

BOARDING PARTIES

											10

GUARDS ASSIGNED

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

PROBES

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

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

D 1 2-4
 2 5-8
 HET 3 9-12
 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

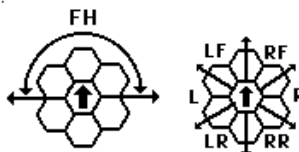
H&R vs GUARDS

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

CAN HAVE UP TO EIGHT POINTS OF OVERLOAD ENERGY IN THE PHOTONS AT START OF GAME.

PHOTON TORPEDO TABLE

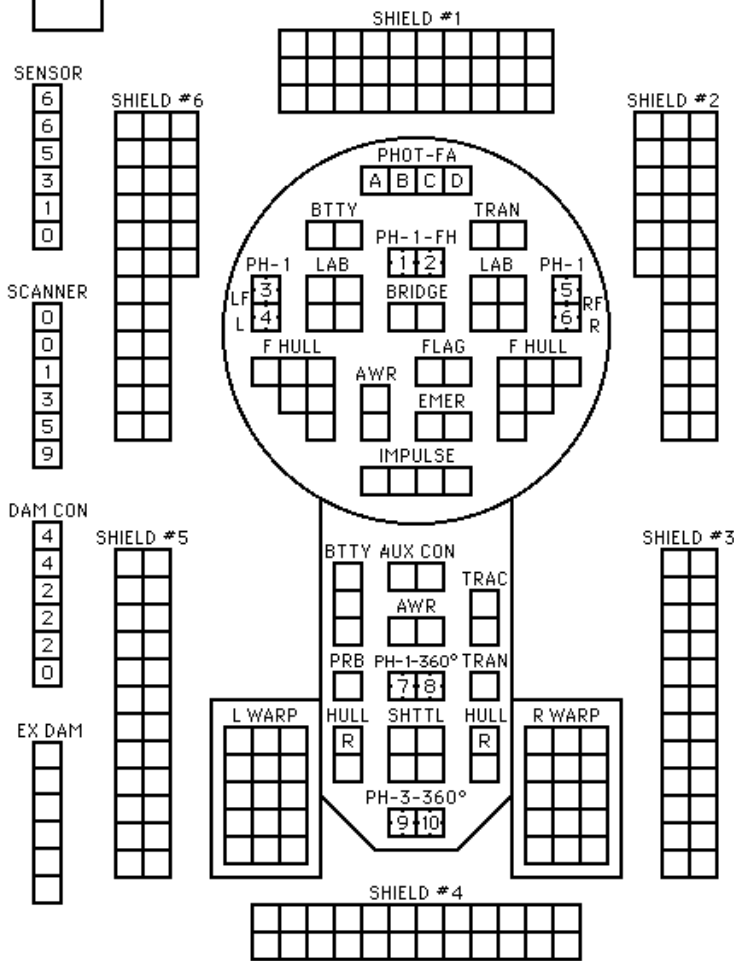
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DMGE, OVERLOAD	-----	VARIES	-----	NA	NA	NA



FA = LF + RF

FEDERATION TOURNAMENT COMMAND CRUISER

CNTR



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

MOVEMENT COST = 1

HET COST = 5



BOARDING PARTIES

											10

GUARDS ASSIGNED

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

PROBES

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

SHIP DATA TABLE

TYPE = TKE
 BREAKDOWN = 5-6
 SHIELD COST = 1+1
 LIFE SUPPORT = 1
 SIZE CLASS = 3
 CLOAK COST = 15/4

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

TURN MODE SPEED

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

T-BOMB

TYPE III DEFENSE PHASER

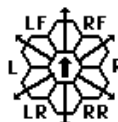
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

REVISED 14 July 2005.

PSEUDO-PLASMA TORPEDOES

A	R	B	F	C	F
---	---	---	---	---	---

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



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

HIT & RUN TABLE

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

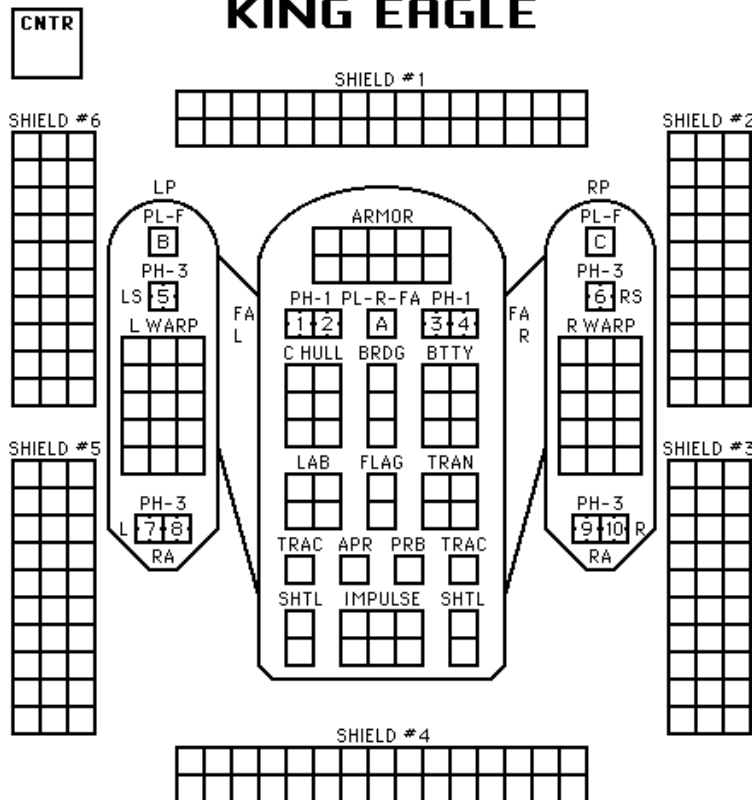
H&R vs GUARDS

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	26-28	29	30
TYPE R	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 TOURNAMENT KING EAGLE



SENSOR	SCANNER	DAMAGE CONTROL	EXCESS DAMAGE
6 6 5 4 2 0	0 0 0 3 6 9	4 4 2 2 2 0	



MOVEMENT COST = 1
 HET COST = 5



BOARDING PARTIES

												10
--	--	--	--	--	--	--	--	--	--	--	--	----

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

GUARDS ASSIGNED

PLAYER	
TOURN	
ROUND	

TYPE I OFFENSIVE PHASER TABLE

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

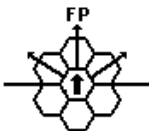
[Symbol]

