

BOARDING PARTIES

Grid for Boarding Parties with 10 columns and 2 rows.

GUARDS ASSIGNED

Grid for Guards Assigned with 2 columns and 5 rows.

ADMINISTRATIVE SHUTTLES

Table with columns: IDENT, HIT POINTS, NOTES. Rows for administrative tracking.

PROBES

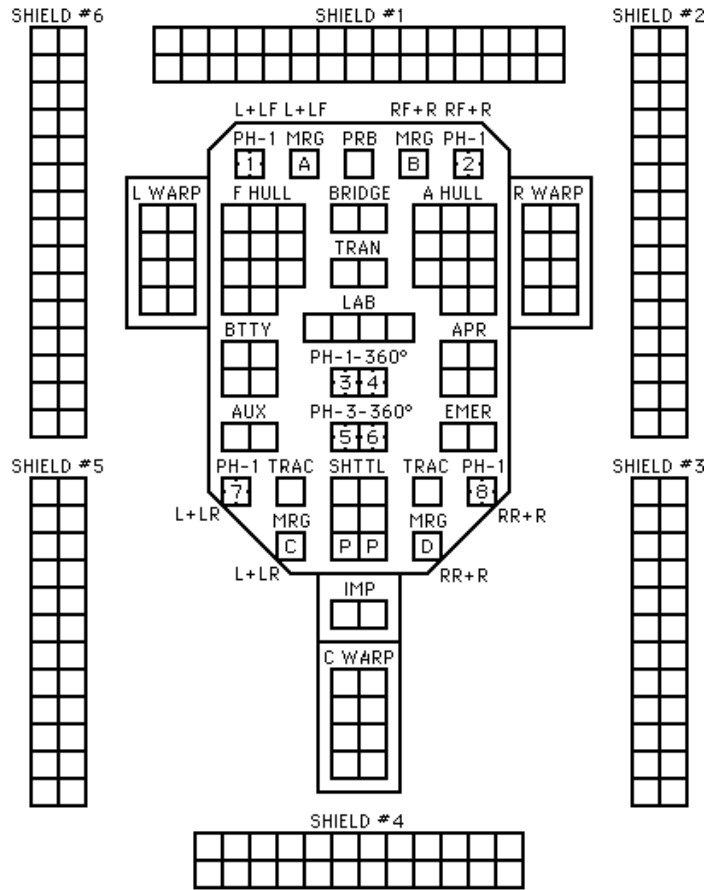
Grid for Probes with 5 columns and 1 row.

Table for Player, Tourn, Round information.

SHIP DATA TABLE: TYPE = LCT, BREAKDOWN = 5-6, SHIELD COST = 1+1, LIFE SUPPORT = 1, SIZE CLASS = 3.

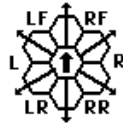
CNTR: Grid for Counter.

JINDARIAN LIGHT TOURNAMENT CRUISER



TYPE I OFFENSIVE PHASER TABLE

Table with columns: DIE ROLL, RANGE (0-75), and damage values.



TURN MODE SPEED: C 1 2-4, 2 5-9, HET 3 10-14, 4 15-20, BD 5 21-27, 6 28+.

TYPE III DEFENSE PHASER

Table with columns: DIE ROLL, RANGE (0-15), and damage values.

HIT & RUN TABLE

Table with 2 columns: Hit/Run result and description (e.g., SYSTEM DESTROYED; BP RETURNS).

H&R vs GUARDS

Table with 2 columns: Hit/Run result and description (e.g., BP DESTROYED, BP RETURNS, CONDUCT H&R).

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

MEDIUM RAILGUN TABLE

Table with columns: RANGE (0-25) and HIT# DAMAGE.

MRG DEFENSIVE MODE AMMUNITION

Grid for MRG Defensive Mode Ammunition with 5 columns and 2 rows.

SENSOR: 6 6 5 3 0

SCANNER: 0 0 1 5 9

DAM CON: 4 4 2 2 2 0

EX DAM: Grid for External Damage.

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

⑤ = HET COST

⑥ = ERRATIC MANEUVER WARP COST

Warp Energy Movement Cost table with columns: SPEED (1-30) and values for Standard and Fract. movement.