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THIS SHIP DOES NOT
HAVE SHUTTLECRAFT.

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

PLAYER	
TOURN	
ROUND	

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

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

THIS SHIP'S TRLs ARE TRHs WHEN FIGHTING ANOTHER ANDROMEDAN SHIP.

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

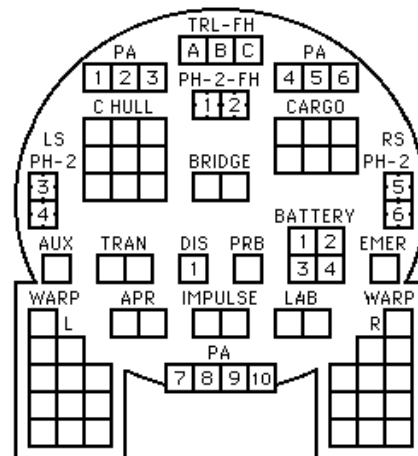
THIS SHIP IS FOR PLAYTEST ONLY.
IT HAS NOT BEEN RELEASED FOR
TOURNAMENT USE

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

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

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

ANDROMEDAN KRAIT TOURNAMENT CRUISER

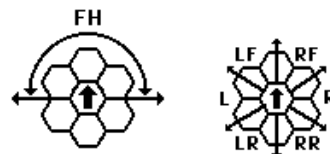


6	5	3	1	0
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0	1	3	5	9
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4	4	2	2	2	0
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$$LS = LF + L + LR$$

$$RS = RF + R + RR$$