

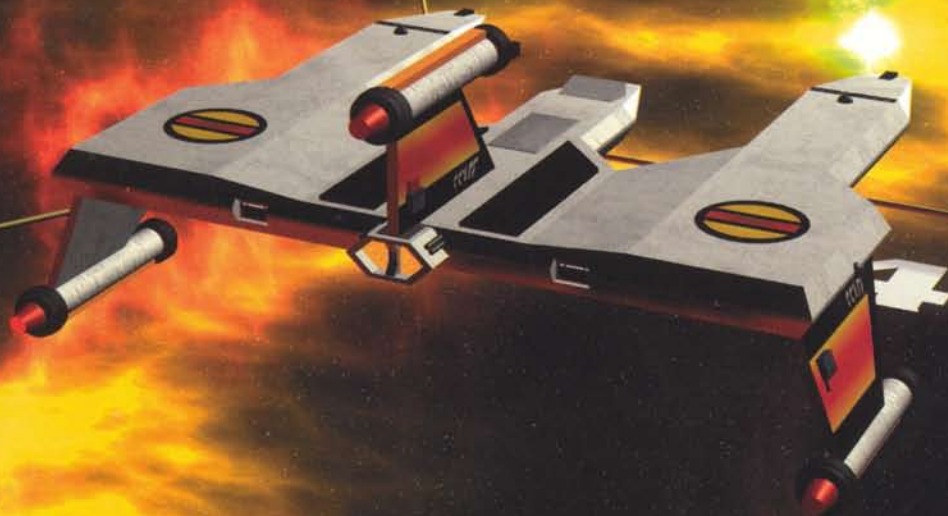
STAR FLEET BATTLES

TOURNAMENT BATTLES



SSD BOOK

EXPANDED
2012
EDITION



Player 1
LDR Red Jaguar
Turn 5 - Imp 8



**CAPTAIN'S
MODULE T**



**FEDERATION TOURNAMENT
COMMAND CRUISER**

[illegible]SHIELD #2SHIELD #6

SENSOR

PLAYER	
TOURN	
ROUND	

PROBES					5
--------	--	--	--	--	---

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE	
TYPE	= TCC
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3

BOARDING PARTIES

[illegible]

REVISÉ 09 MARCH 2000.

DIE RANGE																																					
ROLL	0	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	31	32	33	34	35	36
1	0	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	31	32	33	34	35	36
2	0	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	31	32	33	34	35	36
3	0	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	31	32	33	34	35	36
4	0	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	31	32	33	34	35	36
5	0	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	31	32	33	34	35	36
6	0	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	31	32	33	34	35	36

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

TYPE III DEFENSE PHASE		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	4	3	2	0	0		
6	3	3	1	0	0	0		

HIT & RUN TABLE	
1	SYSTEM DESTROYED; BP RETURNS
2	SYSTEM & BP DESTROYED
3-5	SYSTEM UNDAMAGED; BP DESTROYED
6	SYSTEM UNDAMAGED; BP RETURNS

H&R vs GUARDS
1-3 BP DESTROYED
4-5 BP RETURNS
6 CONDUCT H&R

PHOTON TORPEDO TABLE							PHOTONS AT START OF GAME			
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				

$$FA = LF + RF$$


THE RIGHT AND LEFT PHASERS CAN FIRE DOWN THE ROW OF HEXES DIRECTLY TO THE REAR OF THE SHIP.

MOVEMENT COST = 1

NET COST = 5

KLINGON D7CT TOURNAMENT CRUISER

VS: 143
DK: 7
EX: 20
CR: 9

DAM CON

SHIELD #1

CNTR

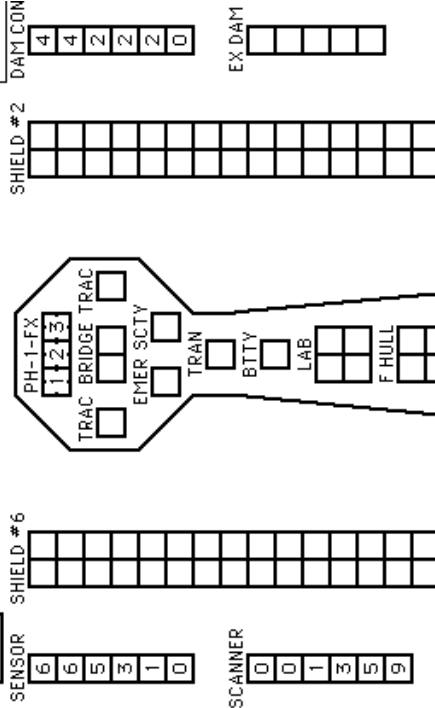
SHIELD #2

SHIELD #6

SHIELD #3

SHIELD #4

SHIELD #5



SHIP DATA TABLE	
TYPE	= D7CT
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
UIM (NO BURNOUT)	

PLAYER	
TOURN	
ROUND	

SPECIAL RULES	
1.	No muting is possible.
2.	Has one scatter-pack.
3.	Can exchange two type-I drones for one type-IV drone (can do this twice).
4.	Has firing arcs in (D2.32) and (D2.33).
5.	Has two points for improved drones.

DRONE	POINTS
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
16	16
17	17
18	18
19	19
20	20
21	21
22	22
23	23
24	24
25	25
26	26
27	27
28	28
29	29
30	30
31	31
32	32
33	33
34	34
35	35
36	36
37	37
38	38
39	39
40	40
41	41
42	42
43	43
44	44
45	45
46	46
47	47
48	48
49	49
50	50
51	51
52	52
53	53
54	54
55	55
56	56
57	57
58	58
59	59
60	60
61	61
62	62
63	63
64	64
65	65
66	66
67	67
68	68
69	69
70	70
71	71
72	72
73	73
74	74
75	75
76	76
77	77
78	78
79	79
80	80
81	81
82	82
83	83
84	84
85	85
86	86
87	87
88	88
89	89
90	90
91	91
92	92
93	93
94	94
95	95
96	96
97	97
98	98
99	99
100	100

BOARDING PARTIES	
IDENT	HIT POINTS
NOTES	
GUARDS ASSIGNED	
THIS SHIP HAS ONE SHUTTLE BAY.	

PROBES

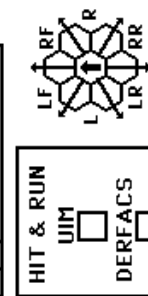
REVISED 09 MARCH 2000.

HIT & RUN TABLE	
1	SYSTEM DESTROYED; BP RETURNS
2	SYSTEM & BP DESTROYED
3-5	SYSTEM UNDAIMAGED; BP DESTROYED
6	SYSTEM UNDAIMAGED; BP RETURNS

TYPE I OFFENSIVE PHASER TABLE	
DIE RANGE	ROLL
1-3	1-3
4-6	4-6
7-9	7-9
10-12	10-12
13-15	13-15
16-18	16-18
19-21	19-21
22-24	22-24
25-27	25-27
28-30	28-30
31-33	31-33
34-36	34-36
37-39	37-39
40-42	40-42
43-45	43-45
46-48	46-48
49-51	49-51
52-54	52-54
55-57	55-57
58-60	58-60
61-63	61-63
64-66	64-66
67-69	67-69
70-72	70-72
73-75	73-75
76-78	76-78
79-81	79-81
82-84	82-84
85-87	85-87
88-90	88-90
91-93	91-93
94-96	94-96
97-99	97-99
100	100

TYPE II PHASER TABLE	
DIE RANGE	ROLL
1-3	1-3
4-6	4-6
7-9	7-9
10-12	10-12
13-15	13-15
16-18	16-18
19-21	19-21
22-24	22-24
25-27	25-27
28-30	28-30
31-33	31-33
34-36	34-36
37-39	37-39
40-42	40-42
43-45	43-45
46-48	46-48
49-51	49-51
52-54	52-54
55-57	55-57
58-60	58-60
61-63	61-63
64-66	64-66
67-69	67-69
70-72	70-72
73-75	73-75
76-78	76-78
79-81	79-81
82-84	82-84
85-87	85-87
88-90	88-90
91-93	91-93
94-96	94-96
97-99	97-99
100	100

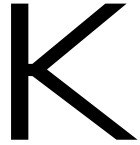
DISRUPTOR TABLE	
RANGE	0
HIT (STD)	NA
HIT (UIM)	NA
HIT (DERFACS)	NA
HIT (OVERLOAD)	1-6
HIT (OL/UIM)	1-6
DAMAGE, STD	0
DAMAGE, OULD	10



ANTI-DRONE TABLE	
RANGE	0
HIT#	-

FA = LF + RF
FX = L + LF + RF + R

MOVEMENT COST = 1
HET COST = 5



YS: 169
DK: 5
EX: 20
CR: 9

SHIELD #1

CNTR	
------	--

FIELD #2[illegible][illegible][illegible][illegible][illegible][illegible]

EXCESS DAMAGE					
---------------	--	--	--	--	--

DAMAGE CONTROL	4	4	2	2	2	0
----------------	---	---	---	---	---	---

SCANNER	0	0	0	3	6	9
---------	---	---	---	---	---	---

SENSOR	
6	6
5	4
2	0



MOVEMENT COST = 1
HET COST = 5



ADMINISTRATIVE SHUTTLES

[illegible]

	10

GUARDS ASSIGNED		

PROBES	5
--------	---

PLAYER	
TOURN	
ROUND	

TYPE I OFFENSIVE PHASER TABLE												
DIE RANGE		6-8		9-15		16-25		26-50		51-75		
ROLL	0	1	2	3	4	5	6	7	8	9	10	
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	

HIT & RUN CLOAK

☐

T-BOMB

☐

TURN MODE

D 1 2 3 4 5 6

SPEED 2-4 5-8 9-12 13-17 18-24 25+

HIT & RUN
CLOAK

T-BOMB ☐


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

-BOMB: NOT HIDDEN, NO DUMMY,
CANNOT BE TRANSPORTED.
SEE (D4.12) FOR ARMOR RULES.