TURN MODE SPEED

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

PROBES

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



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

TYPE III DEFENSE PHASER

DIE ROLL	RANGE				
	0	1	2	3	4-8
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

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

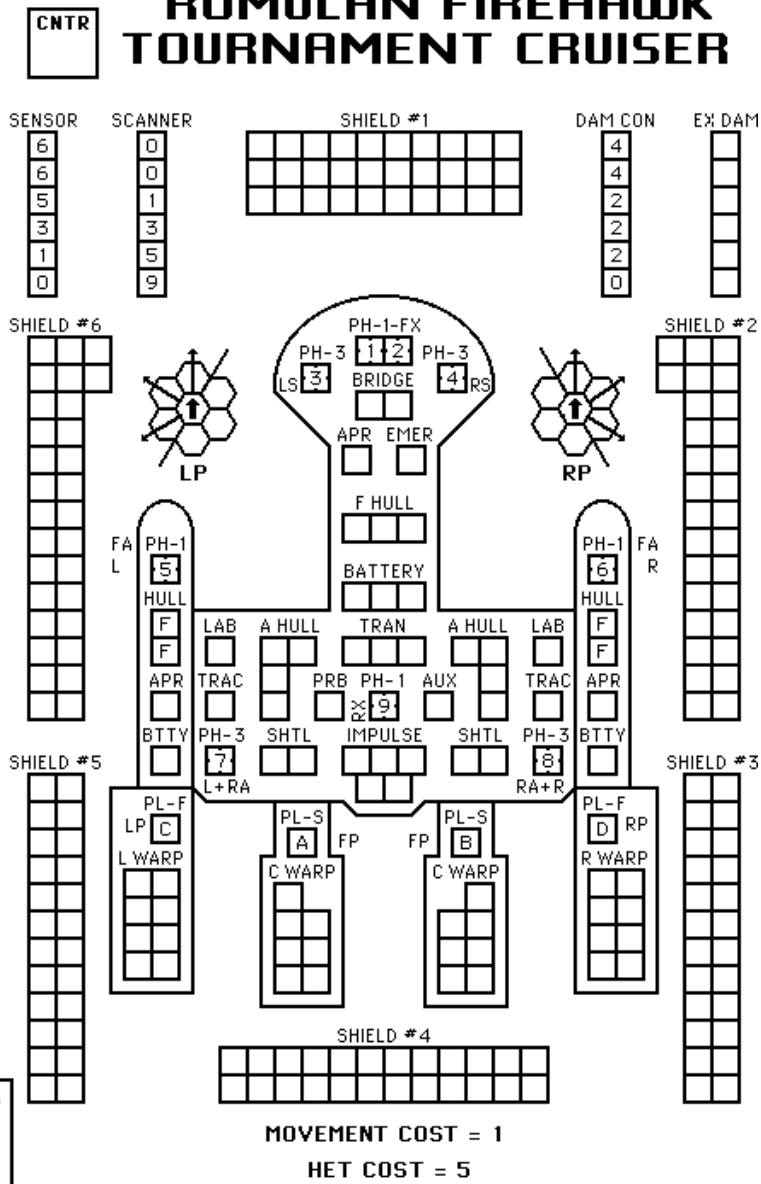
PLASMA TORPEDO WARHEAD STRENGTH TABLE

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			1		

PSEUDO-PLASMA TORPEDOES

[A] S [B] S

ROMULAN FIREHAWK TOURNAMENT CRUISER



REVISED 09 MARCH 2000.

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

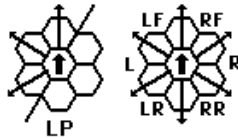
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE SPEED

B 1 2-5
 2 6-10
 HET 3 11-15
 4 16-21
 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



$FX = L + LF + RF + R$

PSEUDO-PLASMA TORPEDOES

[A] S [B] S

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

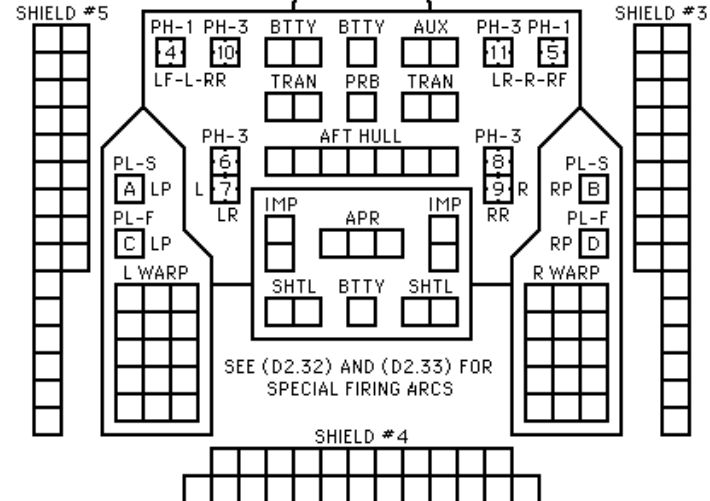
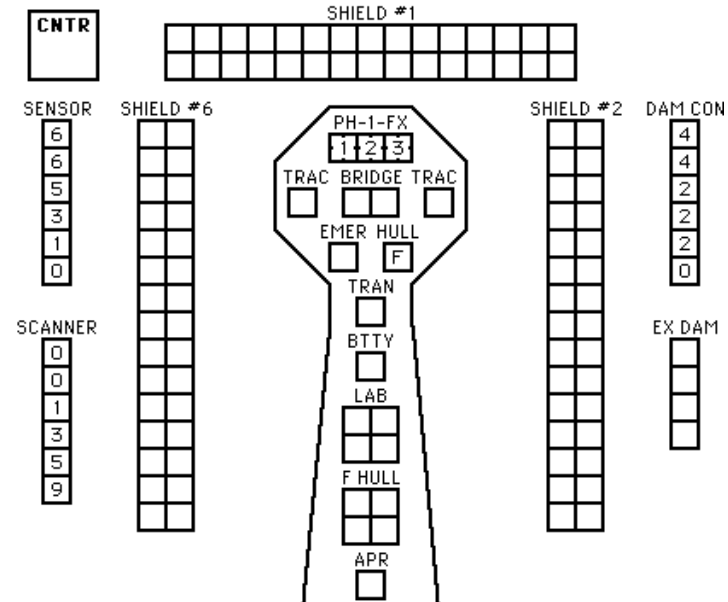
1-3	BP DESTROYED
4-5	BP RETURNS
6	CONDUCT H&R

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



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

PROBES

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

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

PLAYER	
TOURN	
ROUND	

DRONE POINTS		

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 DERFACS

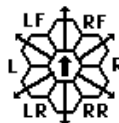
<input type="checkbox"/>

TURN MODE SPEED

C	1	2-4
	2	5-9
HET	3	10-14
<input type="checkbox"/>	4	15-20
BD	5	21-27
<input type="checkbox"/>	6	28+

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



- SPECIAL RULES**
1. CAN CONTROL DRONES EQUAL TO DOUBLE THE SENSOR RATING.
 2. HAS ONE SCATTER PACK.
 3. HAS FOUR POINTS TO UPGRADE DRONES.
 4. CAN TRADE TWO TYPE-I DRONES FOR ONE TYPE-IV (THREE TIMES).

