkar Raiders.

(FDJ.1) LOADOUT: The J-rack holds, and can only ever hold, 6 Type-I Drones or Type-III Drones (i.e. Type-IV Drones and Type-IIIXX Drones cannot be loaded in this rack).

(FDJ.2) RATE: The J-Rack has the same launch rate as the C-rack (Twice per Turn, with a 12 Impulse gap between launches.)

(FDJ.3) RELOADS: The J-rack has 1 reload, 2 reloads from Y175.

(FDJ.4) REPAIR: The J-Rack has a Repair Cost of 3 - as for any other Drone Rack.

(FDL.0) LAXDAELA RACK - (TYPE-L DRONE RACK)

If the FRAX were real, then this would be a logical development of the FRAX Missile (or vice versa).

(FDL.1) LOADOUT: The L-Rack is a 6-Space Drone Rack which can only hold Double-Space Drones - i.e. Type-IV and Type-IIIXX. The Drones normally installed are a heavily modified Type-IV, which increase the BPV of the Ship.

(FDL.11) The normal Drone in the L-Rack is a Type-IV Drone with ATG, Extended Range and a Half Space of Armour. It

can also be fitted with any allowable single-space Module.

(FDL.12) Each Drone has an extra cost of 1.25 (ATG 0.5, Extended Range 0.5 and Half Space Armour 0.25). This is in addition to any cost for Speed or Explosive Warhead.

(FDL.13) Each L-Rack adds 3.75 BPV to the Cost of the Ship to which it is fitted.

(FDL.2) RATE: The L-Rack has a normal launch rate (once per turn).

(FDL.3) RELOADS: The L-Rack comes with 1 Reload, 2 Reloads after Y175.

(FDL.4) REPAIR: The L-Rack has a repair cost of 3, as for other Drone Racks.

(FDL.5) DESTRUCTION: L-Racks will always count as best Drone Rack for DAC purposes.

VELKYRIAN DREADNOUGHT

CREW UNITS									
									10
									20
									30
									40
									50
52									

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES



+ 4 DEFENSIVE FIGHTERS.

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

BOARDING PARTIES									
									10
									20

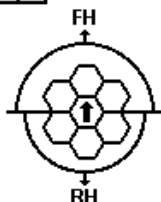
DECK CREWS

PROBES

T-BOMBS									

TYPE I PHASER

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



TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

DRONE RACK

1									J
2									J
3									J
4									J
5									L
6									L
7									G
8									G

J AND L-RACKS HAVE ONE RELOAD PRIOR TO Y175, TWO RELOADS THERAFTER. L-RACK HOLDS 3 DOUBLE SPACE DRONES - SEE (FDL.1).

G-RACK HAS TWO RELOADS PRIOR TO Y175, THREE THERAFTER. ONE IS ENTIRELY ADD'S.

MJOLLNIR CANNON

ENERGY	RANGE	5-	9-	16-
	0-1	2-4	8	15
2	10	8	6	4
3	15	12	9	6
4	20	16	11	7
5	25	18	12	-

BRUNHILDA'S KISS - LATE

RANGE	0	1-4	5-10	11-20	21-30
DAMAGE, STD	-	4	3	2	1
DAMAGE, OULD	9	8	5	-	-
FEEDBACK	2	-	-	-	-
HIT	1-6	1-5	1-4	1-3	1-2

SHIP STATISTICS		
TYPE	=	DN
POINT VALUE	=	245
SHIELD COST	=	1+3
LIFE SUPPORT	=	1.5
SIZE CLASS	=	2
TACT INTEL	=	DN
REFERENCE	=	(RV.7)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y170
Y175 REFIT	=	+0

SHIPS PERFORMANCE		
MOVEMENT COST		1.5
HET COST		5
ERRATIC MANEUVER COST		6
BREAKDOWN		4-6
COMMAND RATING		10
EXPLOSION STRENGTH		33
DOCKING		14
TURN MODE = D		SPEED
POWER SYSTEMS	1	2-4
WARP	= 46	2 5-8
IMPULSE	= 6	3 9-12
AWR	= 6	4 13-17
TOTAL	= 58	5 18-24
BTTY	= 8	6 25+
HET		BD

VIXEN FIGHTERS. BPV - 9
2 x PH-3-FA. DFR - 4. SPEED-15.



ADD TABLE

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

SENSOR

6 6 6 5 4 3 1 0

SCANNER

0 0 0 1 2 3 5 9

DAM CON

6 6 4 4 2 2 2 0

EX DAM

0 0 0 0 0 0 0 0

CNTR

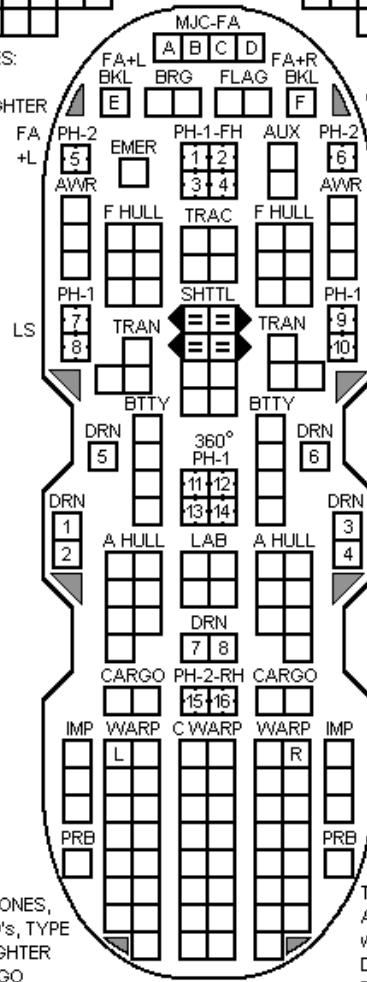
SPARE SHUTTLES:
2 ADMIN
1 DEFENSIVE FIGHTER

SHIELD #6

SHIELD #5

100 SPACES DRONES,
50 SPACES ADD'S, TYPE
VI DRONES & FIGHTER
STORES IN CARGO

SHIELD #1



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SHIELD #2

SHIELD #3

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

SHIELD #4

SSD drawn by Loren Smith <smith@startrekmail.com>

The VULPIAN LEAGUE is courtesy of John Christie <sfbrocky@rocknet.net.au>

WARP ENERGY MOVEMENT COST = 1.5 (1 1/2)									
SPEED	1	2	3	4	5	6	7	8	9
Fract.	1.5	3	4.5	6	7.5	9	10.5	12	13.5

HET COST = 5

ERRATIC MANEUVER WARP COST = 6

10	11	12	13	14	15	16	17	18	19
15	16.5	18	19.5	21	22.5	24	25.5	27	28.5
20	21.5	23	24.5	26	27.5	29	30.5	32	33.5
25	26.5	28	29.5	31	32.5	34	35.5	37	38.5
30	31.5	33	34.5	36	37.5	39	40.5	42	43.5
35	36.5	38	39.5	41	42.5	44	45.5	47	48.5
40	41.5	43	44.5	46	47.5	49	50.5	52	53.5
45	46.5	48	49.5	51	52.5	54	55.5	57	58.5

ADMIN SHUTTLES					
IDENT	HIT POINTS				NOTES

T-BOMBS									
						D	D	D	D

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

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

ENERGY		RANGE 0-1	2-4	5- 8	9- 15	16- 25
2		10	8	6	4	2
3		15	12	9	6	3
4		20	16	11	7	4
5		25	18	12	-	-
HIT		2-11	2-10	2-8	2-6	2-5

1								J
2								J
3							L	
4							L	
5	:	:	:	:	:	G		AD
6	:	:	:	:	:	G		R

G-RACK HAS TWO RELOADS PRIOR TO Y175, THREE THERAFTER. ONE IS ENTIRALLY ADD'S.

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

RANGE	0	1-4	5-10	11-20	21-30
DAMAGE, STD	-	4	3	2	1
DAMAGE, OULD	9	8	5	-	-
FEEDBACK	2	-	-	-	-
HIT	1-6	1-5	1-4	1-3	1-2

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	2	3	4	5	7	8	9	10	12	13	14	15	17	18	19	20	22	23	24	25	27	28	29	30	32	33	34	35	37	38
Fract.	125	25	375	5	6.25	7.5	8.75	10	11.25	12.5	13.75	15	16.25	17.5	18.75	20	21.25	22.5	23.75	25	26.25	27.5	28.75	30	31.25	32.5	33.75	35	36.25	37.5

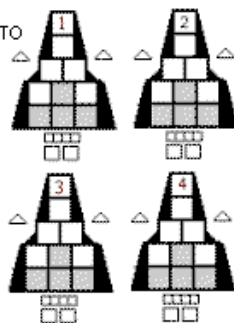
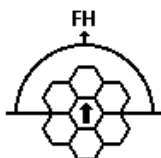
SHIP STATISTICS		
TYPE	=	BC
POINT VALUE	=	217
SHIELD COST	=	1+2
LIFE SUPPORT	=	1.5
SIZE CLASS	=	2
TACT INTEL	=	BC
REFERENCE	=	(RV.8)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y169
Y175 REFIT		+0

SHIPS PERFORMANCE			
MOVEMENT COST		1.25	
HET COST		5	
ERRATIC MANEUVER COST		6	
BREAKDOWN		4-6	
COMMAND RATING		9	
EXPLOSION STRENGTH		30	
DOCKING		13	
TURN MODE = D SPEED			
POWER SYSTEMS		1	2 - 4
WARP = 39		2	5 - 8
IMPULSE = 6		3	9 - 12
APR = 6		4	13 - 17
TOTAL = 51		5	18 - 24
BTTY = 6		6	25+
HET		BD	

SPARE SHUTTLES:
2 ADMIN &
1 DEFENSIVE FIGHTER

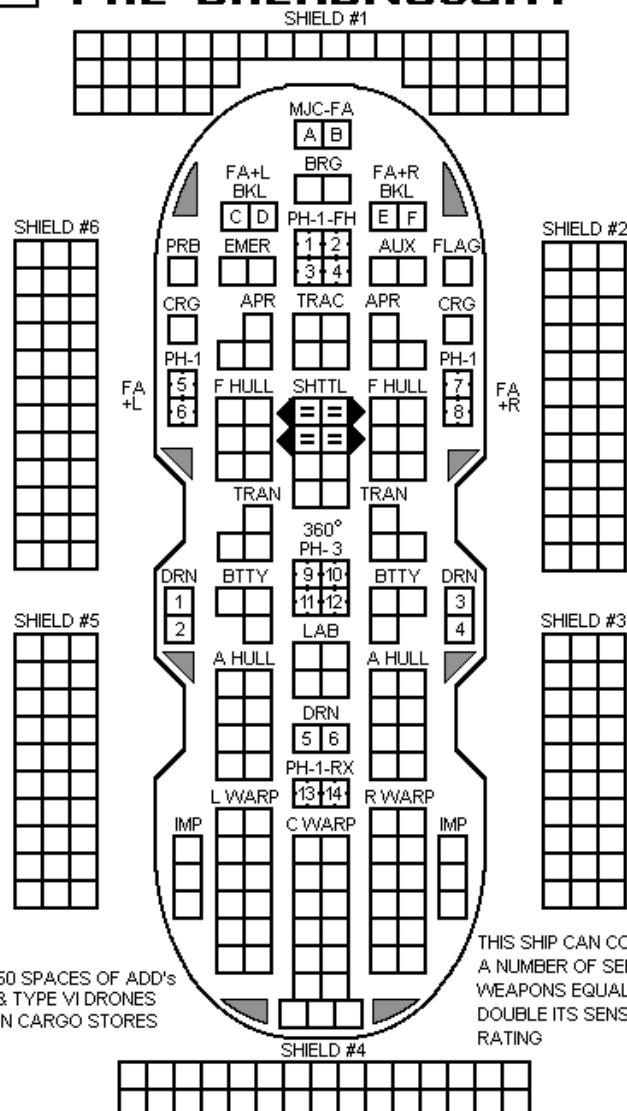
VIXEN FTR.
BPV = 9
2 x PH-3-FA
DFR = 4
SPEED = 15

SENSOR						
6	6	6	5	3	2	0
SCANNER						
0	0	1	2	3	5	9
DAM CON						
6	6	4	4	2	2	0
EX DAM						



CNTR	
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VELKYRIAN PRE-DREADNOUGHT



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

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BOARDING PARTIES									
									10
		14							

PROBES				
				5

T-BOMBS							
					D	D	D

DECK CREWS	
2	

SHIP STATISTICS		
TYPE	=	CA
POINT VALUE	=	163
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CA
REFERENCE	=	(RV.10)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y125
DRONE REFIT		+9
FIGHTER REFIT		+6
Y175 REFIT		+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 = 30		2	5 - 9
IMPULSE = 4		3	10 - 14
APR = 4		4	15 - 20
TOTAL = 38		5	21 - 27
BTY = 4		6	28+
HET		BD	

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



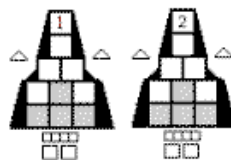
DIE ROLL	RANGE				4- 8	9- 15
	0	1	2	3		
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DRONE RACK									
1						C			J
2						C			J
3						C			L
4						C			L

C-RACKS ALWAYS HAVE ONE RELOAD.
J AND L-RACKS HAVE ONE RELOAD PRIOR
TO Y175, TWO RELOADS THERAFTER.
L-RACK HOLDS 3 DOUBLE SPACE
DRONES - SEE (FDL 1).

