

FEDERATION TOURNAMENT COMMAND CRUISER

								10

[illegible]

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

				5
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PLAYER	
TOURN	
ROUND	

DIE	RANGE					6-8	9-15	16-25	26-50	51-75	
ROLL	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

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

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

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

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

A diagram of a hexagonal lattice structure. A central hexagon has six arrows pointing outwards towards the centers of the adjacent hexagons. The arrows are labeled as follows: LF (top-left), RF (top-right), LR (bottom-left), RR (bottom-right), L (left), and R (right).

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

CNTR	
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6
6
5
3
1
0

0
0
1
3
5
9

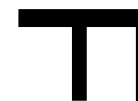
4
4
2
2
2
0

[illegible][illegible][illegible][illegible]

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



[illegible]

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

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TYPE          = D7CT
BREAKDOWN     = 5-6
SHIELD COST   = 1+1
LIFE SUPPORT  = 1
SIZE CLASS    = 3
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PLAYER	
TOURN	
ROUND	

1. No muting is possible.
2. Has one scatter-pack.
3. Can exchange two type-I drones for one type-IV drone (can do this twice).
4. Has firing arcs in (D2.32) and (D2.33).
5. Has two points for improved drones.

DRONE RACKS (No Reloads)

1							B
2							B

ANTI-DRONES (No Reloads)

[illegible]

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

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

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	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

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

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

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(DEFACS)	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

UIM
DERFACS



RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

$$FA = LF + RF$$
$$FX = L + LF + RF + R$$

MOVEMENT COST = 1

HET COST = 5



ROMULAN TKE TOURNAMENT COMMAND CRUISER

Diagram illustrating a hexagonal lattice structure. A central hexagon is labeled "RP" and has an upward-pointing arrow. It is surrounded by six other hexagons, forming a honeycomb-like pattern.



ROMULAN TFF TOURNAMENT CRUISER

[illegible]

REVISÉ 09 MARCH 2000.

IDENT	HIT POINTS	NOTES
THIS SHIP HAS ONE SHUTTLE BAY.		

TYPE	=	TFH
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	18/4

PLAYER	
TOURN	
ROUND	

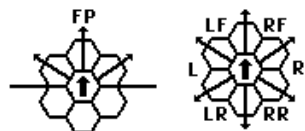
DIE ROLL	RANGE						6-	9-	16-	26-	51-
	0	1	2	3	4	5	8	15	25	50	75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

9

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

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


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

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

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

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	

A S **B** S

ROMULAN FIREHAWK TOURNAMENT CRUISER

[illegible]

MOVEMENT COST = 1

HET COST = 5

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[illegible]

IDENT	HIT POINTS					NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

				5
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PLAYER	
TOURN	
ROUND	

DRONE
POINTS

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

VERTICAL

TURN/1000		SPEED
C	1	2-4
	2	5-9
HET	3	10-14
	4	15-20
BD	5	21-27
	6	28+

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



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).

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(DEFACS)	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, OVL	10	10	8	8	6	0	0	0

HET COST = 5

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

ENT COST = 1
COST = 5

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

[illegible]

REVISÉ 09 MARCH 2000.

IDENT	HIT POINTS					NOTES
THIS SHIP HAS TWO SHUTTLE BAYS.						
TRANSFER BY (J1.59) POSSIBLE.						

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

PLAYER	
TOURN	
ROUND	

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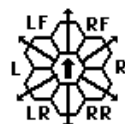
DIE ROLL	RANGE					6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1
2	8	7	6	5	5	4	3	2	1	0
3	7	5	5	4	4	4	3	1	0	0
4	6	4	4	4	4	3	2	0	0	0
5	5	4	4	4	3	3	1	0	0	0
6	4	4	3	3	2	2	0	0	0	0

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

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

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

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


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

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		

A S **B** S

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

4	4	2	2	2	0
EXCESS DAMAGE					

MOVEMENT COST = 1

HET COST = 5



ARCHEO-THOLIAN TOURNAMENT CRUISER

REVISÉ 20 JUIN 2002.

