***Empires of Dawn Charts and Tables***

**Movement Point Costs:**

5 MP to move one hex vertically **OR** horizontally;

7 MP to move one hex vertically **AND** horizontally;

1 MP to transit a Warp Line.

Movement Point costs are **doubled** for dust clouds (Warp Lines ignore Dust Clouds).

**Combat Results Table:**

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**COMBAT RESULTS TABLE**

**Firing** **Target Ship Tactics**

**Ship** DRIVE

**Tactics** DIFFERENCE ATTACK DODGE RETREAT

-5 or less Miss (Miss) Miss (Miss) Escapes (Hit-2)

-4 Miss (Miss) Miss (Miss) Escapes (Hit-1)

A -3 Hit-1 (Miss) Hit-2 (Hit-1) Escapes (Miss)

-2 Hit (Hit +1) Hit-1 (Hit) Escapes (Miss)

T -1 Hit (Hit +2) Miss (Hit) Escapes (Miss)

0 Hit +2 (Hit +2) Hit-1 (Hit) Miss (Hit)

T +1 Hit +2 (Hit) Miss (Hit) Miss (Hit-1)

+2 Hit +1 (Hit) Hit +1 (Miss) Miss (Hit-2)

A +3 Hit-1 (Miss) Hit (Miss) Hit (Miss)

+4 Miss (Miss) Hit (Hit-1) Hit (Miss)

C +5 Hit-1 (Miss) Miss (Hit-2) Miss (Hit-1)

+6 to +8 Hit-2 (Miss) Miss (Miss) Miss (Hit-2)

K +9 to +11 Miss (Miss) Miss (Miss) Miss (Miss)

+12 or More Miss (Miss) Miss (Miss) Escapes (Miss)

-7 or less Miss (Miss) Miss (Miss) Escapes (Miss)

-5 to -6 Miss (Hit-2) Miss (Miss) Escapes (Miss)

D -4 Miss (Hit-1) Miss (Hit-2) Escapes (Miss)

-3 Miss (Hit) Hit (Hit-1) Escapes (Hit-2)

O -2 Miss (Hit +1) Hit (Miss) Escapes (Hit-1)

-1 Hit (Miss) Hit (Miss) Escapes (Miss)

D 0 Hit (Miss) Hit (Hit) Escapes (Miss)

+1 Hit (Miss) Miss (Hit) Escapes (Miss)

G +2 Hit (Miss) Miss (Hit) Escapes (Hit-1)

+3 Miss (Miss) Miss (Hit-1) Escapes (Hit-2)

E +4 Miss (Hit-1) Miss (Hit-2) Escapes (Miss)

+5 Miss (Hit-2) Miss (Miss) Escapes (Miss)

+6 or more Miss (Miss) Miss (Miss) Escapes (Miss)

-6 or less Miss (Hit-2) Miss (Escapes) Escapes (Escapes)

R -5 Miss (Hit-1) Miss (Escapes) Escapes (Escapes)

E -4 Miss (Hit) Miss (Escapes) Escapes (Escapes)

T -3 Hit-2 (Hit) Miss (Escapes) Escapes (Escapes)

R -2 Hit-1 (Miss) Miss (Escapes) Escapes (Escapes)

E -1 Hit (Miss) Miss (Escapes) Escapes (Escapes)

A 0 Hit (Miss) Miss (Escapes) Escapes (Escapes)

T +1 or more Miss (Escapes) Miss (Escapes) Escapes (Escapes)

Note: Results in (parentheses) are RECIPROCAL. That is, if both ships use Beams against EACH OTHER, only one intersection need be looked at to learn results for both ships.

**Summary Of TL Effects:**

**TL Level Warp? Ship Systems Combat and Movement Research Cost**

**Effects**

0 Yes All None N/A

1 Yes All +1 to effect 100 (Systems = 25 each)

(+1) Yes All (+1 to effect per TL) (100 x TL; Systems

25 x TL)

**+1 to effect:** Means that the effect of the weapon system is increased by +1 HIT per TL, the effect of Shields and Armor is to stop +1 HIT per TL (above the PD put into Shields), the effect of ECM is increased by +1 per TL above the PD put into ECM, the effect on Movement is to add +1 MP to the Warpship’s total Movement Points.

