

**Character Name:**

**Damage Prowess**

None	4
Light	4
Medium	3
Heavy	2
Deb.	1

**Mind**

1
2
3
4

**Destiny Points**

0
1
2
3
4

**Notoriety**

人
+
*
*

**Star Points**

10	
9	90 [ ]
8	80 [ ]
7	70 [ ]
6	60 [ ]
5	50 [ ]
4	40 [ ]
3	30 [ ]
2	20 [ ]
1	10 [ ]
0	

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**Weapons**

-----	人	+	*	*
-----	人	+	*	*
-----	人	+	*	*

**Auxiliary**

-----	E#
-----	E#
-----	E#
-----	E#

**Sectors of Interest**

H#	-----	N	-----	E#	-----
H#	-----	N	-----	E#	-----
H#	-----	N	-----	E#	-----
H#	-----	N	-----	E#	-----
H#	-----	N	-----	E#	-----

**Combat Table (B)**

D10	人	+	*	*
<= -1	MISS*	MISS*	MISS*	MISS*
0	MISS**	MISS**	MISS**	MISS**
1-4	MISS	MISS	MISS	MISS
5	MISS	LIGHT	LIGHT	LIGHT
6	LIGHT	LIGHT	LIGHT	LIGHT
7	LIGHT	LIGHT	LIGHT	MEDIUM
8	MEDIUM	MEDIUM	MEDIUM	MEDIUM
9	MEDIUM	MEDIUM	HEAVY	HEAVY
10	HEAVY	HEAVY	HEAVY	HEAVY
11+	DEB***	DEB***	DEB***	DEB***

\* Attacker takes LD  
\*\* Attacker's weapon downgraded by 1  
\*\*\* Attacker gets another attack

**Skill Table (C)**

D10	人	+	*	*
<= 0	FAIL*	FAIL*	FAIL*	FAIL*
1-3	FAIL	FAIL	FAIL	FAIL
4	PASS	FAIL	FAIL	FAIL
5	PASS	PASS	FAIL*	FAIL*
6	PASS	PASS	PASS	FAIL
7	PASS	PASS	PASS	PASS
8	PASS	PASS	PASS	PASS
9	PASS	PASS	PASS	PASS
10+	PASS	PASS	PASS	PASS

\* +1 Destiny Point

**Ship Name:**

Mob	Crew	Hull
人	-	None
人	-	Light
+	4=LD	Medium
*	3-4=LD	Heavy
*	2-4=LD	Deb.

**Cannons**

人
+
*
*

**Thrusters**

1
D4
D4+

**Fuel Cells**

20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
Empty

**Lucre**

0	1	2	3	4	5	6	7	8	9	10	20	30	40	50	60	70	80	90	100	200	300	400	500
---	---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	-----	-----	-----	-----	-----

### Enemy Character #1

Weapon 人 + \* \*

Prowess -----

Damage

None

Light

Medium -1

Heavy -2

Deb. -3

Destroyed

### Enemy Character #2

Weapon 人 + \* \*

Prowess -----

Damage

None

Light

Medium -1

Heavy -2

Deb. -3

Destroyed

### Enemy Character #3

Weapon 人 + \* \*

Prowess -----

Damage

None

Light

Medium -1

Heavy -2

Deb. -3

Destroyed

### Lucre Table (D)

D10	人	+	*	*
1	0	0	1	2
2	1*	2*	3*	5*
3-4	2**	4**	6**	8**
5-6	4	6	8	12
7	6	9	12	15
8	8	12	15	20
9	10	15	20	25
10	E105	E105	E105	E105

\* Roll again!

