CHARACTER RECORD SHEET

Name _____ Race _____ Sex _____
Rank/Grade _____ Service _____ Pay CR _____

Physique _____ Carrying Cap. _____ Hand-to-Hand:
Height _____ GTA _____ Unarmed _____
Mass _____ MechA _____ Dagger _____
Strength _____ ElecA _____ Foil _____
Constitution _____ Damage Factor _____ Katana _____
Agility _____ Shock Resistance CR _____ Spear/Bayonet _____
Dexterity _____ Stamina Factor _____ Swords _____
Intelligence _____ Wind Factor _____ Battle Axes _____
Intuition _____ Sabre _____
Leadership _____ Vibroblade, etc. _____
Bravery _____ Coagulator _____
Empathy _____ LightSword _____
Psionics _____

EXPERTISE

Science
General Physics
Mathematics
Chemistry
Geography
Planetology
Astronomy
Nuclear
Force Field
Hyper-Dimension
Temporal
Metallurgy
Gen. Biology
Biochemistry
Botany
Xeno-Botony
Zoology
Ecology
Xeno-Ecology
General Social Sci.
Linguistics
History
Comparative Cult.
Psychology
Native Medicine
Xeno-Medicine
Medical Practice
Medical Scientist
Physician
Mech. Eng.
Elect. Eng.
Computer Eng.
Power Eng.
StarDrive Eng.
Armament Eng.

Armsman
Combat Training
Street Combat
Para. Assault
Jump Belt
ContraGrav
Airborne
AirCav
Combat Copter
Combat Driver
Armored Forces
Combat Pilot
Alien Environ.
Arctic Survival
Desert Survival
Jungle Survival
Marine Survival
Forest Survival
Steppe Survival
First Aid
Space Orient.
Space Combat
Mobile Inf.
Field Fort.
Military Const.
Bomb Disposal
Demolitions
Space Engineers
Projectile Art.
Missile Art.
Hv. Energy Wpn.
Arch. Dir. Fire I
Arch. Dir. Fire II
Arch. Dir. Fire III
Shotguns
Handguns
Sport Rifles
Mil. Small Arms
MGs
Recoiless
Gauss
Stat Arms
Lasers
Blasters
Fusion
Needlers
Stunners
Disruptors
APROBDIF
Flamers
Special Weapons
Grenades, etc.
Rocket Launchers
Daggers
Swords
Foils
Sabres
Katana
Battle Ax
Spears/Bayonet
LaserSword
Vibroblade
Coagulator
Unarmed Combat

Astronaut
EVA
Advanced EVA
StarShip Tech.
Orbital Pilot
Combat Orbital Pilot
Interplanetary Pilot
FTL Pilot
Astrogator
StarShip Battle
Space Armament

Techs
Ground Vehicles
Aircraft
Marine Craft
Mil. Ground Vehicles
Mil. Aircraft
Mil. Marine Craft
StarShip Machinery
Alien Environ. Vehicles
Gen. Mech. Equipment
Elect. Systems
Vehicle Elect. Systems
Aircraft Elect. Systems
Com. Systems
Detection Systems
ECM
EVA Systems
StarShip Elec.
Sub-Light Com.
MiniComputer
Computer I-III
Computer IV-V
Computer VI
Computer IX-X
Civ. Program
Mil. Program
Sci. Program
Cybernetic Brain
Cybernetic System
Alien Computers
Thermal Power
Portable Power
Vehicle Power
Nuclear Power
Anti-Matter
Ground Transmission
StarShip Power
Beamed Power
Rocket Engines
Anti-Grav
Sub-Light
Hyper Drive 10
Hyper Drive 20
Hyper Drive 21+
Jump Drive
Alien Drives
Armour Tech.
Power Armour
Archaic Melee Wpns.
Modern Melee Wpns.
Firearms
PML Tech.
Slugthrowers
Lasers
Blasters
Fusion
Energy Small Arms
Artillery
Heavy Missiles
Heavy Energy Wpns.
StarShip Weapons
BattleScreens
Explosives
Bomb Disposal
Personal I.D.
Crime Analysis
Forged Documents
MediTech