9

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

[illegible]

DIE ROLL	RANGE					6- 8	9- 15	16- 25	26- 50	51- 75
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	1	2	5
B	2	6-10	
HET	3	11-15	
☐	4	16-21	
BD	5	22-28	
☐	6	29+	

IDENT	HIT POINTS					NOTES

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

				5
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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(DEFACS)	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, OVLD	10	10	8	8	6	0	0	0

ENERGY USED	# OF WEB HEXES CREATED				
	1	2	3	4	5
1-2-3	10	5	3	2	2
2-3-4	20	10	6	5	4
3-4-5	30	15	10	7	6
4-5-N	35*	20	13	10	8
5-N-N	35*	25	16	12	10

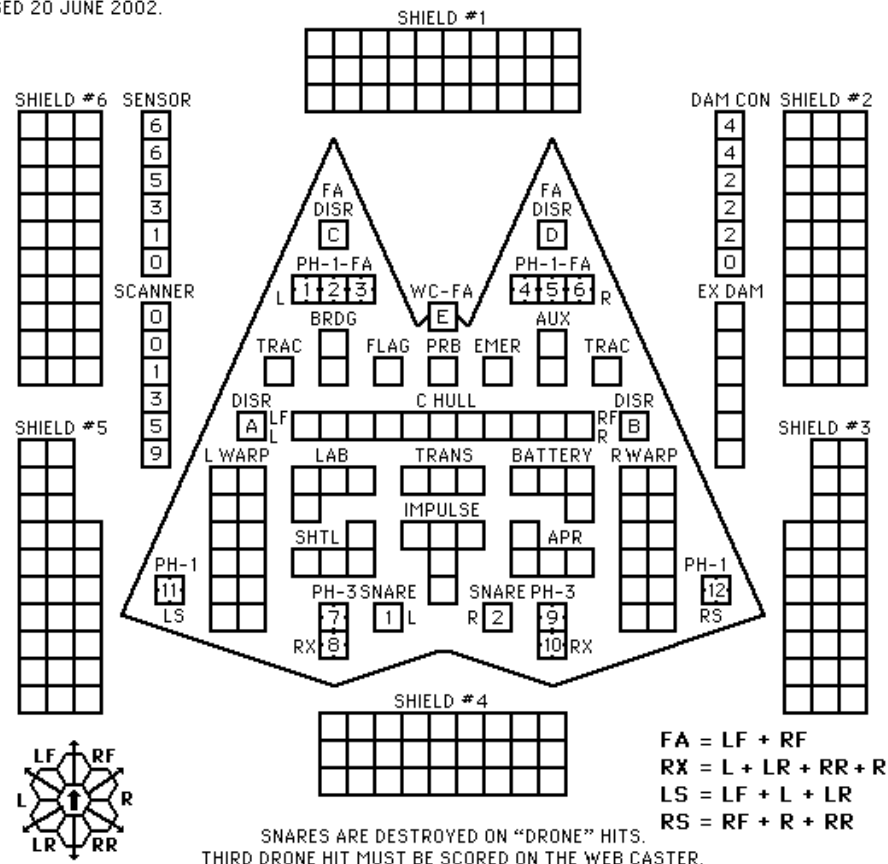
RANGE	1-10	11-20	21-30
HIT	1-4	1-3	1-2
MISS	5-6	4-6	3-6
ENERGY	DAMAGE		
1	2	0	0
2	4	2	0
3	6	4	2
4	8	6	4
5	10	8	6