RANGE	0	1-4	5-10	11-20	21-30
DAMAGE, STD	-	4	3	2	1
DAMAGE, OULD	9	8	5	-	-
FEEDBACK	2	-	-	-	-
HIT	1-6	1-5	1-4	1-3	1-2

VIXEN FTR.
BPV = 9
2 x PH-3-FA
DFR = 4
SPEED = 15



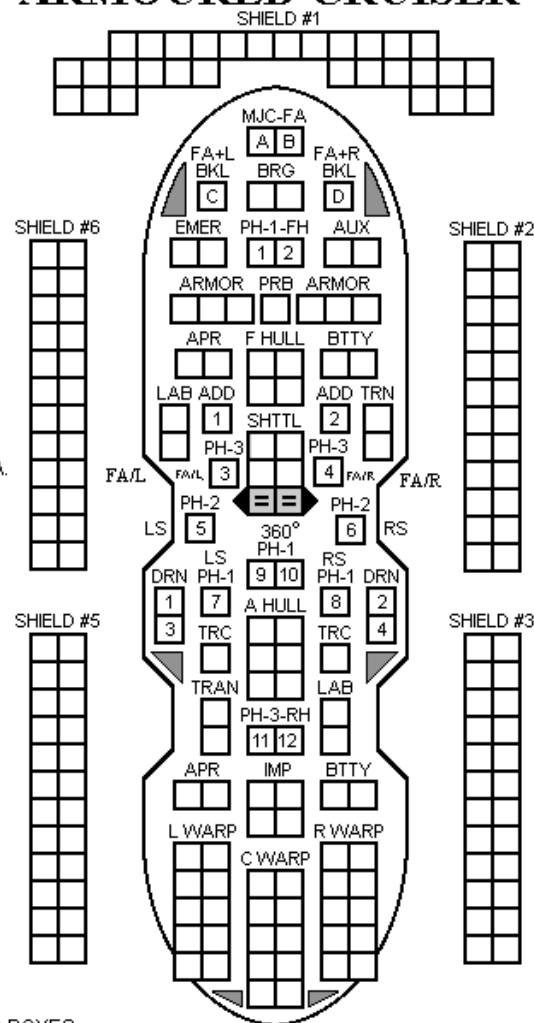
ENERGY		RANGE		5-	9-	16-
		0-1	2-4	8	15	25
2		10	8	6	4	2
3		15	12	9	6	3
4		20	16	11	7	4
5		25	18	12	-	-
HIT		2-11	2-10	2-8	2-6	2-5

DIE ROLL	RANGE				4-9-16-31-50			
	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

ADD															
1															
2															

ADD HOLDS 6 ROUNDS PRIOR TO Y175 AND 12 ROUNDS THEREAFTER

Phasers
#3 and #4
also fire FA



Velkyrie Armoured
Heavy Cruiser SSD
drawn by Sean Young

SENSOR						SCANNER						DAM CON						EX DAM			
6	6	5	3	1	0	0	0	1	3	5	9	4	4	2	2	2	0				

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

CREW UNITS									
									10
									20
									30
									40
									47

BOARDING PARTIES									
									10
									14

DECK CREWS									
									2

PROBES									
									5

T-BOMBS									
									D D D D D

TYPE I PHASER

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

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

DRONE RACK									
1									J
2									J
3									L
4									L

J AND L-RACKS HAVE ONE RELOAD PRIOR TO Y175, TWO RELOADS THEREAFTER.
L-RACK HOLDS 3 DOUBLE SPACE DRONES - SEE (FDL.1).

BRUNHILDA'S KISS - LATE

RANGE	0	1-4	5-10	11-20	21-30
DAMAGE, STD	-	4	3	2	1
DAMAGE, OULD	9	8	5	-	-
FEEDBACK	2	-	-	-	-
HIT	1-6	1-5	1-4	1-3	1-2

MJOLLNIR CANNON

ENERGY	RANGE	0-1	2-4	5-8	9-15	16-25
2	10	8	6	4	2	
3	15	12	9	6	3	
4	20	16	11	7	4	
5	25	18	12	-	-	
HIT	2-11	2-10	2-8	2-6	2-5	

ADD TABLE

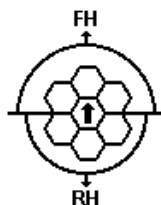
RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-
ADD					
1					
2					

ADD HOLDS 6 ROUNDS PRIOR TO Y175 AND 12 ROUNDS THEREAFTER

ADMIN SHUTTLES									
IDENT	HIT POINTS	NOTES							

SHADED BOXES ARE ADMIN SHUTTLES REPLACED BY DEFENSIVE FIGHTERS DURING FIGHTER REFIT (Y150)

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



SHIP STATISTICS									
TYPE	=	CC							
POINT VALUE	=	178							
SHIELD COST	=	1+1							
LIFE SUPPORT	=	1							
SIZE CLASS	=	3							
TACT INTEL	=	CA							
REFERENCE	=	(RV.13)							
SOURCE	=	UNOFFICIAL							
YEAR IN SVC	=	Y140							
FIGHTER REFIT		+6							
Y175 REFIT		+0							

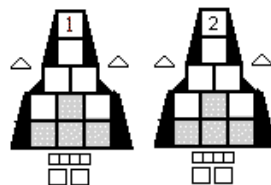
SHIPS PERFORMANCE									
MOVEMENT COST		1							
HET COST		5							
ERRATIC MANEUVER COST		6							
BREAKDOWN		5-6							
COMMAND RATING		9							
EXPLOSION STRENGTH		21							
DOCKING		10							
TURN MODE=	C	SPEED							
POWER SYSTEMS	1	2-4							
WARP	=	32	2	5-9					
IMPULSE	=	4	3	10-14					
APR	=	4	4	15-20					
TOTAL	=	40	5	21-27					
BTY	=	4	6	28+					
HET			BD						

CORE WORLDS

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

Tables and Charts by PHD Shipyards
Used by permission

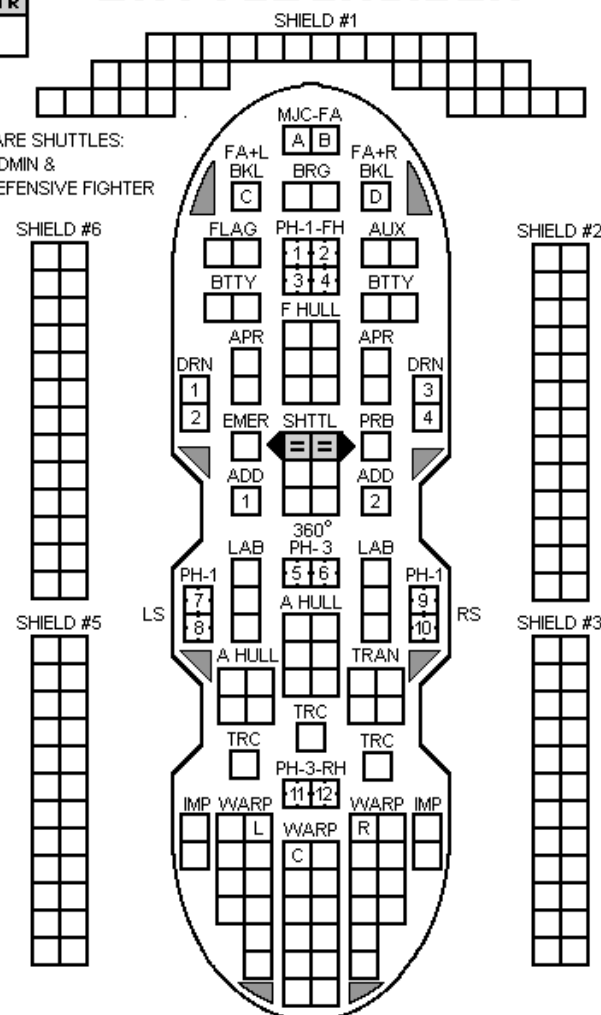
VIXEN FTR
BPV = 9
2xPH-3 -FA
DFR = 4
SPEED = 15



VELKYRIAN BATTLECRUISER

CNTR

SPARE SHUTTLES:
2 ADMIN &
1 DEFENSIVE FIGHTER



SENSOR									
6	6	5	3	1	0				
SCANNER									
0	0	1	3	5	9				
DAM CON									
4	4	2	2	2	0				
EX DAM									

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

BOARDING PARTIES							
							10

ADMIN SHUTTLES						
IDENT	HIT POINTS					NOTES

1 SPARE ADMIN SHUTTLE

PROBES				
				5

T-BOMBS							
					D	D	D

TYPE II PHASER TABLE

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

M. JOLLIFF CANNON

ENERGY		RANGE 0-1	2-4	5- 8	9- 15	16- 25
2		10	8	6	4	2
3		15	12	9	6	3
4		20	16	11	7	4
5		25	18	12	-	-
HIT		2-11	2-10	2-8	2-6	2-5

ADD TABLE

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

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

200 SPACES OF DRONES
HELD IN CARGO STORAGE

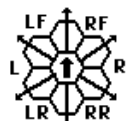
DRONE RACK												
1											B	L
2											B	L
3											B	L
4											B	L
5											B	L
6											B	L
7								C	G			
8								C	G			

B AND L-RACKS HAVE ONE RELOAD PRIOR
TO Y175. TWO RELOADS THEREAFTER

L-RACKS HOLD 3 DOUBLE SPACE
DRONES - SEE (FDL.1)

C-RACKS ALWAYS HAVE ONE RELOAD, WITH
RACKS CONVERTED TO G-RACKS BY Y150 REFIT

G-RACKS HAVE TWO RELOADS PRIOR TO Y175, THREE THEREAFTER. ONE IS ENTIRELY ADD'S


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

SSD drawn by Loren Smith
<smith@startrekmail.com>

SHIP STATISTICS		
TYPE	=	CD
POINT VALUE	=	126
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CD
REFERENCE	=	(RV.27)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y125
DRONE REFIT (Y135)		+18
G-RACK REFIT (Y150)		+3
Y175 REFIT		+0

SHIPS PERFORMANCE			
MOVEMENT COST		.67	
HET COST		3.33	
ERRATIC MANEUVER COST		4	
BREAKDOWN		5-6	
COMMAND RATING		6	
EXPLOSION STRENGTH		14	
DOCKING		7	
TURN MODE = B SPEED			
POWER SYSTEMS		1	2 - 5
WARP = 20		2	6 - 10
IMPULSE = 4		3	11 - 15
APR = 2		4	16 - 21
TOTAL = 26		5	22 - 28
BTTY = 2		6	29+
HET		BD	

CNTR	
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SPECIAL SENSORS ARE
DESTROYED ON TORPEDO HITS

SENSOR

6
6
5
3
1
0

DAM CON

4
2
2
2
0

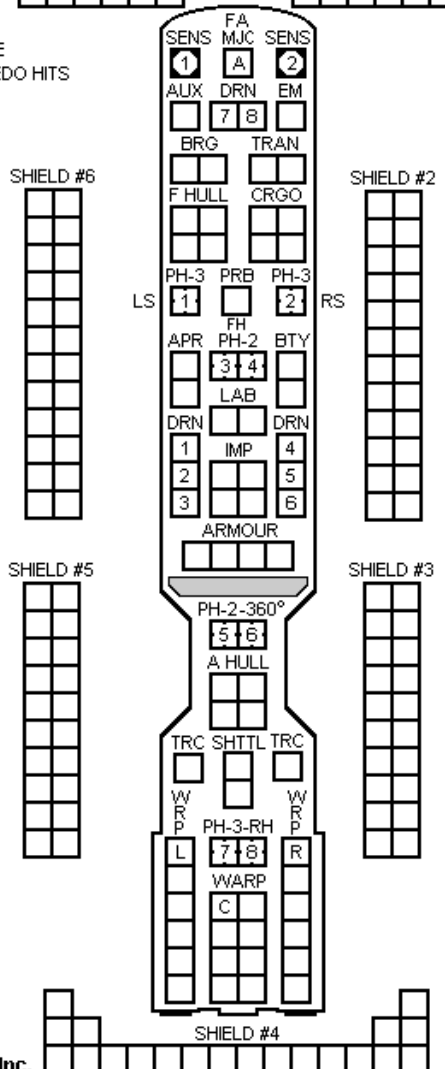
SCANNER

0
0
1
3
5
9

EX DAM

VELKYRIAN TORPEDO CRUISER

SHIELD #1

[illegible]

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

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CREW UNITS									
		*							10
									20
									30
									38

BOARDING PARTIES									
									10
									12

ADMIN SHUTTLES									
IDENT	HIT POINTS	NOTES							

PROBES									
									5

T-BOMBS									
									D D D D

DECK CREWS									
									2

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

DRONE RACK									
1									J
2									J
3									L

C-RACKS ALWAYS HAVE ONE RELOAD.
J AND L-RACKS HAVE ONE RELOAD PRIOR TO Y175, TWO RELOADS THEREAFTER.
L-RACK HOLDS 3 DOUBLE SPACE DRONES - SEE (FDL.1).