DRONE RACKS (No Reloads)

1						B
2						B
3						B
4						B

DISRUPTOR TABLE

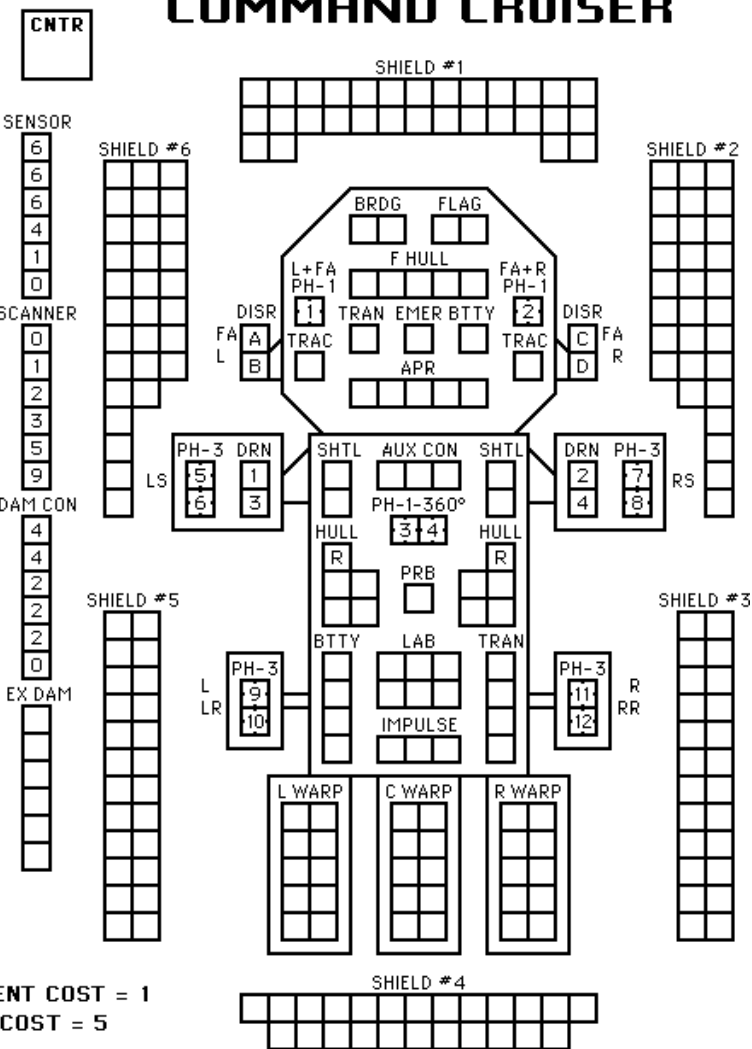
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2
DAMAGE, OULD	10	10	8	8	6	0	0	0

MOVEMENT COST = 1
 HET COST = 5

HIT & RUN TABLE

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

KZINTI TOURNAMENT COMMAND CRUISER



BOARDING PARTIES

											10
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GUARDS ASSIGNED

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

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

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

PLAYER	
TOURN	
ROUND	

PROBES

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

REVISED 09 MARCH 2000.

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE					6-	9-	16-	26-	51-	
	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

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

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

TYPE III DEFENSE PHASER

DIE ROLL	RANGE				4-	9-
	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



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

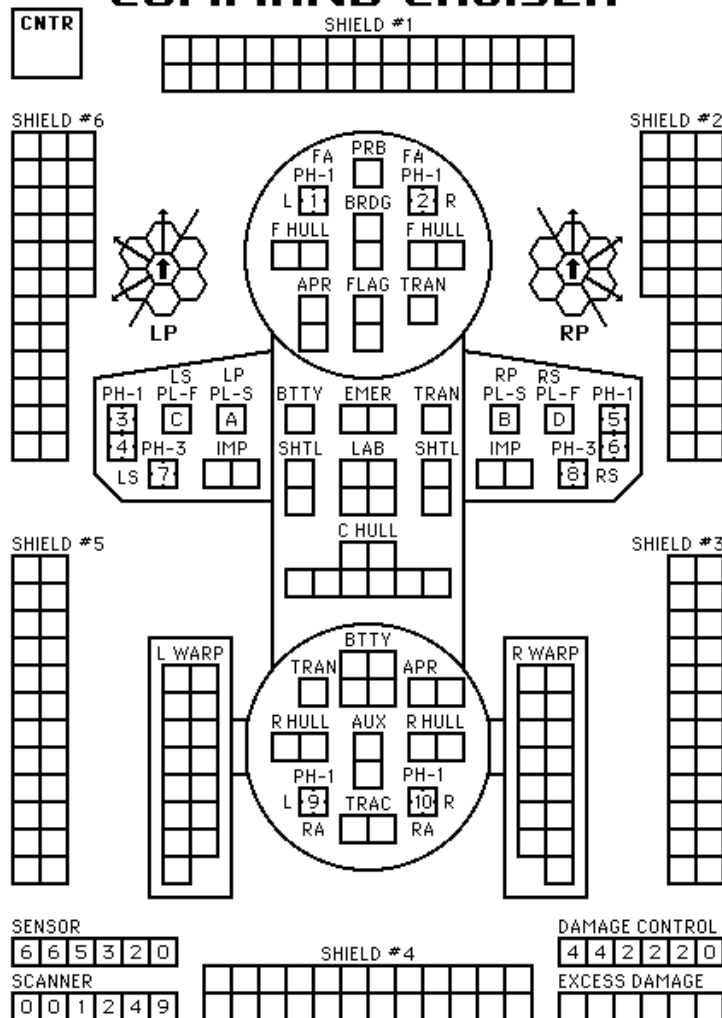
PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

A	S	B	S
---	---	---	---

GORN TOURNAMENT COMMAND CRUISER



GUARDS ASSIGNED	

ADMINISTRATIVE SHUTTLES				
IDENT	HIT POINTS	NOTES		

BOARDING PARTIES									
									10

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

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+

THIS SHIP CANNOT HAVE MORE THAN ONE PH-G IN EACH OF ITS OPTION PACKAGES. ORIONS WITH DRONE RACKS CAN TRADE TWO TYPE-I DRONES FOR ONE TYPE-IV (TWICE).

