

# WYN TOURNAMENT AUXILIARY BATTLECRUISER

## GUARDS ASSIGNED


## ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

### SHIP DATA TABLE

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

## BOARDING PARTIES

10
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THIS SHIP CAN ACCELERATE BY NO MORE THAN FIVE MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED (MAXIMUM ACCELERATION TEN) PER TURN.

REVISED 25 JUNE 2005.

## TYPE I OFFENSIVE PHASER TABLE

DIE 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

### HIT & RUN DERFACS

### TURN MODE SPEED

D	1	2-4
NO HET	2	5-8
BONUS	3	9-12
BD	4	13-17
	5	18-24
	6	25+

## OPTIONAL WEAPONS

A	B	C	D

APPROVED BY TOURNAMENT JUDGES

MAXIMUM OF ONE PH-G, TWO PL-D.  
 NO HELLBORES IN MOUNTS C OR D.  
 PHOTONS OR FUSIONS IN C/D HAVE 120° L+LF / RF+R ARCS.  
 TWO OF THE FOUR OPTIONAL WEAPONS MUST BE A PH-1, DISRUPTOR, TYPE-B DRONE RACK, ADD-12, OR AN ESG.  
 (AN ESG WOULD ALSO TAKE UP A SECOND ADJACENT BOX.)

## TYPE III DEFENSE PHASER

DIE 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

## DRONE RACKS (No Reloads)

1						B
2						B
3						B
4						B



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

## OPTIONAL WEAPON

A	B

PLAYER	
TOURN	
ROUND	

## 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

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.	<sup>2</sup> / <sub>3</sub>	1 <sup>1</sup> / <sub>3</sub>	2	2 <sup>2</sup> / <sub>3</sub>	3 <sup>1</sup> / <sub>3</sub>	4	4 <sup>2</sup> / <sub>3</sub>	5 <sup>1</sup> / <sub>3</sub>	6	6 <sup>2</sup> / <sub>3</sub>	7 <sup>1</sup> / <sub>3</sub>	8	8 <sup>2</sup> / <sub>3</sub>	9 <sup>1</sup> / <sub>3</sub>	10	10 <sup>2</sup> / <sub>3</sub>	11 <sup>1</sup> / <sub>3</sub>	12	12 <sup>2</sup> / <sub>3</sub>	13 <sup>1</sup> / <sub>3</sub>	14	14 <sup>2</sup> / <sub>3</sub>	15 <sup>1</sup> / <sub>3</sub>	16	16 <sup>2</sup> / <sub>3</sub>	17 <sup>1</sup> / <sub>3</sub>	18	18 <sup>2</sup> / <sub>3</sub>	19 <sup>1</sup> / <sub>3</sub>	20

