

STAR FRONTIERS®

ACTION RESOLUTION TABLE

-X	-5	-4	-3	-2	-1	0	/0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+X
6	7	7	8	8	9	9	10	10	11	12	13	14	15	16	17	18	19	20
11	11	12	12	13	14	15	17	19	21	23	25	27	29	31	33	36	39	42
17	17	18	19	20	22	24	26	29	32	35	38	41	45	49	53	57	62	67
25	26	27	29	31	33	35	38	41	45	49	53	58	63	69	75	82	89	97

Cobalt

Blue

Green

Yellow

COMBAT MODIFIERS

Condition	Column Shift	Condition	Column Shift
Point Blank	+1	Attacker advantaged	+1
Short Range	0	Attacker disadvantaged	-1
Medium Range	-1	Target smaller than man-size	-1
Long Range	-2	Target man-size	0
Extreme Range	-4	Target larger than man-size	+1
Target / Attacker moving slowly	-1 each	Target huge (5+ meters)	+2
Target / Attacker moving quickly	-2 each	Using wrong hand	-1
Careful aim	+2	Using two weapons	-1 each

FRACTIONAL RESULTS

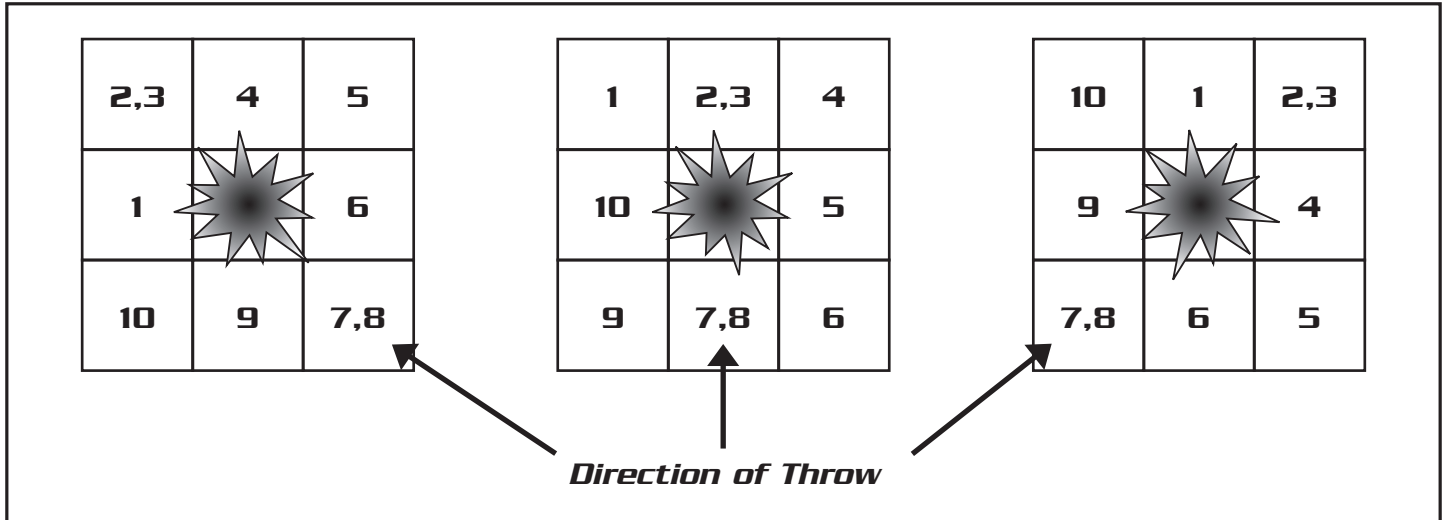
Cobalt	Blue	Green	Yellow	Cobalt	Blue	Green	Yellow	Cobalt	Blue	Green	Yellow
Full Dam	3/4 Dam	1/2 Dam	1/4 Dam	Full Dam	3/4 Dam	1/2 Dam	1/4 Dam	Full Dam	3/4 Dam	1/2 Dam	1/4 Dam
1, 2	1	1	1	35	26	17	9	68, 69	51	34	17
3	2	1	1	36, 37	27	18	9	70	52	35	17
4, 5	3	2	1	38	28	19	9	71	53	35	18
6	4	3	1	39	29	19	10	72, 73	54	36	18
7	5	3	2	40, 41	30	20	10	74	55	37	18
8, 9	6	4	2	42	31	21	10	75	56	37	19
10	7	5	2	43	32	21	11	76, 77	57	38	19
11	8	5	3	44, 45	33	22	11	78	58	39	19
12, 13	9	6	3	46	34	23	11	79	59	39	20
14	10	7	3	47	35	23	12	80, 81	60	40	20
15	11	7	4	48, 49	36	24	12	82	61	41	20
16, 17	12	8	4	50	37	25	12	83	62	41	21
18	13	9	4	51	38	25	13	84, 85	63	42	21
19	14	9	5	52, 53	39	26	13	86	64	43	21
20, 21	15	10	5	54	40	27	13	87	65	43	22
22	16	11	5	55	41	27	14	88, 89	66	44	22
23	17	11	6	56, 57	42	28	14	90	67	45	22
24, 25	18	12	6	58	43	29	14	91	68	45	23
26	19	13	6	59	44	29	15	92, 93	69	46	23
27	20	13	7	60, 61	45	30	15	94	70	47	23
28, 29	21	14	7	62	46	31	15	95	71	47	24
30	22	15	7	63	47	31	16	96, 97	72	48	24
31	23	15	8	64, 65	48	32	16	98	73	49	24
32, 33	24	16	8	66	49	33	16	99	74	49	25
34	25	17	8	67	50	33	17	100	75	50	25