REVISÉ 14 July 2005.

PSEUDO-PLASMA
 TORPEDOES
 A R B F C F

TYPE III DEFENSE PHASE	DIE RANGE			4- 9- ROLL 0 1 2 3 8 15		
	1	4	4	4	3	1
1	4	4	4	4	3	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	4	3	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

&R vs GUARDS	-3	BP DESTROYED
	4-5	BP RETURNS
	6	CONDUCT H&R

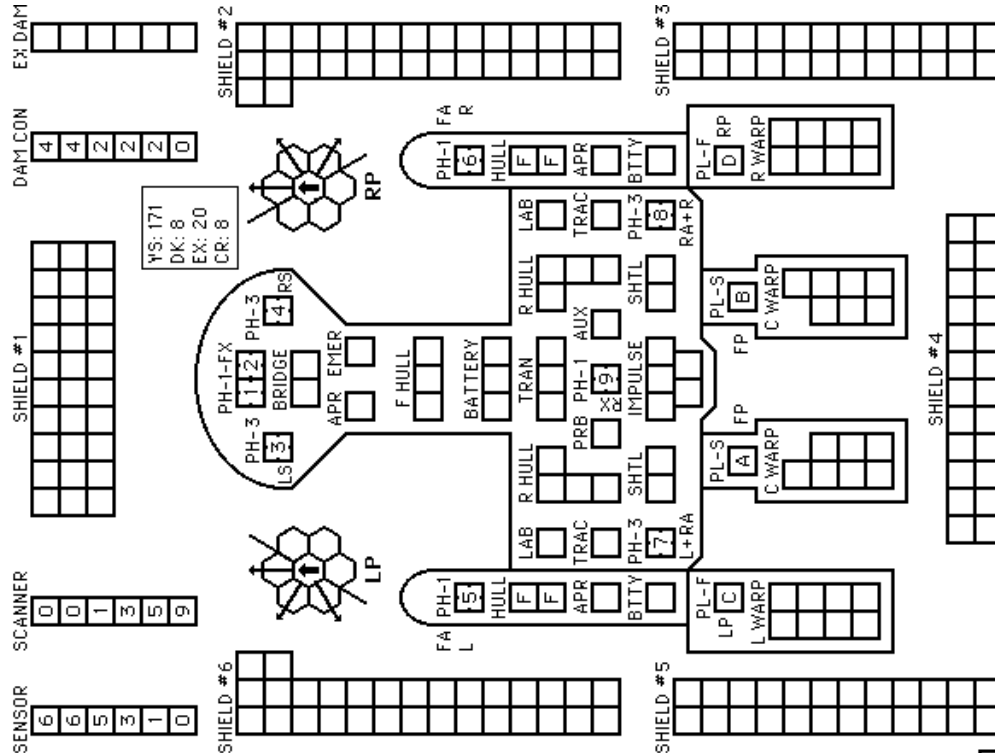
IT & RUN TABLE	
1	SYSTEM DESTROYED; BP RETURNS
2	SYSTEM & BP DESTROYED
3-5	SYSTEM UNDAMAGED; BP DESTROYED
6	SYSTEM UNDAMAGED; BP RETURNS

PLASMA TORPEDO WARHEAD STRENGTH TABLE															
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30	
TYPE A	50	50	35	35	35	25	25	25	20	20	20	10	5	1	
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0	
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0	
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0	
BOLT	1-4	1-3	1-2						1						

ROMULAN FIREHAWK TOURNAMENT CRUISER

R

CNTR



MOVEMENT COST = 1
HET COST = 5

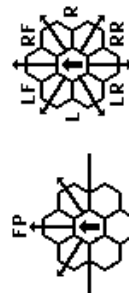
SHIP DATA TABLE	
TYPE	= TFH
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 18/4

PLAYER	
TOURN	
ROUND	

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

HIT & RUN CLOAK
<input type="checkbox"/>

TYPE I OFFENSIVE PHASER TABLE	
DIE RANGE	6-9 10-15 16-20 21-25 26-30 31-35 36-40 41-45 46-50 51-55 56-60 61-65 66-70 71-75
1	9 8 7 6 5 4 3 2 1 1 1 1 1 1
2	8 7 6 5 4 3 2 1 1 1 1 1 1 1
3	7 5 4 4 4 3 1 0 0 0 0 0 0 0
4	6 4 4 4 4 3 2 0 0 0 0 0 0 0
5	5 4 4 4 4 3 1 0 0 0 0 0 0 0
6	4 4 4 4 4 3 2 0 0 0 0 0 0 0