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

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

5 = HET COST

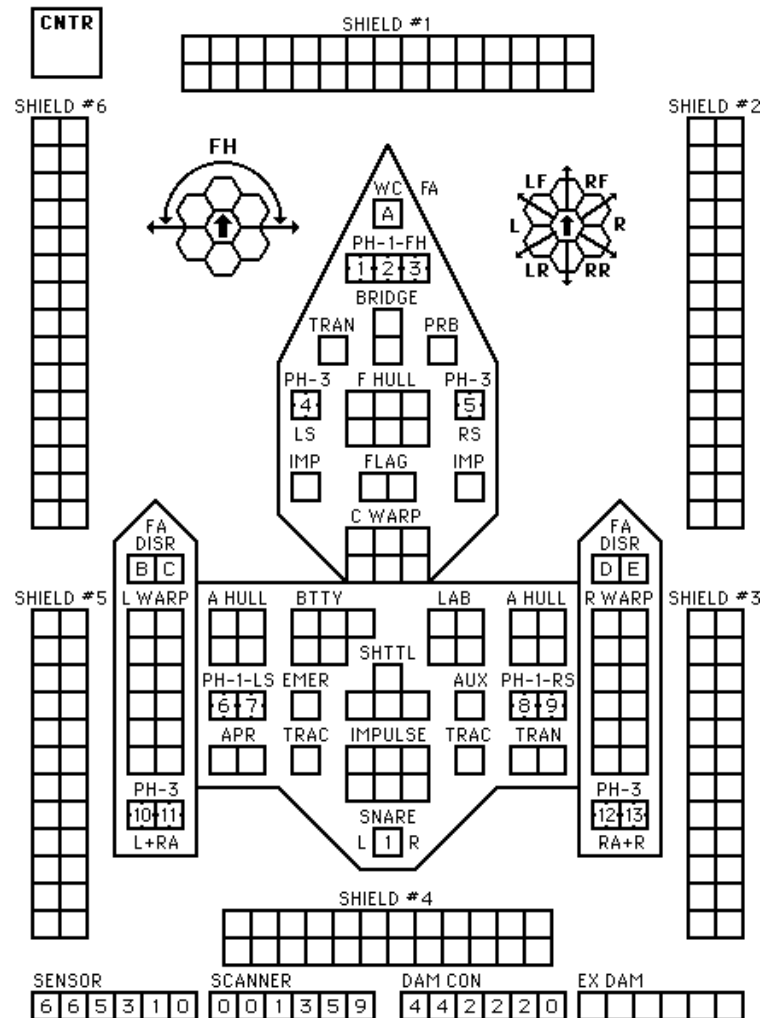
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	$\frac{2}{3}$	$1\frac{1}{3}$	2	$2\frac{2}{3}$	$3\frac{1}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	6	$6\frac{2}{3}$	$7\frac{1}{3}$	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



A +

Zf

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



ORION TOURNAMENT BATTLE RAIDER

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

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

[illegible]

	2
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[illegible]
$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$

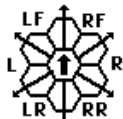
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TYPE	=	TLM
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3

REVISÉ 09 MARCH 2000

PLAYER	
TOURN	
ROUND	

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

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

STANDARD LOAD HELLBORES CANNOT BE FIRED AT A TRUE RANGE OF ZERO HEXES (E10.33).

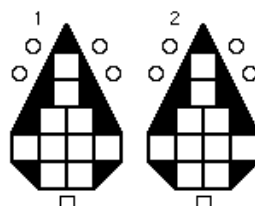
DIE ROLL	RANGE					
	0	1	2	3-10	11-15	16-24
1	13	8	6	4	3	2
2	11	8	5	3	2	1
3	10	7	4	2	1	0
4	9	6	3	1	1	0
5	8	5	3	1	0	0
6	8	4	2	0	0	0

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

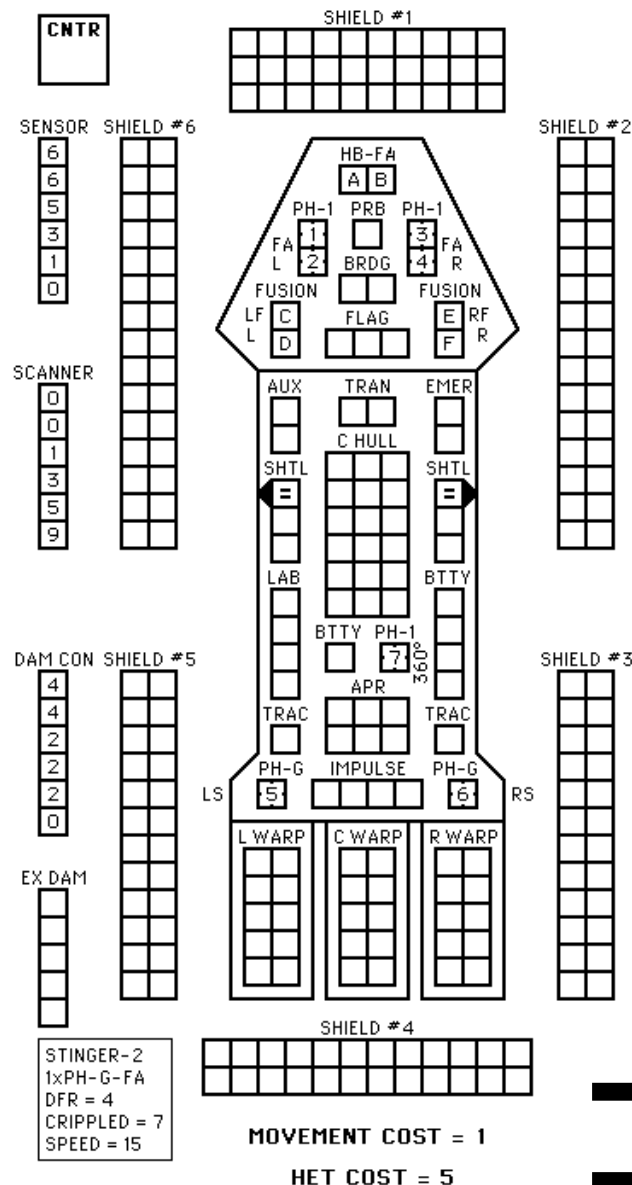
1	SYSTEM DESTROYED; BP RETURNS
2	SYSTEM & BP DESTROYED
3-5	SYSTEM UNDAMAGED; BP DESTROYED
6	SYSTEM UNDAMAGED; BP RETURNS

