

GUARDS ASSIGNED

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

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

BOARDING PARTIES

										10

PROBES

										5
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FA = LF + RF
 LS = LF + L + LR
 RS = RF + R + RR

REVISED 09 MARCH 2000.

TYPE I OFFENSIVE PHASER TABLE

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

TURN MODE SPEED

D 1 2-4
 2 5-8
 3 9-12
 4 13-17
 5 18-24
 6 25+

HET 4 13-17
BD 5 18-24
 6 25+

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

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

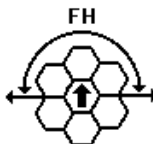
1-3	BP DESTROYED
4-5	BP RETURNS
6	CONDUCT H&R

PLAYER	
TOURN	
ROUND	

REAR-FIRING PLASMA-Fs 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	20
TYPE G	20	20	15	15	15	10	5	1
TYPE F	20	15	10	5	1	0	0	0
BOLT	1-4	1-3			1-2			



ISC REAR-FIRING PLAS-F ARCS



MOVEMENT COST = 1

HET COST = 5

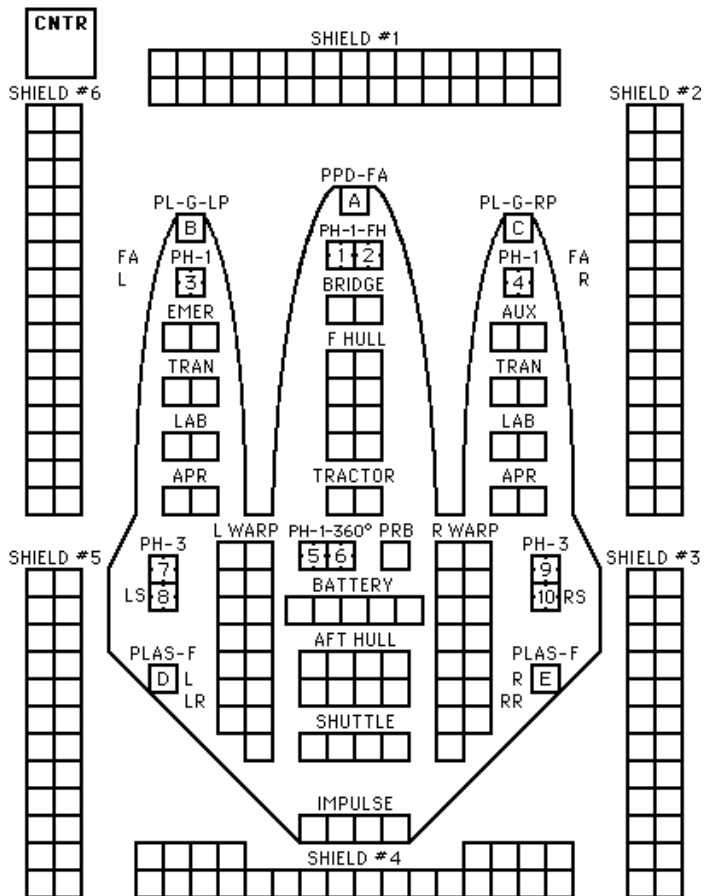
PLASMATIC PULSAR DEVICE COMBAT TABLE

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

PSEUDO PLASMA TORPEDOES

B G C G

ISC TOURNAMENT CRUISER



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