

Race / Name																					
Ship Name																					
Crew				5				5					5					5			
				10				10					10					10			
				15				15					15					15			
				20				20					20					20			
				25				25					25					25			
Propulsion				5				5					5					5			
				10				10					10					10			
				15				15					15					15			
				20				20					20					20			
				25				25					25					25			
Targeting				5				5					5					5			
				10				10					10					10			
Shld Gen																					
Shields				5				5					5					5			
Movement				5				5					5					5			
				10				10					10					10			
				15				15					15					15			
				20				20					20					20			
Beam 1 Bear																					
Range / To-Hit																					
Dice				5				5					5					5			
				10				10					10					10			
				15				15					15					15			
				20				20					20					20			
Beam 2 Bear																					
Range / To-Hit																					
Dice				5				5					5					5			
				10				10					10					10			
				15				15					15					15			
				20				20					20					20			
Beam 3 Bear																					
Range / To-Hit																					
Dice				5				5					5					5			
				10				10					10					10			
				15				15					15					15			
				20				20					20					20			
Beam 4 Bear																					
Range / To-Hit																					
Dice				5				5					5					5			
				10				10					10					10			
				15				15					15					15			
				20				20					20					20			
Torps Bear																					
Range / To-Hit																					
Dice				5				5					5					5			
				10				10					10					10			
				15				15					15					15			
				20				20					20					20			
CAG Dice				5				5					5					5			
				10				10					10					10			
				15				15					15					15			
				20				20					20					20			
Steering																					

Turn Sequence

- 1 Diplomacy
- 2 Initiative
- 3 Pwr Shields
- 4 Move
- 5 Weapons
- 6 Rams & CAC
- 7 Records

Hit Location Tbl

Roll	Results
1	Beam batt -1
2	Beam batt -1
3	Torpedoes -1
4	Crew -1
5	Special dam
6	Hull (nothing)
7	Hull (nothing)
8	Propulsion -1
9	Propulsion -1
0	Special dam

Special Damage

Roll	Results
1	Fuel hit - d10 propul, crew
2	Targeting -1
3	Shld Gen -1
4	Steering hit
5	Cpt's lounge
6	Cag -1
7	Steering hit
8	Shields -1
9	Bridge hit - d10 crew, rpt last move
10	Magazine hit - d10 beam, torp, crew

Steering Hit

Roll	Results
1	Only 90° rt
2	Only 90° rt
3	Only 90° left
4	Only 90° left
5	Can't turn
6	Can't turn
7	Can't turn
8	60° max
9	45° max
0	30° max

Ramming: roll Targeting or less to hit; rammer takes 10 hits, rammee takes 3.
Dweasel Diplo.: roll 1/2 Targeting (round down) to hit; victim loses 1 crew. **CAC:** roll CAG dice; winner loses 1 crew, loser loses 2 crew.