BRUNHILDA'S KISS - LATE

RANGE	0	1-4	5-10	11-20	21-30
DAMAGE, STD	-	4	3	2	1
DAMAGE, OULD	9	8	5	-	-
FEEDBACK	2	-	-	-	-
HIT	1-6	1-5	1-4	1-3	1-2

MJOLLNIR CANNON

ENERGY	RANGE 0-1	2-4	5-8	9-15	16-25
2	10	8	6	4	2
3	15	12	9	6	3
4	20	16	11	7	4
5	25	18	12	-	-
HIT	2-11	2-10	2-8	2-6	2-5

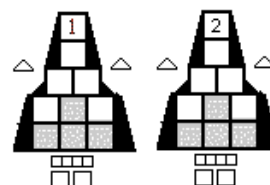
ADD									
1									

ADD HOLDS 6 ROUNDS PRIOR TO Y175 AND 12 ROUNDS THEREAFTER

SHIP STATISTICS									
TYPE	=	CL							
POINT VALUE	=	137							
SHIELD COST	=	1+1							
LIFE SUPPORT	=	1							
SIZE CLASS	=	3							
TACT INTEL	=	CL							
REFERENCE	=	(RV.9)							
SOURCE	=	UNOFFICIAL							
YEAR IN SVC	=	Y120							
DRONE REFIT	=	+6							
FIGHTER REFIT	=	+6							
Y175 REFIT	=	+0							

SHIPS PERFORMANCE				
MOVEMENT COST		.67		
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 = 3		4	16 - 21	
TOTAL = 31		5	22 - 28	
BTY = 3		6	29+	
HET		BD		

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

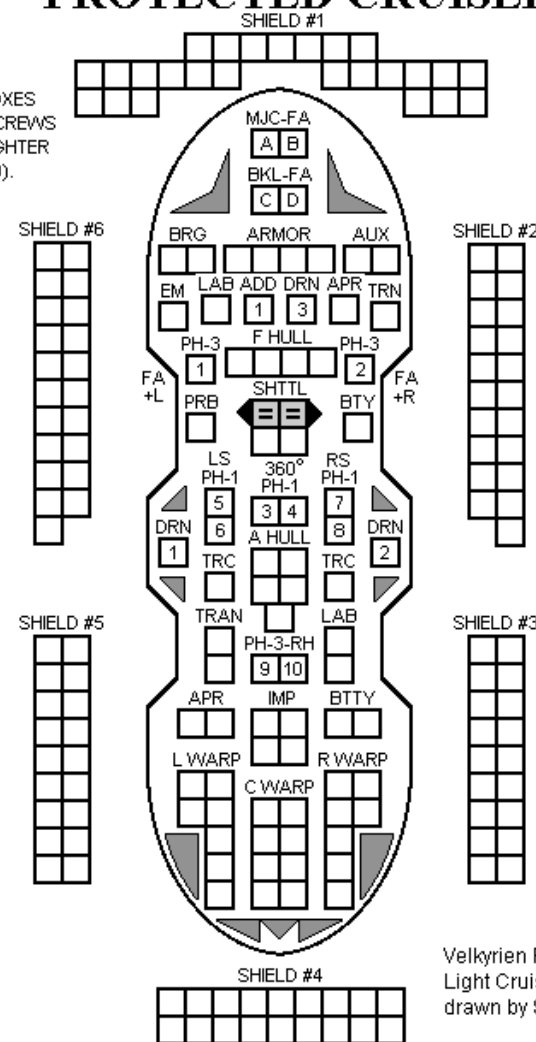


VIXEN FTR
BPV = 9
2xPH-3 -FA
DFR = 4
SPEED = 15

VELKYRIEN PROTECTED CRUISER

CNTR

SHADED BOXES AND DECK CREWS ARE THE FIGHTER REFIT (Y150).



Velkyrien Protected Light Cruiser SSD
drawn by Sean Young

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SENSOR	SCANNER	DAM CON	EX DAM
6 6 5 3 1 0	0 0 1 3 5 9	4 4 2 2 2 0	

WARP ENERGY MOVEMENT COST = .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
									40
									42

BOARDING PARTIES									
									10
									14

ADMIN SHUTTLES									
IDENT	HIT	POINTS	NOTES						

PROBES				
				5

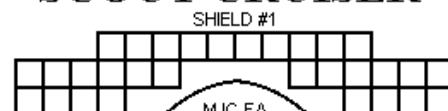
T-BOMBS				
				D D D D

DECK CREWS				
				2

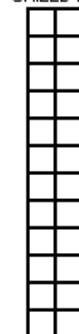
SHIP STATISTICS									
TYPE	=	CLC							
POINT VALUE	=	137							
SHIELD COST	=	1+1							
LIFE SUPPORT	=	1							
SIZE CLASS	=	3							
TACT INTEL	=	CL							
REFERENCE	=	(RV.12)							
SOURCE	=	UNOFFICIAL							
YEAR IN SVC	=	Y167							

CNTR

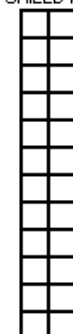
VELKYRIEN SCOUT CRUISER



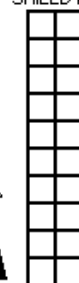
SHIELD #6



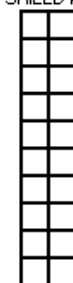
SHIELD #2



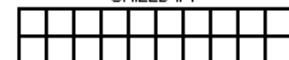
SHIELD #5



SHIELD #3



SHIELD #4



Velkyrien Light Command Cruiser SSD drawn by Sean Young.

SENSOR					SCANNER					DAM CON					EX DAM				
6	6	5	3	1	0	0	0	1	3	5	9	4	4	2	2	2	0		

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	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



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

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

DRONE RACK

1												J
2												J
3	:	:	:	:	:	:	:	:	:	:	:	G

J-RACKS HAVE ONE RELOAD PRIOR TO Y175, TWO RELOADS THEREAFTER. G-RACK HAS TWO RELOADS PRIOR TO Y175, THREE THEREAFTER. ONE IS ENTIRELY ADD'S.

BRUNHILDA'S KISS - LATE

RANGE	0	1-4	5-10	11-20	21-30
DAMAGE, STD	-	4	3	2	1
DAMAGE, OULD	9	8	5	-	-
FEEDBACK	2	-	-	-	-
HIT	1-6	1-5	1-4	1-3	1-2

MJOLLNIR CANNON

ENERGY	RANGE	0-1	2-4	5-8	9-15	16-25
2	10	8	6	4	2	
3	15	12	9	6	3	
4	20	16	11	7	4	
5	25	18	12	-	-	
HIT	2-11	2-10	2-8	2-6	2-5	

CORE WORLDS

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

Tables and Charts by PHD Shipyards
Used by permission

The VULPIAN LEAGUE is courtesy of John Christie

<sfbrocky@rocknet.net.au>

SPECIAL SENSOR DESTROYED ON TORPEDO HITS.

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

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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

DECK CREWS		
	2	

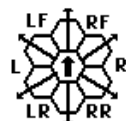
PROBES					T-BOMBS				
				5					D D D D

DRONE RACK							
1							C
2							C
3	.	.	.	.	.	.	G
4	.	.	.	.	.	.	G

ADD					
3					
4					

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


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

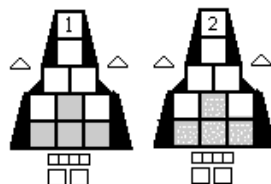
TYPE III DEFENSE PHASER

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

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

VIXEN FTR

BPV = 9
2xPH-3 -FA
DFR = 4
SPEED = 15



ADD-6 ARE REPLACED BY DRONE-G BY THE Y150 PLUS REFTT.

SHIP STATISTICS		
TYPE	=	CLG
POINT VALUE	=	75
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CL
REFERENCE	=	(RV.13)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	130
PLUS REFIT (Y150)		+10
Y175 REFIT		+0

SHIPS PERFORMANCE			
MOVEMENT COST		.67	
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 = 0		4	16 - 21
TOTAL = 28		5	22 - 28
BTY = 2		6	29+
HET		BD	

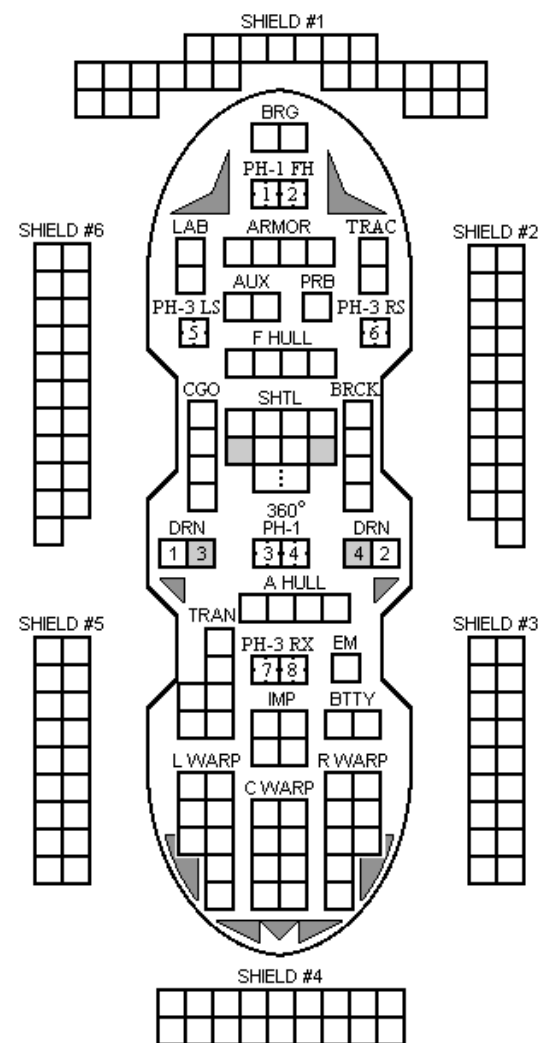
SENSOR						SCANNER					
6	6	5	3	1	0	0	0	1	3	5	9
DAM CON						EX DAM					
4	4	2	2	2	0						

C-RACKS HAVE ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER.

G-RACKS HAVE TWO RELOADS PRIOR TO THE Y175 REFIT, THREE RELOADS THEREAFTER. ONE RELOAD IS ENTIRELY ADD'S

CNTR	
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VELKYRIEN LANDING CRAFT



SHADED BOXES AND DECK CREW
ARE THE Y150 PLUS REFIT.

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
								37	

BOARDING PARTIES									
									10

DECK CREWS									
									2

ADMIN SHUTTLES									
IDENT	HIT POINTS	NOTES							

PROBES									
									5
									5

T-BOMBS									
									D D D D

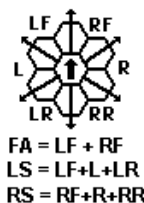
SHIP STATISTICS									
TYPE	=	CLS							
POINT VALUE	=	102/142							
SHIELD COST	=	1+1							
LIFE SUPPORT	=	1							
SIZE CLASS	=	3							
TACT INTEL	=	CL							
REFERENCE	=	(RV.11)							
SOURCE	=	UNOFFICIAL							
YEAR IN SVC	=	Y130							
DRONE REFIT	=	+3							
FIGHTER REFIT	=	+6							
Y175 REFIT	=	+0							

NOTE: THE CLS DID NOT RECIEVE ITS DRONE REFIT UNTIL Y150.

SHIPS PERFORMANCE									
MOVEMENT COST	.67								
HET COST	3.33								
ERRATIC MANEUVER COST	4								
BREAKDOWN	5-6								
TURN MODE = B	SPEED								
POWER SYSTEMS	1	2 - 5							
WARP = 22	2	6 - 10							
IMPULSE = 4	3	11 - 15							
APR = 2	4	16 - 21							
TOTAL = 28	5	22 - 28							
BTTY = 3	6	29+							
HET									

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



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

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

DRONE RACK									
1								C	G
2								C	G

C-RACKS ALWAYS HAVE ONE RELOAD. THESE ARE CONVERTED TO G-RACKS WITH THE DRONE REFIT (TWO RELOADS, ONE OF WHICH IS ENTIRELY ADD'S).

ADD									
1									
DRONE RACK									
3									J

ADD IS CONVERTED TO A J-RACK WITH THE DRONE REFIT IN Y150. THE J-RACK HAS ONE RELOAD PRIOR TO Y175 AND TWO RELOADS THERAFTER.

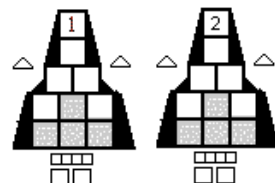
SPECIAL SENSORS ARE DESTROYED ON TORPEDO HITS.