General Skills
Motorcycle
Groundcar
ATV, 4-wheel
ATV, tracked
Single Body Truck
Semi-Trailer Truck
Hovercraft
Construction Unit
Single-Engine Prop.
Multi-Engine Prop.
Helicopter
Single Jet
Multi-Jet
Supersonic Jet
Parachute
Sail/Motor Boat
Jetboat/Hydrofoil
SE Boat
SE Ship
Submersibles
Swimming
SCUBA
Streetfighting
Streetwise
Alien Languages
Forgery
Counterfeit
Gambling
Merchant
Administation
Scout

STRADDLING THE TARGET

In order for a gun turret to hit a target, the percentage chance of simply getting the rounds into the vicinity of the target must be rolled on 1d100 percentile dice. A 'straddle' means that the shots are more-or-less reaching the target's position; it does not signify actual hits. However, the number of rounds straddling the target will have a very substantial effect on the number of hits scored and the damage thus inflicted.

Consult the NovaGun Action Hit Table to determine the base percentage needed to straddle the target with a turret salvo. Then add or subtract the following modifiers:

Attacker/Defender Tactics Program (Naval)	+1%/−1% x Computer Mk.
Attacker/Defender Battle Display (Naval)	+2%/−2%
Target Lock-On 1 Program, Tech/7	+2%
Target Lock-On 2 Program, Tech/7	+4%
Target Lock-On 3 Program, Tech/8	+5%
Target Lock-On 4 Program, Naval, Tech/8	+6%
Target Lock-On 5 Program, Naval, Tech/9	+8%
Target Lock-On 6 Program, Naval, Tech/10	+10%
AutoNav:Evasive 1, Tech/7	−4%
AutoNav:Evasive 2, Tech/8	−6%
AutoNav:Evasive 3, Tech/9	−8%
AutoNav:Evasive 4, Tech/10	−10%
PilotNav:Evasive 1 (−25% Target Pilot's Expertise)	−1% x ¼ Pilot Expertise
PilotNav:Evasive 2 (−50% Target Pilot's Expertise)	−1% x ½ Pilot Expertise
PilotNav:Evasive 3 (−100% Target Pilot Expertise)	−1% x Pilot Expertise
Initiative	+5%
Gunner Expertise (Chief Gunner or Turret Commander)	+1% x Space Arms Expertise
Per Gun (not turret) salvoing	+1% x (no. of guns + RPG)
Per 10,000t Target is under 200,000t	−1%
Target under 1000t	−5%
Attacker/Defender ECM	+1%/−1% x EW/ECM
Stern Chase Wake Disturbance (30° to either side)	−1% per 25 LS range

Note that the NovaGun Action Hit Table gives no base percentage to straddle a target for some speeds and ranges. In such instances, the base percentage is zero, and modifiers alone are applied to derive the percentage chance of straddling. Ships moving faster than 220 LS can be hit using this method up to 800 LS range. Ships moving at 300 LS (just below light-speed) cannot be hit beyond a range of 500 LS using this method.

The maximum range for the heaviest NovaGun, the N*1000, is 1300 LS. No target may be hit beyond that range by any energy ordinance. Similarly, no ordinance of lesser calibre may hit a target beyond its effective range.

A roll of 01–05 (unmodified) always straddles the target. A roll of 96–(1)00 (unmodified) always misses the target.

NOVAGUN & MEGABOLT RANGES

The following weapons have maximum ranges as indicated, beyond which a target cannot be registered for hits:

Weapon	Range
N*25	300LS
N*50	300LS
N*75	350LS
N*100	350LS
N*125	400LS
N*150	500LS
N*175	550LS
N*200	600LS
N*225	600LS
N*250	600LS
N*275	650LS
N*300	650LS
N*325	700LS
N*350	700LS
N*375	750LS
N*400	850LS
N*450	950LS
N*500	1000LS
N*600	1100LS
N*750	1200LS
N*1000	1300LS
MB*500	400LS
MB*750	400LS
MB*1000	400LS