TYPE III DEFENSE PHASER	
DIE RANGE	4-6 7-9 10-12 13-15 16-18 19-21 22-24 25-27 28-30 31-33 34-36 37-39 40-42 43-45 46-48 49-51 52-54 55-57 58-60 61-63 64-66 67-69 70-72 73-75 76-78 79-81 82-84 85-87 88-90 91-93 94-96 97-99 100-102 103-105 106-108 109-111 112-114 115-117 118-120 121-123 124-126 127-129 130-132 133-135 136-138 139-141 142-144 145-147 148-150 151-153 154-156 157-159 160-162 163-165 166-168 169-171 172-174 175-177 178-180 181-183 184-186 187-189 190-192 193-195 196-198 199-201 202-204 205-207 208-210 211-213 214-216 217-219 220-222 223-225 226-228 229-231 232-234 235-237 238-240 241-243 244-246 247-249 250-252 253-255 256-258 259-261 262-264 265-267 268-270 271-273 274-276 277-279 280-282 283-285 286-288 289-291 292-294 295-297 298-300 301-303 304-306 307-309 310-312 313-315 316-318 319-321 322-324 325-327 328-330 331-333 334-336 337-339 340-342 343-345 346-348 349-351 352-354 355-357 358-360 361-363 364-366 367-369 370-372 373-375 376-378 379-381 382-384 385-387 388-390 391-393 394-396 397-399 400-402 403-405 406-408 409-411 412-414 415-417 418-420 421-423 424-426 427-429 430-432 433-435 436-438 439-441 442-444 445-447 448-450 451-453 454-456 457-459 460-462 463-465 466-468 469-471 472-474 475-477 478-480 481-483 484-486 487-489 490-492 493-495 496-498 499-501 502-504 505-507 508-510 511-513 514-516 517-519 520-522 523-525 526-528 529-531 532-534 535-537 538-540 541-543 544-546 547-549 550-552 553-555 556-558 559-561 562-564 565-567 568-570 571-573 574-576 577-579 580-582 583-585 586-588 589-591 592-594 595-597 598-600 601-603 604-606 607-609 610-612 613-615 616-618 619-621 622-624 625-627 628-630 631-633 634-636 637-639 640-642 643-645 646-648 649-651 652-654 655-657 658-660 661-663 664-666 667-669 670-672 673-675 676-678 679-681 682-684 685-687 688-690 691-693 694-696 697-699 700-702 703-705 706-708 709-711 712-714 715-717 718-720 721-723 724-726 727-729 730-732 733-735 736-738 739-741 742-744 745-747 748-750 751-753 754-756 757-759 760-762 763-765 766-768 769-771 772-774 775-777 778-780 781-783 784-786 787-789 790-792 793-795 796-798 799-801 802-804 805-807 808-810 811-813 814-816 817-819 820-822 823-825 826-828 829-831 832-834 835-837 838-840 841-843 844-846 847-849 850-852 853-855 856-858 859-861 862-864 865-867 868-870 871-873 874-876 877-879 880-882 883-885 886-888 889-891 892-894 895-897 898-900 901-903 904-906 907-909 910-912 913-915 916-918 919-921 922-924 925-927 928-930 931-933 934-936 937-939 940-942 943-945 946-948 949-951 952-954 955-957 958-960 961-963 964-966 967-969 970-972 973-975 976-978 979-981 982-984 985-987 988-990 991-993 994-996 997-999 1000-1002 1003-1005 1006-1008 1009-1011 1012-1014 1015-1017 1018-1020 1021-1023 1024-1026 1027-1029 1030-1032 1033-1035 1036-1038 1039-1041 1042-1044 1045-1047 1048-1050 1051-1053 1054-1056 1057-1059 1060-1062 1063-1065 1066-1068 1069-1071 1072-1074 1075-1077 1078-1080 1081-1083 1084-1086 1087-1089 1090-1092 1093-1095 1096-1098 1099-1101 1102-1104 1105-1107 1108-1110 1111-1113 1114-1116 1117-1119 1120-1122 1123-1125 1126-1128 1129-1131 1132-1134 1135-1137 1138-1140 1141-1143 1144-1146 1147-1149 1150-1152 1153-1155 1156-1158 1159-1161 1162-1164 1165-1167 1168-1170 1171-1173 1174-1176 1177-1179 1180-1182 1183-1185 1186-1188 1189-1191 1192-1194 1195-1197 1198-1199 1200-1202 1203-1205 1206-1208 1209-1211 1212-1214 1215-1217 1218-1220 1221-1223 1224-1226 1227-1229 1230-1232 1233-1235 1236-1238 1239-1241 1242-1244 1245-1247 1248-1250 1251-1253 1254-1256 1257-1259 1260-1262 1263-1265 1266-1268 1269-1271 1272-1274 1275-1277 1278-1280 1281-1283 1284-1286 1287-1289 1290-1292 1293-1295 1296-1298 1299-1301 1302-1304 1305-1307 1308-1310 1311-1313 1314-1316 1317-1319 1320-1322 1323-1325 1326-1328 1329-1331 1332-1334 1335-1337 1338-1340 1341-1343 1344-1346 1347-1349 1350-1352 1353-1355 1356-1358 1359-1361 1362-1364 1365-1367 1368-1370 1371-1373 1374-1376 1377-1379 1380-1382 1383-1385 1386-1388 1389-1391 1392-1394 1395-1397 1398-1399 1400-1402 1403-1405 1406-1408 1409-1411 1412-1414 1415-1417 1418-1420 1421-1423 1424-1426 1427-1429 1430-1432 1433-1435 1436-1438 1439-1441 1442-1444 1445-1447 1448-1450 1451-1453 1454-1456 1457-1459 1460-1462 1463-1465 1466-1468 1469-1471 1472-1474 1475-1477 1478-1480 1481-1483 1484-1486 1487-1489 1490-1492 1493-1495 1496-1498 1499-1501 1502-1504 1505-1507 1508-1510 1511-1513 1514-1516 1517-1519 1520-1522 1523-1525 1526-1528 1529-1531 1532-1534 1535-1537 1538-1540 1541-1543 1544-1546 1547-1549 1550-1552 1553-1555 1556-1558 1559-1561 1562-1564 1565-1567 1568-1570 1571-1573 1574-1576 1577-1579 1580-1582 1583-1585 1586-1588 1589-1591 1592-1594 1595-1597 1598-1599 1600-1602 1603-1605 1606-1608 1609-1611 1612-1614 1615-1617 1618-1620 1621-1623 1624-1626 1627-1629 1630-1632 1633-1635 1636-1638 1639-1641 1642-1644 1645-1647 1648-1650 1651-1653 1654-1656 1657-1659 1660-1662 1663-1665 1666-1668 1669-1671 1672-1674 1675-1677 1678-1680 1681-1683 1684-1686 1687-1689 1690-1692 1693-1695 1696-1698 1699-1701 1702-1704 1705-1707 1708-1710 1711-1713 1714-1716 1717-1719 1720-1722 1723-1725 1726-1728 1729-1731 1732-1734 1735-1737 1738-1740 1741-1743 1744-1746 1747-1749 1750-1752 1753-1755 1756-1758 1759-1761 1762-1764 1765-1767 1768-1770 1771-1773 1774-1776 1777-1779 1780-1782 1783-1785 1786-1788 1789-1791 1792-1794 1795-1797 1798-1799 1800-1802 1803-1805 1806-1808 1809-1811 1812-1814 1815-1817 1818-1820 1821-1823 1824-1826 1827-1829 1830-1832 1833-1835 1836-1838 1839-1841 1842-1844 1845-1847 1848-1850 1851-1853 1854-1856 1857-1859 1860-1862 1863-1865 1866-1868 1869-1871 1872-1874 1875-1877 1878-1880 1881-1883 1884-1886 1887-1889 1890-1892 1893-1895 1896-1898 1899-1901 1902-1904 1905-1907 1908-1910 1911-1913 1914-1916 1917-1919 1920-1922 1923-1925 1926-1928 1929-1931 1932-1934 1935-1937 1938-1940 1941-1943 1944-1946 1947-1949 1950-1952 1953-1955 1956-1958 1959-1961 1962-1964 1965-1967 1968-1970 1971-1973 1974-1976 1977-1979 1980-1982 1983-1985 1986-1988 1989-1991 1992-1994 1995-1997 1998-1999 2000-2002 2003-2005 2006-2008 2009-2011 2012-2014 2015-2017 2018-2020 2021-2023 2024-2026 2027-2029 2030-2032 2033-2035 2036-2038 2039-2041 2042-2044 2045-2047 2048-2050 2051-2053 2054-2056 2057-2059 2060-2062 2063-2065 2066-2068 2069-2071 2072-2074 2075-2077 2078-2080 2081-2083 2084-2086 2087-2089 2090-2092 2093-2095 2096-2098 2099-2101 2102-2104 2105-2107 2108-2110 2111-2113 2114-2116 2117-2119 2120-2122 2123-2125 2126-2128 2129-2131 2132-2134 2135-2137 2138-2140 2141-2143 2144-2146 2147-2149 2150-2152 2153-2155 2156-2158 2159-2161 2162-2164 2165-2167 2168-2170 2171-2173 2174-2176 2177-2179 2180-2182 2183-2185 2186-2188 2189-2191 2192-2194 2195-2197 2198-2199 2200-2202 2203-2205 2206-2208 2209-2211 2212-2214 2215-2217 2218-2220 2221-2223 2224-2226 2227-2229 2230-2232 2233-2235 2236-2238 2239-2241 2242-2244 2245-2247 2248-2250 2251-2253 2254-2256 2257-2259 2260-2262 2263-2265 2266-2268 2269-2271 2272-2274 2275-2277 2278-2280 2281-2283 2284-2286 2287-2289 2290-2292 2293-2295 2296-2298 2299-2301 2302-2304 2305-2307 2308-2310 2311-2313 2314-2316 2317-2319 2320-2322 2323-2325 2326-2328 2329-2331 2332-2334 2335-2337 2338-2340 2341-2343 2344-2346 2347-2349 2350-2352 2353-2355 2356-2358 2359-2361 2362-2364 2365-2367 2368-2370 2371-2373 2374-2376 2377-2379 2380-2382 2383-2385 2386-2388 2389-2391 2392-2394 2395-2397 2398-2399 2400-2402 2403-2405 2406-2408 2409-2411 2412-2414 2415-2417 2418-2420 2421-2423 2424-2426 2427-2429 2430-2432 2433-2435 2436-2438 2439-2441 2442-2444 2445-2447 2448-2450 2451-2453 2454-2456 2457-2459 2460-2462 2463-2465 2466-2468 2469-2471 2472-2474 2475-2477 2478-2480 2481-2483 2484-2486 2487-2489 2490-2492 2493-2495 2496-2498 2499-2501 2502-2504 2505-2507 2508-2510 2511-2513 2514-2516 2517-2519 2520-2522 2523-2525 2526-2528 2529-2531 2532-2534 2535-2537 2538-2540 2541-2543 2544-2546 2547-2549 2550-2552 2553-2555 2556-2558 2559-2561 2562-2564 2565-2567 2568-2570 2571-2573 2574-2576 2577-2579 2580-2582 2583-2585 2586-2588 2589-2591 2592-2594 2595-2597 2598-2599 2600-2602 2603-2605 2606-2608 2609-2611 2612-2614 2615-2617 2618-2620 2621-2623 2624-2626 2627-2629 2630-2632 2633-2635 2636-2638 2639-2641 2642-2644 2645-2647 2648-2650 2651-2653 2654-2656 2657-2659 2660-2662 2663-2665 2666-2668 2669-2671 2672-2674 2675-2677 2678-2680 2681-2683 2684-2686 2687-2689 2690-2692 2693-2695 2696-2698 2699-2701 2702-2704 2705-2707 2708-2710 2711-2713 2714-2716 2717-2719 2720-2722 2723-2725 2726-2728 2729-2731 2732-2734 2735-2737 2738-2740 2741-2743 2744-2746 2747-2749 2750-2752 2753-2755 2756-2758 2759-2761 2762-2764 2765-2767 2768-2770 2771-2773 2774-2776 2777-2779 2780-2782 2783-2785 2786-2788 2789-2791 2792-2794 2795-2797 2798-2799 2800-2802 2803-2805 2806-2808 2809-2811 2812-2814 2815-2817 2818-2820 2821-2823 2824-2826 2827-2829 2830-2832 2833-2835 2836-2838 2839-2841 2842-2844 2845-2847 2848-2850 2851-2853 2854-2856 2857-2859 2860-2862 2863-2865 2866-2868 2869-2871 2872-2874 2875-2877 2878-2880 2881-2883 2884-2886 2887-2889 2890-2892 2893-2895 2896-2898 2899-2901 2902-2904 2905-2907 2908-2910 2911-2913 2914-2916 2917-2919 2920-2922 2923-2925 2926-2928 2929-2931 2932-2934 2935-2937 2938-2940 2941-2943 2944-2946 2947-2949 2950-2952 2953-2955 2956-2958 2959-2961 2962-2964 2965-2967 2968-2970 2971-2973 2974-2976 2977-2979 2980-2982 2983-2985 2986-2988 2989-2991 2992-2994 2995-2997 2998-2999 3000-3002 3003-3005 3006-3008 3009-3011 3012-3014 3015-3017 3018-3020 3021-3023 3024-3026 3027-3029 3030-3032 3033-3035 3036-3038 3039-3041 3042-3044 3045-3047 3048-3050 3051-3053 3054-3056 3057-3059 3060-3062 3063-3065 3066-3068 3069-3071 3072-3074 3075-3077 3078-3080 3081-3083 3084-3086 3087-3089 3090-3092 3093-3095 3096-3098 3099-3101 3102-3104 3105-3107 3108-3110 3111-3113 3114-3116 3117-3119 3120-3122 3123-3125 3126-3128 3129-3131 3132-3134 3135-3137 3138-3140 3141-3143 3144-3146 3147-3149 3150-3152 3153-3155 3156-3158 3159-3161 3162-3164 3165-3167 3168-3170 3171-3173 3174-3176 3177-3179 3180-3182 3183-3185 3186-3188 3189-3191 3192-3194 3195-3197 3198-3199 3200-3202 3203-3205 3206-3208 3209-3211 3212-3214 3215-3217 3218-3220 3221-3223 3224-3226 3227-3229 3230-3232 3233-3235 3236-3238 3239-3241 3242-3244 3245-3247 3248-3250 3251-3253 3254-3256 3257-3259 3260-3262 3263-3265 3266-3268 3269-3271 3272-3274 3275-3277 3278-3280 3281-3283 3284-3286 3287-3289 3290-3292 3293-3295 3296-3298 3299-3301 3302-3304 3305-3307 3308-3310 3311-3313 3314-3316 3317-3319 3320-3322 3323-3325 3326-3328 3329-3331 3332-3334 3335-3337 3338-3340 3341-3343 3344-3346 3347-3349 3350-3352 3353-3355 3356-3358 3359-3361 3362-3364 3365-3367 3368-3370 3371-3373 3374-3376 3377-3379 3380-3382 3383-3385 3386-3388 3389-3391 3392-3394 3395-3397 3398-3399 3400-3402 3403-3405 3406-3408 3409-3411 3412-3414 3415-3417