\*\* +1 Destiny Point

### Event Table (A)

D100	人	+	*	*
1	E019	E019	E019	E019
2	E116	E116	E116	E112
3	E034	E034	E007	E116
4	E003	E169	E034	E007
5	E123	E183	E053	E053
6-7	E007	E053	E155	E034
8-9	E020	E007	E123	E009
10-11	E009	E020	E169	E155
12-13	E034	E008	E020	E175
14-15	E023	E095	E009	E020
16-17	E008	E008	E137	E003
18-19	E053	E155	E183	E008
20-21	E123	E023	E174	E123
22-23	E155	E169	E008	E095
24-25	E169	E020	E175	E023
26-27	E095	E170	E181	E244
28-29	E008	E023	E174	E170
30-31	E003	E175	E023	E169
32-33	E170	E008	E095	E183
34-35	E047	E003	E214	E195
36-37	E174	E181	E008	E240
38-39	E181	E174	E043	E174
40-41	E003	E004	E170	E137
42-43	E137	E043	E244	E008
44-45	E195	E047	E119	E170
46-47	E004	E137	E181	E226
48-49	E120	E226	E137	E183
50-51	E175	E244	E047	E181
52-53	E043	E119	E214	E174
54-55	E214	E195	E119	E137
56-57	E220	E240	E195	E181
58-59	E226	E170	E004	E220
60-61	E244	E220	E120	E244
62-63	E119	E016	E175	E047
64-65	E174	E214	E244	E043
66-67	E175	E183	E195	E004
68-69	E195	E120	E226	E119
70-71	E137	E244	E183	E214
72-73	E175	E175	E016	E226
74-75	E120	E047	E240	E181
76-77	E214	E195	E131	E175
78-79	E244	E137	E170	E240
80-81	E016	E003	E181	E195
82-83	E226	E220	E175	E016
84-85	E183	E226	E240	E120
86-90	E131	E131	E131	E131
91-92	E181	E137	E039	E175
93-94	E240	E119	E047	E039
95-96	E039	E181	E137	E131
97-98	E240	E039	E120	E181
99-100	E131*	E047*	E023*	E131*

\* +1 Destiny Point

### Enemy Ship #1

Weapon 人 + \* \*

Prowess -----

-1

-2

-3

DH\* Damage

- None

- Light

4=DH Medium

3-4=DH Heavy

2-4=DH Deb.

Destroyed

### Enemy Ship #2

Weapon 人 + \* \*

Prowess -----

-1

-2

-3

DH\* Damage

- None

- Light

4=DH Medium

3-4=DH Heavy

2-4=DH Deb.

Destroyed

### Enemy Ship #3

Weapon 人 + \* \*

Prowess -----

-1

-2

-3

DH\* Damage

- None

- Light

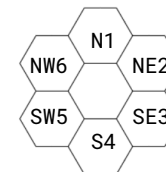
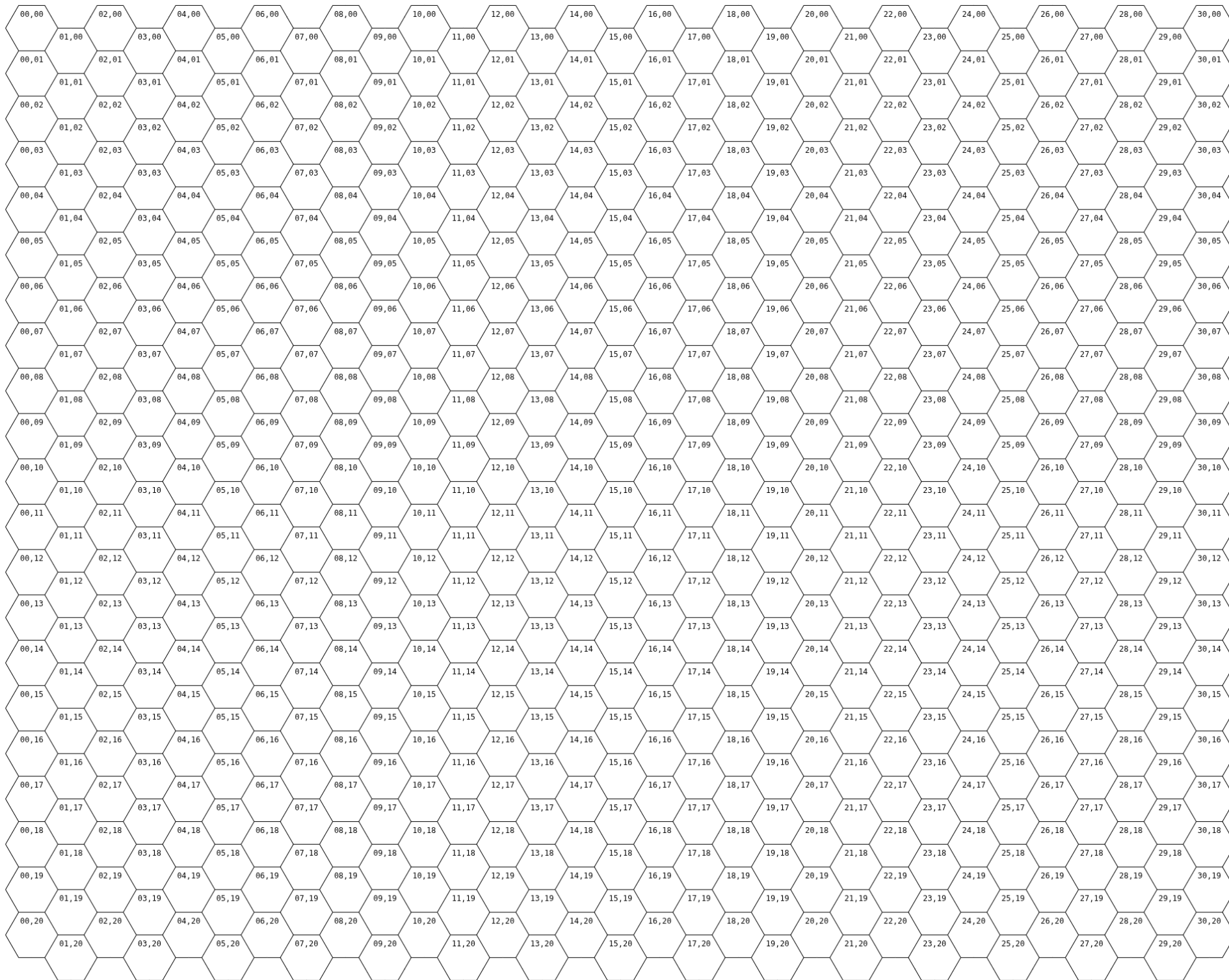
4=DH Medium