TYPE I OFFENSIVE PHASER											
DIE	RANGE										
ROLL	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

TYPE III DEFENSE PHASER						
DIE	RANGE					
ROLL	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

OPTIONAL WEAPONS			APPROVED BY TOURNAMENT JUDGES
A			
B			
C			
D	PH-I-LS	DRONE-B FUSION L+LF	THIS IS PACKAGE
E	PH-I-RS	DRONE-B FUSION RF+R	
			A B

DRONE RACKS		(No Reloads)
A		
B		
C		
D		
E		

DELETE UNUSED RACKS

B	
B	
B	
B	

PLAYER	
TOURN	
ROUND	

OPTIONAL WEAPON

--

HIT & RUN DERFACS

CLOAK

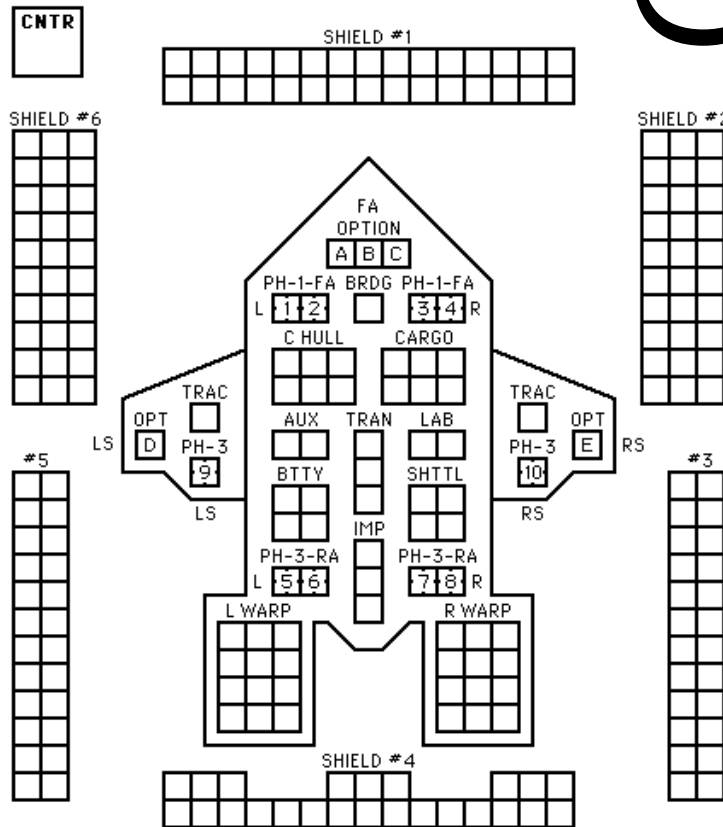
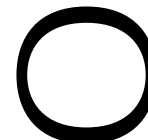


FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX **5** = HET COST

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.	$\frac{2}{3}$	$1\frac{1}{3}$	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

ORION TOURNAMENT BATTLE RAIDER



SENSOR	SCANNER	DAM CON	EX DAM
665310	001359	442220	

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

BOARDING PARTIES

											10
--	--	--	--	--	--	--	--	--	--	--	----

DECK CREWS

	2
--	---

GUARDS ASSIGNED

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.
NO TRANSFERS POSSIBLE.

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

PROBES

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

SHIP DATA TABLE

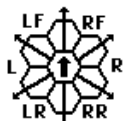
TYPE = TLM
BREAKDOWN = 5-6
SHIELD COST = 1+1
LIFE SUPPORT = 1
SIZE CLASS = 3

REVISED 09 MARCH 2000.

PLAYER	
TOURN	
ROUND	

TYPE I OFFENSIVE PHASER TABLE

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



TURN MODE SPEED

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

TYPE III DEFENSE PHASER

DIE ROLL	RANGE				4-8	9-15
	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

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

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

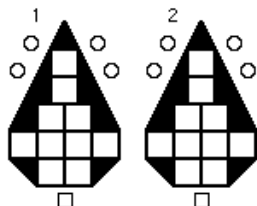
1-3	BP DESTROYED
4-5	BP RETURNS
6	CONDUCT H&R

FUSION BEAM TABLE

DIE ROLL	RANGE					
	0	1	2	3-10	11-15	16-24
1	13	8	6	4	3	2
2	11	8	5	3	2	1
3	10	7	4	2	1	0
4	9	6	3	1	1	0
5	8	5	3	1	0	0
6	8	4	2	0	0	0

FUSION OVERLOAD

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



HYDRAN LORD MARSHAL TOURNAMENT CRUISER

CNTR

SENSOR

6	6	5	3	1	0
---	---	---	---	---	---

SCANNER

0	0	1	3	5	9
---	---	---	---	---	---

DAM CON

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

EX DAM

--	--	--	--	--	--

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

SHIELD #1

--	--	--	--	--	--	--	--	--	--

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

MOVEMENT COST = 1

HET COST = 5

BOARDING PARTIES

											10
--	--	--	--	--	--	--	--	--	--	--	----

PROBES

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

SHIP DATA TABLE

TYPE	=	TKC
BREAKDOWN	=	6
PA COST	=	5/8
LIFE SUPPORT	=	1
SIZE CLASS	=	3

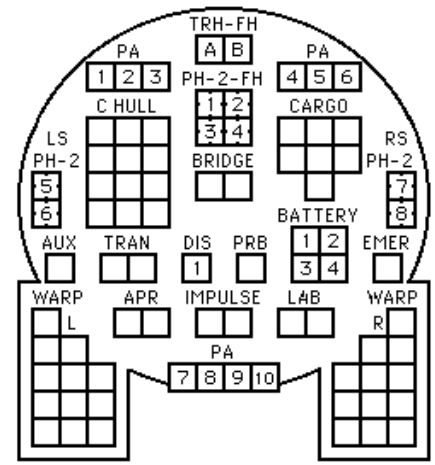
GUARDS ASSIGNED

REVISED 2 DEC 2002.
THIS SHIP DOES NOT HAVE SHUTTLECRAFT.