CORE WORLDS

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

Tables and Charts by PHD Shipyards
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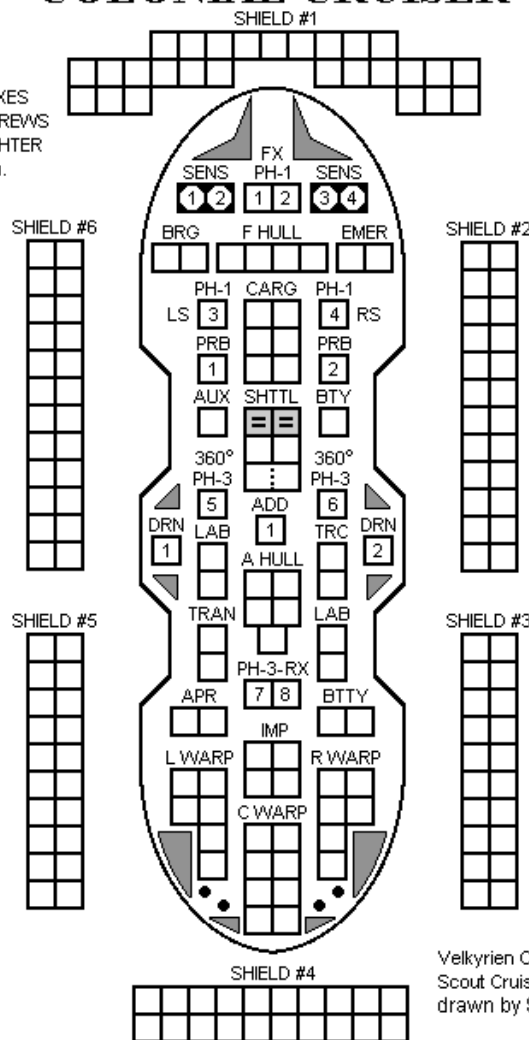
VIXEN FTR
BPV = 9
2xPH-3 -FA
DFR = 4
SPEED = 15



VELKYRIEN COLONIAL CRUISER

CNTR

SHADED BOXES AND DECK CREWS ARE THE FIGHTER REFIT (Y150).



Velkyrien Colonial Light Scout Cruiser SSD
drawn by Sean Young

The VULPIAN LEAGUE is courtesy of John Christie
<sfrocky@rocknet.net.au>

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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

DECK CREWS		
	2	

[illegible]

FIGHTER REFIT REPLACES 1 ADMIN & 1 GAS

PROBES				
				5

T-BOMBS							
				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					
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


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

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

OPTION MOUNTS

A	
B	

G-RACK HAS TWO RELOADS PRIOR TO Y175, THREE THEREAFTER. ONE IS ENTIRELY Y ADD'S

The Option Mounts are restricted to Ph-1, Disr-22, BKE, BKL, or Photon. A Plasma-G may also be fitted but requires both Option Mounts. Ph-1, Disr, BKE & BKL have FH arcs, Photons have FA arc. Plasma-G has FA arc (FP with Swivel).

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The VULPIAN LEAGUE is courtesy of John Christie

< sfbrocky@rocknet.net.au >

Velkyrien CR SSD drawn by Loren Smith

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

SHIP STATISTICS		
TYPE	=	CR
POINT VALUE	=	108
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CR
REFERENCE	=	(RV.4)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y130
DRONE REFIT	=	+2
FIGHTER REFIT	=	+5
PLUS REFIT	=	+5
Y175 REFIT	=	+0

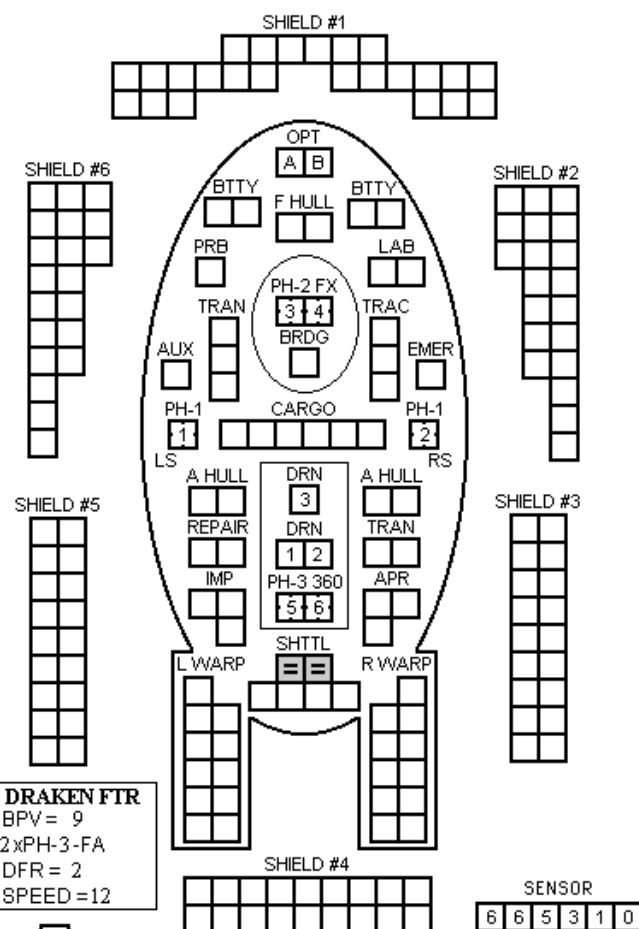
SHIPS PERFORMANCE			
MOVEMENT COST		.67	
HET COST		3.33	
ERRATIC MANEUVER COST		4	
BREAKDOWN		6	
TURN MODE = B		SPEED	
POWER SYSTEMS		1	2 - 5
WARP = 22		2	6 - 10
IMPULSE = 3		3	11 - 15
APR = 3		4	16 - 21
TOTAL = 28		5	22 - 28
BTTY = 4		6	29+
HET		BD	

DRONE RACK											
1							C				J
2							C				J
3	:	:	:	:	:	:	A	G			

C & J RACKS ALWAYS HAVE DOUBLE RELOADS.
 DRONE REFIT REPLACES C RACKS WITH J RACKS.
 A RACK HAS A SINGLE RELOAD.
 PLUS REFIT REPLACES A RACK WITH G RACK
 AND APR WITH AWR.

CNTR	
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VELKYRIAN DRAKAR RAIDERS



DRAKEN FTR
BPV = 9
2xPH-3-FA
DFR = 2
SPEED = 12

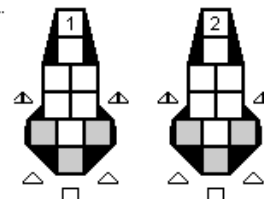
DEFENSIVE FIGHTERS CARRIED PRIOR
TO Y167, OFFENSIVE FIGHTERS
THEREAFTER

SENSOR					
6	6	5	3	1	0
SCANNER					
0	0	1	3	5	9
DAM CON					
4	4	2	2	2	0
EX DAM					

CORE WORLDS

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

Tables and Charts by PHD Shipyards
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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

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
									28

ADMIN SHUTTLES									
IDENT	HIT POINTS	NOTES							

BOARDING PARTIES									
									8

PROBES									
									5

T-BOMBS									
									D D

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

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

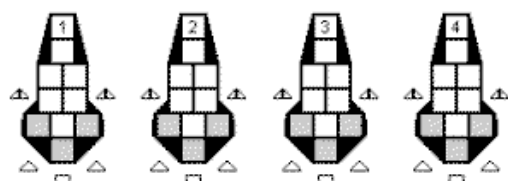
DRONE RACKS

1										G
2										G

DRONE RACKS HAVE TWO RELOADS UNTIL THE Y175 REFIT, THREE THEREAFTER. ONE RELOAD IS ENTIRELY ADD'S.

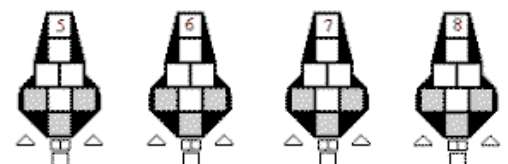
ADD TABLE

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



DRAKEN FTR.

BPV = 9
2xPH-3 -FA
2xTYPE-I DRN
2xTYPE-VI DRN
DFR = 2
SPEED = 12



VENOM FTR.

BPV = 7
2xPH-3 -FA
2xTYPE-VI DRN
2xRALAD
DFR = 2
SPEED = 10

SHIP STATISTICS									
TYPE	=	CVE							
POINT VALUE	=	80							
SHIELD COST	=	.5+.5							
LIFE SUPPORT	=	.5							
SIZE CLASS	=	4							
TACT INTEL	=	DD							
REFERENCE	=	(RV.14)							
SOURCE	=	UNOFFICIAL							
YEAR IN SVC	=	168							
Y175 REFIT	=	+0							

CNTR

SENSOR
6
5
2
0

SCANNER
0
1
4
9

DAM CON
2
2
2
0

EX DAM

SHIPS PERFORMANCE				
MOVEMENT COST		.5		
HET COST		2.5		
ERRATIC MANEUVER COST		3		
BREAKDOWN		5-6		
COMMAND RATING		4		
EXPLOSION STRENGTH		12		
DOCKING		4		
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		

CORE WORLDS

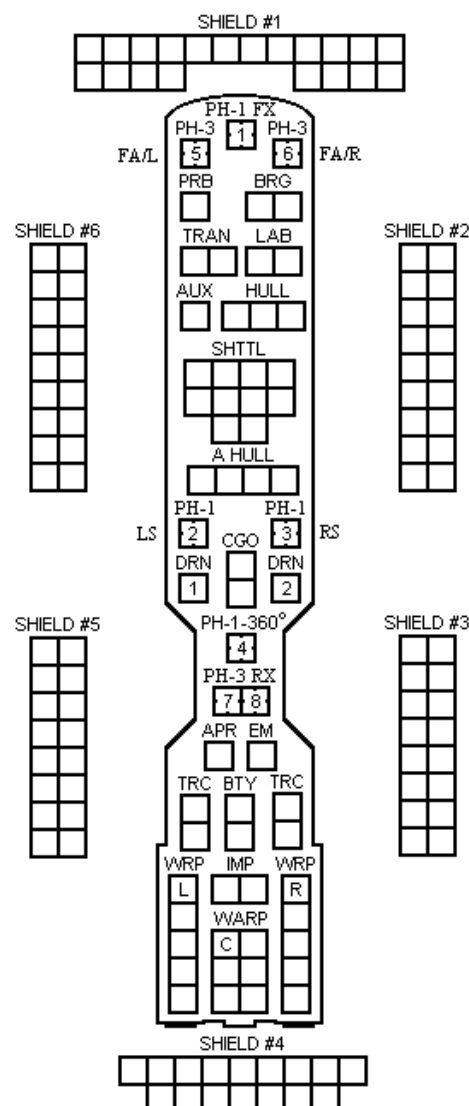
by Sean Young <youngsea@pilot.msu.edu>

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VELKYRIEN SEAPLANE TENDER



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
									28

ADMIN SHUTTLES									
IDENT	HIT POINTS	NOTES							

BOARDING PARTIES									
									8

PROBES									
									5

T-BOMBS									
									D D

DECK CREWS

Deck Crew added with the Fighter Refit

SHADED BOX
ADDED WITH
THE FIGHTER REFIT

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	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 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	1
2	6	5	4	4	2	1	1	0	0
3	6	4	4	4	1	1	0	0	0
4	5	4	4	3	1	0	0	0	0
5	5	4	3	3	0	0	0	0	0
6	5	3	3	3	0	0	0	0	0

TYPE III DEFENSE PHASER

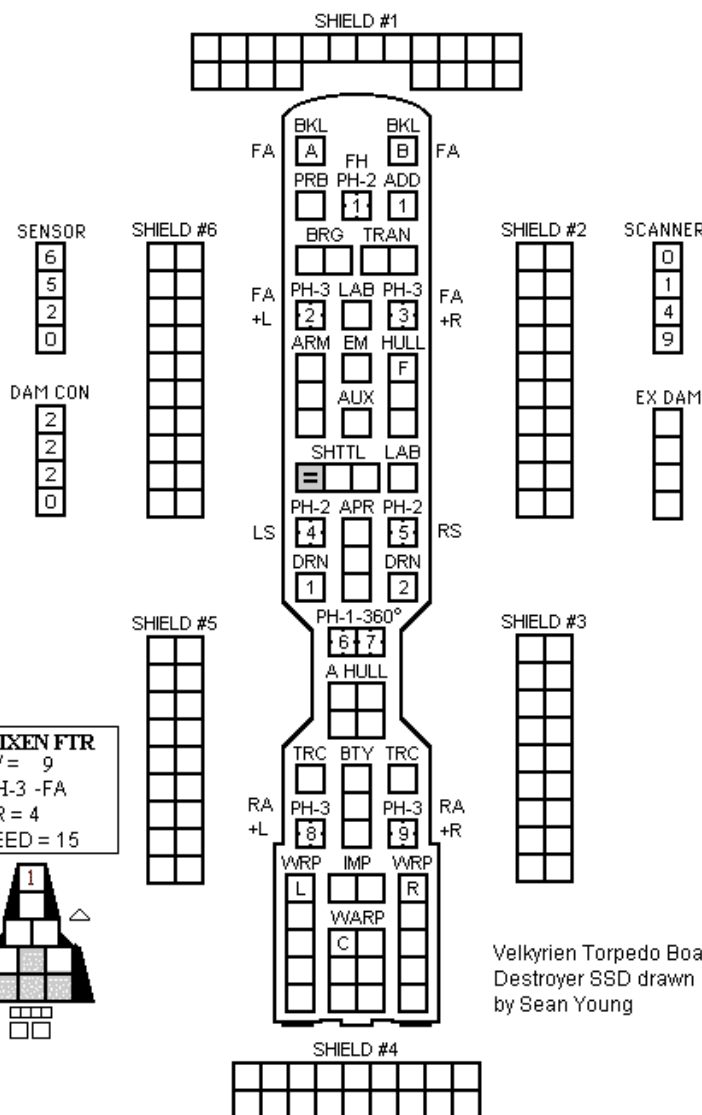
DIE ROLL	RANGE	0	1	2	3	4-8	9-15
1	4	4	4	3	1	1	1
2	4	4	4	2	1	0	0
3	4	4	4	1	0	0	0
4	4	4	3	0	0	0	0
5	4	3	2	0	0	0	0
6	3	3	1	0	0	0	0