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

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



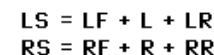
HYDRAN LORD MARSHAL TOURNAMENT CRUISER



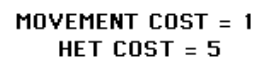
ANDROMEDAN TOURNAMENT KRAIT

A

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



LYRAN TOURNAMENT COMMAND CRUISER



WYN GBS TOURNAMENT CRUISER

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

WYN AXBC TOURNAMENT AUXILIARY

AM

IDENT	HIT POINTS					NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

[illegible]

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

SENSOR		CNTR	
6	6	SHIELD #6	
6			
4			
0			
SCANNER		SHIELD #5	
0			
0			
3			
9			
DAM CON		SHIELD #4	
4			
4			
2			
2			
0			
EX DAM		SHIELD #3	

DIE ROLL	RANGE					6- 8	9- 15	16- 25	26- 50	51- 75
	0	1	2	3	4	5				
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/IDE		SPEED
D	1	2-4
NO	2	5-8
HET	3	9-12
BONUS	4	13-17
BD	5	18-24
	6	25+

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 $120^\circ \text{ L+LF / RF+R ARCS}$.
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.)

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

1							B
2							B
3							B
4							B

A							B
B							B
C							B
D							B

PLAYER	
TOURN	
ROUND	

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

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

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

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]

PROBES				
				5

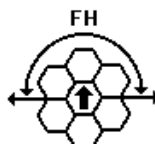
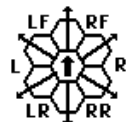
$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$

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	


$$\boxed{B}_G \quad \boxed{C}_G$$

The diagram shows a ship's layout with the following components:

- Top Section:** A horizontal bar labeled "SHIELD #1" at the top center.
- Left Side (L):** A vertical bar labeled "SHIELD #6" on the left. The side is labeled "FA L". Rooms include:
 - PL-G-LP
 - PH-1 (containing box B)
 - EMER
 - TRAN
 - LAB
 - APR
- Center (C):** The central section is labeled "PPD-FA" at the top. It contains:
 - A (in a box)
 - PH-1-FH (containing boxes 1 and 2)
 - BRIDGE
 - F HULL
 - TRACTOR
- Right Side (R):** A vertical bar labeled "SHIELD #2" on the right. The side is labeled "FA R". Rooms include:
 - PL-G-RP
 - PH-1 (containing box C)
 - AUX
 - TRAN
 - LAB
 - APR
- Bottom Section:** A horizontal bar labeled "SHIELD #4" at the bottom center. The bottom left is labeled "SHIELD #5" and the bottom right is labeled "SHIELD #3".
 - Left Side (L):** Labeled "L WARP". Rooms include:
 - PH-3 (containing box 7)
 - LS (containing box 8)
 - PLAS-F (containing box D)
 - Center (C):**
 - PH-1-360° PRB (containing boxes 5 and 6)
 - BATTERY
 - AFT HULL
 - SHUTTLE
 - IMPULSE
 - Right Side (R):** Labeled "R WARP". Rooms include:
 - PH-3 (containing box 9)
 - RS (containing box 10)
 - PLAS-F (containing box E)

SENSOR SCANNER DAM CON EX DAM

PERSON	NUMBER	DATE	AREA
6	0	4	
6	0	4	
5	1	2	
3	3	2	
1	5	2	
0	9	0	

MOVEMENT COST = 1

HET COST = 5

LDR TOURNAMENT WAR CRUISER

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

SELTORIAN TOURNAMENT CRUISER

									10

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

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

RANGE	0	1-2	3-5	6-10
HIT	1-6	1-5	1-4	1-3
DAMAGE	4	4	4	4

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

IDENT	HIT POINTS						NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

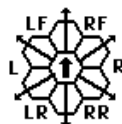
				5
--	--	--	--	---

PLAYER	
TOURN	
ROUND	

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

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

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

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


MOVEMENT COST = 1
HET COST = 5

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

CNTR

[illegible]