STARSHIP DATA SHEET

Name of Vessel _____ Class SSC/_____ Dimensions _____ x _____ x _____

Specification	Mass(t)	Volume (m^2)	Deck Area (m^2)	Comments
Hull	____x3	=____/2	=_____	No. Decks = x ____ /1 Deck = _____ m^2
Controls	____x3	=____/2	=_____	Computer Mk. =_____
Aux. Bridge	____x3	=____/2	=_____	Computer Mk. =_____
Crew Quarters	____x3	=____/2	=_____	No.= _____ Astro.= _____ Tech.= _____
Powerplant	____x3	=____/2	=_____	Type= _____ Fuel/20 days= _____
TISA Drive	____x3	=____/2	=_____	Max.= _____ LS Acceleration= _____ LS
FTL Warp Drive	____x3	=____/2	=_____	Max.= _____ LY Cruise= _____ LY
Fuel Capacity	____x3	=____/2	=_____	Capacity= _____ Per 100LY= _____
High Passage	____x3	=____/2	=_____	No. of Passengers _____
Middle Passage	____x3	=____/2	=_____	No. of Passengers _____
Low Passage	____x3	=____/2	=_____	No. of Passengers _____
Coldsleep	____x3	=____/2	=_____	No. of 'Passengers' _____
Sick Bay	____x3	=____/2	=_____	No. of Patients Capacity _____
Recreational	____x3	=____/2	=_____	Total Passengers Awake= _____
Cargo Hold	____x3	=____/2	=_____	Specific Cargo on Separate Manifest _____
Boat Bay	____x3	=____/2	=_____	Types _____
Damage Capacity				_____ Damage Points _____
BattleScreens	____x3	=____/2	=_____	+ _____ Screen Damage Points _____
BattleArmour	____x3	=____/2	=_____	+ _____ /+ _____
Main Battery	____x3	=____/2	=_____	Turrets _____ x _____ NovaGun N* _____
Hardpoints	____x3	=____/2	=_____	Turrets _____ x _____ NovaGun N* _____
MegaBolt Torp	____x3	=____/2	=_____	MegaBolt Torpedo MB* _____
StarTorpedoes	____x3	=____/2	=_____	StarTorp Launchers _____ x _____ ST* _____
EW/ECM				EW/ECM Factor _____
Sensors				Range= _____ LS
Communications				SpaceCraft Com SSC/_____

Current Status

Damage Capacity _____ Screen Damage Capacity _____

Main Battery ___ x ___	No. Guns = _____	Range = _____ LS	Ammo = _____ rounds
Hardpoints ___ x ___	No. Guns Port = _____	Range = _____ LS	Ammo = _____ rounds
	No. Guns Starboard = _____	Range = _____ LS	Ammo = _____ rounds
StarTorpedoes ___ x ___	Ammo = ST* _____ x _____	MegaBolt MB* _____	Ammo = _____ rounds

Fuel Level in Fuel Units _____

Crew Status:

		1	2	3	4	5	6	7	8	9	10	Avg Expertise
Pilots	x____ Expertise:	/	/	/	/	/	/	/	/	/	/	/
Astrogators	x____ Expertise:	/	/	/	/	/	/	/	/	/	/	/
Gunners	x____ Expertise:	/	/	/	/	/	/	/	/	/	/	/
Engineers	x____ Expertise:	/	/	/	/	/	/	/	/	/	/	/
Physicians	x____ Expertise:	/	/	/	/	/	/	/	/	/	/	/
MediTechs	x____ Expertise:	/	/	/	/	/	/	/	/	/	/	/
ComTechs	x____ Expertise:	/	/	/	/	/	/	/	/	/	/	/
PowerTechs	x____ Expertise:	/	/	/	/	/	/	/	/	/	/	/
StarDrive Techs	x____ Expertise:	/	/	/	/	/	/	/	/	/	/	/
Computer Techs	x____ Expertise:	/	/	/	/	/	/	/	/	/	/	/
Marines	x____ Expertise:	/	/	/	/	/	/	/	/	/	/	/