(Note that both TL’s and Systems must be researched in order, and the next TL must be researched before any Systems at that TL may be researched; i.e., one must research Beams-1 before one may research Beams-2, and even if Beams-1 is successfully researched, Beams-2 may not be researched until TL-2 itself is researched.)

LABS each produce from 1-6 Research Points (RPs) per Game-Turn; Players may assign these RPs to any Research Project they currently have underway, or may initiate a new Research Project with them, as they choose.

**Item Build Point Costs**

The cost to produce each item is listed below:

**Item BP Cost**

1 Pt of POWER/DRIVE (PD) 1

1 Pt of BEAMS (B) 1

1 Pt of SHIELDS (S) 1

1 MISSILE TUBE (T) 1

3 MISSILES (M) 1

1 SYSTEMSHIP RACK (SR) 1

1 COLONY POD (CP) 5

1 WARP GENERATOR (W) (Std) 5

1 WARP GENERATOR (W) (Opt) 20% of total ship cost

1 LAB (LAB) 10

1 FACTORY (F) 10

1 CHEAP FACTORY (Opt) 5

2 Pts of ARMOR (A) (Opt) 1

1 Pt of ECM (E) (Opt) 1

1 HOLD (H) (Opt) 1

1 LAUNCH BAY (LB) (Opt) 1

1 FIGHTER (FTR) (Opt) (Opt) 2

1 MINING DRILL (MD) (Opt) 3

1 REPAIR BAY (RB) (Opt) 5

1 MISSILE BASE (MB) (Opt) 5

1 SHIPYARD (SY) (Opt) 10

**Exploration Procedure:**

Note that if Optional Rule 8.2, Multiple Planets, is in effect, Step 1 must be done first. If optional rule 8.22 is in effect, steps 1a and 1b are also performed prior to determining Habitability. Otherwise, Players proceed directly to step 2 and, assuming optional rules 8.3 (Planet Size Limits), 8.4 (Variable Resources), and 8.5 (Differing Species) are not in effect, they have completed exploration.

**1. Number of Planets (Optional):** Roll 1 die to determine the number of usable planets a system has;

**1a. Number of Planets (Optional):** If roll a “1,” roll again; if the second roll is also a “1,” then the star system has no usable planets.

**1b. Number of Planets (Optional):** If roll a “6,” roll again; if the second roll is also a “6,” then the player rolls a third time, adding the number rolled to six to get the total number of usable planets (7-12) for the star system.

**2. Habitability Rating:** Roll 1 die to determine Habitability Rating of the Planet (lower is more compatible, higher is less compatible). This is only done once per game (the first time a Player enters the system).

(Note, if optional rule 8.5 is in effect, each species must individually roll for their own HR for the planet the first time they enter the system. If both Optional Rules 8.2 and 8.5 are in effect, they must roll their own HR’s for *each* planet in the system.)

**3. Size of Each Planet (Optional):** Roll two dice and add the result to determine the maximum number of Colony Points that may be placed on the planet. (If optional rule 8.2, Multiple Planets, is in effect, this must be done for *each* planet.)

**4. Resources on Planet (Optional):** Roll a die; on a “1” the planet is POOR, on a “2” through “5” the planet is NORMAL, and on a “6” the planet is RICH. (If optional rule 8.2, Multiple Planets, is in effect, this must be done for *each* planet.)

POOR planets multiply the production on that planet by ½

NORMAL planets multiply the production on that planet by 1

RICH planets multiply the production on that planet by 2

**Species Type Determination (Really, Really, Optional):**

Roll three dice, adding together the results to determine what the life-form is:

**3:** Avian

**4:** Humanoid Reptilian

**5:** Reptilian

**6:** Humanoid Feline

**7:** Feline

**8:** Humanoid Mammalian

**9:** Mammalian

**10:** Humanoid Aquatic

**11:** Aquatic

**12:** Humanoid Canine

**13:** Canine

**14:** Centauriform

**15:** Humanoid Herbiform

**16:** Herbiform

**17:** Insectiform

**18:** Silicate