ROMULAN KR TOURNAMENT CRUISER

BOARDING PARTIES

10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

GUARDS ASSIGNED

SHIP DATA TABLE

TYPE	= TKR
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 20/4

PLAYER

TOURN

ROUND

PROBES

5

CNTR

VS: 167
DK: 7
EX: 20
CR: 8

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

SENSOR

6 6 5 3 1 0

SCANNER

0 0 1 3 5 9

EX DAM

DAM CON

4 4 2 2 2 0

REVISED 09 MARCH 2000.

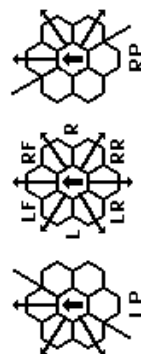
TYPE I OFFENSIVE PHASER TABLE

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

TURN MODE	SPEED					
	B	1	2	3	4	5
1						
2						
3						
4						
5						
6						

TYPE III DEFENSE PHASER

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



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

HIT & RUN TABLE

1	SYSTEM DESTROYED; BP RETURNS
2	SYSTEM & BP DESTROYED
3-5	SYSTEM UNDAUNTED; BP DESTROYED
6	SYSTEM UNDAUNTED; BP RETURNS

H&R vs GUARDS

1-3	BP DESTROYED
4-5	BP RETURNS
6	CONDUCT H&R

SEE (FP.35) FOR PLASMA
BOLT FIRING ARCS.

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	15	15	15	15	10	5	1
TYPE G	20	20	15	15	10	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
BOLT	1-4	1-3				1-2					1

HIT & RUN CLOAK

☐

MOVEMENT COST = 1
HET COST = 5

KR

KZINTI TOURNAMENT COMMAND CRUISER

KZINTI TOURNAMENT COMMAND CRUISER

VS: 147
DK: 7
EX: 20
CR: 9

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

SHIELD #7

SHIELD #8

SHIELD #9

SHIELD #10

SHIELD #11

SHIELD #12

SHIELD #13

SHIELD #14

SHIELD #15

SHIELD #16

SHIELD #17

SHIELD #18

SHIELD #19

SHIELD #20

SHIELD #21

SHIELD #22

SHIELD #23

SHIELD #24

SHIELD #25

SHIELD #26

SHIELD #27

SHIELD #28

SHIELD #29

SHIELD #30

SHIELD #31

SHIELD #32

SHIELD #33

SHIELD #34

SHIELD #35

SHIELD #36

SHIELD #37

SHIELD #38

SHIELD #39

SHIELD #40

SHIELD #41

SHIELD #42

SHIELD #43

SHIELD #44

SHIELD #45

SHIELD #46

SHIELD #47

SHIELD #48

SHIELD #49

SHIELD #50

SHIELD #51

SHIELD #52

SHIELD #53

SHIELD #54

SHIELD #55

SHIELD #56

SHIELD #57

SHIELD #58

SHIELD #59

SHIELD #60

SHIELD #61

SHIELD #62

SHIELD #63

SHIELD #64

SHIELD #65

SHIELD #66

SHIELD #67

SHIELD #68

SHIELD #69

SHIELD #70

SHIELD #71

SHIELD #72

SHIELD #73

SHIELD #74

SHIELD #75

SHIELD #76

SHIELD #77

SHIELD #78

SHIELD #79

SHIELD #80

SHIELD #81

SHIELD #82

SHIELD #83

SHIELD #84

SHIELD #85

SHIELD #86

SHIELD #87

SHIELD #88

SHIELD #89

SHIELD #90

SHIELD #91

SHIELD #92

SHIELD #93

SHIELD #94

SHIELD #95

SHIELD #96

SHIELD #97

SHIELD #98

SHIELD #99

SHIELD #100

SHIELD #101

SHIELD #102

SHIELD #103

SHIELD #104

SHIELD #105

SHIELD #106

SHIELD #107

SHIELD #108

SHIELD #109

SHIELD #110

SHIELD #111

SHIELD #112

SHIELD #113

SHIELD #

YS: 140
DK: 8
EX: 20
CR: 9

[illegible]

CNTR	
------	--

SHIELD #2SHIELD #6[illegible][illegible]SHIELD #3SHIELD #5[illegible][illegible]

DAMAGE CONTROL

SENSOR

DAMAGE CONTROL		4		4		2		2		0	
EXCESS DAMAGE											

SENSOR	6	6	5
SCANNER	0	0	1

[illegible]

665320
SCANNER
001249

G

MOVEMENT COST = 1
HET COST = 5

[illegible][illegible]

THIS SHIP HAS TWO SHUTTLE BAYS.
TRANSFER BY (J1.59) POSSIBLE.

PLAYER	
TOURN	
ROUND	

PROBES	5
--------	---

REVISED 09 MARCH 2000

SEE (FP8.35) FOR PLASMA
BOLT FIRING ARCS.

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

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

H&R vs GUARDS
1-3 BP DESTROYED
4-5 BP RETURNS
6 CONDUCT H&R

HIT & RUN TABLE	
1	SYSTEM DESTROYED; BP RETURNS
2	SYSTEM & BP DESTROYED
3-5	SYSTEM UNDAMAGED; BP DESTROYED
6	SYSTEM UNDAMAGED; BP RETURNS

TYPE III DEFENSE PHASE		DIE RANGE		4-	9-
ROLL	0	1	2	3	8 15
1	4	4	4	3	1
2	4	4	4	2	1
3	4	4	4	1	0
4	4	4	3	0	0
5	4	4	3	0	0
6	3	3	1	0	0

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

**PSEUDO-PLASMA
TORPEDOES**

PLASMA TORPEDO WARHEAD STRENGTH TABLE											
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	15	15	15	15	10	5	1
TYPE G	20	20	15	15	10	5	1	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2					1			

TA

ENERGY POINT PER HEX	8	9	10	11	12
	6	6	7	8	8
	5 1/3	6	6 2/3	7 1/3	8

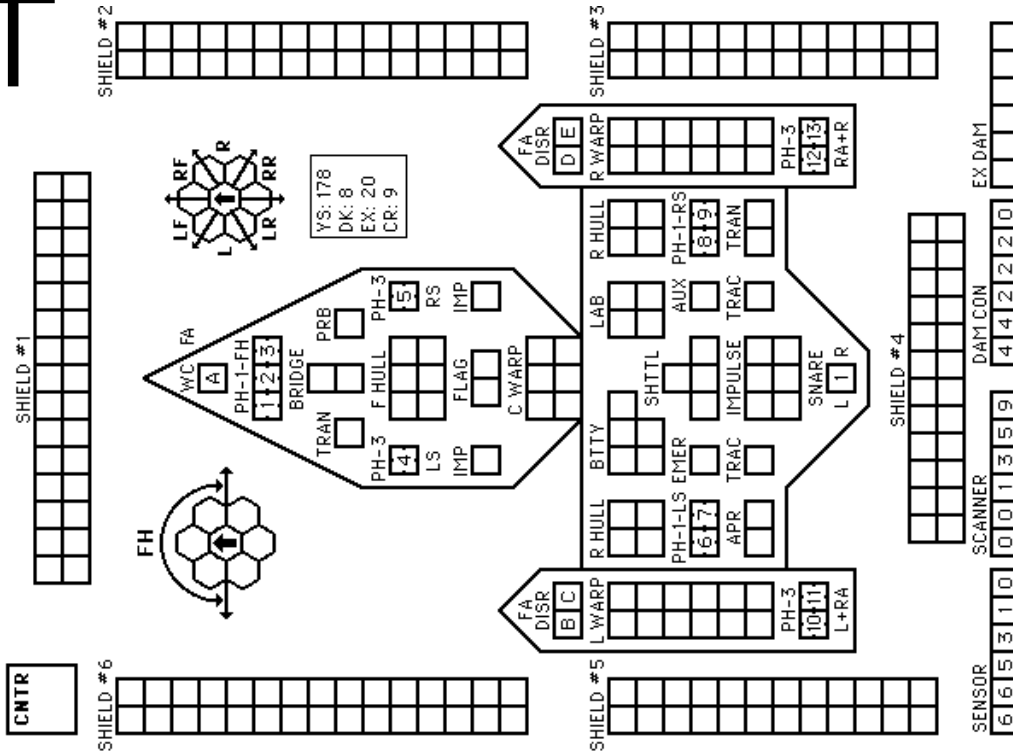
5	6	7
4	4	5
3 ^{1/3}	4	4 ^{2/3}

WARP ENERGY MOVEMENT			
SPEED	1	2	3
Standard	1	2	2
Fract.	$\frac{2}{3}$	$1\frac{1}{3}$	2

Page

NT

THOLIAN TOURNAMENT CRUISER



SHIP DATA TABLE	
TYPE	= T-N-CA
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
THIS SHIP HAS ONE SHUTTLE BAY.	

