

Race/Name:	Hit Location Table		Special Damage Table		Steering Hit Table	
	Roll	Results	Roll	Results	Roll	Results
	1	Batt: lose 1 dice	1	Fuel explosion - d10 propul, d10 crew	1	Turn up to 90° right
<i>Turn Sequence:</i> 1. Diplomacy 2. Initiative 3. Power Up Shields 4. Move 5. Fire Weapons 6. Rams and CAC 7. Update Records	2	Batt: lose 1 dice	2	Targeting System hit	2	Turn up to 90° right
	3	Torp: lose 1 shot	3	Shield Generator hit	3	Turn up to 90° left
	4	Crew down 1	4	Steering hit (use Steering Hit Table)	4	Turn up to 90° left
	5	Special Damage	5	Captain's Lounge (no effect)	5	Cannot turn at all
	6	Hull (no effect)	6	CAG down 1	6	Cannot turn at all
	7	Hull (no effect)	7	Steering hit (use Steering Hit Table)	7	Cannot turn at all
	8	Propulsion down 1	8	Shields down 1	8	Turn up to 60°
	9	Propulsion down 1	9	Bridge hit - d10 crew, repeat last move	9	Turn up to 45°
	0	Special Damage	0	Magazine hit - d10 batt, torp, crew	0	Turn up to 30°
Dweasel Diplomacy: range 48", roll half (round down) Targeting or less to hit; target loses 1 crew.						
Ramming: declare ram, roll Targeting or less to hit; rammer takes 10 hits, rammees takes 3.						
CAC: roll number of CAG dice. High total loses 1 crew, low total loses 2 crew.						

Ship Name:													Type:			Points:												
	Level										Weapon	Bear	Range	To-Hit	Number of Dice													
Crew:					5				10				Battery 1							5					10			
		15					20					25									15				20			
Propulsion:					5				10				Battery 2								5				10			
		15					20					25									15				20			
Targeting:					5				10				Battery 3								5				10			
Shld Gen:									Steering				Battery 4								15				20			
Shield Lvl:					5																			5				10
Movement:					5																			15				20
	10						15										Torps								5			
CAG					5																15				20			
	10						15				20		Extra for:									*			*			

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Crew:					5				10				Battery 1							5				10
		15				20					25											15		
Propulsion:					5				10				Battery 2							5				10
		15				20					25										15			
Targeting:					5				10				Battery 3							5				10
Shld Gen:									Steering												15			
Shield Lvl:					5					Battery 4								5				10		
Movement:					5																	15		
	10					15				Torps								5				10		
CAG					5																15			
	10					15				20			Extra for:							*			*	

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Propulsion:					5				10				Battery 2							5					10
		15					20					25							15					20	
Targeting:					5				10				Battery 3							5					10
Shld Gen:									Steering				Battery 4							15					20
Shield Lvl:					5																5				10
Movement:					5																15				20
	10						15							Torps							5				10
CAG					5																15				20
	10						15				20		Extra for:							*				*	