

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	

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

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					

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

IDENT	HIT POINTS	NOTES
THIS SHIP HAS ONE SHUTTLE BAY.		

[illegible]

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

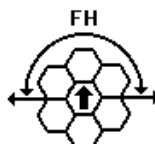
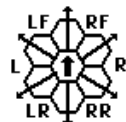
$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$

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

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

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

PLAYER	
TOURN	
ROUND	


$$\boxed{B}_G \quad \boxed{C}_G$$
[illegible]

SENSOR SCANNER DAM CON EX DAM

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

MOVEMENT COST = 1

HET COST = 5