WEB CASTER AND SNARE ARE HIT ON "DRONE" HITS.

PROBES

REVISED 09 MARCH 2000.

TYPE I OFFENSIVE PHASER TABLE	
DIE RANGE	6-9-16-26-51-75
ROLL 0 1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9 10
1	9 8 7 6 5 4 3 2 1 1
2	8 7 6 5 4 3 2 1 1 0
3	7 5 4 4 4 3 1 0 0 0
4	6 4 4 4 4 3 2 0 0 0
5	5 4 4 4 4 3 3 1 0 0
6	4 4 3 3 2 2 0 0 0 0

WEB FIST TABLE	
RANGE	1-10 11-20 21-30
HIT	1-4 1-3 1-2
MISS	5-6 4-6 3-6
ENERGY	DAMAGE
1	2 0 0
2	4 2 0
3	6 4 2
4	8 6 4
5	10 8 6

TYPE III DEFENSE PHASER	
DIE RANGE	4-9-15
ROLL 0 1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9 10
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

WEB CASTER STRENGTH TABLE	
ENERGY USED	1 2 3 4 5
1-2-3	10 5 3 2 2
2-3-4	20 10 6 5 4
3-4-5	30 15 10 7 6
4-5-N	35* 20 13 10 8
5-N-N	35* 25 16 12 10

HIT & RUN DEFACCS

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

MOVEMENT COST = 1
HET COST = 5

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

TURN MODE SPEED	
B	1 2-5
2	6-10
3	11-15
4	16-21
5	22-28
6	29+

H&R vs GUARDS	
1-3	BP DESTROYED
4-5	BP RETURNS
6	CONDUCT H&R

HIT & RUN TABLE	
1	SYSTEM DESTROYED; BP RETURNS
2	SYSTEM & BP DESTROYED
3-5	SYSTEM UNDAUNTED; BP DESTROYED

O

[illegible]

SHIP DATA TABLE	
TYPE	= T-BR
BREAKDOWN	= 6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 12/4

BOARDING PARTIES							
							10

SEE (FP8.35) FOR PLASMA
BOLT FIRING ARCS.

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

OPTIONAL WEAPONS

DIE	RANGE			4-	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

POBONE BAKES (No Reliefs)

DRONE RACKS		(No Relays?)	
A			B
B			B
C			B
D			B
E			B

PLAYER	TOURN	ROUND
--------	-------	-------

OPTIONAL WEAPON	HIT & RUN	<input type="checkbox"/>
	DERFACS	<input type="checkbox"/>
	CLOAK	<input type="checkbox"/>


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

HIT & RUN TABLE

1	SYSTEM DESTROYED; BP RETURNS
2	SYSTEM & BP DESTROYED
3-5	SYSTEM UNDAMAGED; BP DESTROYED
6	SYSTEM UNDAMAGED; BP RETURNS

H&R vs GUARDS

1-3	BP DESTROYED
4-5	BP RETURNS
6	CONDUCT H&B

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

SPEED		20° ENERGY PER TON										25° ENERGY PER TON																	
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	4	5	6	6	7	8	8	9	10	10	11	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract. $\frac{2}{3}$	$1\frac{1}{3}$	2	$2\frac{2}{3}$	$3\frac{1}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	6	$6\frac{2}{3}$	$7\frac{1}{3}$	8	$8\frac{2}{3}$	$9\frac{1}{3}$	10	$10\frac{2}{3}$	$11\frac{1}{3}$	12	$12\frac{2}{3}$	$13\frac{1}{3}$	14	$14\frac{2}{3}$	$15\frac{1}{3}$	16	$16\frac{2}{3}$	$17\frac{1}{3}$	18	$18\frac{2}{3}$	$19\frac{1}{3}$	20

FIELD #6

STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15

A

WS: 171
DK: 12
EX: 20
CR: 6

PLAYER	
TOURN	
ROUND	

HIT & RUN TABLE	
1	SYSTEM DESTROYED; BP RETURNS
2	SYSTEM & BP DESTROYED
3-5	SYSTEM UNDAMAGED; BP DESTROYED
6	SYSTEM UNDAMAGED; BP RETURNS

TRACTOR-REPULSOR BEAM TABLE (HEAVY)										
DIE ROLL	RANGE									
	0-3	4-5	6-8	9-12	13-18	19-25				
1	20	20	18	12	8	3				
2	20	20	15	9	5	2				
3	20	18	12	6	3	1				
4	20	15	9	3	2	0				
5	18	12	6	2	1	0				
6	15	9	3	1	0	0				

A diagram showing a central site labeled 'FH' within a hexagonal lattice. A double-headed arrow is drawn above the central site, indicating a transition or interaction.

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

EX DAMAGE					
DAM CON	4	4	2	2	2

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

TRANSPORTER BOMB

1. CAN BE LAID BY TRANSPORTER OR DROPPED.
2. CAN BE SET FOR ANY SIZE TARGET.
3. ONE FAKE T-BOMB IS ALLOWED.
4. T-BOMBS ARE NOT HIDDEN.
5. T-BOMBS CANNOT BE SWEEPED.
6. T-BOMBS CANNOT BE DISPLACED OR LAID BY DISPLACEMENT.
7. ENTER COUNTER NUMBERS IN CIRCLES.

TRACTOR-REPULSOR BEAM TABLE (LIGHT)												
DIE	RANGE		4-5		6-8		9-12		13-18		19-25	
ROLL	0-3											
1	10		10		9		6		4		2	
2	10		10		7		4		3		1	
3	10		9		6		3		2		0	
4	10		7		4		2		1		0	
5	9		6		3		1		0		0	
6	7		4		2		0		0		0	

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

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

Cntr

GUARDS ASSIGNED

REVISÉ 09 MARCH 2000.

[illegible]

SHIP DATA TABLE	
TYPE	= TCC
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3

PLAYER	
TOURN	
ROUND	

PROBES	5
--------	---

HIT & RUN TABLE	
1	SYSTEM DESTROYED
2	SYSTEM & BPO DESTROYED
3-5	SYSTEM UNDETERMINED
6	SYSTEM UNDETERMINED

H&R vs GUARDS
1-3 BP DESTROYED
4-5 BP RETURNS
6 CONDUCT H&R

TYPE I OFFENSIVE PHASER TABLE

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

HIT & RUN
DERFACS

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

TYPE III DEFENSE PHASER

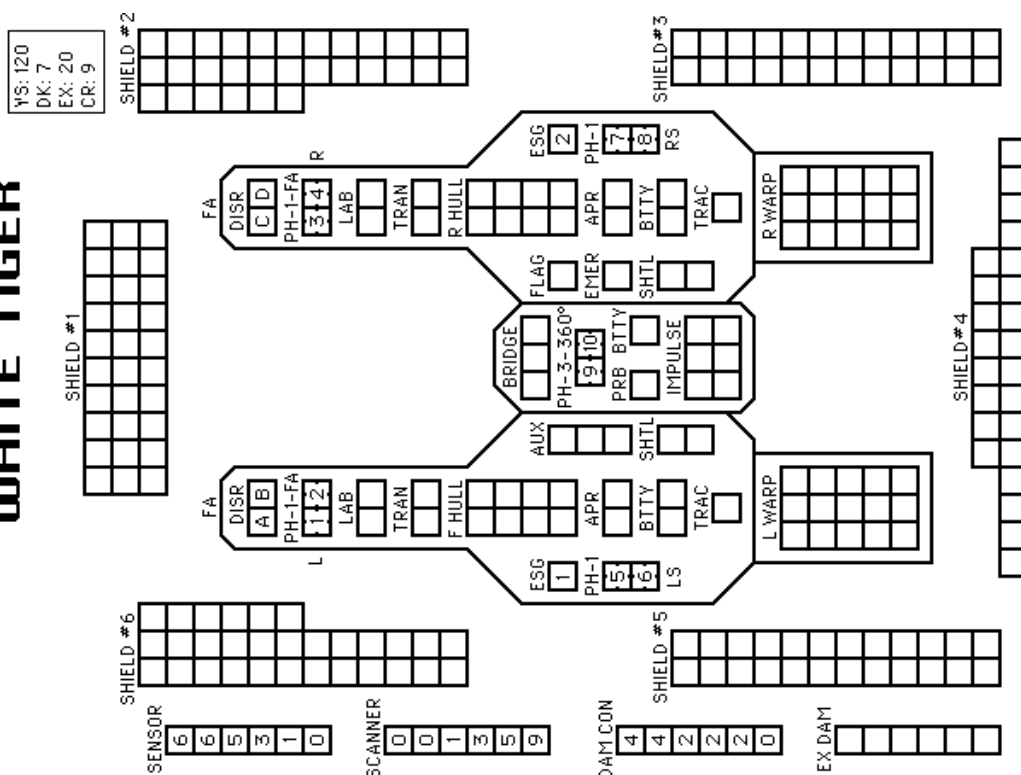
DIE RANGE		4- 9-	
ROLL	0 1 2 3 8 15	4 3 1 1	1 0 0 0 0 0
1	4 4 4 3 1 1		
2	4 4 4 2 1 0		
3	4 4 4 1 0 0		
4	4 4 4 3 0 0		
5	4 4 3 2 0 0		
6	3 3 1 0 0 0		

THE UIM BURNS OUT THE FIRST TIME IT IS USED. THE OWNING PLAYER DECIDES, WITH EACH DISRUPTOR SALVO, WHETHER OR NOT TO USE IT.