SHIP STATISTICS									
TYPE	=	DD							
POINT VALUE	=	96							
SHIELD COST	=	.5+.5							
LIFE SUPPORT	=	.5							
SIZE CLASS	=	4							
TACT INTEL	=	DD							
REFERENCE	=	(RV.15)							
SOURCE	=	UNOFFICIAL							
YEAR IN SVC	=	Y120							
DRONE REFIT	=	+4							
FIGHTER REFIT	=	+3							
Y175 REFIT	=	+0							

SHIPS PERFORMANCE									
MOVEMENT COST					.5				
HET COST					2.5				
ERRATIC MANEUVER COST					3				
BREAKDOWN					5-6				
COMMAND RATING					4				
EXPLOSION STRENGTH					12				
DOCKING					4				
TURN MODE = B SPEED									
POWER SYSTEMS					1	2 - 5			
WARP = 16					2	6 - 10			
IMPULSE = 2					3	11 - 15			
APR = 3					4	16 - 21			
TOTAL = 21					5	22 - 28			
BTTY = 3					6	29+			
HET					BD				

CNTR

VELKYRIAN TORPEDO BOAT DESTROYER



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RANGE	0	1-4	5-10	11-20	21-30
DAMAGE, STD	-	4	3	2	1
DAMAGE, OULD	9	8	5	-	-
FEEDBACK	2	-	-	-	-
HIT	1-6	1-5	1-4	1-3	1-2

DRONE RACK									
1									J
2									J

C-RACKS ALWAYS HAVE ONE RELOAD.
J-RACKS HAVE ONE RELOAD PRIOR
TO Y175, TWO RELOADS THEREAFTER

ADD									
1									

ADD HOLDS 6 ROUNDS PRIOR TO
Y175 AND 12 ROUNDS THEREAFTER

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

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

BOARDING PARTIES									
									8

DECK CREWS									
									1

Deck Crew added with the Fighter Refit.

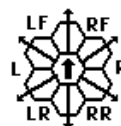
ADMIN SHUTTLES									
IDENT	HIT POINTS				NOTES				

PROBES									
									5

T-BOMBS									
									D D

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



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

TYPE III DEFENSE PHASER

DIE	RANGE					4-9	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	

DRONE RACK									
1							C		J
2							C		J

C-RACKS ALWAYS HAVE ONE RELOAD.
J-RACKS HAVE ONE RELOAD PRIOR TO Y175, TWO RELOADS THERAFTER

BRUNHILDA'S KISS - LATE

RANGE	0	1-4	5-10	11-20	21-30
DAMAGE, STD	-	4	3	2	1
DAMAGE, OULD	9	8	5	-	-
FEEDBACK	2	-	-	-	-
HIT	1-6	1-5	1-4	1-3	1-2

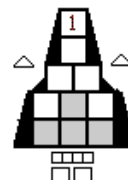
SHIP STATISTICS									
TYPE	=	FF							
POINT VALUE	=	75							
SHIELD COST	=	.5+.5							
LIFE SUPPORT	=	.5							
SIZE CLASS	=	4							
TACT INTEL	=	FF							
REFERENCE	=	(RV.17)							
SOURCE	=	UNOFFICIAL							
YEAR IN SVC	=	Y120							
DRONE REFIT	=	+3							
FIGHTER REFIT	=	+3							
AWR REFIT	=	+2							
Y175 REFIT	=	+0							

SHIPS PERFORMANCE				
MOVEMENT COST		0.33		
HET COST		1.67		
ERRATIC MANEUVER COST		2		
BREAKDOWN		6		
COMMAND RATING		3		
EXPLOSION STRENGTH		9		
DOCKING		4		
TURN MODE= A SPEED				
POWER SYSTEMS		1	2 - 6	
WARP = 12		2	7 - 12	
IMPULSE = 2		3	13 - 19	
APR = 2		4	20 - 26	
TOTAL = 16		5	27+	
BTTY = 2				
HET		BD		

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VIXEN FTR	
BPV =	9
2xPH-3 -FA	
DFR =	4
SPEED =	15



CNTR									

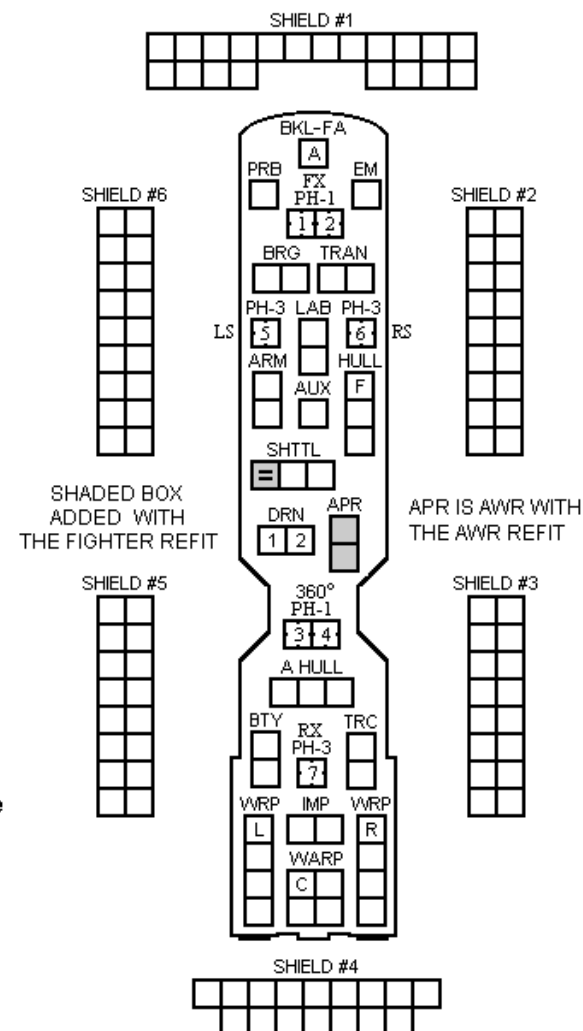
SENSOR									

SCANNER									

DAM CON									

EX DAM									

VELKYRIEN GUNBOAT



WARP ENERGY MOVEMENT COST = 1/3 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	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.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

CREW UNITS									
									10
									20

BOARDING PARTIES									
									8

DECK CREWS									
									1

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

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

ADD									
1									

6 ROUNDS BEFORE Y175 REFIT,
12 AFTER.

PHOTON TORPEDO

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DMGE, OVERLOAD	-----VARIES-----				NA	NA

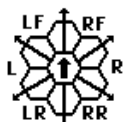
ADMIN SHUTTLES									
IDENT	HIT POINTS	NOTES							

PROBES									
									5

T-BOMBS									
									D D

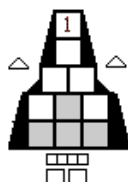
DRONE RACK									
1									J
2									J

J-RACKS HAVE ONE RELOAD PRIOR
TO Y175, TWO RELOADS THERAFTER



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

VIXEN FTR
BPV = 9
2xPH-3 -FA
DFR = 4
SPEED = 15



SHIP STATISTICS									
TYPE	=	FF+							
POINT VALUE	=	80							
SHIELD COST	=	.5+.5							
LIFE SUPPORT	=	.5							
SIZE CLASS	=	4							
TACT INTEL	=	FF							
REFERENCE	=	(RV.18)							
SOURCE	=	UNOFFICIAL							
YEAR IN SVC	=	160							
Y175 REFIT	=	+0							

SHIPS PERFORMANCE				
MOVEMENT COST		0.33		
HET COST		1.67		
ERRATIC MANEUVER COST		2		
BREAKDOWN		6		
COMMAND RATING		3		
EXPLOSION STRENGTH		9		
DOCKING		4		
TURN MODE= A SPEED				
POWER SYSTEMS		1	2 - 6	
WARP = 12		2	7 - 12	
IMPULSE = 2		3	13 - 19	
APR = 2		4	20 - 26	
TOTAL = 16		5	27+	
BTTY = 2				
HET		BD		

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ADD TABLE

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

CORE WORLDS

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

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CNTR									

SENSOR									

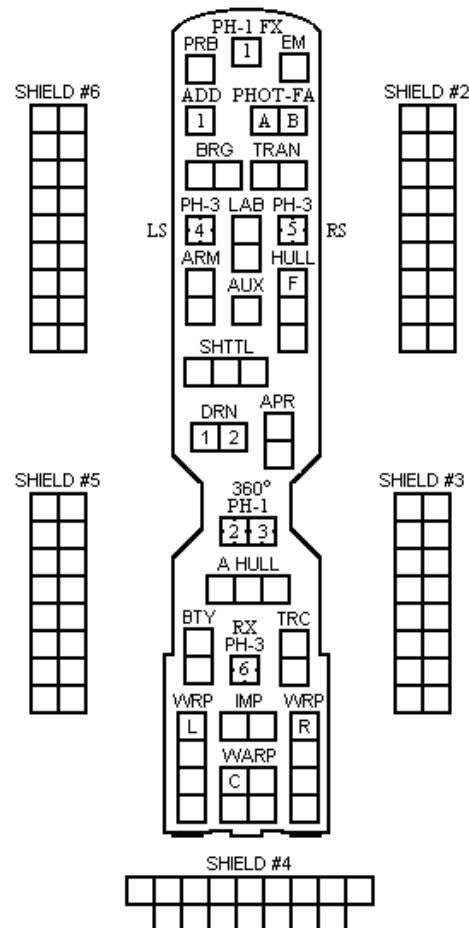
SCANNER									

DAM CON									

EX DAM									

VELKYRIEN PT BOAT

SHIELD #1									



WARP ENERGY MOVEMENT COST = 1/3 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	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.	$\frac{1}{3}$	$\frac{2}{3}$	1	$1\frac{1}{3}$	$1\frac{2}{3}$	2	$2\frac{1}{3}$	$2\frac{2}{3}$	3	$3\frac{1}{3}$	$3\frac{2}{3}$	4	$4\frac{1}{3}$	$4\frac{2}{3}$	5	$5\frac{1}{3}$	$5\frac{2}{3}$	6	$6\frac{1}{3}$	$6\frac{2}{3}$	7	$7\frac{1}{3}$	$7\frac{2}{3}$	8	$8\frac{1}{3}$	$8\frac{2}{3}$	9	$9\frac{1}{3}$	$9\frac{2}{3}$	10

CREW UNITS									
									10
									19

BOARDING PARTIES									
									6

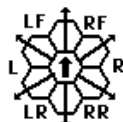
ADMIN SHUTTLES									
IDENT	HIT POINTS			NOTES					

PROBES									
									5

T-BOMBS									
									D D

TYPE II PHASER TABLE

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



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

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

DRONE RACK

DRONE RACK												
1												J
2												J
3												L
4												L
5	...	...	...	...	...	...	...	...	...	...	...	G

J AND L-RACKS HAVE ONE RELOAD PRIOR TO Y175, TWO RELOADS THERAFTER.

L-RACK HOLDS 3 DOUBLE SPACE DRONES - SEE (FDL.1).

G-RACK HAS TWO RELOADS PRIOR TO Y175, THREE THERAFTER. ONE IS ENTIRELY ADD'S.

SCOUT FUNCTIONS

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

SPECIAL SENSOR IS DESTROYED ON TORPEDO HITS.

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

CARGO BOXES HOLD 100 SPACES OF DRONES.