UNITED FEDERATION OF PLANETS
DEPARTMENT OF INTERSTELLAR SURVEY

Form 217/DIS.8JE

SURVEY EVALUATION, PLANET _____

STAR SYSTEM DESIGNATION _____
STELLAR PRIMARY TYPE _____
PLANETS IN STAR SYSTEM _____

BEARING FROM MARKER STAR _____
DISTANCE FROM MARKER STAR _____
VERTICAL COORDINATE _____

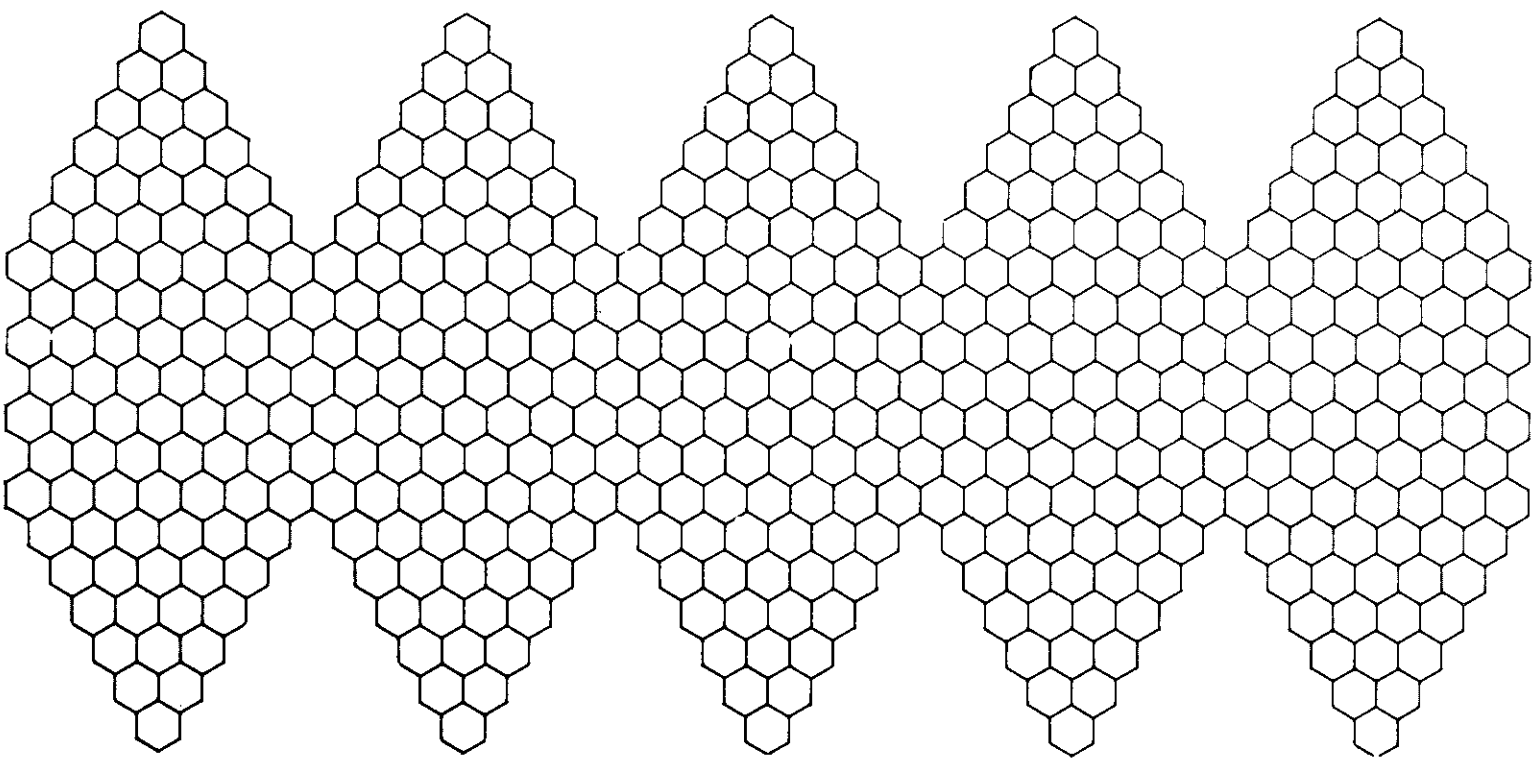
PLANETARY TYPE _____

ORBITAL DISTANCE _____ LS
LENGTH OF YEAR _____ days
LENGTH OF DAY _____ hours
TEMPERATURE RANGE

PLANETARY DIAMETER _____ km
SURFACE GRAVITY FIELD _____ G
HYDROSPHERIC RATING _____ %

ATMOSPHERIC TYPE _____
COMMENTS ON ATMOSPHERE:

COMMENTS:



NOVAFIRE SUCCESS FACTOR

The hit determination rolls described previously in fact determine only the number of NovaGun Turrets whose salvoes have arrived in the immediate vicinity of the target. The following table gives the number of rounds that actually hit the target. Multiply the RPG of the NovaGuns times the number of guns hitting the target. Then multiply that result by the NovaFire Success Factor:

Target Speed	TARGET RANGE IN LS																			
in LS	50	100	150	200	250	300	350	400	450	500	550	600	650	700	750	800	850	900	1000	1100	1200+
00	.90	.89	.88	.87	.86	.85	.84	.83	.82	.81	.80	.79	.78	.77	.76	.75	.74	.73	.72	.71	.70
10	.88	.87	.86	.85	.84	.83	.82	.81	.80	.79	.78	.77	.76	.75	.74	.73	.72	.71	.70	.69	.68
20	.86	.85	.84	.83	.82	.81	.80	.79	.78	.77	.76	.75	.74	.73	.72	.71	.70	.69	.68	.67	.66
30	.84	.83	.82	.81	.80	.79	.78	.77	.76	.75	.74	.73	.72	.71	.70	.69	.68	.67	.66	.65	.64
40	.82	.81	.80	.79	.78	.77	.76	.75	.74	.73	.72	.71	.70	.69	.68	.67	.66	.65	.64	.63	.62
50	.80	.79	.78	.77	.76	.75	.74	.73	.72	.71	.70	.69	.68	.67	.66	.65	.64	.63	.62	.61	.60
60	.78	.77	.76	.75	.74	.73	.72	.71	.70	.69	.68	.67	.66	.65	.64	.63	.62	.61	.60	.59	.58
70	.76	.75	.74	.73	.72	.71	.70	.69	.68	.67	.66	.65	.64	.63	.62	.61	.60	.59	.58	.57	.56
80	.74	.73	.72	.71	.70	.69	.68	.67	.66	.65	.64	.63	.62	.61	.60	.59	.58	.57	.56	.55	.54