EXPANDING SPHERE TABLE	
RADIUS	ENERGY
	1 2 3 4 5
0 (4.00)	4 8 12 16 20
1 (3.67)	4 7 11 15 18
2 (3.33)	3 7 10 13 17
3 (3.00)	3 6 9 12 15

DISRUPTOR TABLE

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


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


MOVEMENT COST = 1
HET COST = 5

WA

GUARDS ASSIGNED

GUARDS ASSIGNED

[illegible][illegible]

TYPE I OFFENSIVE PHASER TABLE

TYPE I OFFENSIVE PHASER TABLE

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

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

TOURNAMENT
JUDGES

MAXIMUM OF ONE PH-6, TWO PL-D,
NO HELICOPTERS IN MOUNTS C OR D,
NO PHOTONS OR FUSIONS IN C/D HAVE 120° L+LF / RF+R ARCS.
TWO OF THE FOUR OPTIONAL WEAPONS MUST BE A PH-1,
DISRUPTOR, TYPE-B DRONE RACK, ADD-12, OR AN ESG.
(AN ESG WOULD ALSO TAKE UP A SECOND ADJACENT BOX.)


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

A						B
B						B
C						B
D						B

A						B
B						B
C						B
D						B

PLAYER	
TOURN	
ROUND	

1	SYSTEM DESTROYED; BP RETURNS
2	SYSTEM & BP DESTROYED
3-5	SYSTEM UNDAMAGED; BP DESTROYED
6	SYSTEM UNDAMAGED; BP RETURNS

1	SYSTEM DESTROYED; BP RETURNS
2	SYSTEM & BP DESTROYED
3-5	SYSTEM UNDAMAGED; BP DESTROYED
6	SYSTEM UNDAMAGED; BP RETURNS

1-3	BP DESTROYED
4-5	BP RETURNS
6	CONDUCT H&R

1-3	BP DESTROYED
4-5	BP RETURNS
6	CONDUCT H&R

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

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

GUARDS ASSIGNED	ADMINISTRATIVE SHUTTLES
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
16	16
17	17
18	18
19	19
20	20
21	21
22	22
23	23
24	24
25	25
26	26
27	27
28	28
29	29
30	30
31	31
32	32
33	33
34	34
35	35
36	36
37	37
38	38
39	39
40	40
41	41
42	42
43	43
44	44
45	45
46	46
47	47
48	48
49	49
50	50
51	51
52	52
53	53
54	54
55	55
56	56
57	57
58	58
59	59
60	60
61	61
62	62
63	63
64	64
65	65
66	66
67	67
68	68
69	69
70	70
71	71
72	72
73	73
74	74
75	75
76	76
77	77
78	78
79	79
80	80
81	81
82	82
83	83
84	84
85	85
86	86
87	87
88	88
89	89
90	90
91	91
92	92
93	93
94	94
95	95
96	96
97	97
98	98
99	99
100	100

ID	HIT POINTS	NOTES
THIS SHIP HAS ONE SHUTTLE BAY.		

SHIP DATA TABLE	
TYPE	T-CA
BREAKDOWN	5-6
SHIELD COST	1+1
LIFE SUPPORT	1
SIZE CLASS	3

THIS SHIP HAS ONE SHUTTLE BAY.

REVISÉ 09 MARCH 2000.

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASE	DIE RANGE		4-9		4-9		4-9		4-9	
	ROLL	0	1	2	3	8	15	15	15	15
1	4	4	4	4	4	3	1	0	0	0
2	4	4	4	4	4	2	1	0	0	0
3	4	4	4	4	4	1	0	0	0	0
4	4	4	4	4	3	0	0	0	0	0
5	4	4	4	3	2	0	0	0	0	0
6	3	3	3	1	0	0	0	0	0	0

REAR-FIRING PLASMA-F8 ARE UNDER THE (R13.1C) RESTRICTION. THEY CAN BE DESTROYED ON "DRONE" OR "TORPEDO" DAMAGE POINTS.

PLASMA TORPEDO WARHEAD STRENGTH TABLE									
RANGE	0-5	6-10	11-12	13-14	15	16-18	19		
TYPE G	20	20	15	15	15	10	5		
TYPE F	20	15	10	5	1	0	0		
BOLT	1-4	1-3			1-2				

PIASMATIC PIII SAR DEVICE COMBAT TARIFF

PERFORMANCE BY CESAR DEVICE CONFIGURATION TABLE											
RANGE	0-3	4-10	11-15	16-20	21-25	26-30	31-40				
HIT*	-	9	8	7	6	5	4				
DAMAGE	0	6	5	4	3	2	1				
SPLASH	0	1+4+1	1+3+1	1+2+1	1+1+1	1+1+0	0+1+0				
ALT	0	3+3	3+2	2+2	2+1	1+1	1+0				

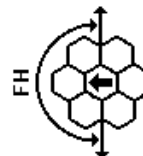
[illegible]
$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$

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

HIT & RUN TABLE	
1	SYSTEM DESTROYED; BP RETURNS
2	SYSTEM & BP DESTROYED
3-5	SYSTEM UNDAIMAGED; BP DESTROYED
6	SYSTEM UNDAIMAGED; BP RETURNS

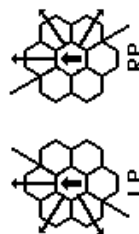
H&R vs GUARDS
1-3 BP DESTROYED
4-5 BP RETURNS
6 CONDUCT H&R

PLAYER	
TOURN	
ROUND	



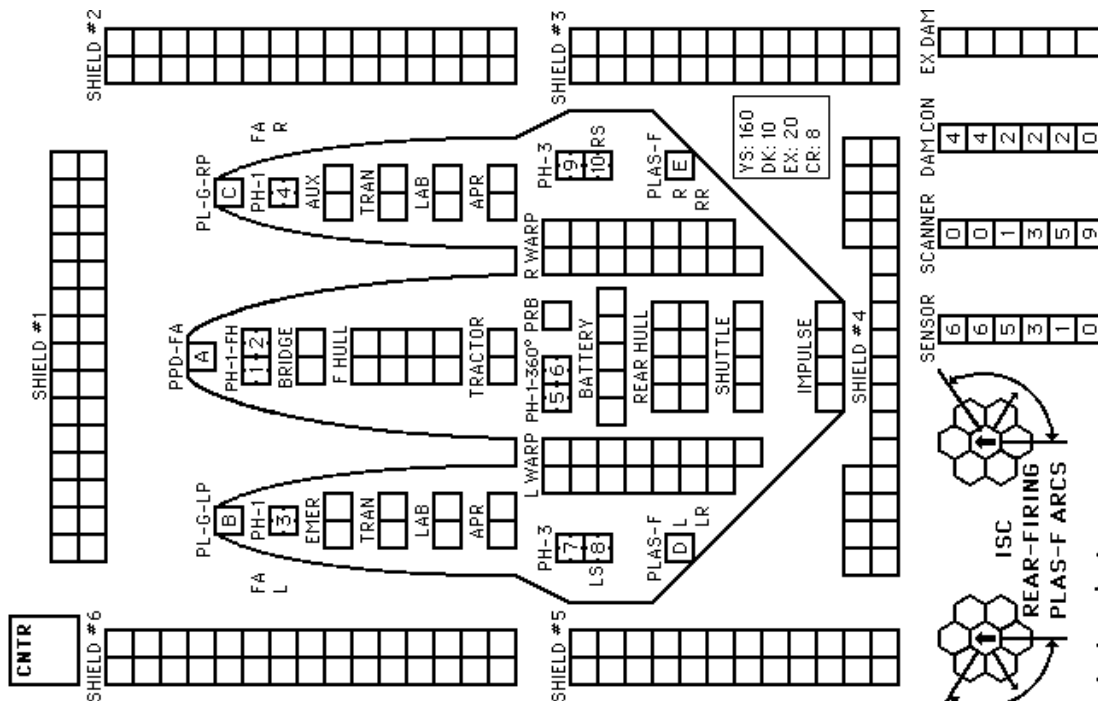
SEE (FP8.35) FOR PLASMA
BOLT FIRING ARCS.

**PSEUDO PLASMA
TORPEDOES**



MOVEMENT COST = 1

HET COST = 5



BOARDING PARTIES ADMINISTRATIVE SHUTTLES

[illegible]

GUARDS ASSIGNED

ADMINISTRATIVE SHUTTLES

[illegible]

PROBES

5

PLAYER	TOURN	ROUND
--------	-------	-------

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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



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

DISRUPTOR TABLE

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

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

	WIND ENERGY TEST CENTER																WIND ENERGY TEST CENTER
	SPEED																WIND ENERGY TEST CENTER
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
Standard 1	2	2	2	3	4	4	4	5	6	6	7	8	8	9	10	10	11
Fract. $\frac{2}{3}$	$1\frac{1}{4}$	2	$2\frac{2}{3}$	$3\frac{1}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	6	$6\frac{2}{3}$	$7\frac{1}{3}$	8	$8\frac{2}{3}$	$9\frac{1}{3}$	10	$10\frac{2}{3}$	$11\frac{1}{3}$	12

5 = HET COST

5 = HET COST

SHIP DATA TABLE

TYPE	=	TCWL
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3

REVISÉ 09 MARCH 2000.

