

Hostile Stars – Tables

Table 01 – Force Objective Table: This table is currently unavailable.

Vessel Class/Type	Displacement Index
Station	5+ ¹
Defence	1-4 ¹
Merchant	1+ ¹
Superdreadnought	8
Dreadnought	7
Battleship	7
Battle Cruiser	6
Carrier	5
Grand Cruiser	5
Heavy Cruiser	5
Cruiser	4
Light Cruiser	3
Destroyer	2
Monitor	2
Corvette	1
Frigate	1

Table 02 – Displacement Index Table:

(1: Size for Defences, Stations and Merchant vessels are given in their individual charts)

Current Speed	Movement Distance
0	0cm (-5cm > 5cm)
1	5cm (0cm > 10cm)
2	10cm (5cm > 15cm)
3	15cm (10cm > 20cm)
4	20cm (15cm > 25cm)
5	25cm (20cm > 30cm)
For every additional point of speed	+5cm

Table 03 – Movement Distance Table

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Power rating of weapons system = Number of dice rolled

$D10 + \text{Weapon system damage} - \text{Target armour value}$

Firing weapons aspect and target armour : vessels heading (the way that the miniature is pointing)
The table below uses direction aspects (direction of actual movement)

Firer (moving)	Target (moving)	Target Displacement							
		1	2	3	4	5	6	7	8
Towards/ Away from target	Towards/ Away from firer	9	9	8	8	7	7	6	6
	Across firer (sideways)	10	10	9	9	8	8	7	7
Across target (sideways)	Towards/ Away from firer	10	9	9	8	8	7	7	6
	Across firer moving in the same direction	9	8	8	7	7	6	6	5
	Across firer moving in the opposite direction	11	10	10	9	9	8	8	7

Towards/Away – The weapons line of fire goes through the vessels front or rear direction aspect (determined by the direction of actual movement).

Across – The weapons line of fire goes through the vessels port or starboard direction aspect (determined by the direction of actual movement).

Table 04 – Firing Table