90	.72	.71	.70	.69	.68	.67	.66	.65	.64	.63	.62	.61	.60	.59	.58	.57	.56	.55	.54	.53	.52
100	.70	.69	.68	.67	.66	.65	.64	.63	.62	.61	.60	.59	.58	.57	.56	.55	.54	.53	.52	.51	.50
110	.68	.67	.66	.65	.64	.63	.62	.61	.60	.59	.58	.57	.56	.55	.54	.53	.52	.51	.50	.49	.48
120	.66	.65	.64	.63	.62	.61	.60	.59	.58	.57	.56	.55	.54	.53	.52	.51	.50	.49	.48	.47	.46
130	.64	.63	.62	.61	.60	.59	.58	.57	.56	.55	.54	.53	.52	.51	.50	.49	.48	.47	.46	.45	.44
140	.62	.61	.60	.59	.58	.57	.56	.55	.54	.53	.52	.51	.50	.49	.48	.47	.46	.45	.44	.43	.42
150	.60	.59	.58	.57	.56	.55	.54	.53	.52	.51	.50	.49	.48	.47	.46	.45	.44	.43	.42	.41	.40
160	.58	.57	.56	.55	.54	.53	.52	.51	.50	.49	.48	.47	.46	.45	.44	.43	.42	.41	.40	.39	.38
170	.56	.55	.54	.53	.52	.51	.50	.49	.48	.47	.46	.45	.44	.43	.42	.41	.40	.39	.38	.37	.36
180	.54	.53	.52	.51	.50	.49	.48	.47	.46	.45	.44	.43	.42	.41	.40	.39	.38	.37	.36	.35	.34
190	.52	.51	.50	.49	.48	.47	.46	.45	.44	.43	.42	.41	.40	.39	.38	.37	.36	.35	.34	.33	.32
200	.50	.49	.48	.47	.46	.45	.44	.43	.42	.41	.40	.39	.38	.37	.36	.35	.34	.33	.32	.31	.30
210	.48	.47	.46	.45	.44	.43	.42	.41	.40	.39	.38	.37	.36	.35	.34	.33	.32	.31	.30	.29	.28
220	.46	.45	.44	.43	.42	.41	.40	.39	.38	.37	.36	.35	.34	.33	.32	.31	.30	.29	.28	.27	.26
230	.44	.43	.42	.41	.40	.39	.38	.37	.36	.35	.34	.33	.32	.31	.30	.29	.28	.27	.26	.25	.24
240	.42	.41	.40	.39	.38	.37	.36	.35	.34	.33	.32	.31	.30	.29	.28	.27	.26	.25	.24	.23	.22
250	.40	.39	.38	.37	.36	.35	.34	.33	.32	.31	.30	.29	.28	.27	.26	.25	.24	.23	.22	.21	.20
260	.38	.37	.36	.35	.34	.33	.32	.31	.30	.29	.28	.27	.26	.25	.24	.23	.22	.21	.20	.19	.18
270	.36	.35	.34	.33	.32	.31	.30	.29	.28	.27	.26	.25	.24	.23	.22	.21	.20	.19	.18	.17	.16
280	.34	.33	.32	.31	.30	.29	.28	.27	.26	.25	.24	.23	.22	.21	.20	.19	.18	.17	.16	.15	.14
290	.32	.31	.30	.29	.28	.27	.26	.25	.24	.23	.22	.21	.20	.19	.18	.17	.16	.15	.14	.13	.12
300	.30	.29	.28	.27	.26	.25	.24	.23	.22	.21	.20	.19	.18	.17	.16	.15	.14	.13	.12	.11	.10

