

FIRE & MOVEMENT SHEET

HEIGHT DIFFERENCE IN LAYERS

RANGE IN HEXES (IN 2D)

	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21
00/01	60	70	80	90	100	95	90	85	80	75	70	65	60	55	50	45	40	30	20	10	05
02	70	80	90	100	100	95	90	85	80	75	70	65	60	55	50	45	40	30	20	10	05
03	80	90	90	100	95	90	85	80	80	75	70	65	60	55	50	45	40	30	20	10	05
04	90	100	100	95	90	85	80	75	70	65	60	55	50	50	45	40	30	20	10	05	
05	100	100	95	95	90	85	80	75	70	70	65	60	55	50	45	40	30	20	10	05	
06	95	95	90	90	85	80	80	75	70	65	60	55	50	45	45	40	30	20	10	05	
07	90	90	85	85	80	80	75	70	70	65	60	55	50	45	40	30	30	20	10	05	
08	85	85	80	80	80	75	70	65	65	60	55	50	45	40	40	30	20	10	05		
09	80	80	75	75	75	70	70	65	60	55	50	45	40	30	30	20	10	05			
10	75	75	75	70	70	65	65	60	55	55	50	45	40	30	20	10	05				
11	70	70	70	65	65	60	60	55	55	50	45	45	40	30	20	10	05				
12	65	65	65	60	60	60	55	55	50	45	45	40	30	20	10	05					
13	60	60	60	55	55	55	50	50	45	45	40	40	30	20	10	05					
14	55	55	55	50	50	50	45	45	40	40	30	20	10	05							
15	50	50	50	45	45	45	40	40	40	30	20	10	05								
16	45	45	45	40	40	40	40	30	30	20	10	05	05								
17	40	40	40	40	30	30	30	20	20	10	05	05									
18	30	30	30	30	20	20	20	10	10	10	05	05									
19	20	20	20	20	10	10	10	05	05												
20	10	10	10	10	05	05															
21	05	05	05	05																	

BEAMS

HEIGHT DIFFERENCE IN LAYERS

RANGE IN HEXES (IN 2D)

TORPS

	01	02	03	04	05	06	07	08	09	10	11	12	13
00/01	40	60	80	100	90	80	70	60	50	40	30	20	10
02	60	80	100	90	90	80	70	60	50	40	30	20	10
03	80	100	100	90	80	70	60	50	40	40	30	20	10
04	100	90	90	80	70	60	50	40	40	30	20	10	
05	90	90	80	80	70	60	50	50	40	30	20	10	
06	80	80	70	70	60	50	40	30	20	10	10		
07	70	70	60	60	50	50	40	30	30	20	10		
08	60	60	50	50	40	40	30	30	20	10			
09	50	50	40	40	30	30	20	10					
10	40	40	30	30	20	20	10						
11	30	30	20	20	10	10							
12	20	20	10	10	10								
13	10	10	10										

TO HIT ON BEAMS OR TORPS ROLL THE NUMBER INDICATED OR LESS ON A PAIR OF PERCENTILE DICE (ALL PLUS OR MINUS ANY BONUSES)

HEIGHT DIFFERENCE IN LAYERS

RANGE IN HEXES (IN 2D)

QUICK PYTHAGORAS RANGE CHART (FOR EXPLOSIONS ETC) RESULT IS HOW MANY HEXES YOU ARE AWAY

	01	02	03	04	05	06	07	08	09	10
02	02	03	04	05	05	06	07	08	09	10
03	03	04	04	05	06	07	08	09	10	10
04	04	05	05	06	06	07	08	09	10	11
05	05	05	06	06	07	08	09	09	10	11
06	06	06	07	07	08	09	09	10	11	12
07	07	07	08	08	09	09	10	11	11	12
08	08	08	09	09	10	11	11	12	13	13
09	09	09	10	10	11	11	12	13	14	14
10	10	10	11	11	12	12	13	14	14	15

MODIFIERS TO HIT

- Minus 5% for each hex of target's speed
- Minus 60% if target has a cloak
- Plus 10% for all advanced ships

HEIGHT DIFFERENCE IN LAYERS

RANGE IN HEXES (IN 2D)

NUMBER OF DAMAGE ROLLS FROM ROMULAN PLASMA TORPS

	01	02	03	04	05	06	07	08	09	10	11	12	13
00/01	6	7	8	8	8	7	7	6	5	4	3	2	1
02	7	8	8	8	8	7	7	6	5	4	3	2	1
03	8	8	8	8	7	7	6	5	4	4	3	2	1
04	8	8	8	7	7	6	5	4	3	2	1		
05	8	8	7	7	7	6	5	5	4	3	2	1	
06	7	7	7	6	6	6	5	4	3	2	1	1	
07	7	7	6	6	6	5	4	3	3	2	1		
08	6	6	5	5	5	4	3	3	2	1			
09	5	5	4	4	4	3	3	2	1				
10	4	4	4	3	3	2	2	1					
11	3	3	3	2	2	1	1						
12	2	2	2	1	1	1							
13	1	1	1										

