

# FREEDOM IN THE GALAXY CHARTS & TABLES

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## [9.7] DETECTION TABLE

DIE	Evasion Value								
	0	1	2	3	4	5,6	7,8	9+	
1	Dd	D	U	U	U	U	U	U	U
2	Dd	D*	D*	D	U	U	U	U	U
3	Dd	Dd	D*	D*	D	U	U	U	U
4	E*	Dd	Dd	D*	D*	D	U	U	U
5	E*	Dd	Dd	Dd	D*	D*	D	U	U
6	E*	E*	E*	Dd	Dd	D*	D*	D	D

### Procedure:

Determine the evasion value of the spaceship undergoing detection by adding together the pilot character's Navigation rating and the spaceship's Maneuver rating. Neither rating may exceed the other by more than one (see Case 14.52). Roll the die, cross-referencing the result with the proper evasion value column to yield a result.

### Modifiers:

If the PDB is at Level 0, treat all Dd and E results as D. If the PDB is at Level 2, shift two columns to the left. If the spaceship is already detected, shift one column to the left. In the Province and Galactic Games, military units in the Orbit Box may cause column shifts. (see Case 20.7). All column shifts are cumulative.

### Results:

U: Undetected; D: Detected; Dd: Detected and Damaged; E: Eliminated; (\*): In Province and Galactic Games, fleet detachment may attack spaceships. See Case 9.31 for a full explanation of the results.

## [10.8] MILITARY COMBAT RESULTS TABLE

DIE	Combat Odds (Attacker vs Defender)											
	1-6*	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1*	
1	8/-	7/-	6/-	5/-	5-	4/-	3/1	3/2	2/2	2/3	1/4	
2	7/-	6/-	5/-	5/-	4/-	3/1	2/2	2/3	1/3	1/4	1/5	
3	7/-	5/-	5/-	4/-	3/1	2/1	2/2	2/3	1/4	1/4	1/5	
4	6/-	5/-	4/1	3/1	3/1	2/2	1/3	1/3	1/4	-/5	-/6	
5	5/1	4/1	4/1	3/1	2/2	1/2	1/3	-/4	-/5	-/6	-/7	
6	4/1	4/1	3/1	3/2	1/2	-/3	-/4	-/5	-/6	-/7	-/8	

### Key to Results:

The result to the right of the slash is the number of strength points the defender must lose; the result to the left, the number of strength points the attacker must lose.

### Modifiers:

If a leader is present, shift the appropriate columns to the right or left (See Case 10.4). If the Rebel military units are in an Environ that matches their type, shift one column in Rebel Player's favor. If Imperial military units are in a special Environ, shift one column in the Rebel Player's favor (exception: See Cases 10.5 and 19.53).

### Province and Galactic Games:

If a Level 2 PDB is aiding defense in space combat, shift three columns to the left. If a Level 1 PDB is aiding defense in space combat, shift one column to the left. If the attacker has declared a determined assault, shift two columns to left and double all combat results. All column shifts are cumulative.

\*These columns may only be used if achieved by column shifts. See Case 10.2 for an explanation of chart use.

## [11.4] SEARCH TABLE

HIDING VALUE	Search Value							
	1	2,3	4-6	7-9	10-13	14-17	18-22	23+
1 or less	1	2	3	4	4	5	Found	Found
2,3	1	1	2	3	4	4	5	Found
4,5	-	1	1	2	3	4	4	5
6,7	-	-	1	1	2	2	3	4
8 or more	-	-	-	1	1	1	2	3

### Procedure:

Determine the search value (total military Strength Points plus Leadership rating or sum of characters' Intelligence ratings). Determine the hiding value (one character's Intelligence rating plus Environ size minus total number of characters). Cross-reference the two values to yield a number. If die roll is equal to or less than this number, the characters are found. Result of (-): no die roll, characters cannot be found. Result of Found: no die roll, characters automatically found. See Section 11.0 for further explanation.

## [12.16] SQUAD CHART

Total strength of military units in Environ	Attributes of Squad	
	Combat	Endurance
1	4	4
2	6	4
3,4	8	6
5-7	10	6
8-11	12	8
12 or more	14	8

When Enemy characters are found by military units, consult the Chart to find the combat Strength and Endurance of the squad that will attack the characters.

### Modifiers:

Add two to the Endurance of the squad if a leader is stacked with military units that are generating the squad. Add two to the combat Strength of the squad if the military units in the Environ contain any elite units (Province and Galactic Games only).