NOVAFIRE PENETRATION

Once a target has been hit, it remains to see if the rounds have penetrated the BattleScreens and armour belt. The following table gives the penetration factor of Nova armaments, and also of equivalent torpedoes. The penetration factor is at 25 LS range or less (2.5 cm or 1 inch in scale range.) For each 25 LS increase in range, the penetration drops by −1.

NovaGun Calibre	Penetration at 25 LS
N*25	+8
N*50	+9
N*75	+10
N*100	+12
N*125	+15
N*150	+18
N*175	+20
N*200	+21
N*225	+22
N*250	+23
N*275	+24
N*300	+25
N*325	+26
N*350	+27

NovaGun Calibre or Other Ordinance	Penetration at 25 LS
N*375	+28
N*400	+32
N*450	+36
N*500	+40
N*600	+44
N*750	+47
N*1000	+50
MB*500	+40
MB*750	+48
MB*1000	+50
ST*157	+20
ST*257	+28
ST*375	+40
ST*775	+50

UNITED FEDERATION OF PLANETS
CONTACTS SERVICE

Form 550/CS.6MV

SENTIENT RACE REPORT, PLANET _____ TECHNOLOGICAL LEVEL _____
SENTIENT RACE TYPE _____ SOCIAL ORGANIZATION _____
POPULATION LEVEL _____ SOCIETAL STRENGTH _____
POPULATION DENSITY _____ XENO ACCEPTANCE INDEX _____

MAJOR CITIES	POPULATION	STARPORT FACILITIES	DOCKING CHARGES
1 _____	1 _____	1 _____	1 _____
2 _____	2 _____	2 _____	2 _____
3 _____	3 _____	3 _____	3 _____
4 _____	_____	4 _____	4 _____
5 _____	5 _____	5 _____	5 _____

GOVERNMENT:
TYPE OF GOVERNMENT _____ BUREAUCRACY LEVEL _____
SUPPORT INDEX _____ REPRESSION INDEX _____ LAW LEVEL _____
LOYALTY INDEX _____ CORRUPTION INDEX _____ TAX RATE _____
TOTAL TAX MCR _____

POLITICAL PARTIES & SIGNIFICANT POLICIES
1.
2.
3.
4.
5.