PLAYER	
TOURN	
ROUND	

ANDROMEDAN KRAIT TOURNAMENT CRUISER

CNTR



A

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	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

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

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

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



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

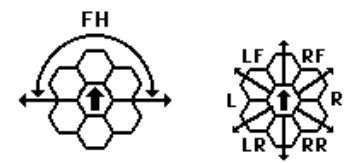
THIS SHIP CAN ONLY USE ITS TR BEAMS AS TRHs WHEN OPPOSED BY ANOTHER ANDROMEDAN SHIP. THE TR BEAMS ARE LIMITED TO TRLs WHEN FIGHTING NON-ANDROMEDANS.

TRACTOR-REPULSOR BEAM TABLE (LIGHT)

DIE ROLL	RANGE 0-3	4-5	6-8	9-12	13-18	19-25
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

TRANSPORTER BOMB

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



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

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST

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.	$\frac{2}{3}$	$1\frac{1}{3}$	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

BOARDING PARTIES

										10

GUARDS ASSIGNED

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
THIS SHIP HAS TWO SHUTTLE BAYS. NO TRANSFERS POSSIBLE.		

SHIP DATA TABLE

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

CNTR

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PLAYER	
TOURN	
ROUND	

PROBES

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

REVISED 09 MARCH 2000.

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

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 DERFACS

TURN MODE SPEED

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

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

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

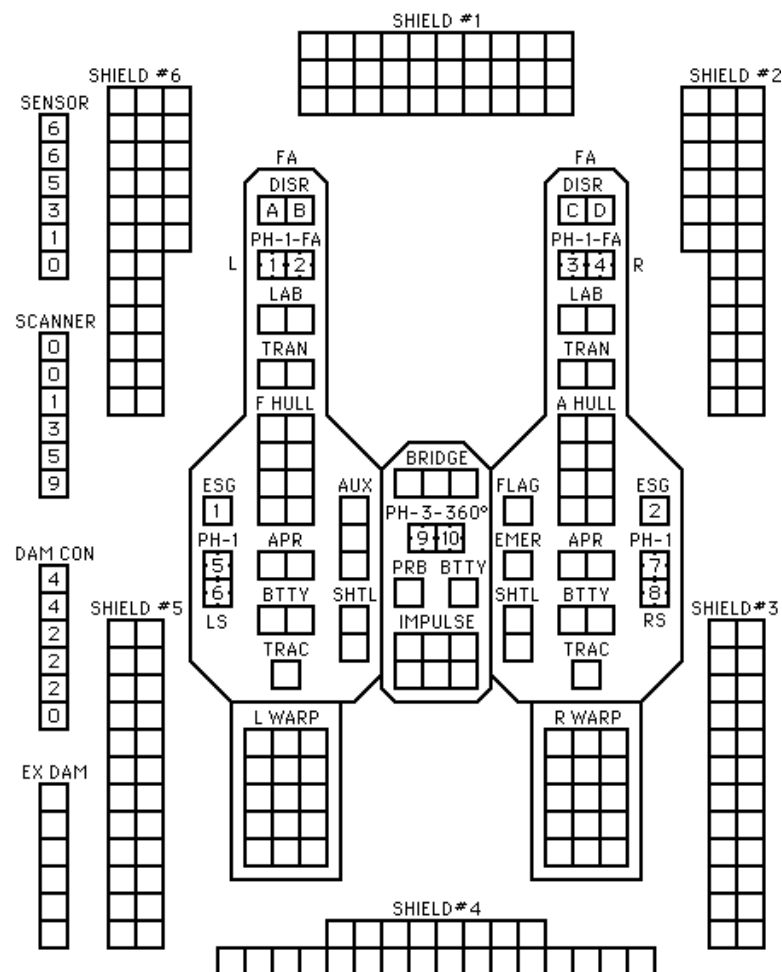
DISRUPTOR TABLE

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(DERFACS)	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



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

**LYRAN TOURNAMENT
COMMAND CRUISER
WHITE TIGER**



MOVEMENT COST = 1
HET COST = 5



GUARDS ASSIGNED

REVISED 09 MARCH 2000.

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

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

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0				RANGE 1				RANGE 2				RANGE 3				RANGE 4				RANGE 5				
	0	1	2	3	0	1	2	3	0	1	2	3	0	1	2	3	0	1	2	3	0	1	2	3	
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
HET	3 9-12
	4 13-17
BD	5 18-24
	6 25+