ADD TABLE

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

SHIP STATISTICS									
TYPE	=	FFD							
POINT VALUE	=	86							
SHIELD COST	=	.5+.5							
LIFE SUPPORT	=	.5							
SIZE CLASS	=	4							
TACT INTEL	=	FF							
REFERENCE	=	(RV.19)							
SOURCE	=	UNOFFICIAL							
YEAR IN SVC	=	135							
Y175 REIT	=	+0							

SHIPS PERFORMANCE				
MOVEMENT COST		0.33		
HET COST		1.67		
ERRATIC MANEUVER COST		2		
BREAKDOWN		6		
COMMAND RATING		3		
EXPLOSION STRENGTH		9		
DOCKING		4		
TURN MODE = A SPEED				
POWER SYSTEMS		1	2 - 6	
WARP = 12		2	7 - 12	
IMPULSE = 2		3	13 - 19	
APR = 0		4	20 - 26	
TOTAL = 14		5	27+	
BTTY = 2				
HET		BD		

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CORE WORLDS

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CNTR

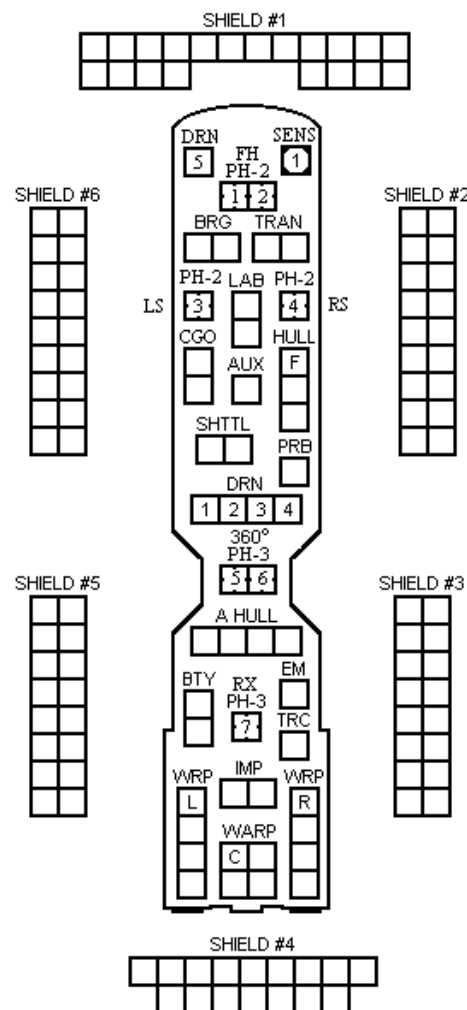
SENSOR
6
5
2
0

SCANNER
0
1
4
9

DAM CON
2
2
2
0

EX DAM

VELKYRIEN TORPEDO-BOAT



WARP ENERGY MOVEMENT COST = 1/3 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	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.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

DECK CREWS				
			4	

ADMIN SHUTTLES								
IDENT	HIT POINTS						NOTES	

PROBES					T-BOMBS				
				5					D D D D

[illegible]

J-RACKS HAVE ONE RELOAD PRIOR TO Y175,
TWO RELOADS THEREAFTER

**N.B.:- J-RACKS
HOLD SINGLE
SPACE DRONES
ONLY.**

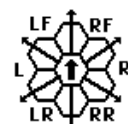
SHIP STATISTICS		
TYPE	=	MON
POINT VALUE	=	90/150
SHIELD COST	=	1 + 1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	MON
REFERENCE	=	(RV.23)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	150
Y175	=	0

SHIPS PERFORMANCE			
MOVEMENT COST		.5	
HET COST		2.5	
ERRATIC MANEUVER COST		3	
BREAKDOWN		2 - 6	
TURN MODE = D		SPEED	
POWER SYSTEMS		1	2 - 4
WARP = 6		2	5 - 8
IMPULSE = 3		3	9 - 12
APR = 18		4	13 - 17
TOTAL = 27		5	18 - 24
BTTY = 8		6	25+
HET		RD	

PALLET
INSERT PALLET SEE (R1.22E). (FIGHTER PALLET HOLDS 8 OFFENSIVE/SUPERIORITY AND 4 ASSAULT FIGHTERS

TYPE III DEFENSE PHASER						
DIE ROLL	RANGE			4-	9-	
	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

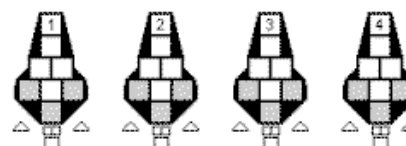
MJOLLNIR CANNON					
ENERGY	RANGE		5-8	9-15	16-25
	0-1	2-4			
2	10	8	6	4	2
3	15	12	9	6	3
4	20	16	11	7	4
5	25	18	12	-	-
HIT	2-11	2-10	2-8	2-6	2-5


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

SEE (R1.22B)
FOR MANEUVER
LIMITATIONS

BRUNHILDA'S KISS - LATE					
RANGE	0	1-4	5-10	11-20	21-30
DAMAGE, STD	-	4	3	2	1
DAMAGE, OULD	9	8	5	-	-
FEEDBACK	2	-	-	-	-
HIT	1-6	1-5	1-4	1-3	1-2

VENOM FTR.
BPV = 7
2xPH-3 -FA
2xRALAD
2xTYPE-VI DRG
DFR = 2
SPEED = 10



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

CNTR	
------	--

VELKYRIEN MONITOR

SHIELD #1							

SHIELD #6

[illegible]

SHIELD #5

[illegible]

SHIELD #2

[illegible]

SHIELD #3

[illegible]

The diagram shows the control room layout for the MJC-FA. It features a central console with various buttons and displays. The top section of the central console has a row of buttons labeled 'A', 'B', 'C', and 'D' under the heading 'MJC-FA'. Below this is a 'BRDG' button. The middle section has 'PH-3-LS' and 'PH-3-RS' buttons, each with a 2x2 grid of smaller buttons labeled 1-4 and 5-8 respectively. Below these are 'HULL' buttons, followed by 'APR' and 'HULL' buttons. The bottom section includes 'PRB', 'EMER', 'BTBY', 'PH-1-360°' (with a 2x2 grid of buttons labeled 9-10 and 11-12), 'IMPUSE', 'SHTL', and 'AUX' buttons. The side consoles have 'FA' buttons, 'BKL' buttons, and a 'DRN 1 WRP' button. The entire layout is enclosed in a rounded rectangular frame.

[illegible]

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SENSOR				DAM CON			
6	6	1	0	4	2	2	0
SCNNR				EX DAM			
0	0	5	9				

CREW UNITS									
									10
									20
									28

ADMIN SHUTTLES				
IDENT	HIT POINTS	NOTES		
				MSS
				MSS

BOARDING PARTIES									
									7

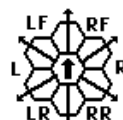
DECK CREWS									
									1

PROBES				
				5

T-BOMBS				
				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	4	5	4	3	2	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 + LR
RS = RF + RR
RX = L + LR + RR + R

MINE RACKS									
1									
2									
3									
4									

RACKS ARE SHOWN FOR LARGE MINES;
FOR SMALL MINES WRITE AN "S" ON
EACH SIDE OF THE DIVIDING BAR.

DRONE RACKS									
1									G
2									G

DRONE RACKS HAVE TWO RELOADS UNTIL
THE Y175 REFIT, THREE THEREAFTER.
ONE RELOAD IS ENTIRELY ADD'S.

ADD TABLE

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

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

SHIP STATISTICS				
TYPE	=	MS		
POINT VALUE	=	97/81		
SHIELD COST	=	.5+.5		
LIFE SUPPORT	=	.5		
SIZE CLASS	=	4		
TACT INTEL	=	MS		
REFERENCE	=	(RV.24)		
SOURCE	=	UNOFFICIAL		
YEAR IN SVC	=	168		

SHIPS PERFORMANCE				
MOVEMENT COST		.5		
HET COST		2.5		
ERRATIC MANEUVER COST		3		
BREAKDOWN		5-6		
COMMAND RATING		4		
EXPLOSION STRENGTH		12		
DOCKING		4		

TURN MODE = B SPEED				
POWER SYSTEMS		1	2 - 5	
WARP	=	18	2	6 - 10
IMPULSE	=	2	3	11 - 15
APR	=	2	4	16 - 21
TOTAL	=	22	5	22 - 28
BTY	=	2	6	29+
HET			BD	

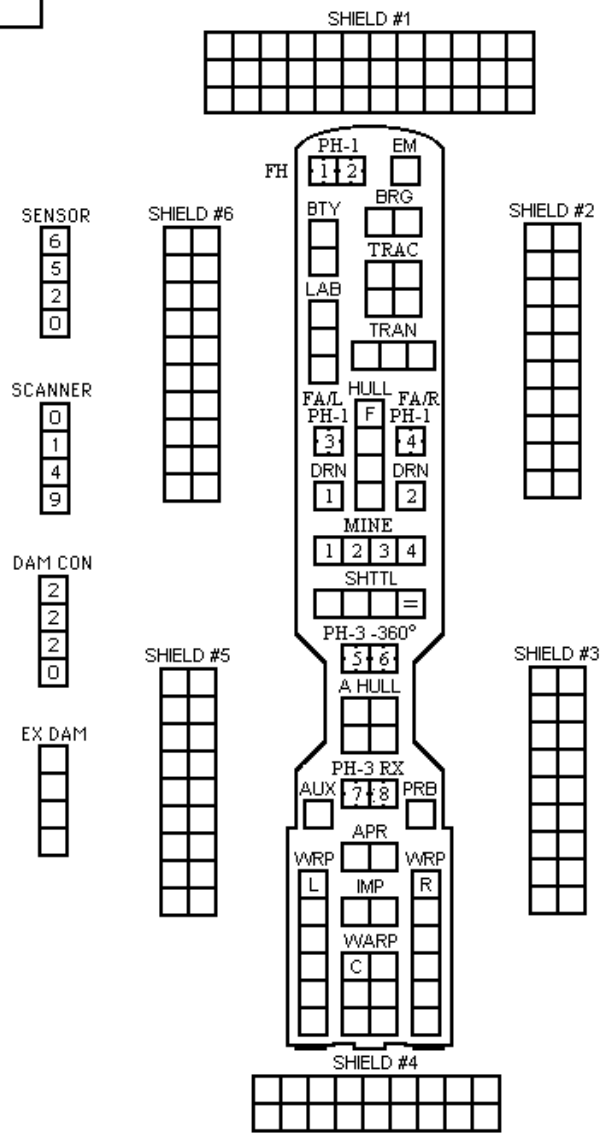
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VENOM FTR.
BPV = 7
2xPH-3 -FA
2xRALAD
2xTYPE-VI DRN
DFR = 2
SPEED = 10



VELKYRIEN MINESWEEPER

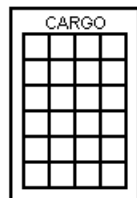
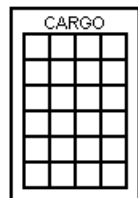
CNTR



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

VELKYRIEN CARGO PODS

POD STATISTICS		
TYPE	=	PCG
POINT VALUE	=	14/10
YEAR IN SERVICE	=	Y125
REFERENCE	=	(RV.261)



VELKYRIEN TROOP TRANSPORT POD

POD STATISTICS		
TYPE	=	PCM
POINT VALUE	=	31/20
YEAR IN SERVICE	=	Y125
REFERENCE	=	(RV.262)



THIS IS A DOUBLE WEIGHT POD

SHIELD #1

SHIELD #6

SHIELD #5

SHIELD #4

SHIELD #2

SHIELD #3

AUX TRAC APR

CARGO

TRAN

BARRACKS

PH-3

360° SHTL

BTTY IMP

CREW UNITS

BOARDING PARTIES

VELKYRIEN SELF DEFENSE POD

POD STATISTICS		
TYPE	=	PSD
POINT VALUE	=	24/16
YEAR IN SERVICE	=	Y130
REFERENCE	=	(RV.263)
Y175 REFIT	=	+2

FA

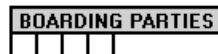
CARGO

PH-3

ADD

APR

IMP PH-3-360°



ADD												
1												

HAD SIX ROUNDS BEFORE Y175 REFIT.

TYPE III PHASER

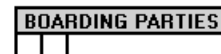
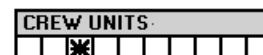
DIE	RANGE	0	1	2	3	4-	9-
ROLL	0	1	2	3	8	15	
1	4	4	4	3	1	1	
2	4	4	4	2	1	0	
3	4	4	4	1	0	0	
4	4	4	3	0	0	0	
5	4	3	2	0	0	0	
6	3	3	1	0	0	0	

ADD TABLE

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

VELKYRIEN REPAIR POD

POD STATISTICS		
TYPE	=	PRP
POINT VALUE	=	34/18
YEAR IN SERVICE	=	Y125
REFERENCE	=	(RV.264)



CARGO

APR

REPAIR

VELKYRIEN HANGER POD

SHUTTLE

AUX % TRAC

CARGO BTY APR

A HULL

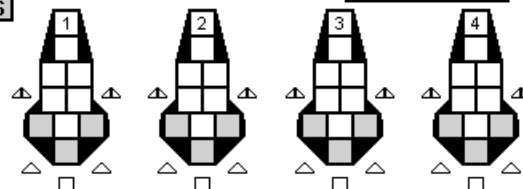
PH-3-360°



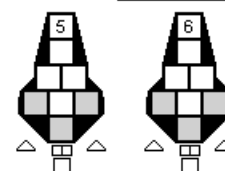
POD STATISTICS		
TYPE	=	PV
POINT VALUE	=	19/12
YEAR IN SERVICE	=	Y167
REFERENCE	=	(RV.265)



FIGHTER STATISTICS		
TYPE	=	DRAKEN
POINT VALUE	=	9
REFERENCE	=	(RV.J4)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y172
SPEED	=	12
DAMAGE	=	10
DFR	=	2
	=	2 X PH-3-FA
	=	2 X TYPE-VI DRN
	=	2 X TYPE-I DRN
	=	1 X CHAFF



FIGHTER STATISTICS		
TYPE	=	VENOM
POINT VALUE	=	7
REFERENCE	=	(RV.J3)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y169
SPEED	=	10
DAMAGE	=	8
DFR	=	2
	=	2 X PH-3-FA
	=	2 X TYPE-VI DRN
	=	2 X ADD FA
	=	1 X CHAFF



VENOM DEFENSIVE FIGHTERS MAY BE REPLACED WITH DRAKEN OFFENSIVE FIGHTERS IF DESIRED.