6
6
6
5
3
1
0

0
0
0
1
3
5
9

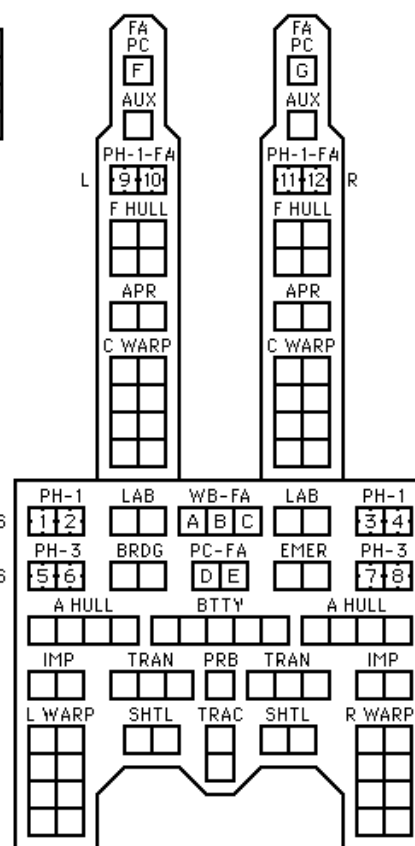
4
4
2
2
2
0

EX DAM

[illegible][illegible]

#2

	#
RS	
RS	

[illegible]

NO SPECIAL ARCS. BOOMS ARE NOT SEPARABLE.

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



ORION HEAVY TOURNAMENT CRUISER

OI

IDENT	HIT POINTS	NOTES

[illegible]

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).

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+

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

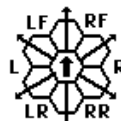
A		APPROVED BY TOURNAMENT JUDGES
B		
C	PH-I-LS DRONE-B FUSION L+LF	THIS IS PACKAGE
D	PH-I-RS DRONE-B FUSION RF+R	
E	DRONE-B PLASMA-D	A B
F	DRONE-B PLASMA-D	

