OUTREACH

[6.2] EXPLORATION TABLE
Adjusted Number of StarFleets (See 6.0)

Die Roll	1-2	3-4	5-6	7-9	10-12	13+
1	E	E	E	E	E	E
2	•	E	E	E	E	E
3	•	•	E	E	E	E
4	•	•	•	E	E	E
5	•	•	•	•	E	E
6	•	•	•	•	•	E

"E"=Successful Exploration (See 6.11)
"•"=Unsuccessful Exploration

[7.4] CONTACT TABLE
Contact Index (See 7.1)

Die Roll	0	1	2-4	5-9	10-16	17+
1	•	C	C	C	C	C
2	•	•	C	C	C	C
3	•	•	•	C	C	C
4	•	•	•	•	C	C
5	•	•	•	•	•	C
6	•	•	•	•	•	•

"C"=Contact. "•"=No effect.

[9.2] CONFLICT TABLE
Strength Percentage
(Attacker's True Conflict Capacity divided by Defender's).

Die Roll	33% to 65%	66% to 99%	100% to 149%	150% to 199%	200% to 299%	300% to 399%	400%+	Die Roll
—2	75/15	60/15	75/30	45/30	30/30	30/75	0/100	—2
—1	75/15	60/15	75/30	45/30	30/30	30/75	0/100	—1
0	75/15	75/30	75/30	30/30	30/60	30/75	0/100	0
1	50/10	50/20	40/20	20/20	20/40	20/50	0/100	1
2	50/10	50/20	30/20	30/40	20/40	20/50	0/100	2
3	50/10	50/20	40/40	20/40	20/50	20/60	0/100	3
4	40/10	40/20	30/40	20/40	20/50	15/75	0/100	4
5	40/10	40/20	30/40	20/40	20/50	10/80	0/100	5
6	40/20	40/40	20/40	20/50	20/60	0/100	0/100	6
7	60/40	75/75	30/60	30/75	30/80	0/100	0/100	7
8	60/60	30/30	30/75	30/75	30/80	0/100	0/100	8
9	15/30	15/30	30/75	15/60	0/100	0/100	0/100	9

Number is percentage loss for attacker/defender.

[11.4] FATE TABLE
Adjusted System Points [See 11.11]

Die Roll	0 to 9	10 to 19	20 to 29	30 to 39	40 to 49	50 to 59	60 to 69	70 to 79	80 to 89	90 to 99	100+	Die Roll
1	•	•	A	C	E	B	D	F	A	C	E	1
2	•	•	•	A	C	E	B	D	F	A	C	2
3	•	•	•	•	A	C	E	B	D	F	A	3
4	•	•	•	G	H	A	C	E	B	D	F	4
5	•	•	G	H	J	I	A	C	E	B	D	5
6	•	•	H	J	I	G	J	A	C	E	L	6
7	•	H	J	I	G	J	L1	L1	L1	L1	L1	7
8	H	G	I	K2	K2	K2	K2	K2	K2	K2	K2	8

"•"=No Effect; "1" or "2" represents the necessary number of Wisdom Chits allocated on that die roll for the result to have effect (Case 11.16). For an explanation of individual Letter results, see 11.2.

[5.6] SCATTER TABLE

Die Roll	2	3	4	5	6-8	9-15	16-24	25+	Die Roll
				Number of Hexes Shifted					
1	1/0	1/0	1/0	1/0	3/10	6/20	10/40	15/60	1
2	4/15	3/10	2/10	2/10	4/10	7/30	11/50	16/75	2
3	•	5/20	3/10	3/10	5/15	8/40	12/60	16/75	3
4	•	•	4/15	4/15	6/20	8/40	12/60	17/75	4
5	•	•	•	5/20	7/30	9/45	13/60	17/75	5
6	•	•	•	•	8/30	10/50	13/60	18/80	6
7	•	•	•	•	•	11/50	14/75	19/80	7
8	•	•	•	•	•	•	15/80	19/80	8
9	•	•	•	•	•	•	•	20/80	9
10+	•	•	•	•	•	•	•	•	10+

Results:

"•"=No Scatter; if two-part number is the result, the number on the left is the scatter distance in hexes (for the direction of scatter, roll die on Scatter Diagram—5.52). The number to the right is the percentage of forces attempting shift lost through attrition (rounding upwards).