CREW UNITS									
									10
									16

BOARDING PARTIES									
									6

DECK CREWS									
									1

Deck Crew added with the Fighter Refit

ADMIN SHUTTLES									
IDENT	HIT POINTS				NOTES				

SHADED BOX IS A FIGHTER BAY WITH THE Y150 FIGHTER REFIT.

PROBES									
									5

T-BOMBS									
									D D

TYPE II PHASER TABLE									
DIE	RANGE				4-9	16-31	31-50		
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	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			

DRONE RACK									
1									J
2									J

C-RACKS ALWAYS HAVE ONE RELOAD.
J-RACKS HAVE ONE RELOAD PRIOR TO Y175, TWO RELOADS THEREAFTER

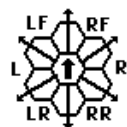
DRONE RACKS									
1									G
2									G

G-RACKS HAVE 2 RELOADS, THREE WITH THE Y175 REFIT. ONE RELOAD IS ENTIRELY ADD'S.

POL MAY CONVERT C-RACKS TO EITHER J-RACKS BY THE DRONE REFIT OR G-RACKS BY THE Y150 PLUS REFIT.

BRUNHILDA'S KISS - LATE

RANGE	0	1-4	5-10	11-20	21-30
DAMAGE, STD	-	4	3	2	1
DAMAGE, OULD	9	8	5	-	-
FEEDBACK	2	-	-	-	-
HIT	1-6	1-5	1-4	1-3	1-2



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

ADD TABLE

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

SHIP STATISTICS									
TYPE	=	POL							
POINT VALUE	=	60							
SHIELD COST	=	.5+.5							
LIFE SUPPORT	=	.5							
SIZE CLASS	=	4							
TACT INTEL	=	POL							
REFERENCE	=	(RV.25)							
SOURCE	=	UNOFFICIAL							
YEAR IN SVC	=	Y120							
DRONE REFIT	=	+2							
FIGHTER REFIT	=	+3							
PLUS REFIT	=	+4							
Y175 REFIT	=	+0							

SHIPS PERFORMANCE									
MOVEMENT COST					0.33				
HET COST					1.67				
ERRATIC MANEUVER COST					2				
BREAKDOWN					6				
COMMAND RATING					3				
EXPLOSION STRENGTH					9				
DOCKING					4				
TURN MODE=AA SPEED									
POWER SYSTEMS				1	2 - 8				
WARP = 10				2	9 - 16				
IMPULSE = 2				3	17 - 24				
APR = 1				4	25+				
TOTAL = 13									
BTY = 2									
HET				BD					
NIMBLE SHIP									

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< sfbrocky@rocknet.net.au >

VENOM FTR.
BPV = 7
2xPH-3 -FA
2xRALAD
2xTYPE-VI DRN
DFR = 2
SPEED = 10

CNTR									

SENSOR									

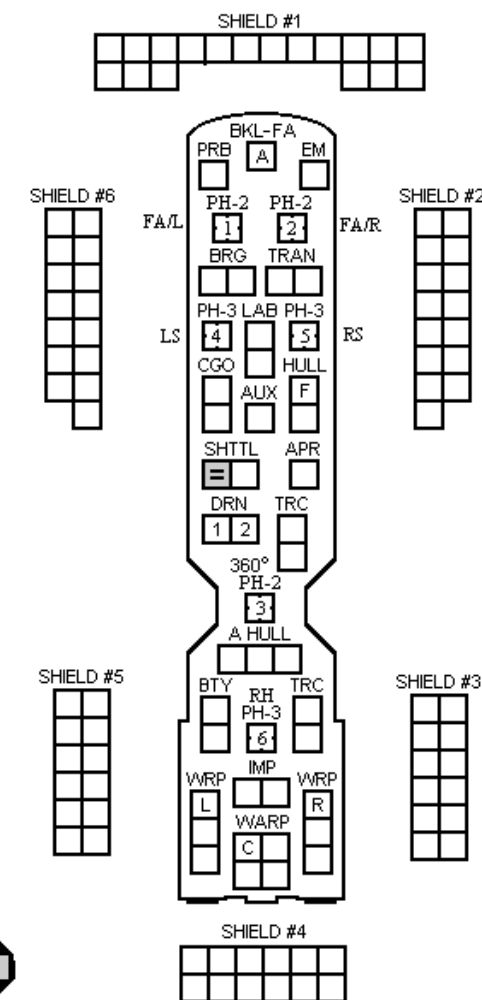
SCANNER									

DAM CON									

EX DAM									



VELKEYRIEN POLICE CORVETTE



WARP ENERGY MOVEMENT COST = 1/3 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	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.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

CREW UNITS									
✱									10

BOARDING PARTIES					
					6

DECK CREWS

1 DECK CREWS COME WITH THE FIGHTER REFIT

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

DRONE RACK

1	:	:	:	:	:	:	:	C	G	:	:	J
2	:	:	:	:	:	:	:	C	G	:	:	J

C-RACKS AND J-RACKS ALWAYS HAVE 2 RELOADS.
G-RACK REFIT (Y166) ONLY GIVEN TO THIS VESSEL IF THE J-RACK REFIT IN Y136 WAS NOT INSTALLED.

G-RACKS HAVE TWO RELOADS PRIOR TO Y175 AND THREE THEREAFTER. ONE RELOAD IS ALWAYS ALL ADDS.

ADMIN SHUTTLES					
IDENT	HIT POINTS	NOTES			
					HTS

FIGHTER REFIT REPLACES 1 ADMIN SHUTTLE

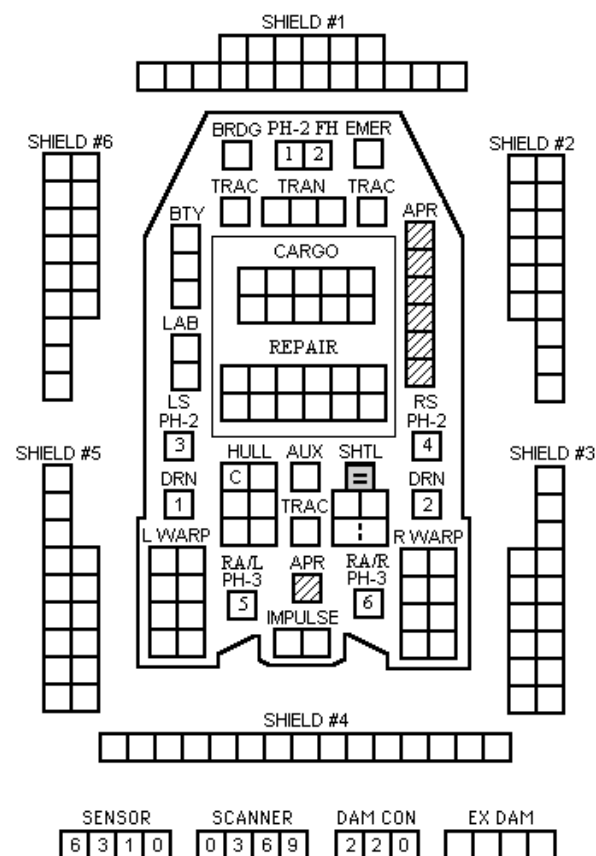
T-BOMBS			
		D	D

SHIP STATISTICS		
TYPE	=	KR-FRL
POINT VALUE	=	60
SHIELD COST	=	.5+.5
LIFE SUPPORT	=	.5
SIZE CLASS	=	4
TACT INTEL	=	FRL
REFERENCE	=	(RV.5)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	140
DRONE REFIT (Y136)	=	+2
FIGHTER REFIT	=	+1
G-RACK REFIT (Y166)	=	+2
Y175 REFIT	=	+0
AWR REFIT	=	+7

SHIPS PERFORMANCE		
MOVEMENT COST	.5	
HET COST	2.5	
ERRATIC MANEUVER COST	3	
BREAKDOWN	3-6	
TURN MODE = D	SPEED	
POWER SYSTEMS	1	2 - 4
WARP = 16	2	5 - 8
IMPULSE = 2	3	9 - 12
APR/AWR = 7	4	13 - 17
TOTAL = 25	5	18 - 24
BTY = 3	6	25+
HET		BD

CNTR

VELKYRIEN KNORR-R RAIDING REPAIR FREIGHTER



VENOM FTR
BPV = 7
2xPH-3-FA
DFR = 2
SPEED = 10



CORE WORLDS

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

Tables and Charts by PHD Shipyards
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READY RACK IS NOT PRESENT WITHOUT THE FIGHTER REFIT.

APR CHANGED TO AWR WITH THE AWR REFIT

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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

BOARDING PARTIES								
								10

ADMIN SHUTTLES						
IDENT	HIT POINTS					NOTES

PROBES				
				5

T-BOMBS							
				D	D	D	D

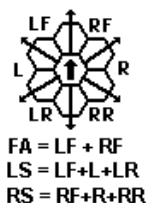
DECK CREWS		
	2	

SHADED BOXES
AND DECK CREWS
ARE THE FIGHTER
REFIT (Y150).

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

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				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

DRONE RACK											
1								C			J
2								C			J

C-RACKS ALWAYS HAVE ONE RELOAD.

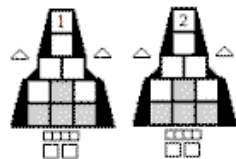
C-RACKS CONVERT TO J-RACKS BY Y135 DRONE REFIT
J-RACKS HAVE ONE RELOAD OF TYPE-I DRONES PRIOR
TO THE Y175 REFIT. TWO RELOADS THEREAFTER

ADD					
1					

ADD HOLDS 6 ROUNDS PRIOR TO
Y175 AND 12 ROUNDS THEREAFTER

BRUNHILDA'S KISS - LATE

RANGE	0	1-4	5-10	11-20	21-30
DAMAGE, STD	-	4	3	2	1
DAMAGE, OVL0	9	8	5	-	-
FEEDBACK	2	-	-	-	-
HIT	1-6	1-5	1-4	1-3	1-2



SHIP STATISTICS	
TYPE	= TUG
POINT VALUE	= 110/85
SHIELD COST	= 1 + 1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= (RV.26)
YEAR IN SVC	= 125
DRONE REFIT	= +2
FTR REFIT	= +6
Y175 REFIT	= +1

SHIP PERFORMANCE	
MOVEMENT COST =	1
BREAKDOWN =	4 - 6
WARP POWER =	30
IMPULSE =	4
APR/AWR =	2
TOTAL POWER =	36
BATTERIES =	2

TURN	MODE	C	SPEED
1			2 - 4
2			5 - 9
3			10 - 14
4			15 - 20
5			21 - 27
6			28+

HET			BD		
-----	--	--	----	--	--

WITH 2 PODS			
TURN MODE = D			
SPEED			
1	2 - 4		
2	5 - 8		
3	9 - 12		
4	13 - 17		
5	18 - 24		
6	25+		
HET		BD	

VIXEN FTR.
BPV = 9
2 x PH-3-FA
DFR = 4
SPEED = 15

CNTR	
------	--

SHIELD #1

SHIELD #6

SHIELD #5

SHIELD #2

SHIELD #3

SHIELD #4

PH-1-FH

FA BKL A

BRG

FA BKL B

EMER

PRB

ADD

AUX

LS

PH-1

PH-3

TRAN

SHTTL

PH-3

CARGO

TRC

A HULL

PH-3-RH

APR

IMP

BTTY

L WARP

C WARP

R WARP

ISOR

SCANNER

DAM CON

EX DAM

WARP ENERGY MOVEMENT COST = 1.50 (1-1/2)

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	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1.5	3	4.5	6	7.5	9	11.5	12	13.5	15	16.5	18	19.5	21	22.5	24	25.5	27	28.5	30	31.5	33	34.5	36	37.5	39	40.5	42	44.5	45

CREW UNITS									
									10
									20
									30

ADMIN SHUTTLES									
IDENT	HIT POINTS				NOTES				

SHIP STATISTICS		
TYPE	=	YCA
POINT VALUE	=	80
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	YCA
REFERENCE	=	(RV.21)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	60
DRONE REFIT (Y80)	=	+2

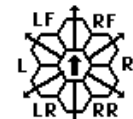
BOARDING PARTIES									
									10

PROBES			

T-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	



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

TYPE III DEFENSE PHASER

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

DRONE RACK									
1								A	C
2								A	C

A-Racks are replaced by C-Racks
by the Y80 Drone Refit.