TYPE III DEFENSE PHASER

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

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

HIT & RUN TABLE

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

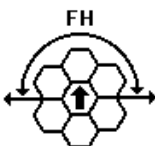
H&R vs GUARDS

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

PLAYER	
TOURN	
ROUND	

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



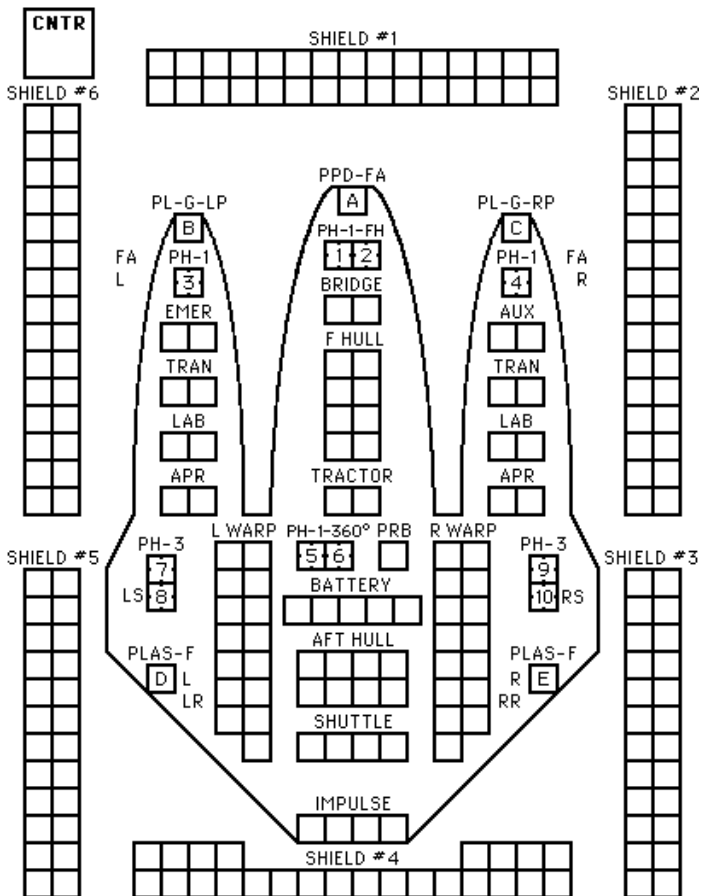
PLASMATIC PULSAR DEVICE COMBAT TABLE

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



REAR-FIRING PLAS-F ARCS

6	0	4	
6	0	4	
5	1	2	
3	3	2	
1	5	2	
0	9	0	

SENSOR SCANNER DAM CON EX DAM

MOVEMENT COST = 1
HET COST = 5

BOARDING PARTIES

									10
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GUARDS ASSIGNED

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

SHIP DATA TABLE

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

PROBES

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

PLAYER	
TOURN	
ROUND	

TYPE I OFFENSIVE PHASER TABLE

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

REVISED 09 MARCH 2000.

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



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

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(DERFACS)	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, OULD	10	10	8	8	6	0	0	0

HIT & RUN DERFACS

--

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

5 = HET COST

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

LYRAN DEMOCRATIC REPUBLIC RED JAGUAR TOURNAMENT CRUISER

CNTR

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SENSOR

6
6
5
3
1
0

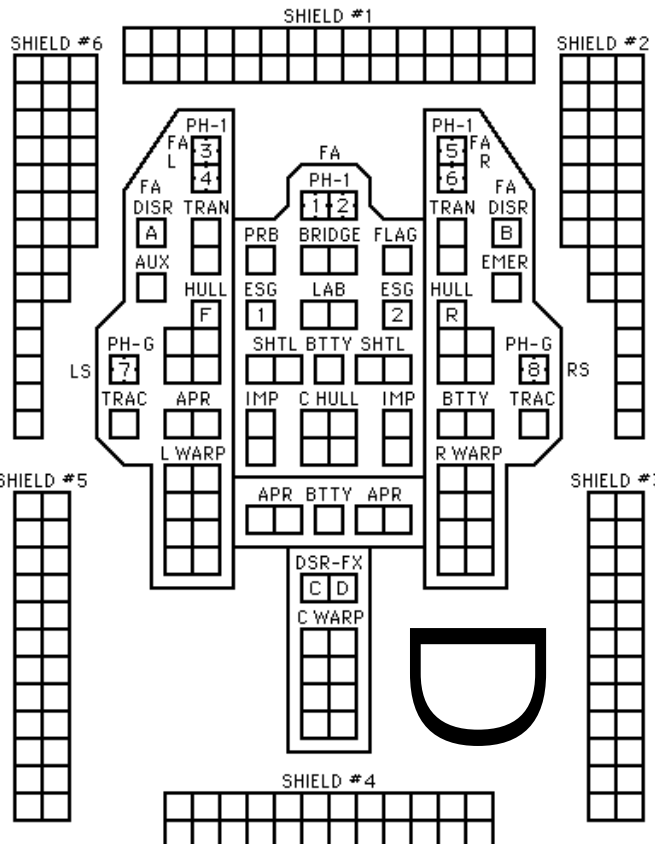
SCANNER

0
0
1
3
5
9

DAM CON

4
4
2
2
2
0

EX DAM



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

BOARDING PARTIES

											10

GUARDS ASSIGNED

THIS SHIP CAN USE WILD WEASELS AND SUICIDE SHUTTLES NORMALLY.

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

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

PARTICLE 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

IDENT	HIT POINTS	NOTES

PROBES

					S
--	--	--	--	--	---

SHIP DATA TABLE

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

REVISED 20 JUNE 2002.

PLAYER	
TOURN	
ROUND	

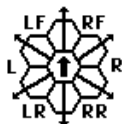
TURN MODE SPEED

D 1 2-4
 2 5-8
 HET 3 9-12
 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

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



MOVEMENT COST = 1
 HET COST = 5

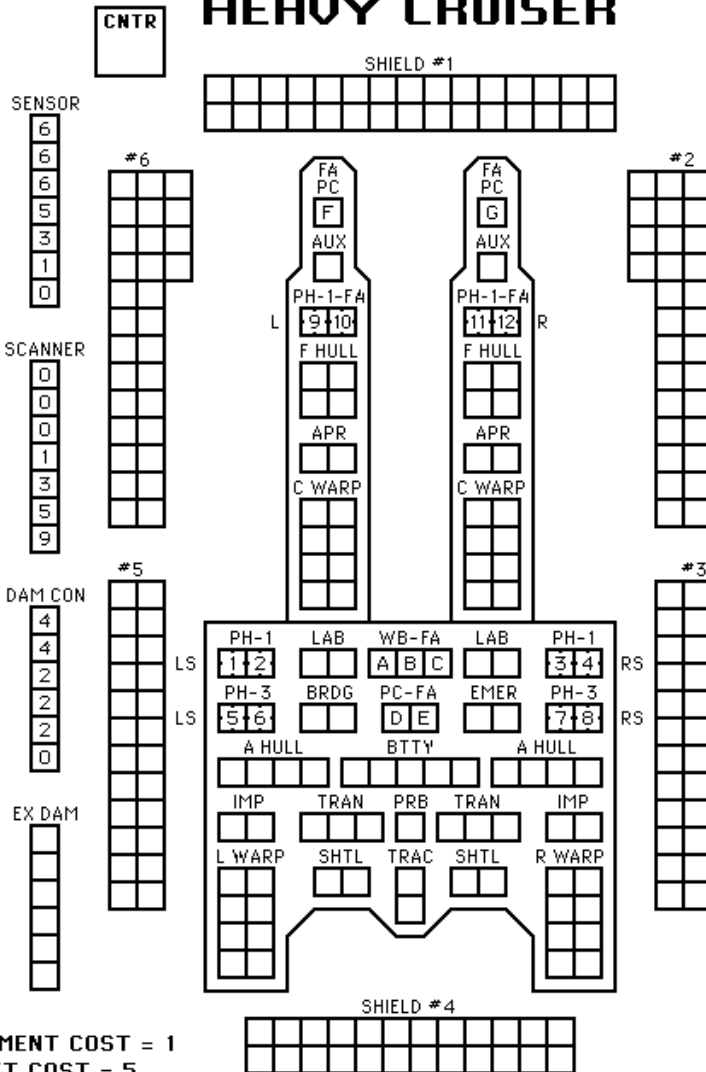
HIT & RUN TABLE

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

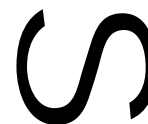
H&R vs GUARDS

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

SELTORIAN TOURNAMENT HEAVY CRUISER



NO SPECIAL ARCS. BOOMS ARE NOT SEPARABLE.