### [12.17] IRATE LOCALS CHART

<i>Star-faring Races</i>	Urban	Wild	Subterranean	Liquid	Air	Fire	<i>Other Races</i>	Environ	Combat	Endurance
Rhones	5-4	4-4	4-4	-	-	-	Anons (151)	Air	4*	2
Saurians	5-6	5-4	5-2	5-2	-	-	Ardorats (512)	Wild	4	4
Segundens	6-4	-	-	5-2	-	-	Borks (122)	Wild	8	2
Suvans	6-2	-	-	7-4	-	-	Calmas (322)	Subt.	5	4
Piorads	4-4	-	6-6	-	-	-	Charkhans (223)	Wild	5	4
Xanthons	-	-	-	-	-	8-6	Cavalkus (541)	Air	4*	3
Yesters	6-2	-	-	-	6-4	-	Deaxins (341)	Wild	5*	5
Kayns	-	7-6	6-4	-	-	-	Illias (433)	Wild	4	4
							Henones (431)	Liquid	6	6
							Kirts (312)	Wild	5	4
							Jopers (511)	Urban	6	2
							Leonids (412)	Wild	6	4
							Moghas (322)	Wild	7*	3
							Mowevs (311)	Wild	4*	4
							Ornotins (513)	Urban	6	4
							Phans (412)	Liquid	4	4
							Rylians (342)	Subt.	8*	2
							Susperans (432)	Urban	4	4
							Theshians (441)	Wild	4	2
							Thoks (432)	Wild	6*	5
							Ultraks (212)	Urban	4	4
							Ursi (232)	Wil	7*	6

The first number is the Combat rating, the second is the Endurance.

**Procedure:** Find the race in the Environ where the "Irate Locals Attack" event was drawn on this chart to determine their combat Strength and Endurance rating. If the Strength is followed by an asterisk, the combat is hand-to-hand; otherwise it is a firefight.

### [12.9] CHARACTER COMBAT RESULTS TABLE

Break-off Attempt	Active	4	4	3	3	3	2	2	2	2	1
	Inactive	6	6	5	5	4	4	4	3	3	3
Combat Differential		-7 or less	-6 to -4	-3 or -2	-1	0	+1	+2 or +3	+4 to +6	+7 to +10	+11 or more
DIE 1	4/-	3/-	3/-	2/-	2/-	2*/-	2/-	1/1	1/1	1/1	1/2
2	4/-	3/-	2/-	2*/-	2*/-	1/-	1*/1	1*/1	1/2	1/2	-/2
3	3/-	3*/-	2/-	2/-	1/-*	1/1	1/1	1/1*	-/2	-/2	-/3
4	3/-	2/-	2*/-	1/1*	1/1	1/1*	-/1*	-/2*	-/3	-/3	-/3
5	2/-	2/-	1/1	1/1	-/1	-/1	-/2*	-*/2	-/3	-/3	-/4
6	2/1	1/1	-/1	-/1	-/2	-/2	-/2	-/3	-/3	-/3	-/4

The result to the right of the slash is the number of wounds the defending force receives; result to the left, the wounds the attacking force receives. \*One defending character captured (if in capture combat).

#### Modifiers:

If capture combat is declared, shift two columns to the left for all rounds of the combat, including break-off attempts. If a break-

off attempt fails, shift one column to the right for this round of combat. If a creature attacks with surprise, shift to the right the appropriate number of columns for the first round of combat. All column shifts are cumulative. If the combat is a firefight, all combat results are doubled. See Section 12.0 for a complete explanation of use.

## [15.8] PLANET CONTROL SUMMARY

Planet Control State	Political Track Counters (SPACE ON TRACK)	PDB State	Military Units on Planet			
			Imperial Only	Rebel & Imperial	Rebel Only	None
<b>Imperial Control:</b> All at start of play (unless AC) or as a result of Note 3.	Loyalty <small>ANY SPACE</small>	Up	Imperial	Imperial	Imperial	Imperial
		Down	Imperial	Imperial	Neither	Imperial
<b>Rebellion:</b> As a result of Start Rebellion mission, Domino Effect, or Galactic Event.	Rebellion <small>UNREST</small>	Up	Neither	Neither	Neither <sup>1</sup>	Neither <sup>1</sup>
		Down	Neither	Neither	Neither <sup>2</sup>	Neither <sup>2</sup>
<b>Rebel Control:</b> As a result of Note 1 or AC at start of play.	Rebel Control <small>UNREST</small>	Up	Rebel	Rebel	Rebel	Rebel
		Down	Neither	Rebel	Rebel	Rebel
<b>Rebellion Stopped:</b> As a result of Stop Rebellion mission.	Rebel Control Loyalty <small>ANY SPACE</small>	Up	Imperial <sup>3</sup>	Neither	Neither	Neither
		Down	Imperial <sup>3</sup>	Neither	Neither	Neither

1. When one of these conditions exists on a Planet in Rebellion at the end of an Imperial Player Turn, replace the Rebellion marker with a Rebel Control marker.