3-4=DH Heavy

2-4=DH Deb.

Destroyed

\* Direct Hit! Prowess -1



Character Name:

Damage Prowess table with rows for None, Light, Medium, Heavy, Deb. and values 4, 4, 3, 2, 1.

Mind

Table with 4 rows for Mind levels 1, 2, 3, 4.

Destiny Points

Table with 5 rows for Destiny Points 0, 1, 2, 3, 4.

Notoriety

Table with 5 rows for Notoriety levels: -, +, \*, \*\*.

Star Points

Table with 10 rows for Star Points 10, 9, 8, 7, 6, 5, 4, 3, 2, 1, 0.

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Ship Name:

Table with columns Mob, Crew, Hull and rows for -, 4=LD, 3-4=LD, 2-4=LD.

Cannons

Table with 4 rows for Cannon levels: -, +, \*, \*\*.

Thrusters

Table with 3 rows for Thruster levels: 1, D4, D4+.

Fuel Cells

Table with 20 rows for Fuel Cell levels from 20 down to Empty.

Enemy Character #1

Table for Enemy Character #1 with columns Weapon, Prowess, Damage, Light, Medium, Heavy, Deb., Destroyed.

Enemy Character #2

Table for Enemy Character #2 with columns Weapon, Prowess, Damage, Light, Medium, Heavy, Deb., Destroyed.

Enemy Character #3

Table for Enemy Character #3 with columns Weapon, Prowess, Damage, Light, Medium, Heavy, Deb., Destroyed.

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Lucre Table (D)

Lucre Table (D) with columns D10 and rows 1-10.

\* Roll again! \*\* +1 Destiny Point

Event Table (A)

Event Table (A) with columns D100 and rows 1-100.

\* +1 Destiny Point

Enemy Ship #1

Table for Enemy Ship #1 with columns Weapon, Prowess, DH\*, Damage and rows for -, 4=DH, 3-4=DH, 2-4=DH, Destroyed.

Enemy Ship #2

Table for Enemy Ship #2 with columns Weapon, Prowess, DH\*, Damage and rows for -, 4=DH, 3-4=DH, 2-4=DH, Destroyed.

Enemy Ship #3

Table for Enemy Ship #3 with columns Weapon, Prowess, DH\*, Damage and rows for -, 4=DH, 3-4=DH, 2-4=DH, Destroyed.

\* Direct Hit! Prowess -1

Weapons

Table with 3 rows for Weapon levels: -, +, \*, \*\*.

Auxiliary

Table with 4 rows for Auxiliary levels: E#.

Sectors of Interest

Table with 5 rows for Sectors of Interest (H#, N, E#).

Combat Table (B)

Combat Table (B) with columns D10 and rows for damage levels from <= -1 to 11+.

\* Attacker takes LD \*\* Attacker's weapon downgraded by 1 \*\*\* Attacker gets another attack

Skill Table (C)

Skill Table (C) with columns D10 and rows for skill levels from <= 0 to 10+.

\* +1 Destiny Point

Lucre

Lucre scale from 0 to 500 in increments of 10.