

BOARDING PARTIES

											10

GUARDS ASSIGNED

REVISED 09 MARCH 2000.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

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	

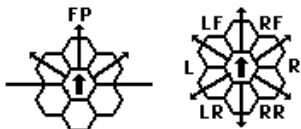
TYPE I OFFENSIVE PHASER TABLE

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

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

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

PROBES
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>



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

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	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	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		

PSEUDO-PLASMA TORPEDOES
<input type="checkbox"/> S <input type="checkbox"/> S

ROMULAN FIREHAWK TOURNAMENT CRUISER