BOARDING PARTIES

											10

GUARDS ASSIGNED

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		P
		P

PROBES

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

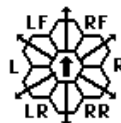
SHIP DATA TABLE	
TYPE	= LCT
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3

PLAYER	
TOURN	
ROUND	

REVISED 25 JULY 97.

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

TYPE III DEFENSE PHASER

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

THIS SHIP IS FOR PLAYTEST ONLY.
IT HAS NOT BEEN RELEASED FOR
TOURNAMENT USE.

MEDIUM RAILGUN TABLE

RANGE	0	1-5	6-10	11-15	16-20	21-25
HIT#	1-6	1-5	1-5	1-4	1-4	1-3
DAMAGE	14	12	10	7	5	3

MRG DEFENSIVE MODE AMMUNITION

--	--	--	--	--	--

ANY OF THE SHIP'S MRGs CAN USE THIS AMMO.

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

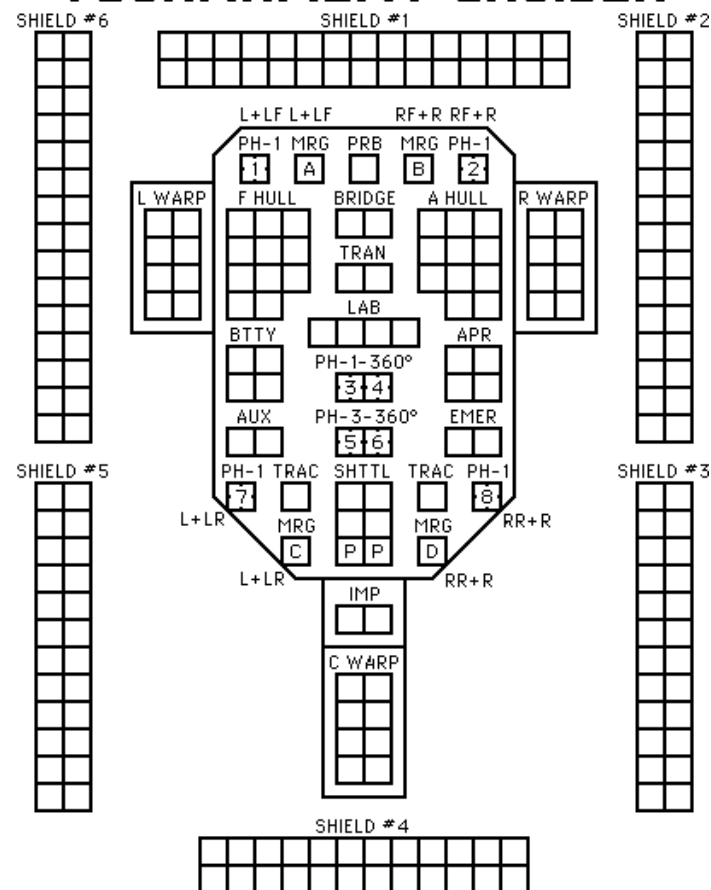
5 = HET COST

6 = ERRATIC MANEUVER WARP COST

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

CNTR

JINDARIAN LIGHT TOURNAMENT CRUISER



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

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

CNTR

BOARDING PARTIES

												10

THIS SHIP CANNOT HAVE MORE THAN ONE PH-G IN EACH OF ITS OPTION PACKAGES. ORIONS WITH DRONE RACKS CAN TRADE TWO TYPE-I DRONES FOR ONE TYPE-IV (TWICE).

REVISED 09 MAR 00.

TYPE I OFFENSIVE PHASER TABLE

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

HIT & RUN DERFACS

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				4-8	9-15
	0	1	2	3		
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

OPTIONAL WEAPONS

A				APPROVED BY TOURNAMENT JUDGES
B				
C	PH-I-LS	DRONE-B	FUSION L+LF	
D	PH-I-RS	DRONE-B	FUSION RF+R	
E	DRONE-B	PLASMA-D		THIS IS PACKAGE
F	DRONE-B	PLASMA-D		A B

DRONE RACKS

(No Reloads)

A						B
B						B
C						B
D						B
E						B
F						B

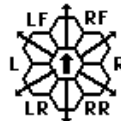
DELETE UNUSED RACKS

PLAYER	
TOURN	
ROUND	

PLASMA-D RACKS

(No Reloads)

E				DELETE UNUSED RACKS
F				



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

OPTIONAL WEAPON

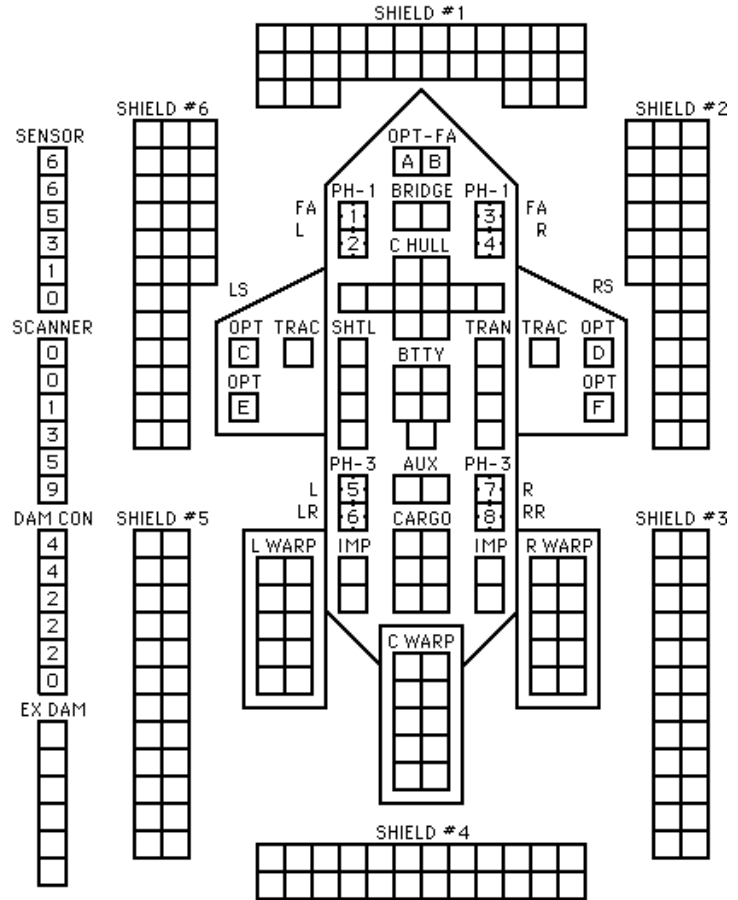
HIT & RUN TABLE

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

ORION TOURNAMENT HEAVY CRUISER



MOVEMENT COST = 1
 HET COST = 5

OHI

BOARDING PARTIES

											10

GUARDS ASSIGNED

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

REVISED 09 MAR 00.

