

SLAX HEAVY CRUISER

CREW UNITS

★					10
					20
					30
♠	♠	♠	♠	♠	♠

BOARDING PARTIES

					10
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ADMINISTRATIVE SHUTTLES

IDENT	DAMAGE POINTS	NOTES
		A A
		A A
		A A
		A A

TWO SHUTTLE BAYS — NO TRANSFERS

PHASER-1 COMBAT TABLE

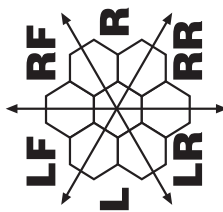
DIE ROLL	RANGE	0	1	2	3	4	5	6-	9-	16-	26-	51-	75-
1		9	8	7	6	5	5	4	3	2	1	1	1
2		8	7	6	5	5	4	3	2	1	1	0	0
3		7	5	5	4	4	4	3	1	0	0	0	0
4		6	4	4	4	4	3	2	0	0	0	0	0
5		5	4	4	4	4	3	3	1	0	0	0	0
6		4	4	3	3	2	2	0	0	0	0	0	0

PHASER-3 COMBAT TABLE

DIE ROLL	RANGE	0	1	2	3	4	9-	15
1		4	4	4	3	1	1	1
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

WEB BREAKER COMBAT TABLE

DIE ROLL	RANGE	0-1	2	3	4	5	6	7	8	9	10
1		20	19	18	17	15	13	11	9	7	5
2		18	17	16	15	13	11	9	7	5	3
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



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

SHIP DATA TABLE

TYPE = CA
 POINT VALUE = 140
 BREAKDOWN = 5-6
 SHIELD COST = 1+1
 LIFE SUPPORT = 1
 SIZE CLASS = 3
 REFERENCE = RS51.3

MOVE COST	=	1
HET COST	=	5
EM COST	=	6

SERVICE YEAR = 170
 DOCKING = 10
 EXPLOSION = 19
 COMMAND = 8

TURN MODE SPEED

1	2-4
2	5-9
3	10-14
4	15-20
5	21-27
6	28+

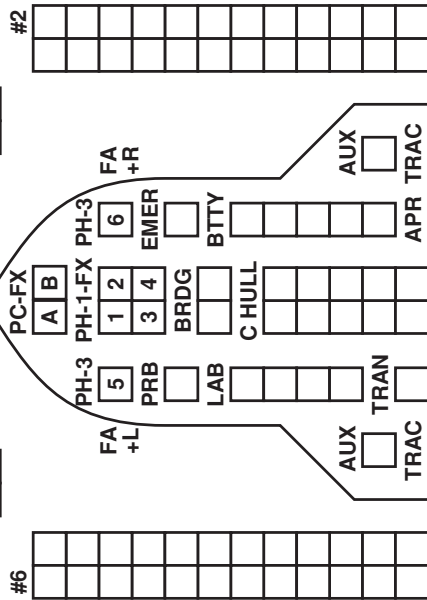
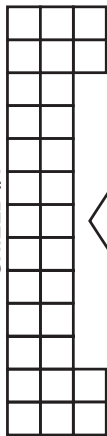
PARTICLE CANNON COMBAT TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-4	1-3	1-3	1-2	1-2
DAMAGE	NA	4	4	3	3	3	2	1
OL DMG	8	8	8	6	6	NA	NA	NA

SHIELD CRACKER COMBAT TABLE

RANGE	0	1-2	3-5	6-10
HIT	1-6	1-5	1-4	1-3
DAMAGE	4	4	4	4

SHIELD #1



SENSOR

6	6	5	3	1	0
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SCANNER

0	0	1	3	5	9
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DAM CON

4	4	2	2	2	0
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EXCESS DAMAGE

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