STAR FRONTIERS®

AREA EFFECT WEAPON RESULTS

Cobalt Area	Blue Area	Green Area	Yellow Area	White Area
1/4th Max damage Stunned 1d10 turns	1/10th Max damage Stunned 1d10 turns	Stunned 1d10 turns	Stunned 1 turn	No effect

AREA EFFECT WEAPON MISS DIAGRAM



STRUCTURAL DAMAGE

Weapon	Structural Damage	Weapon	Structural Damage
Auto-weapon	5 points per shot	High explosive warhead	50 x Msl#
Bolt	1/2 max damage	Micromissile	14 points per shot
Gyrojet	10 points per shot	Standard explosive warhead	45 x Msl#
Laser	5 points per SEU	Force Axe	12 points
Maser	No	Javelin or Spear	3 points
Needler	No	Knife	1 points
Rafflur	1/4 max damage	Sword	4 points
Fragmentation Grenade	15 points	Vibroknife	4 points

STRUCTURAL POINTS

25+ d10	50+2d10	100 + 1d100	200 +2d100
Heavy Door	Fortified Door	Safe	Vault
Interior Wall	Exterior Wall	Fortified Wall	Starship Hull
	Light Vehicle	Heavy Vehicle	Armored Vehicle

WEAPON RANGES

Code	Weapon Type	PB (+1)	Short (0)	Medium (-1)	Long (-2)	Extreme (-4)
A	Small Defense Devise	DEX / 20	0 - 05	06 - 15	16 - 30	31 - 45
B	Pistols	DEX / 10	0 - 20	21 - 40	41 - 60	61 - 100
C	Long Pistols, Bows	DEX / 10	0 - 30	31 - 60	61 - 90	91 - 150
C*	Short Rifles	DEX / 10	0 - 40	41 - 80	81 - 120	121 - 250
D	Normal Rifles	DEX / 10	0 - 50	51 - 100	101 - 200	201 - 400
E	Long Range Weapons	na	10 - 100	101 - 500	501 - 1 km	1 - 1,5 km
F	Base Missile Multiplier	na	20 - 250	251 - 1 km	1 - 2,5 km	2,5 - 4 km

ANIMAL ATTACK CONVERSION

Animal Attack	01-10	11-20	21-30	31-40	41-50	51-60	61-70	71-80	81-90	91-100
Level Equivalency	0	/0	+ 1	+ 2	+ 3	+ 4	+ 5	+ 6	+ 7	+ 9