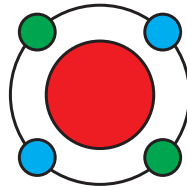


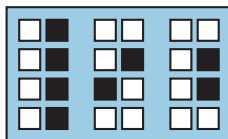
FEDERATION COMMANDER WAR & PEACE

ION CANNON FIRING TABLE								
RANGE	0-1	2-3	4-5	6-8	9-15	16-23	24-25	Damage
Standard	2-10	2-9	2-8	2-7	2-6	2-5	2-4	6
Overload	2-10	2-9	2-8	2-7	NA	NA	NA	12

PHASER-3 COMBAT TABLE							
DIE ROLL	RANGE						
	0	1	2	3	4-8	9-15	16-25
1	4	4	4	3	1	1	0
2	4	4	4	2	1	0	0
3	4	4	4	1	0	0	0
4	4	4	3	0	0	0	0
5	4	3	2	0	0	0	0
6	3	3	1	0	0	0	0



PHASER-1 COMBAT TABLE									
DIE ROLL	RANGE								
	0	1	2	3	4	5	6-8	9-15	16-25
1	9	8	7	6	5	5	4	3	2
2	8	7	6	5	5	4	3	2	1
3	7	5	5	4	4	4	3	1	0
4	6	4	4	4	4	3	2	0	0
5	5	4	4	4	3	3	1	0	0
6	4	4	3	3	2	2	0	0	0



PLASMATIC PULSAR FIRING TABLE					
RANGE	0-3	4-10	11-15	16-20	21-25
Hit	—	2-9	2-8	2-7	2-6
Damage	0	1+4+1	1+3+1	1+2+1	1+1+1
Alternate	0	3+3	3+2	2+2	2+1

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WEAPONS REFERENCE CARD #160 of 145-160
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FEDERATION COMMANDER WAR & PEACE

TR BEAM (HEAVY) FIRING TABLE									
DIE ROLL	RANGE								
	0-3	4-5	6-8	9-12	13-18	19-25			
1	20	20	18	12	8	3			
2	20	20	15	9	5	2			
3	20	18	12	6	3	1			
4	20	15	9	3	2	0			
5	18	12	6	2	1	0			
6	15	9	3	1	0	0			

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ANDROMEDAN REFERENCE CARD #160 of 145-165.
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DISPLACEMENT DEVICE SUCCESS TABLE						
RANGE	0	1-2	3-15	16-22	23-25	
Success	—	1-5	1-4	1-3	1-2	
Failure	1-6	6	5-6	4-6	3-6	

PHASER-2 COMBAT TABLE									
DIE ROLL	RANGE								
	0	1	2	3	4-8	9-15	16-25		
1	6	5	5	4	3	2	1		
2	6	5	4	4	2	1	1		
3	6	4	4	4	1	1	0		
4	5	4	4	4	3	1	0		
5	5	4	3	3	0	0	0		
6	5	3	3	3	0	0	0		

TR BEAM (LIGHT) FIRING TABLE									
DIE ROLL	RANGE								
	0-3	4-5	6-8	9-12	13-18	19-25			
1	10	10	9	6	4	2			
2	10	10	7	4	3	1			
3	10	9	6	3	2	0			
4	10	7	4	2	1	0			
5	9	6	3	1	0	0			
6	7	4	2	0	0	0			