BRUNHILDA'S KISS - EARLY

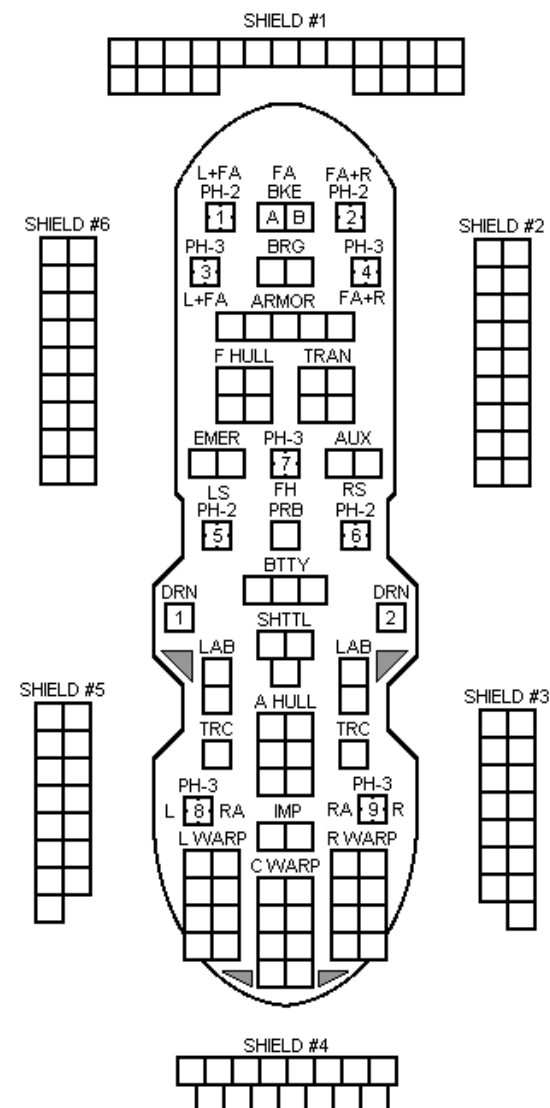
RANGE	1-2	3-6	7-14	15-22
DAMAGE, STD	5	4	3	2
HIT	1-5	1-4	1-3	1-2

Requires 2 points of allocated or Reserve Warp or Impulse
Power to arm. Cannot be held.

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 = 24		2	5 - 9
IMPULSE = 2		3	10 - 14
APR = 0		4	15 - 20
TOTAL = 26		5	21 - 27
BTTY = 3		6	28+
HET		BD	

VELKYRIEN IRONCLAD

CNTR



SENSOR			
6	4	2	0

SCANNER			
0	3	5	9

DAM CON			
4	2	2	0

EX DAM			

CREW UNITS									
									10
									20
									30

ADMIN SHUTTLES									
IDENT	HIT POINTS				NOTES				

BOARDING PARTIES									
									10

PROBES				

T-BOMBS				

TYPE II PHASER TABLE

DIE	RANGE				4- 9-16-31-		8 15 30 50	
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



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

TYPE III DEFENSE PHASER

THE 7-11 DEFENSE FINGER						
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

DRONE RACK									
1								A	C
2								A	C

A-Racks are replaced by C-Racks
by the Y80 Drone Refit.

BRUNHILDA'S KISS - EARLY

RANGE	1-2	3-6	7-14	15-22
DAMAGE, STD	5	4	3	2
HIT	1-5	1-4	1-3	1-2

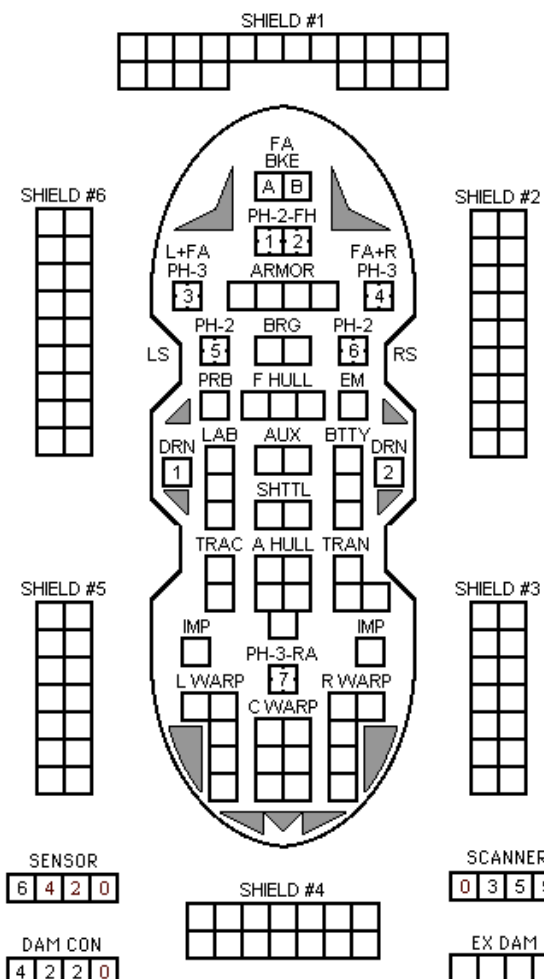
Requires 2 points of allocated or Reserve Warp or Impulse
Power to arm. Cannot be held.

SHIP STATISTICS									
TYPE	=	YCL							
POINT VALUE	=	68							
SHIELD COST	=	1+1							
LIFE SUPPORT	=	1							
SIZE CLASS	=	3							
TACT INTEL	=	YCL							
REFERENCE	=	(RV.20)							
SOURCE	=	UNOFFICIAL							
YEAR IN SVC	=	65							
DRONE REFIT (Y80)	=	+2							

SHIPS PERFORMANCE				
MOVEMENT COST		.67		
HET COST		3.33		
ERRATIC MANEUVER COST		4		
BREAKDOWN		5-6		
TURN MODE = B SPEED				
POWER SYSTEMS		1	2 - 5	
WARP = 16		2	6 - 10	
IMPULSE = 2		3	11 - 15	
APR = 0		4	16 - 21	
TOTAL = 18		5	22 - 28	
BTTY = 3		6	29+	
HET		BD		

VELKYRIEN GUN VESSEL

CNTR



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	=	YCS							
POINT VALUE	=	74							
SHIELD COST	=	1+1							
LIFE SUPPORT	=	1							
SIZE CLASS	=	3							
TACT INTEL	=	YCL							
REFERENCE	=	(RV.22)							
SOURCE	=	UNOFFICIAL							
YEAR IN SVC	=	90							

CNTR

VELKYRIEN TORPEDO RAM

BOARDING PARTIES									
									10
									12

PROBES

T-BOMBS

TYPE II PHASER TABLE

THE 4 PHASE 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

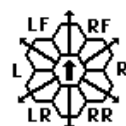
THERE MUST BE AT LEAST
3 OTHER SHIPS FOR EVERY
YCS IN A FORCE, UNLESS
OTHERWISE SPECIFIED IN
A SCENARIO.

i.e. IF 2 YCS ARE IN A FORCE
THERE MUST BE AT LEAST
6 OTHER SHIPS!

TYPE III DEFENSE PHASER

TYPE IV DEFENSE PHASE						
DIE	RANGE				4-8	9-15
ROLL	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

DRONE RACK									
1									C
2									C
3									C
4									C

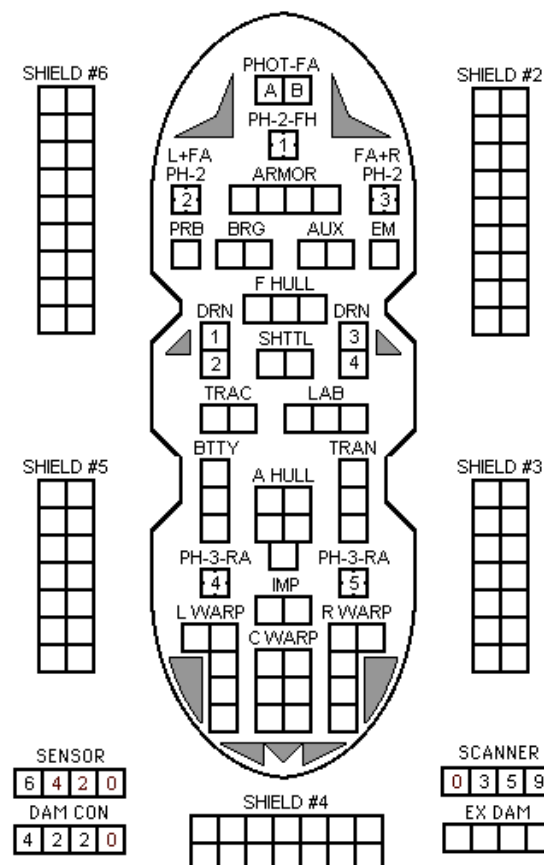


FA = LF + RF
LS = LF + LR
RS = RF + RR

SHIPS PERFORMANCE									
MOVEMENT COST	.67								
HET COST	3.33								
ERRATIC MANEUVER COST	4								
BREAKDOWN	5-6								
TURN MODE = B	SPEED								
POWER SYSTEMS	1 2 - 5								
WARP = 16	2 6 - 10								
IMPULSE = 2	3 11 - 15								
APR = 0	4 16 - 21								
TOTAL = 18	5 22 - 28								
BTY = 3	6 29+								
HET									

PHOTON TORPEDO

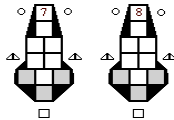
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
DAMAGE, STD	NA	8	8	8	8	8



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

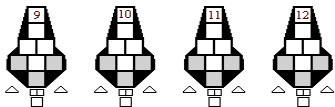
WARP ENERGY MOVEMENT COST = .5 (1/2)					HET COST = ⑤										ERRATIC MANEUVER WARP COST = ⑥															
SPEED	1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	.5	1	1.5	2	2.5	3	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

FIGHTER STATISTICS	
TYPE	= DRAGEN
POINT VALUE	= 9
REFERENCE	= (RV.J4)
SOURCE	= UNOFFICIAL
YEAR IN SVC	= Y172
SPEED = 12	2 X PH-3-FA
DAMAGE = 10	2 X TYPE-VI DRN
DFR = 2	2 X TYPE-I DRN
	1 X CHAFF



BRUNHILDA'S KISS - LATE			
RANGE	0	1-4	5-10
DAMAGE, STD	-	4	3
HIT	1-6	1-5	1-4

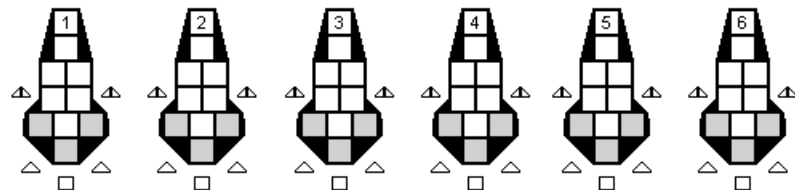
FIGHTER STATISTICS		
TYPE	=	KRAKEN
POINT VALUE	=	9
REFERENCE	=	(RV.J4)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	169
SPEED	= 10	1 x BKL (FA)
DAMAGE	= 10	1 x PH.3 (FA)
DFR	= 1	2 X TYPE-1 DRN 1 X CHAFF



FIGHTER STATISTICS		
TYPE	=	VENOM
POINT VALUE	=	7
REFERENCE	=	(RV.J3)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y169
SPEED	= 10	2 x PH-3-FA
DAMAGE	= 8	2 X TYPE-VI DRN
DFR	= 2	2 x ADD FA
		1 X CHAFF

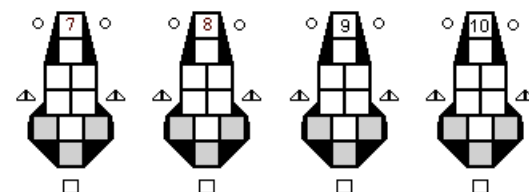
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VELKYRIEN CVS FIGHTER SQUADRON



OFFENSIVE/SUPERIORITY FLIGHT

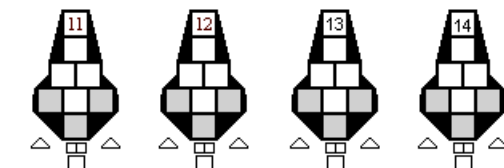
FIGHTER STATISTICS	
TYPE	= DRAKEN
POINT VALUE	= 9
REFERENCE	= (RV.J4)
SOURCE	= UNOFFICIAL
YEAR IN SVC	= Y172
SPEED	= 12
DAMAGE	= 10
DFR	= 2
	2 X PH-3-FA
	2 X TYPE-VI DRN
	2 X TYPE-I DRN
	1 X CHAFF



ASSAULT SECTION

BRUNHILDA'S KISS - LATE			
RANGE	0	1-4	5-10
DAMAGE, STD	-	4	3
HIT	1-6	1-5	1-4

FIGHTER STATISTICS	
TYPE	= KRAKEN
POINT VALUE	= 9
REFERENCE	= (RV.J4)
SOURCE	= UNOFFICIAL
YEAR IN SVC	= 169
SPEED	= 10
DAMAGE	= 10
DFR	= 1
	1 x BKL (FA)
	1 x PH-3 (FA)
	2 X TYPE-I DRN
	1 X CHAFF



DEFENSIVE FIGHTER FLIGHT

FIGHTER STATISTICS	
TYPE	= VENOM
POINT VALUE	= 7
REFERENCE	= (RV.J3)
SOURCE	= UNOFFICIAL
YEAR IN SVC	= Y169
SPEED	= 10
DAMAGE	= 8
DFR	= 2
	2 x PH-3-FA
	2 X TYPE-VI DRN
	2 x ADD FA
	1 X CHAFF

The VULPIAN LEAGUE is courtesy of John Christie < sfbrocky@rocknet.net.au >