2. When one of these conditions exists on a Planet in Rebellion during the Resource Phase, the Rebel Player may expend a Force Point to place the PDB Up, even though he does not control the Planet. In

the Star System Game, the Rebel Player may place a PDB up in accordance with Case 16.16.

3. The instant one of these conditions is first met on a Planet with a Stopped Rebellion, remove the Rebel Control marker; the Planet is now in the Imperial Control State.

## [19.7] FORCE POINT COST CHART

### Imperial Military Units Force Point Cost

Militia (1-0)	1
Patrol (1-2)	3
Line (3-2)	5
Veteran (3-4)	7
Elite Army (5-4)	9
Elite Navy (4-5)	10
Suicide Squad	10
Resolution or Peacemaker*	15
Planet Stabilizer*	25

### Rebel Military Units

Proper Environ Type must be purchased; cost for each Environ Type is identical.

1-0	1
2-1	3
2-3	5
4-3	7
4-4 (Elite)	8

### Planetary Defense Bases

Place Down PDB Up	1
Increase PDB Level by One	3

\*Galactic Game only.

See Section 19.0 for a complete explanation.

## [21.7] HYPERJUMP TABLE

Die	1	2-4	5	6	7	8	9	10	11	12+
Result	1	-	1	-	2	1	2	1D	2D	2E

### Procedures:

Subtract the Navigation rating from the Hyperjump distance. Roll the die, adding this difference to the actual die roll result. Find the column that corresponds with the result to determine the outcome of the Hyperjump. The Table is not used if the Navigation rating is greater than the Hyperjump distance, but is used if the two are equal (with no modification to the die roll).

### Key to Results:

--: Successful Hyperjump; place the units at their destination. **1:** Hyperjump slightly off course; place the units in the Drift Area (see Case 21.4). **2:** Hyperjump way off course; place the units in the Drift 2 Box (see Case 21.5). **D:** Damaged by Hyperjump; in addition to numerical result, Spaceship is damaged or, if military units, the Phasing Player must eliminate one unit in stack. **E:** Hyperjump Disaster; in addition to numerical result, spaceship and all aboard are destroyed or, if military units, the Phasing Player must eliminate half of the units in stack (rounded up).

## ENDURANCE CHART

Players are urged to make photocopies of the Endurance Chart before using this original in order to maintain a supply for future play. Also, when using a copy of the chart, use pencil, because wounds can be healed.

### Rebel Characters

Zina Adora	□□
Boccanegra	□□□□
Rayner Derban	□□□□
Sidir Ganang	□□□
Drakir Grebb	□□□□
Odene Hobar	□□□□
Ran Jayma	□□□□
Kogus	□□□□
Yarro Latac	□□□
Ly Mantok	□□□□
Professor Mareg	□□□□
Bridne Murcada	□□□
Agan Rafa	□□□□□□
Scott Rubel	□□□□
Frun Sentel	□□□□
Doctor Sontag	□□
Adam Starlight	□□□□
Tourag	□□□
Vudot Vodot	□□
Oneste Woada	□□□

### Imperial Characters

Barca	□□□□
Emperor Coreguya	□□□
Dermond	□□
Gelba	□□□
Vans Ka-Tie-A	□□□□
Jon Kidu	□□□□
Thysa Kimbo	□□
Redjac	□□□□□□
Saytar	□□□□
Els Taroff	□□□□
Telmen	□□□□
Jin Voies	□□□□

### Sovereigns

Inzenzia III	□□□
Nam Nhuk	□□□□
Shirofune	□□□□
Yaldor	□□□□
Balgar	□□□□
Xela Grebb	□□□
Tensok Phi	□□□
Darb Selesh	□□□□
Ascaill	□□□
Treb Eyro	□□□
Odel Hobar	□□□
Megda Sheels	□□

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Darb Selesh	□□□□
Ascaill	□□□
Treb Eyro	□□□
Odel Hobar	□□□
Megda Sheels	□□

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