CURRENT POLITICAL SITUATION:
PARTY IN GOVERNMENT _____ STABILITY _____ VOTE _____ %
PARTY/PARTIES OPPOSING _____ VOTE _____ %

CURRENT FOREIGN ALLIANCES:
TRADE ALLIANCES:

MILITARY ALLIANCES:

OTHER ALLIANCES:

PLANETARY TRADE & COMMERCE:
INDUSTRIALIZATION INDEX _____ AVERAGE INCOME CR _____
TECHNOLOGY & ANOMALIES _____

MAJOR IMPORTS	MAJOR EXPORTS
1 _____	1 _____
2 _____	2 _____
3 _____	3 _____
4 _____	4 _____
5 _____	5 _____

IMPORT/EXPORT RESTRICTIONS & DUTIES

TRADE ACCEPTANCE INDEX _____
GENERAL COMMENTS:

NOVAGUN ACTION HIT TABLE

Target Speed	Range to Target in Light-Seconds/Percentage Required to Straddle Target																				
in LS	25	50	75	100	125	150	175	200	225	250	275	300	325	350	375	400	425	450	475	500	525	550
00	95	94	93	92	91	90	89	88	87	86	85	84	83	82	81	80	78	77	76	74	73	72
10	90	89	88	87	86	85	84	83	82	81	80	79	77	76	75	74	72	71	70	68	67	66
20	88	87	86	85	84	83	82	81	79	78	77	76	74	73	72	71	69	68	67	66	64	63
30	86	85	84	83	81	79	78	77	75	74	73	72	70	69	68	67	65	64	63	62	60	59
40	84	83	82	81	79	78	77	76	74	73	72	71	69	68	67	66	64	63	62	61	59	58
50	82	81	80	79	77	76	75	74	72	71	70	69	67	66	65	64	62	61	60	59	57	56
60	80	79	78	77	75	74	73	72	70	69	68	67	65	64	63	62	60	59	58	57	55	54
70	78	77	76	75	73	72	71	70	68	67	66	65	63	62	61	60	58	57	56	55	53	52
80	76	75	74	73	71	70	69	68	66	65	64	63	61	60	59	58	56	55	54	53	51	50
90	74	73	72	71	68	67	66	65	63	62	61	60	58	57	56	55	53	52	51	50	48	47
100	72	71	70	69	66	65	64	63	60	59	58	57	54	53	52	51	49	48	47	46	44	43
110	70	69	68	67	64	63	62	61	58	57	56	55	52	51	50	49	47	46	45	44	42	41
120	68	67	66	65	62	61	60	59	56	55	54	53	50	49	48	47	45	44	43	42	40	39
130	66	65	64	63	60	59	58	57	54	53	52	51	48	47	46	45	43	42	41	40	38	37
140	64	63	62	61	58	57	56	55	52	51	50	49	46	45	44	43	41	40	39	38	36	35
150	62	61	60	59	56	55	54	53	50	49	48	47	44	43	42	41	39	38	37	36	34	33
160	60	59	58	57	54	53	52	51	48	47	46	45	42	41	40	39	37	36	35	34	32	31
170	58	57	56	55	52	51	50	49	46	45	44	43	40	39	38	37	35	34	33	32	30	29
180	56	55	54	53	50	49	48	47	44	43	42	41	38	37	36	35	33	32	31	30	28	27
190	54	53	52	51	48	47	46	45	42	41	40	39	36	35	34	33	31	30	29	28	26	25
200	52	51	50	49	46	45	44	43	40	39	38	37	34	33	32	31	29	28	27	26	24	23
210	50	49	48	47	44	43	42	41	38	37	36	35	32	31	30	29	27	26	25	24	22	21
220	48	47	46	45	42	41	40	39	36	35	34	33	30	29	28	27	25	24	23	22	20	19
230	46	45	44	43	40	39	38	37	34	33	32	31	28	27	26	25	23	22	21	20	18	17
240	44	43	42	41	38	37	36	35	32	31	30	29	26	25	24	23	21	20	19	18	16	15
250	42	41	40	39	36	35	34	33	30	29	28	27	24	23	22	21	19	18	17	16	14	13
260	40	39	38	37	34	33	32	31	28	27	26	25	22	21	20	19	17	16	15	14	12	10
270	38	37	36	35	32	31	30	29	26	25	24	23	20	19	18	17	15	14	13	12	10	9
280	36	35	34	33	30	29	28	27	24	23	22	21	18	17	16	13	12	11	10	9	6	5
290	34	33	32	31	28	27	26	25	22	21	20	19	16	15	14	11	10	9	8	7	4	3
300	30	29	28	27	24	23	22	21	18	17	16	15	12	11	10	7	6	5	4	3	–	–

