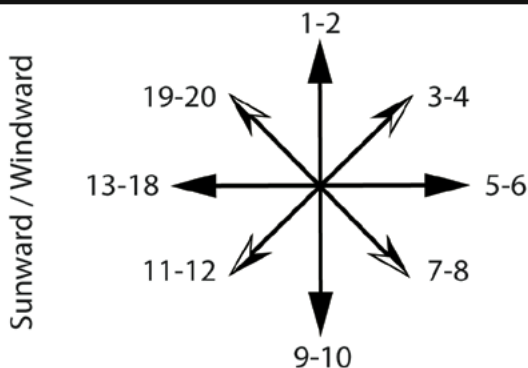


APPENDIX A: TERMINOLOGY & DEFINITIONS



Victory Point Chart

Dice Roll	Victory Points
1-2	1
3-4	2
5-6	3
7-8	4
9-10	5
11-12	6
13-14	7
15-16	8
17-18	9
19	10
20	0 (Failure)

+1 VP for every two points the TN is over 20 on a success (see Rule of Twenty below).

Ship Movement and Turning by Speed Order

Engine Rating	Flank Speed	Cruise Speed	Tactical Speed
16	20-28 (7)	12-20 (5)	1-12 (3)
15	19-26 (7)	11-19 (5)	1-11 (3)
14	18-25 (7)	11-18 (5)	1-11 (3)
13	16-23 (6)	10-16 (4)	1-10 (3)
12	15-21 (6)	9-15 (4)	1-9 (3)
11	14-19 (5)	8-14 (4)	1-8 (2)
10	13-18 (5)	8-13 (4)	1-8 (2)
9	11-16 (4)	7-11 (3)	1-7 (2)
8	10-14 (4)	6-10 (3)	1-6 (2)
7	9-12 (3)	5-9 (3)	1-5 (2)
6	8-11 (3)	4-6 (2)	1-4 (2)
5	6-9 (3)	3-6 (2)	1-3 (1)
4	5-7 (2)	3-5 (2)	1-3 (1)
3	4-5 (2)	2-4 (1)	1-2 (1)
2	3-4 (2)	2-3 (1)	1-2 (1)
1	1-2 (1)	1 (1)	1 (1)

Engine Rating: This represented current engine rating of the ship.

Speed: The current *speed order* of the ship determines how many centimeters the ship moves during its activation. The number in parentheses is the amount of movement forward the ship must move before executing a turn maneuver.