PHASED MOVEMENT CHART

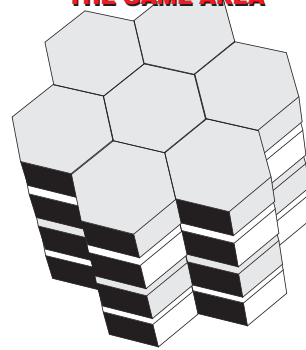
SHIPS MOVE IN EVERY PHASE THAT A NUMBER APPEARS ON THE CHART THAT CORRESPONDS WITH THE SHIP'S SPEED. THE NUMBER ON THE CHART IN THE COLUMN INDICATES HOW MANY PHASES THAT A SHIP HAS MOVED IN

SHIP'S SPEED

PHASE IN WHICH SHIP MOVES

	01	02	03	04	05	06	07	08	09	10
01	•	•	•	•	•	1	•	•	•	•
02	•	•	1	•	•	•	•	2	•	•
03	•	•	•	1	•	•	•	•	•	3
04	•	•	•	•	2	•	•	•	•	4
05	•	•	•	1	•	2	•	•	•	5
06	•	•	•	•	•	2	•	•	•	6
07	•	•	•	1	•	2	•	•	•	7
08	•	•	•	•	1	•	2	•	•	8
09	•	•	•	•	•	1	•	2	•	9
10	•	•	•	•	•	•	1	•	2	10

EXAMPLE OF STACK OF HEXES THROUGH THE GAME AREA



HEIGHT BANDS

A
B
C
D
E
F
G
H
I
J
K
L

RED

A
B
C
D
E
F
G
H
I
J
K
L

YELLOW

DAMAGE CHART

THROW 1 D10: ADD OR SUBTRACT ANY HIT MODIFIER BONUS CHECK CHART BELOW RESULT

- 4 = 1 FORWARD TORP DESTROYED ◆
- 3 = 1 BEAM DESTROYED ●
- 2 = 1 HULL DESTROYED ●
- 1 = 1 SHIELD DESTROYED ●
- 0 = 1 ENGINE DESTROYED ●
- 1 = 1 BEAM DESTROYED ●
- 2 = BRIDGE - NO STEERING FOR REST OF TURN ■
- 3 = 1 HULL DESTROYED ●
- 4 = 1 SHIELD DESTROYED ●
- 5 = MINUS 10% TO HIT WITH BEAMS ●
- 6 = 1 BATTERY DESTROYED ●
- 7 = ENGINE ROOM HIT - NO MOVEMENT FOR REST OF TURN ★
- 8 = 1 HULL DESTROYED ●
- 9 = 1 BEAM DESTROYED ●
- 10 = 1 ENGINE DESTROYED ●
- 11 = 1 SHIELD DESTROYED ●
- 12 = 1 ENGINE DESTROYED ●
- 13 = 1 HULL DESTROYED ●
- 14 = 1 ENGINE DESTROYED ●
- 15 = 1 REAR TORP DESTROYED ◆

DAMAGE CHART NOTES:

- ◆ IF NO TORPEDOES AVAILABLE AT THAT LOCATION TAKE HITS AS HULL DAMAGE
- CARRY ON IS STRAIGHT LINE. TAKE SUBSEQUENT HITS IN ANY TURN AS HULL DAMAGE
- IF NO SYSTEM IS AVAILABLE IN THAT SHIELD AREA TAKE SUBSEQUENT HITS AS HULL DAMAGE
- ★ BOWL AT THE START OF EACH SUCCESSIVE TURN. THIS SCORE EQUALS THE NUMBER OF WORKING ENGINE POINTS "BACK ON LINE" AND AVAILABLE FOR USE IN THAT TURN. KEEP BOWLING AT THE START OF EACH TURN UNTIL ALL AVAILABLE ENGINE BOXES ARE RESTORED. USE 1XD6 FOR SHIPS UP TO 8 ENGINE POWER; 2XD6 FOR UP TO 14 POWER; 3 X D6 UP TO 20 POWER; 4 X D6 FOR ENGINE SIZES BIGGER THAN 20 POINTS. CHARGED BATTERIES ARE AVAILABLE FOR USE IN THIS PERIOD. TAKE SUBSEQUENT HITS IN ANY TURN AS HULL DAMAGE

ENERGY COSTS

TO MOVE 1 HEX, FIRE 1 BEAM, ARM 1 TORP OR REINFORCE 1 SHIELD = 1 POINT
 FIRE ARMED TORP = 0 POINTS (2 POINTS OF DAMAGE)
 FIRE ROMULAN TORP = 4 POINTS (VARIABLE DAMAGE)
 OPERATE CLOAK = VARIABLE