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

DELETE
UNUSED
RACKS

PLAYER	
TOURN	
ROUND	

E					DELETE UNUSED PACKS
F					


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

OPTIONAL WEAPON

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

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

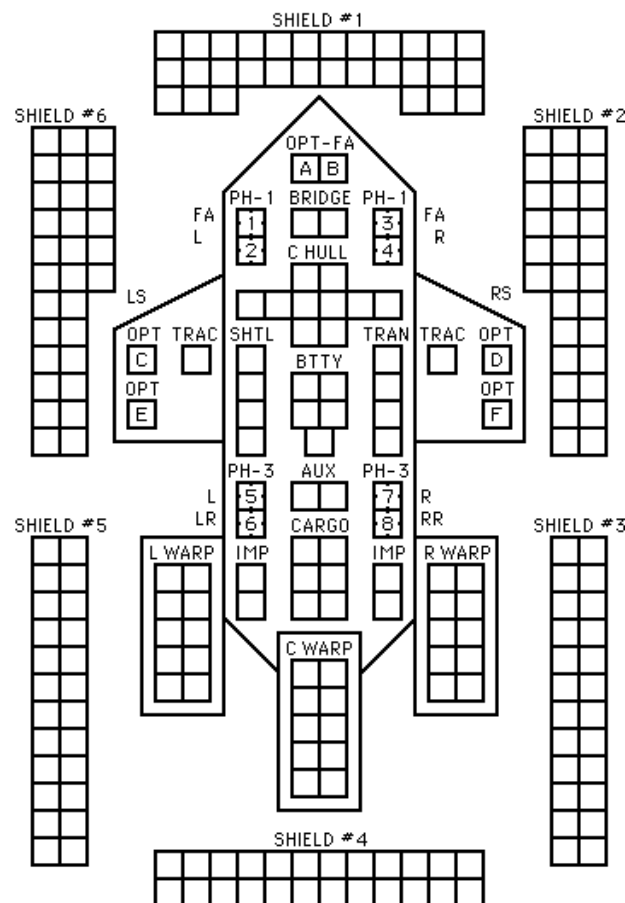
L

6
6
5
3
1
0

0
0
1
3
5
9

4
4
2
2
2
0

EX DAM

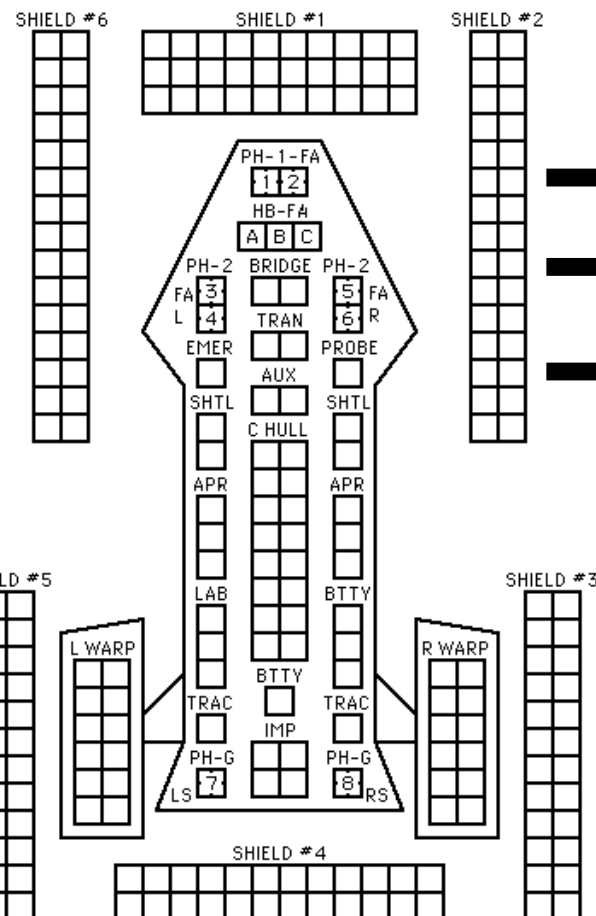


MOVEMENT COST = 1
HET COST = 5

HYDRAN TARTAR TOURNAMENT CRUISER

工

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



ISC TOURNAMENT MEDIUM CRUISER

[illegible]

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

[illegible]

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

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

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

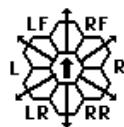
REAR PLASMA-F8 ARE
UNDER THE (R13.C1)
RESTRICTIONS

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

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 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

RANGE FOR EGG INKREASING STRENGTH TABLE									
PERCENT	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						



A **G** **B** **G**

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



ISC
REAR-FIRING
PLAS-F ARCS

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

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

FRAX TOURNAMENT SHIP

IDENT	HIT POINTS					NOTES
TWO SHUTTLE BAYS - NO TRANSFERS.						

[illegible]

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

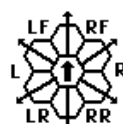
				5
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1	SYSTEM DESTROYED; BP RETURNS
2	SYSTEM & BP DESTROYED
3-5	SYSTEM UNDAMAGED; BP DESTROYED
6	SYSTEM UNDAMAGED; BP RETURNS

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

PLAYER	
TOURN	
ROUND	

1							B
2							B


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{RA} &= \text{LR} + \text{RR} \\ \text{FX} &= \text{L} + \text{LF} + \text{RF} + \text{R} \\ \text{RX} &= \text{L} + \text{LR} + \text{RR} + \text{R} \end{aligned}$$

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

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

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(DEFACS)	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

9

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

SHIELD #6

SHIELD #5

EX DAM

SHIELD #2

SHIELD #3

SHIELD #1							

[illegible]

MOVEMENT COST = 1
HET COST = 5

VUDAR TOURNAMENT CRUISER

SHIELD #1

SHIELD #6

SHIELD #5

SHIELD #4

SHIELD #3

SHIELD #2

SHIELD #1

SENSOR

DAM CON

SCANNER

EX DAM

FA ION (A)

PH-1-FA (L 5)

PH-3 HULL (7)

APR

F

BRIDGE (1 2, 3 4)

LAB

AUX

BATTERY

PRB

HULL (R)

IPG (1 2)

SHTL

TRAC

IMPULSE

PH-2-RA (9)

L WARP

C WARP

R WARP

FA ION (B)

PH-1-FA (R 6)

PH-3 (8)

APR

F

TRAN

EMER

HULL (R)

PH-2-RA (10)

[illegible]

[illegible]

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

ENTER

REVISÉ 23 JUN 2005

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+

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


$$FX = I + IF + RF + R$$

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

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

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

HET COST = 5

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

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

HET COST = 5