Target Speed	Range to Target in Light-Seconds/Percentage Required to Straddle Target																				
in LS	575	600	625	650	675	700	725	750	775	800	825	850	875	900	925	950	975	1000	1100	1200	1300
00	71	70	68	67	66	65	63	62	61	60	58	57	56	55	53	52	51	50	48	46	44
10	65	64	62	61	60	59	57	56	55	54	52	51	50	49	47	46	45	44	42	40	38
20	62	61	59	58	57	56	54	53	52	51	49	48	47	46	44	43	42	41	39	37	35
30	58	57	55	54	53	52	50	49	48	47	45	44	43	42	40	39	38	37	35	33	31
40	57	56	54	53	52	51	48	47	46	45	43	42	41	40	38	37	36	35	33	31	29
50	55	54	52	51	50	49	47	46	45	44	41	40	39	38	36	35	34	33	31	29	27
60	53	52	50	48	47	46	44	43	42	41	39	38	37	36	34	33	32	31	29	27	25
70	51	50	48	47	46	45	42	41	40	39	37	36	35	34	32	31	30	29	27	25	23
80	49	48	46	45	44	43	40	39	38	37	35	34	33	32	30	29	28	27	25	23	21
90	46	45	43	42	41	40	38	37	36	35	33	32	31	30	28	27	26	25	23	21	19
100	42	41	39	38	37	36	34	33	32	31	29	28	27	26	24	23	22	21	18	16	14
110	40	39	37	36	35	34	32	31	30	29	27	26	25	24	22	21	20	19	16	14	12
120	38	37	35	34	33	32	30	29	28	27	26	24	23	22	20	19	18	17	14	12	10
130	36	35	33	32	31	30	28	27	26	25	23	22	21	20	18	17	16	15	12	10	8
140	34	33	31	30	29	28	26	25	24	23	21	20	19	18	16	15	14	13	10	8	6
150	32	31	29	28	27	26	24	23	22	21	19	18	17	16	14	13	12	11	8	6	4
160	30	29	27	26	25	24	22	21	20	19	17	16	15	14	12	11	10	9	6	4	2
170	28	27	25	24	23	22	20	19	18	17	15	14	13	12	10	9	8	7	4	2	–
180	26	25	23	22	21	20	18	17	16	15	13	12	11	10	8	7	6	5	2	–	–
190	24	23	21	20	19	18	16	14	13	12	10	9	8	7	5	4	3	2	–	–	–
200	22	20	18	16	14	12	10	8	6	4	2										
210	20	18	16	14	12	10	8	6	4	2											
220	18	15	12	9	6	3															

Ships travelling in excess of 220 LS per battle turn have a 00 base percentage to straddle. Apply modifiers only.

UNITED FEDERATION OF PLANETS
BUREAU OF INTELLIGENCE

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COMMENTS: