GORN TOURNAMENT COMMAND CRUISER

BOARDING PARTIES

									10

GUARDS ASSIGNED

REVISED 09 MARCH 2000.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
THIS SHIP HAS TWO SHUTTLE BAYS.		
TRANSFER BY (J1.59) POSSIBLE.		

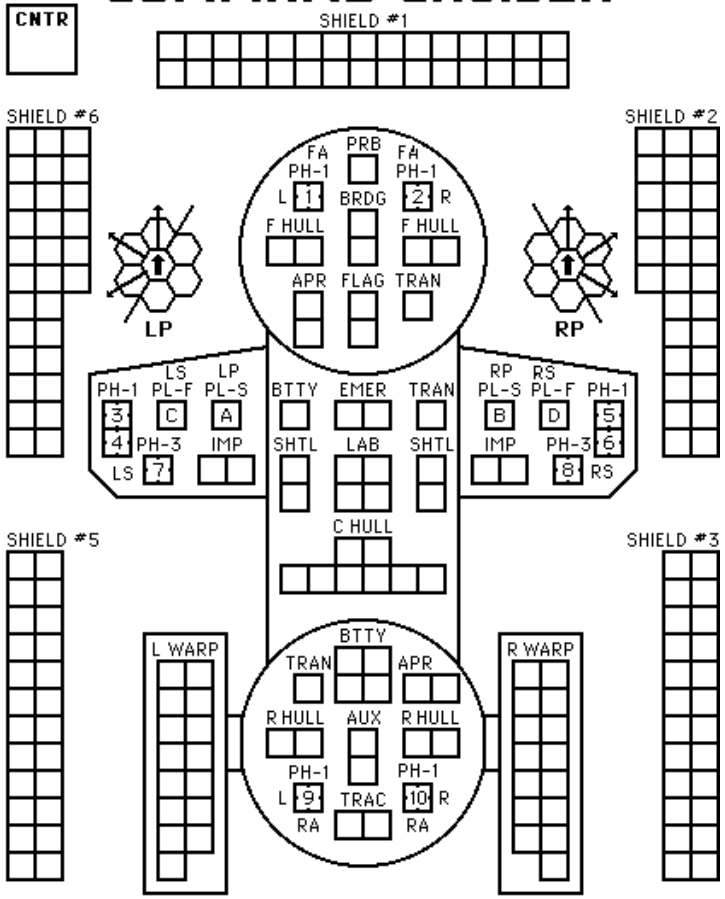
SHIP DATA TABLE

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

PROBES

				5

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

TURN MODE		SPEED
D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
	5	18-24
BD	6	25+

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

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1		

PSEUDO-PLASMA TORPEDOES

A S B S

SENSOR

6	6	5	3	2	0

SCANNER

0	0	1	2	4	9

DAMAGE CONTROL

4	4	2	2	2	0

EXCESS DAMAGE

MOVEMENT COST = 1

HET COST = 5