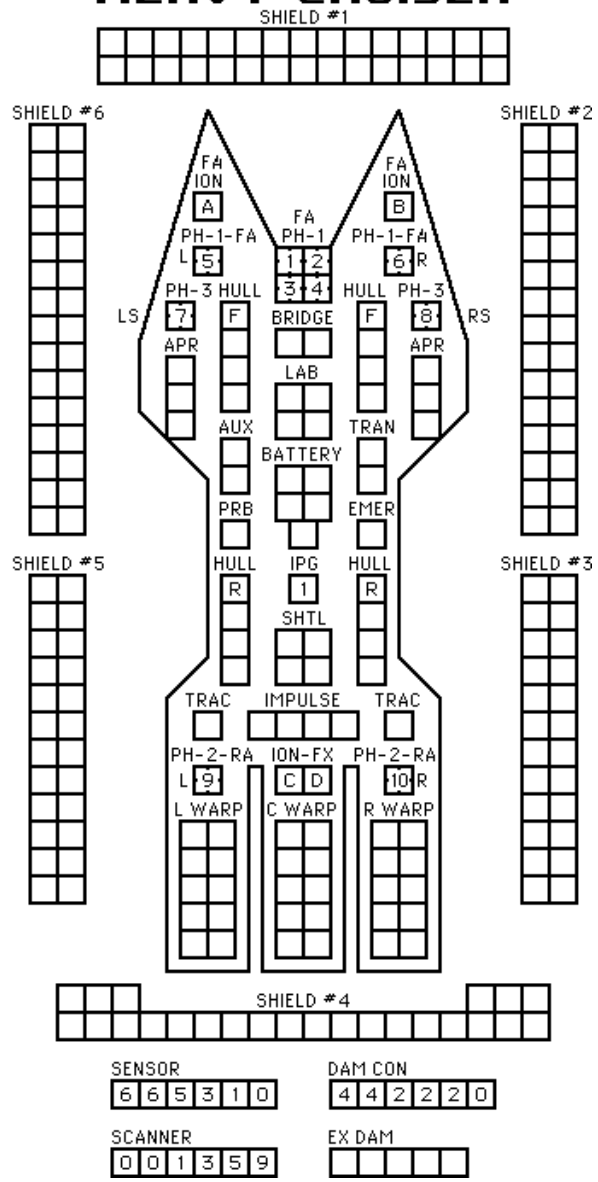
VUDAR TOURNAMENT HEAVY CRUISER



BOARDING PARTIES

									10

GUARDS ASSIGNED

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

PROBES

				5

REVISED 05 JULY 2006

SHIP DATA TABLE

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

CNTR

PLAYER	
TOURN	
ROUND	

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

THE IPG CANNOT BE USED IN JAMMING MODE (G36.32), BUT CAN BE USED IN DEFENSIVE IONIC WAVE MODE (G36.33).

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

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	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

FA = LF + RF
RA = LR + RR
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R

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

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

MOVEMENT COST = 1
HET COST = 5

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

ION CANNON TABLE

RANGE	0-1	2-3	4-5	6-8	9-15	16-23	24-30	DAMAGE
HIT, STANDARD	10	9	8	7	6	5	4	6
HIT, PROXIMITY	NA	NA	NA	NA	8	7	6	3
HIT, OVERLOAD	10	9	8	7	NA	NA	NA	12

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