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

EXPANDING SPHERE TABLE

RADIUS	ENERGY				
	1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

HIT & RUN

DERFACS 

CNTR

7

SENSOR

0	0	0	0	1	0
---	---	---	---	---	---

CANNER

□ □ − M M M

ĐAM CON

4422

EX DÂM

--	--	--	--	--

HIT & RUN TABLE

1	SYSTEM DESTROYED; BP RETURNS
2	SYSTEM & BP DESTROYED
3-5	SYSTEM UNDAMAGED; BP DESTROYED
6	SYSTEM UNDAMAGED; BP RETURNS

H&R vs GUARDS

1-3	BP DESTROYED
4-5	BP RETURNS
6	CONDUCT H&B

YS: 182
DK: 8
EX: 20
CR: 8

CNTR	
------	--

[illegible]

SENSOR

www.nhantriviet.com

SCANNER

0	0	0	1	1	1	0
---	---	---	---	---	---	---

DẤM CON

4	4	2	2	2	0	DAM			
---	---	---	---	---	---	-----	--	--	--

EX D&M

SHIELD #4[illegible]

NO SPECIAL ARCS. BOOMS ARE NOT SEPARABLE.

H&R vs GUARDS
1-3 BP DESTROYED
4-5 BP RETURNS
6 CONDUCT H&R

HIT & RUN TABLE	
1	SYSTEM DESTROYED; BP RETURNS
2	SYSTEM & BP DESTROYED
3-5	SYSTEM UNDAMAGED; BP DESTROYED
6	SYSTEM UNDAMAGED; BP RETURNS

ARTICLE CANNON TABLE									
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	
HIT	1-6	1-5	1-4	1-4	1-3	1-3	1-2	1-2	
DAMAGE	NA	4	4	3	3	3	2	1	
OL DMG	8	8	8	6	6	NA	NA	NA	

ADMINISTRATIVE SHUTTLES

[illegible]

PROBES

5

PLAYER	
TOURN	
ROUND	

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

TYPE III DEFENSE PHASER					
DIE ROLL	RANGE		4- 9- 8 15		
	0	1	2	3	8
1	4	4	4	3	1
2	4	4	4	2	1
3	4	4	4	1	0
4	4	4	3	0	0
5	4	3	2	0	0
6	3	3	1	0	0

A diagram of a hexagonal lattice structure. A central node is labeled '1'. It is surrounded by six nodes, each connected by a line. The nodes are labeled as follows: 'R' (top), 'LF' (top-left), 'RF' (top-right), 'LR' (bottom-left), 'RR' (bottom-right), and 'RR' (bottom). Arrows point from the central node to each of the surrounding nodes.

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

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

WEB BREAKER TABLE										
DIE ROLL	RANGE 0-1									
		2	3	4	5	6	7	8	9	10
1	20	19	18	17	15	13	11	9	7	5
2	18	17	16	15	13	11	9	7	5	3
3	16	15	14	13	11	9	7	5	3	1
4	14	13	12	11	9	7	5	3	1	0
5	12	11	10	9	7	5	3	1	0	0
6	10	9	8	7	5	3	1	0	0	0

SHIELD CRACKER TABLE				
RANGE	0	1-2	3-5	6-10
HIT	1-6	1-5	1-4	1-3
DAMAGE	4	4	4	4

PARTICIPLE CANNON TABLE

ARTICLE CANNON TABLE										
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30		
HIT	1-6	1-5	1-4	1-4	1-3	1-3	1-2	1-2		
DAMAGE	NA	4	4	3	3	3	2	1		
OL DMG	8	8	8	6	6	NA	NA	NA		

[illegible]

GUARDS ASSIGNED

THIS SHIP CAN USE WILD WEASELS
AND SUICIDE SHUTTLES NORMALLY.

TYPE I OFFENSIVE PHASER TABLE

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

WEB BREAKER TABLE

DIE	RANGE										
ROLL	0-1	2	3	4	5	6	7	8	9	10	
1	20	19	18	17	15	13	11	9	7	5	
2	18	17	16	15	13	11	9	7	5	3	
3	16	15	14	13	11	9	7	5	3	1	
4	14	13	12	11	9	7	5	3	1	0	
5	12	11	10	9	7	5	3	1	0	0	
6	10	9	8	7	5	3	1	0	0	0	

SHIELD CRACKER TABLE

RANGE	0	1-2	3-5	6-10
HIT	1-6	1-5	1-4	1-3
DAMAGE	4	4	4	4

JINDARIAN LIGHT TOURNAMENT CRUISER

BOARDING PARTIES

1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	----

GUARDS ASSIGNED

1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	----

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	LCT
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3

PROBES

1	2	3	4	5
---	---	---	---	---

PLAYER: _____

TOURN: _____

ROUND: _____

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

HIT & RUN TABLE

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

H&R vs GUARDS

1-3	BP DESTROYED
4-5 <td>BP RETURNS</td>	BP RETURNS
6	CONDUCT H&R

TURN MODE SPEED

C	1	2	3	4	5	6
1	2	4	5	9	10	14
2	10	14	15	20	21	27
3	21	27	28	28	28	28

MRG DEFENSIVE MODE AMMUNITION

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

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

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.	2/3	1 1/3	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	7 1/3	8	8 2/3	9 1/3	10	10 2/3	11 1/3	12	12 2/3	13 1/3	14	14 2/3	15 1/3	16	16 2/3	17 1/3	18	18 2/3	19 1/3	20

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

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.	2/3	1 1/3	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	7 1/3	8	8 2/3	9 1/3	10	10 2/3	11 1/3	12	12 2/3	13 1/3	14	14 2/3	15 1/3	16	16 2/3	17 1/3	18	18 2/3	19 1/3	20

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

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.	2/3	1 1/3	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	7 1/3	8	8 2/3	9 1/3	10	10 2/3	11 1/3	12	12 2/3	13 1/3	14	14 2/3	15 1/3	16	16 2/3	17 1/3	18	18 2/3	19 1/3	20

OH

MOVEMENT COST = 1
HET COST = 5

1-3	BP DESTROYED
4-5	BP RETURNS
6	CONDUCT H&R

HT

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

STANDARD LOAD HELLBORES CANNOT BE FIRED AT A RANGE OF ZERO HEXES.

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX														$\boxed{5}$ = HET COST																			
		SPEED		1	2	3	4	$\boxed{5}$	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30		
Fract.		$\frac{2}{3}$	$1\frac{1}{3}$	2	$2\frac{2}{3}$	$3\frac{1}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	6	$6\frac{2}{3}$	$7\frac{1}{3}$	8	$8\frac{2}{3}$	$9\frac{1}{3}$	10	$10\frac{2}{3}$	$11\frac{1}{3}$	12	$12\frac{2}{3}$	$13\frac{1}{3}$	14	$14\frac{2}{3}$	$15\frac{1}{3}$	16	$16\frac{2}{3}$	$17\frac{1}{3}$	18	$18\frac{2}{3}$	$19\frac{1}{3}$	20		

IM

FRAX TOURNAMENT COMMAND CRUISER

CNTR	
------	--

SHIP DATA TABLE	
TYPE	= TCC
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3

[illegible]

GUARDS ASSIGNED	

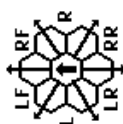
REVISÉ 09 MARCH 2000.

PROBES
5

[illegible]

HIT & RUN TABLE		H&R vs GUARDS	
1	SYSTEM DESTROYED; BP RETURNS	1-3	BP DESTROYED
2	SYSTEM & BP DESTROYED	4-5	BP RETURNS
3	SYSTEM UNDAMAGED; BP DESTROYED	6	CONDUCT H&R
4	SYSTEM UNDAMAGED; BP RETURNS		ROUND

DRONE RACKS		(No Reloads)	
1			B
2			B


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

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

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

DISRUPTOR TABLE												
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30				
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2				
HIT(OERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3				
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA				
DAMAGE(STD)	0	5	4	4	3	2	2					
DAMAGE(MIN)	10	10	8	8	6	0	0	0				

HIT & RUN
DERFACS

SHIELD #1

SENSOR

SHIELD #2

SHIELD #3

SHIELD #4

MOVEMENT COST = 1

HIT COST = 5

MOVEMENT COST = 1
HET COST = 5

FX

CnTR

YS: 165
DK: 10
EX: 20
CR: 8

SHIELD #2

SHIELD #1

SHIELD #6

SHIELD #3

SHIELD #5

SHIELD #4

MOVEMENT COST = 1
HET COST = 5

FV

ADMINISTRATIVE SHUTTLES

[illegible]

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES						PROBES				
										5

PROBES

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+


$$FA = LF + RF$$

TYPE III DEFENSE PHASE					
DIE ROLL	RANGE		4- 9- 3 8 15		
	0	1	2	3	
1	4	4	4	3	1
2	4	4	4	2	1
3	4	4	4	1	0
4	4	4	3	0	0
5	4	3	2	0	0
6	3	3	1	0	0

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

GUARDS ASSIGNED

REVISÉ 09 MARCH 2000.