SCATTER TABLE
Die Roll Additions [Cumulative]:

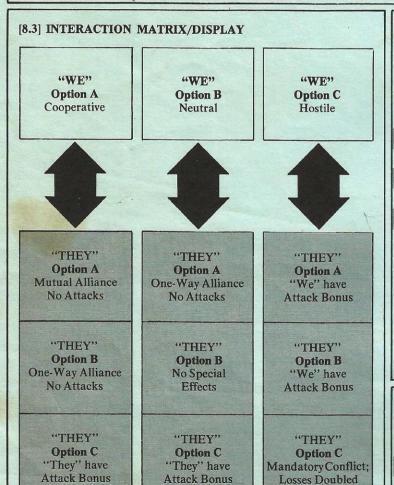Add **one** to the die roll for each of the following:

If hex shifted to contains a Friendly StarGate.

If hex shifted to contains a Beacon Star.

If shifting StarFleets include Explorer.

For each Civilization Level greater than One of the owning Player:

Add **two** to the die roll if all shifting StarFleets are Explorers.

[8.3] INTERACTION MATRIX/DISPLAY

"WE" Option A Cooperative	"WE" Option B Neutral	"WE" Option C Hostile
⬇	⬇	⬇
"THEY" Option A — Mutual Alliance No Attacks	"THEY" Option A — One-Way Alliance No Attacks	"THEY" Option A — "We" have Attack Bonus
"THEY" Option B — One-Way Alliance No Attacks	"THEY" Option B — No Special Effects	"THEY" Option B — "We" have Attack Bonus
"THEY" Option C — "They" have Attack Bonus	"THEY" Option C — "They" have Attack Bonus	"THEY" Option C — Mandatory Conflict; Losses Doubled

How to Use the Display: Use an appropriately colored marker to represent the other Players' options ("They"). Place the marker in the column that represents the "They" choice. See 8.2 for a more complete explanation of the consequences of the various combinations. **Example:** Player "Brown" places Green marker in "We" Section, Option B. Player "Green" places Brown marker in "We" Section, Option C. Displays are revealed. "Brown" moves Green marker to bottom of middle column. "Green" moves Brown marker to second space in "They" section of right-hand column. "Green" has Attack Bonus.

[8.4] RANDOM INTERACTION OPTION TABLE FOR AUTONOMOUS FORCES

Die Roll	A	B	C	None
	Previous Option Used			
1	A	A	A	A
2	A	B	B	A˙
3	A	B	B	B
4	B	B	C	B
5	B	B	C	C
6	C	C	C	C

Cross-index the die roll with the Option the Autonomous Force previously had vis-a-vis the Player; result is current option.

[10.3] THE REDUCTION TABLE

Reduction Capacity Differential

Die Roll	—2-0	1-2	3-4	5-6	7+
1	N	N	N	N	N
2	•	N	N	N	N
3	•	•	N	N	N
4	•	•	•	N	N
5	•	•	•	•	N
6	•	•	•	•	•

N=StarGate Neutralization
•=No Effect

Any Differential less than —2 has No Effect on the StarGate.

PERCENTAGE CONVERSION TABLE

Percentage Loss Result from Conflict or Scatter

StarFleets	10%	15%	20%	30%	40%	45%	50%	60%	75%	80%
1 through 5	1	1	1	1	1	1	1	2	3	3
6 through 10	1	1	2	2	3	3	3	4	5	6
11 through 15	1	2	3	4	5	6	6	7	9	10
16 through 20	2	3	3	5	7	8	9	10	12	13
21 through 25	2	3	5	7	9	10	11	13	16	17
26 through 30	3	4	6	8	11	13	14	16	20	22
31 through 35	3	5	7	9	13	15	17	19	24	27
36 through 40	4	6	8	11	15	17	19	22	28	31
41 through 45	4	6	9	13	17	19	21	25	32	34
46 through 50	5	7	10	15	19	21	24	28	36	38