

FIRING CHART

RANGE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	RANGE
1	1-8	1-5	1-10	1-10	1-8	1-10	1-7	1-10	1-8	1-10	1-8	1-10	1-10	1-10	1-10	1-8	1-10	1-10	1-10	1-10	1-10	1-9	1-10	1-10	1-10	1
2	1-6	1-5	1-8	1-9	1-7	1-9	1-7	1-9	1-8	1-10	1-8	1-10	1-9	1-10	1-10	1-8	1-10	1-10	1-10	1-10	1-10	1-9	1-10	1-10	1-10	2
3	1-4	1-4	1-6	1-7	1-6	1-7	1-6	1-8	1-7	1-9	1-7	1-9	1-8	1-9	1-9	1-8	1-10	1-9	1-10	1-9	1-9	1-8	1-10	1-10	1-10	3
4	1-2	1-4	1-4	1-5	1-5	1-6	1-6	1-7	1-7	1-9	1-7	1-9	1-7	1-9	1-9	1-7	1-9	1-9	1-9	1-9	1-9	1-8	1-10	1-9	1-9	4
5		1-3	1-2	1-3	1-4	1-4	1-5	1-6	1-6	1-8	1-6	1-8	1-7	1-8	1-8	1-7	1-9	1-8	1-9	1-8	1-8	1-8	1-9	1-9	1-9	5
6		1-3	1	1	1-3	1-3	1-5	1-5	1-6	1-8	1-6	1-7	1-7	1-8	1-8	1-7	1-8	1-8	1-8	1-8	1-8	1-7	1-9	1-9	1-9	6
7		1-2			1-2	1-2	1-4	1-4	1-5	1-6	1-5	1-6	1-6	1-7	1-7	1-6	1-8	1-7	1-8	1-7	1-7	1-7	1-8	1-8	1-8	7
8		1-2			1	1	1-3	1-3	1-5	1-4	1-5	1-5	1-6	1-6	1-6	1-6	1-7	1-7	1-7	1-7	1-7	1-7	1-8	1-8	1-8	8
9		1					1-2	1-2	1-4	1-2	1-4	1-4	1-5	1-5	1-5	1-6	1-6	1-6	1-7	1-6	1-6	1-6	1-7	1-7	1-8	9
10		1					1	1	1-3	1	1-4	1-3	1-5	1-4	1-5	1-5	1-5	1-6	1-6	1-6	1-6	1-6	1-7	1-7	1-7	10
11									1-2		1-3	1-2	1-4	1-3	1-4	1-5	1-4	1-5	1-6	1-5	1-5	1-6	1-6	1-6	1-7	11
12								1			1-3	1	1-3	1-2	1-3	1-4	1-3	1-5	1-5	1-5	1-5	1-5	1-6	1-6	1-7	12
13											1-2		1-2	1	1-2	1-4	1-2	1-4	1-4	1-4	1-4	1-4	1-5	1-5	1-6	13
14											1-2		1		1	1-3	1	1-3	1-3	1-4	1-4	1-5	1-5	1-6	1-6	14
15											1					1-3		1-2	1-2	1-3	1-3	1-4	1-4	1-4	1-5	15
16																1-2		1	1	1-3	1-3	1-4	1-4	1-4	1-5	16
17																1-2				1-2	1-2	1-3	1-3	1-3	1-4	17
18																1				1	1-2	1-3	1-3	1-3	1-4	18
19																					1	1-2	1-2	1-2	1-3	19
20																					1	1-2	1	1-2	1-3	20
21																						1		1	1-2	21
22																								1	1-2	22
23																								1		23
24																								1		24

-3 TO HIT MOVING CLOAKED SHIP

-5 TO HIT STATIONARY CLOAKED SHIP

-2 FIRER MAKES EMERGENCY HEADING CHANGE

MOVEMENT WITH THREE MOVEMENT/FIRING PHASES				BASIC GAME DAMAGE LOCATION TABLE		ENGINEERING DAMAGE TABLE					BRIDGE PERSONNEL SHAKEN		
Movement Points Available	Phase 1	Phase 2	Phase 3	Die Roll	Result	Die Roll	Damage Result				Die Roll	Officer Affected	
1	NONE	1	NONE	1	Deflector Shield	1-2	SHIELD POWER GRID DOWN				1-3	No Effect	
2	1	NONE	1	2	Weapon, Missile	3-4	WEAPONRY POWER GRID DOWN				4-6	Science Officer	
3	1	1	1	3	Weapon, Beam	5-6	MANEUVER POWER GRID DOWN				7-9	Helmsman	
4	1	2	1	4	Engine	7	SHIELD POWER GRID AND WEAPONRY POWER GRID DOWN				10	Both Science Officer and Helmsman	
5	2	1	2	5	Engine	8	SHIELD POWER GRID AND MANEUVER POWER GRID DOWN				SYSTEM SHAKEN		
6	2	2	2	6	Engine	9	WEAPONRY POWER GRID AND MANEUVER POWER GRID DOWN				Die Roll	System Affected	
7	2	3	2	7	Superstructure	10	ALL POWER SYSTEMS DOWN				1	Communications/Damage Control	
8	3	2	3	8	Superstructure						2	Sensors	
9	3	3	3	9	Superstructure						3	Shields	
10	3	4	3	10	Sensors						4	Helmsman	
11	4	3	4		SLIM CHANCE TABLE		CLOAK DETECTION TABLE					5	Weapons
12	4	4	4		Modified Die Roll	Slim Chance Roll Needed	Movement of Cloaked Vessel				6	Weapons	
13	4	5	4		0	1-8	Range (Hexes)	Stationary	Moving		7	Reroll two times, divide roll by 2	
14	5	4	5		-1	1-6	No	No	No	No	8	Reroll three times, divide roll by 2	
15	5	5	5		-2	1-4	Lock	Lock	Lock	Lock	9	Reroll four times, divide roll by 2	
16	5	6	5		-3	1-2	1-10	1-3	1-6	1-5	1-8	10	No effect
17	6	5	6		-4	No Chance	11-20	1-2	1-5	1-4	1-7		
18	6	6	6				21-30	1	1-4	1-3	1-6		
19	6	7	6										
20	7	6	7										
21	7	7	7										
22	7	8	7										
23	8	7	8										
24	8	8	8										
25	8	9	8										
26	9	8	9										
27	9	9	9										
28	9	10	9										
29	10	9	10										
30	10	10	10										

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