

MASTER WEAPONS REFERENCE CARD

PHASER 4	RANGE		Energy Cost to Fire = 2							11-	14-	18-
Die Roll	0-3	4-5	6	7	8	9	10	10	13	17	25	
1	20	20	20	15	12	10	8	6	5	4		
2	20	20	15	12	11	9	8	6	4	3		
3	20	15	12	11	10	8	7	5	4	2		
4	20	15	11	10	9	8	6	4	3	1		
5	15	12	10	9	8	7	5	3	2	0		
6	15	10	9	8	7	6	5	3	1	0		

PLASMA TORPEDO TABLE									
TORPEDO TYPE	IMPULSE OF IMPACT								
	1	2	3	4	5	6	7	8	9
R	50	50	42	36	24	20	10	2	0
S	30	30	26	22	14	8	2	0	0
G	20	20	18	14	6	0	0	0	0
F	20	16	10	4	0	0	0	0	0
D	10	8	5	2	0	0	0	0	0

PHASER 1	RANGE		Energy Cost to Fire = 1							
Die Roll	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	

PLASMA CARRONADE						
DIE ROLL	ENERGY IN PL-F TUBE					
	1	2	3	4	5	6
1	4	5	6	7	8	
2	4	5	6	7	8	
3	4	5	6	7	8	
4	4	5	6	7	8	
5	3	4	5	6	7	
6	3	4	5	6	7	

PLASMA BOLT TABLE				
RANGE	0-5	6-10	11-20	21-25
HIT	1-4	1-3	1-2	1
R	26	24	18	6
S	16	14	8	2
G	10	10	6	0
F	10	6	2	0
D	5	3	1	0

PHASER 2	RANGE		Energy Cost to Fire = 1				
Die Roll	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	3	1	0	0
5	5	4	3	3	0	0	0
6	5	3	3	3	0	0	0

WEB BREAKER TABLE										
RANGE	Energy Cost to Fire = 2									
DIE = 1	0-1	2	3	4	5	6	7	8	9	10
2	18	19	18	17	15	13	11	9	7	5
3	16	15	14	13	11	9	7	5	3	1
4	14	13	12	11	9	7	5	3	1	0
5	12	11	10	9	7	5	3	1	0	0
6	10	9	8	7	5	3	1	0	0	0

PHASER 3	RANGE		Energy Cost to Fire = 1/2			
Die Roll	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

PARTICLE CANNON TABLE							
RANGE	Energy to Fire = 1.5 (Ovld: 3)						
HIT	1-6	1-5	1-4	1-4	1-3	1-3	1-2
DAMAGE	4	4	4	3	3	3	2
OL DMG	8	8	8	6	6	NA	NA

DISRUPTOR		RANGE		Energy to Fire = 2 (OV: 2+2)				
TYPE		0	1	2	3-4	5-8	9-15	16-25
Standard	HIT	1-6	1-5	1-5	1-4	1-4	1-4	1-3
	DMG	5	5	4	4	3	3	2
Overload	HIT	1-6	1-5	1-5	1-4	1-4	—	—
	DMG	10	10	8	8	6	0	0

SHIELD CRACKER TABLE				
Energy Cost to Fire = 2				
RANGE	0	1-2	3-5	6-10
HIT	1-6	1-5	1-4	1-3
DMG	4	4	4	4

WEB CASTER STRENGTH TABLE						
ENERGY USED			WEB HEXES CREATED			
	1	2	3	4	5	
1	2	3	10	5	3	2
2	3	4	20	10	6	5
3	4	5	30	15	10	7
4	5	NA	32	20	13	10
5	NA	NA	32	25	16	12
1-10 11-20 21-25 RANGE						

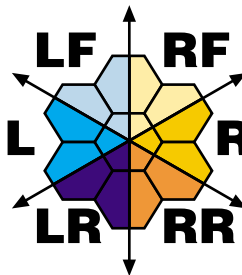
PHOTON		RANGE		Energy Cost to Fire = 2+2				
TYPE		0	1	2	3-4	5-8	9-12	13-25
Standard	HIT	1-6	1-6	1-5	1-4	1-3	1-2	1
	DMG	8	8	8	8	8	8	8
Overload	HIT	1-6	1-6	1-5	1-4	1-3	—	—
+2 PWR	DMG	12	12	12	12	12	0	0
+4 PWR	DMG	16	16	16	16	16	0	0

LABORATORY RESEARCH							
Range:	0	1	2	3	4	5	6
Points:	10	8	8	6	4	4	2

PROBE FIRED AS WEAPON		Energy to Fire = 4					
RANGE		0-1	2	3	4	5	6
TO HIT		1-6	2-6	3-6	4-5	5-6	6
DAMAGE		8	8	8	8	8	8

SYSTEM TYPE	REPAIR COST	SYSTEM TYPE	ENERGY COST
Armor	9	Tractor	1
Weapon	4	Transporter (all on ship)	= 1 move point
Power	3	Probe (Information)	2
Command	2		
General	2		
Hull, Cargo	1		

MARINE HIT & RUN RAID TABLE		
Die Roll	TARGET	MARINES
1	Disabled	Return
2	Disabled	Lost
3	Failure	Return
4	Failure	Return
5	Failure	Lost
6	Failure	Lost



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

WEB FIST		Energy Varies			
TABLE	RANGE				
Die Roll	1-4	1-3	1-2		
HIT	1-4	1-3	1-2		
ENERGY	DAMAGE	IF HIT			
1	2	0	0		
2	4	2	0		
3	6	4	2		
4	8	6	4		
5	10	8	6		

EXPANDING SPHERE COMBAT CHART					
ENERGY USED	1	2	3	4	5
DAMAGE	4	8	12	16	20

FUSION BEAM TABLE		ENERGY COST = 2 (OVERLOAD 2+2)						
RANGE		0	1	2	3-8	9-10	11-15	16-25
1		13 (19)	8 (12)	6 (9)	4 (6)	4 (0)	3 (0)	2 (0)
2		11 (16)	8 (12)	5 (7)	3 (4)	3 (0)	2 (0)	1 (0)
3		10 (15)	7 (10)	4 (6)	2 (3)	2 (0)	1 (0)	0 (0)
4		9 (13)	6 (9)	3 (4)	1 (2)	1 (0)	1 (0)	0 (0)
5		8 (12)	5 (7)	3 (4)	1 (1)	1 (0)	0 (0)	0 (0)
6		8 (12)	4 (6)	2 (3)	0 (0)	0 (0)	0 (0)	0 (0)

HELLBORE TABLE		ENERGY COST = 3+3 (OVERLOAD +3)						
RANGE		0-1	2	3-4	5-8	9-15	16-22	23-25
HIT		2-11	2-10	2-9	2-8	2-7	2-6	2-5
DAMAGE		10+10	9+8	8+7	7+6	5+5	4+4	2+2
OL DMG		15+15	13+12	11+11	10+9	NA	NA	NA
DRN/SHTL		20	17	15	13	10	8	4
D/S OVLD		30	25	22	19	NA	NA	NA