PLAYER	
TOURN	
ROUND	

HYPERDRONE RACKS (NO RELOADS)

[illegible]

CNTR

PLAYER	
TOURN	
ROUND	

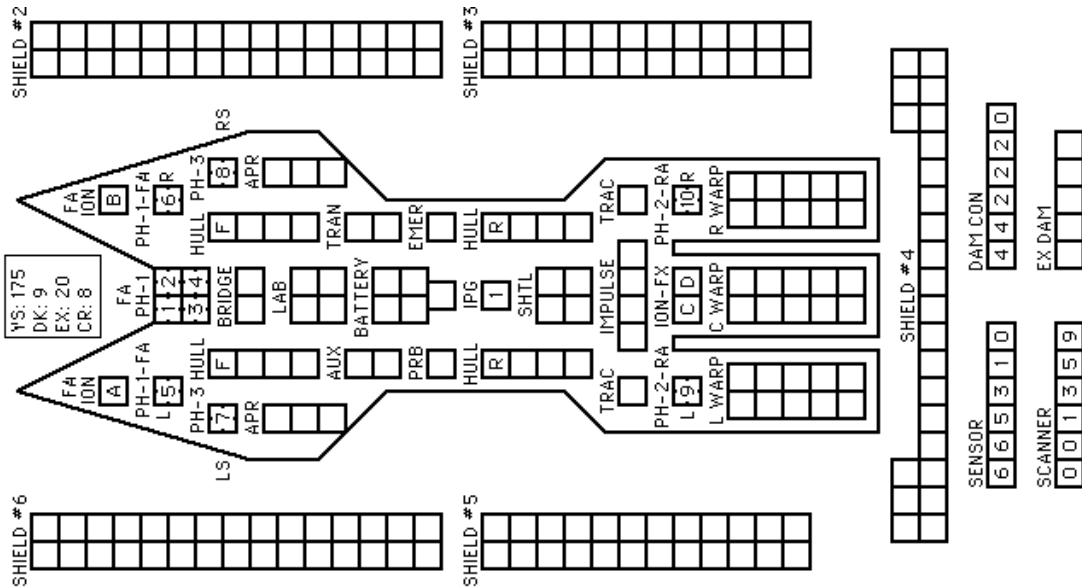
Figure 1 illustrates the phaser tables and formulas used in the game. The central diagram shows a point with eight arrows pointing outwards, labeled L, R, LF, RF, LR, and RR. To the right of the diagram is a table with two main sections: 'TYPE II PHASER TABLE' and 'TYPE III DEFENSE PHASER'. The 'TYPE II PHASER TABLE' has columns for 'DIE ROLL' (0, 1, 2, 3, 4, 5) and 'RANGE' (4, 9, 16, 31, 50). The 'TYPE III DEFENSE PHASER' has columns for 'DIE ROLL' (0, 1, 2, 3, 4, 5) and 'RANGE' (4, 9, 15). Below the tables are the following formulas: FA = LF + RF, RA = LR + RR, LS = LF + L + LR, RS = RF + R + RR, and FX = L + LF + RF + R.

TYPE II PHASER TABLE						
DIE RANGE		4-9-16-31-50				
DIE ROLL	0	1	2	3	4	5
1	6	5	5	4	3	2
2	6	5	4	4	2	1
3	6	4	4	4	1	0
4	5	4	4	3	1	0
5	5	4	3	3	0	0
6	5	3	3	3	0	0

TYPE III DEFENSE PHASER						
DIE RANGE		4-9-15				
DIE ROLL	0	1	2	3	4	5
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

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

RANGE	0-1	2-3	4-5	6-8	9-15	16-23	24-30	DAMAGE
HIT, STANDARD	10	9	8	7	6	5	4	6
HIT, PROXIMITY	NA	NA	NA	NA	8	7	6	3
HIT, OVERLOAD	10	9	8	7	NA	NA	NA	12



BORAK TOURNAMENT COMMAND CRUISER

CNTR	
------	--

SHIP DATA TABLE	
TYPE	= TCC
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3

PLAYER	B
TOURN	
ROUND	

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

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

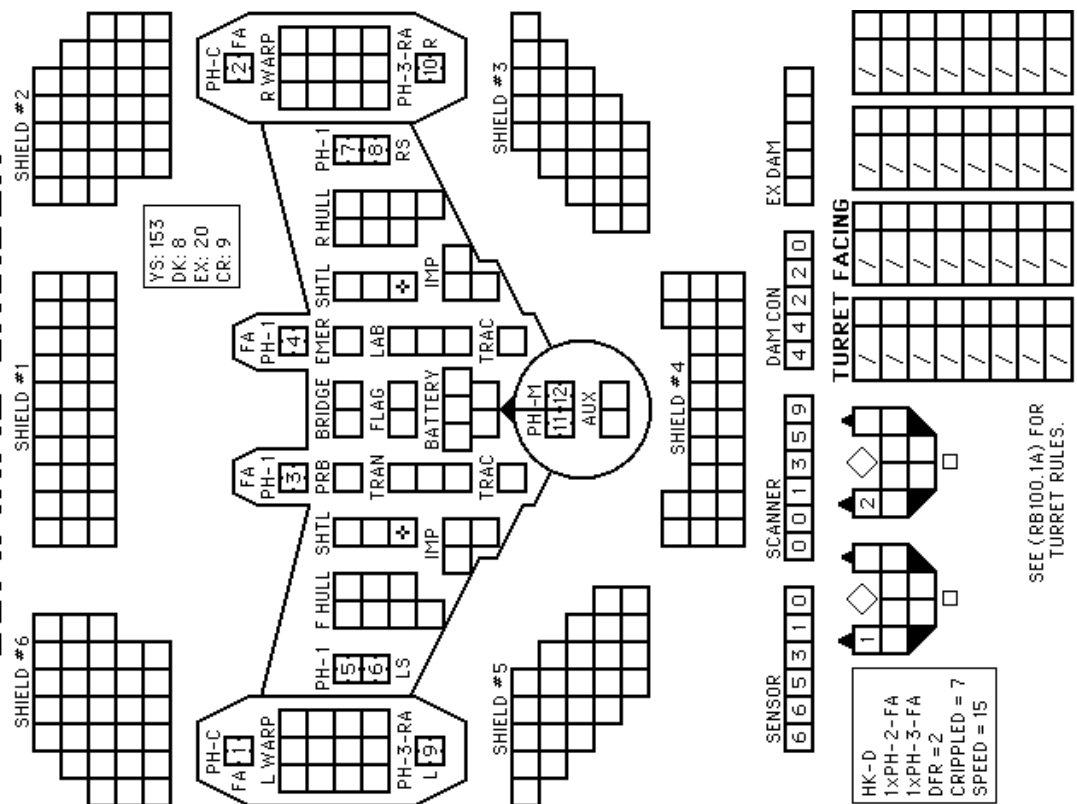
TYPE II PHASER TABLE									TYPE III DEFENSE PHASER								
DIE RANGE			4-9-16-31-			DIE RANGE			4-9-								
ROLL	0	1	2	3	8	15	30	50	ROLL	0	1	2	3	8	15		
1	6	5	5	4	3	2	1	1	1	4	4	4	3	1	1		
2	6	5	4	4	2	1	1	0	1	2	4	4	4	2	1		
3	6	4	4	4	1	1	0	0	0	3	4	4	4	1	0		
4	5	4	4	3	1	0	0	0	0	4	4	4	3	0	0		
5	5	4	3	3	0	0	0	0	0	5	4	3	2	0	0		
6	5	3	3	3	0	0	0	0	0	6	3	3	1	0	0		

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	20	20	18	15	14	13	10	9	5	4	3
2	20	18	15	13	12	10	9	5	3	2	1
3	18	15	13	11	10	9	8	3	2	1	0
4	15	13	11	10	9	8	5	2	1	0	0
5	13	11	10	9	8	8	3	1	0	0	0
6	11	10	9	8	6	5	1	0	0	0	0

DIE ROLL	RANGE		6-	9-	16-	26-	51-				
	0	1	2	3	4	5	8	15	25	50	75
1	20	20	18	15	14	13	10	9	5	4	3
2	20	18	15	13	12	10	9	5	3	2	1
3	18	15	13	11	10	9	8	3	2	1	0
4	15	13	11	10	9	8	5	2	1	0	0
5	13	11	10	9	8	8	3	1	0	0	0
6	11	10	9	8	6	5	1	0	0	0	0

WARP ENERGY MOVEMENT COST = 3/4 ENERGY POINT PER HEX

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

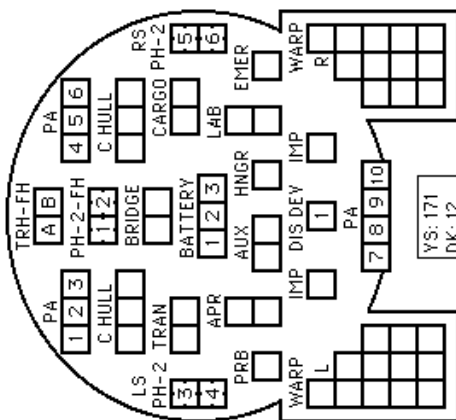


P

MOVEMENT COST = 1
HET COST = 5

APT

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



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

EX DAMAGE		DAM CON	
		4	4
		2	2
		2	2
		0	0

THIS IS A REVISED ANDROMEDAN TOURNAMENT SHIP AND WILL SUPERCEDE ALL PREVIOUS ANDROMEDAN TOURNAMENT SHIPS IF PLAYTEST REPORTS INDICATE THAT IT IS BALANCED. THIS SHIP IS NOT SANCTIONED FOR REGULAR TOURNAMENT PLAY, BUT IS A PLAYTEST SHIP. IF NO PLAYTEST REPORTS ARE RECEIVED THIS SHIP WILL NOT BE SANCTIONED AND THE CURRENT ANDROMEDAN TOURNAMENT SHIP WILL REMAIN IN USE. NOTE THAT THIS SHIP'S TRACTOR-REPLICATOR BEAMS ARE HEAVY TRACTOR-REPLICATOR BEAMS AT ALL TIMES UNLESS HASTILY REPAIRED AS LIGHT TRACTOR-REPLICATOR BEAMS. THIS SHIP CANNOT USE A POWER ABSORBER MINE. THE HANGAR IS SIMPLY THERE TO ALLOW THE SHIP TO BE USED OUTSIDE OF TOURNAMENT PLAY (IF IT IS SANCTIONED) AS A CONQUEST/DOOR VARIANT, IT HAS NO TOURNAMENT FUNCTION, I.E., THERE IS NEVER ANYTHING INSIDE OF IT DURING TOURNAMENT PLAY.