

**BOARDING PARTIES**

											10

**GUARDS ASSIGNED**


**ADMINISTRATIVE SHUTTLES**

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

**PROBES**

					5
--	--	--	--	--	---

**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	

REVISED 09 MARCH 2000.

**TYPE I OFFENSIVE PHASER TABLE**

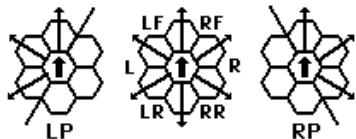
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

**TURN MODE SPEED**

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

**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



**PSEUDO-PLASMA TORPEDOES**

A S B S

FX = L + LF + RF + R

**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**

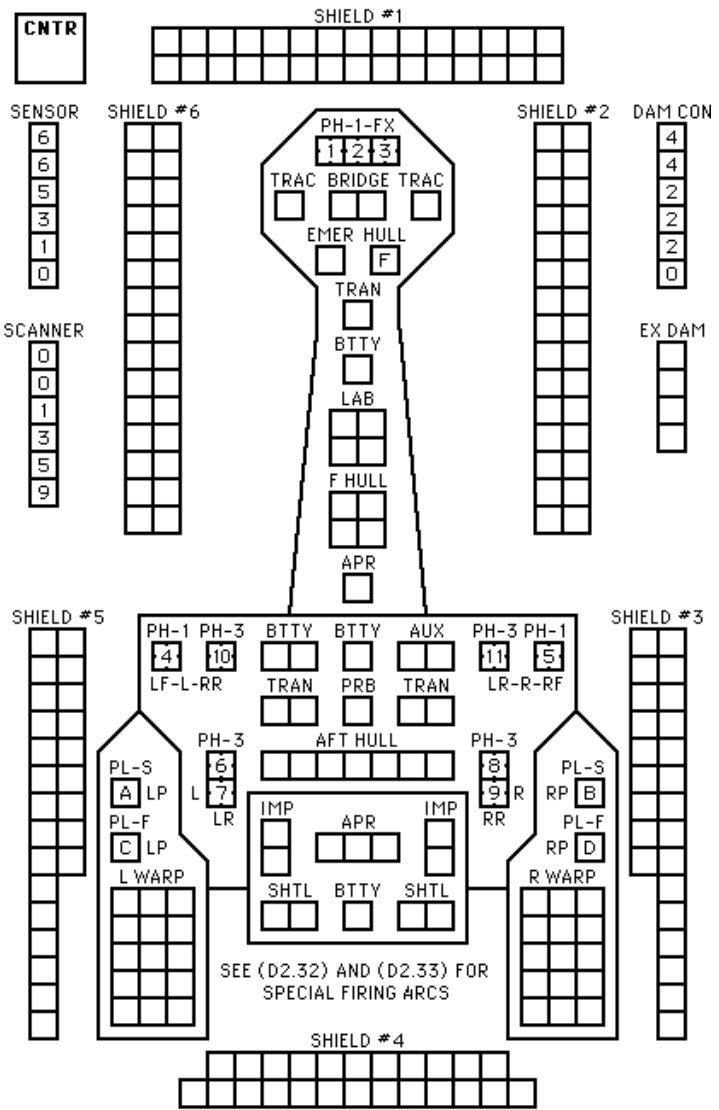
1-3	BP DESTROYED
4-5	BP RETURNS
6	CONDUCT H&R

**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		

**HIT & RUN CLOAK**

**ROMULAN KR TOURNAMENT CRUISER**



MOVEMENT COST = 1  
 HET COST = 5