PLAYER	
TOURN	
ROUND	

PROBES

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

SHIP DATA TABLE

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

CNTR

6
6
5
3
1
0

SCANNER

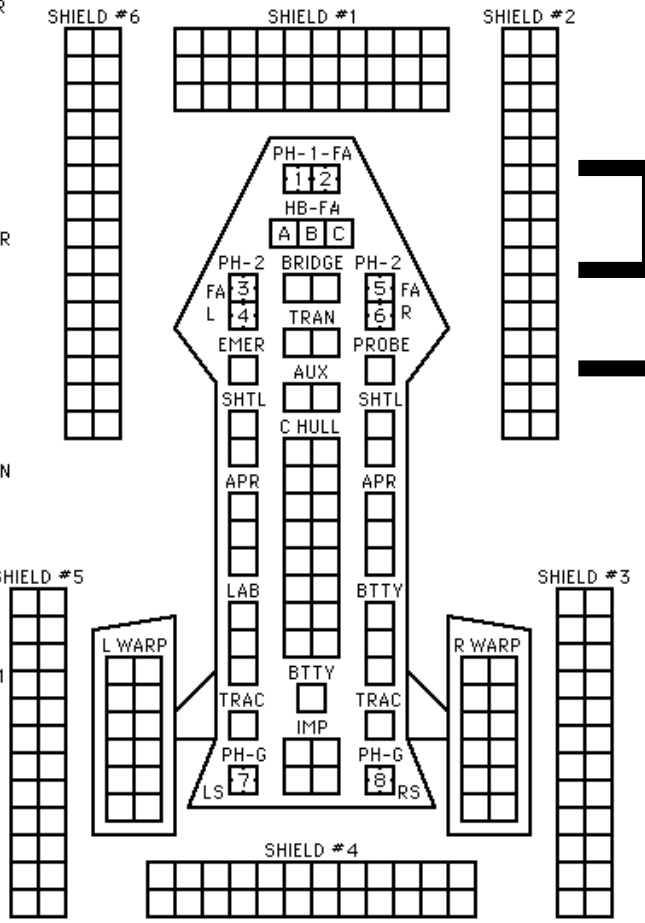
0	
0	
1	
3	
5	
9	

DAM CON

4	
2	
2	
2	
0	

EX DAM

HYDRAN TARTAR TOURNAMENT CRUISER



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
	3	11-15
HET	4	16-21
	5	22-28
BD	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

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

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

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

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 [5] = HET COST

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

GUARDS ASSIGNED

ADMINISTRATIVE SHUTTLES

IDENT	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

BOARDING PARTIES

												10

PROBES

								5
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TURN MODE SPEED

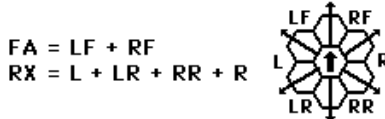
B	1	2-5
	2	6-10
HET	3	11-15
	4	16-21
BD	5	22-28
	6	29+

REVISED 09 MARCH 2000.

PLAYER	
TOURN	
ROUND	

HYPERDRONE RACKS (NO RELOADS)

1										
2										
3										
4										



TYPE I OFFENSIVE PHASER TABLE

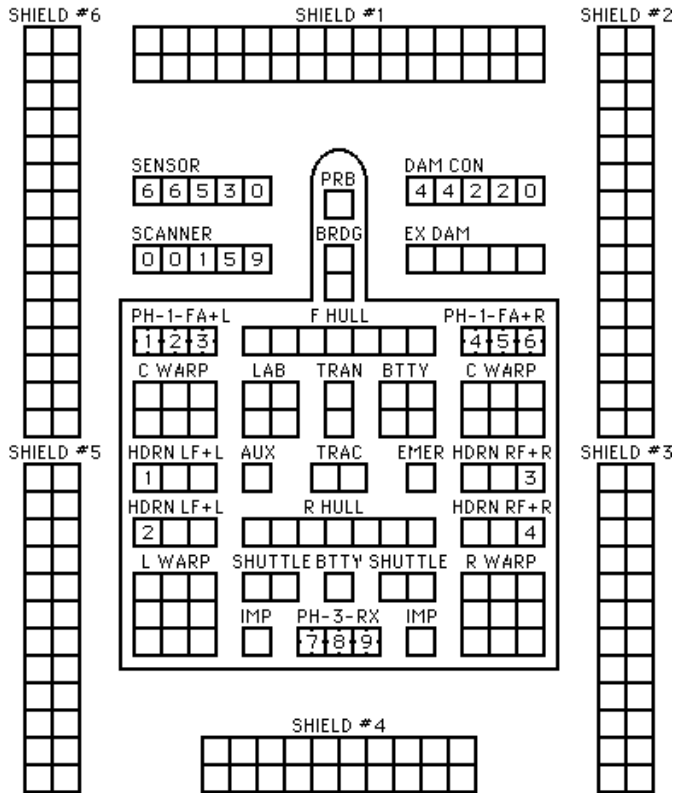
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

FLIVVER TOURNAMENT HEAVY CRUISER

CNTR



MOVEMENT COST = 1
HET COST = 5

FV

BOARDING PARTIES

											10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

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

CNTR

GUARDS ASSIGNED

PROBES

					5
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PLAYER	
TOURN	
ROUND	

REVISED 23 JUN 2005

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

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

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0



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

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

MOVEMENT COST = 1
 HET COST = 5

THIS SHIP IS FOR PLAYTEST ONLY.
 IT HAS NOT BEEN RELEASED FOR TOURNAMENT USE.

ION CANNON TABLE

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

UDAR TOURNAMENT HEAVY CRUISER

