ARCHEO-THOLIAN TOURNAMENT COMMAND CRUISER

REVISED 20 JUNE 2002.

PLAYER	
TOURN	
ROUND	

SHIP DATA TABLE

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

GUARDS ASSIGNED

HIT & RUN DERFACS ☐

CNTR

BOARDING PARTIES

									10

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

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

PROBES

				5

TYPE III DEFENSE PHASER

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

DISRUPTOR TABLE

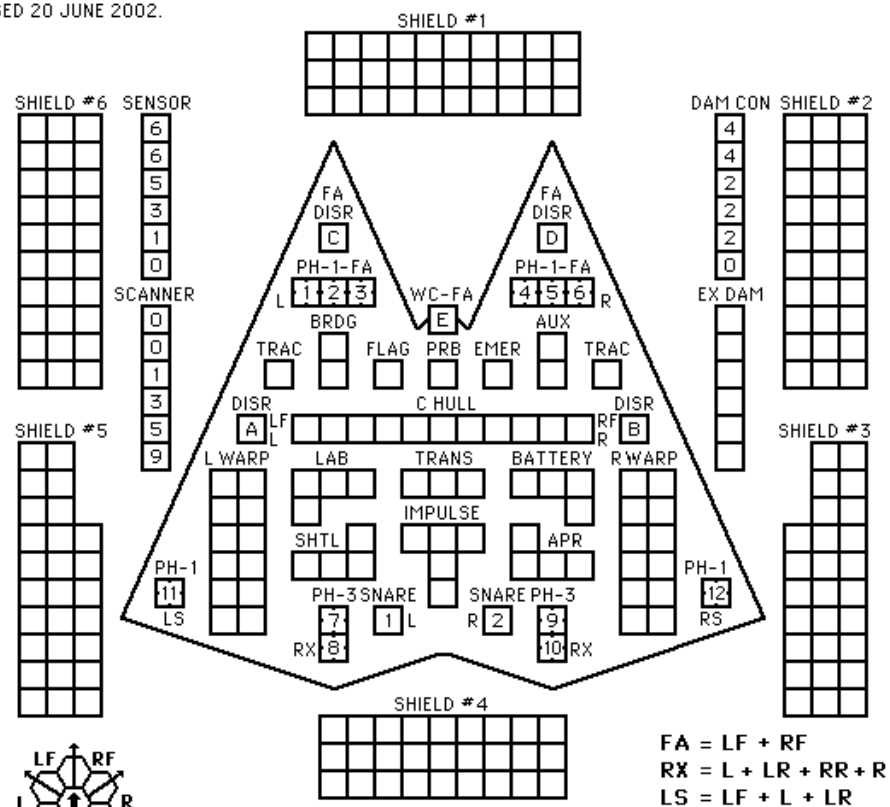
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

WEB CASTER STRENGTH TABLE

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

WEB FIST TABLE

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



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

SNARES ARE DESTROYED ON "DRONE" HITS.
THIRD DRONE HIT MUST BE SCORED ON THE WEB CASTER.

HIT & RUN TABLE

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

H&R vs GUARDS

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

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX 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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20