**Ship Stats**

* All stats start at 0
* STR costs 2 points
* DEX costs 5 points
* CON costs 2 points
* Body costs 2 points

Figured Stats

* Armor (10) = CON/5
* Power (6) = STR/3 + CON/3
* Mounts (10) = STR/5
* Speed (12) = 6 + DEX/3 – STR/25 – CON/25 – Body/10
* Maneuvers (20) = DEX/5
* Signature = STR/10 + CON/10 + Body/10
* OCV (12) = DEX/3
* DCV (12) = DEX/3

The number is parens is the cost per point of figured stat.

**Mounts**

Mounts come in various positions that define how they operate and what equipment they can carry:

* Turrets – Are listed as the arc they cover
  + RF, LF, FA (both LF and RF)
  + R, L
  + RR, LR, RA (both LR and RR)
  + 360
* Weapon Mounts – Fire down a signle row of hexes
  + Nose, Wing – fire down the front row
  + Tail – fire down the back row
* Body
* Bridge
* Engine

Body, Bridge and Engine mounts are somewhat interchangable, and may be reconfigured to another type by a skilled mechanic in about 1 week’s time. None of these may be configured into a turret or weapon mount though.

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| **Juggernaut Class Fighter (70t / 229pt)** | | | | | |
| STR | 25 | 50 | Armor | 7 |  |
| DEX | 15 | 65 | Power | 21 |  |
| CON | 35 | 70 | Mounts | 5 |  |
| Body | 11 | 22 | Sig | 8 |  |
| CV | 5/6 | 12 | Spd/Mvr | 7/3 | -12 |
| Mounts   * Bridge * Nose * Body * Body * Engine | | | Speeds   * 1/1 * 2/1 * 4/2 * 5/3 * 6/2 * 7/1 | | |
| Specials   * +1 mechanics rolls (10 pt) | | | | | |

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| **Minerva Class Fighter (45T / 199pt)** | | | | | |
| STR | 20 | 40 | Armor | 5 |  |
| DEX | 17 | 85 | Power | 15 |  |
| CON | 25 | 50 | Mounts | 4 |  |
| Body | 7 | 14 | Sig | 6 |  |
| CV | 5/7 |  | Spd/Mvr | 9/3 |  |
| Mounts   * Bridge * Nose * Body * Body * Engine | | | Speeds   * 1/1 * 3/2 * 5/3 * 6/3 * 7/2 * 9/1 | | |
| Specials   * +1 sys ops rolls (10 pt) | | | | | |

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| **Lancer Class Fighter (40T / 206pt)** | | | | | |
| STR | 20 | 40 | Armor | 4 |  |
| DEX | 20 | 100 | Power | 14 |  |
| CON | 20 | 40 | Mounts | 4 |  |
| Body | 8 | 16 | Sig | 5 |  |
| CV | 7/7 |  | Spd/Mvr | 10/4 |  |
| Mounts   * Wing * Wing * Body * Engine | | | Speeds   * 1/1 * 3/2 * 5/3 * 7/4 * 9/3 * 10/2 | | |
| Specials   * All weapons have range step increased by 1” (10 pt) | | | | | |

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| **Larson Class Fighter (50T / 197pt)** | | | | | |
| STR | 25 | 50 | Armor | 5 |  |
| DEX | 15 | 75 | Power | 16 |  |
| CON | 25 | 50 | Mounts | 5 |  |
| Body | 9 | 18 | Sig | 7 |  |
| CV | 6/5 | 12 | Spd/Mvr | 8/2 | -20 |
| Mounts   * FA * Nose * Body * Body * Engine | | | Speeds   * 1/1 * 3/1 * 5/2 * 6/2 * 7/1 * 8/1 | | |
| Specials   * Has a turret (10 pt) | | | | | |

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| **Ricochet Class Fighter (30T / 192pt)** | | | | | |
| STR | 15 | 30 | Armor | 3 |  |
| DEX | 24 | 120 | Power | 10 |  |
| CON | 15 | 30 | Mounts | 3 |  |
| Body | 6 | 12 | Sig | 5 |  |
| CV | 7/9 |  | Spd/Mvr | 11/5 |  |
| Mounts   * Nose * Body * Engine | | | Speeds   * 1/1 * 3/2 * 5/3 * 7/5 * 9/3 * 11/2 | | |
| Specials   * First failed maneuver in a round gives no extra attention (10 pt) | | | | | |

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| **Salvos Class Fighter (40T / 196pt)** | | | | | |
| STR | 20 | 40 | Armor | 4 |  |
| DEX | 18 | 90 | Power | 14 |  |
| CON | 20 | 40 | Mounts | 4 |  |
| Body | 8 | 16 | Sig | 6 |  |
| CV | 7/5 |  | Spd/Mvr | 9/3 |  |
| Mounts   * Wing * Wing * Bridge * Body | | | Speeds   * 1/1 * 3/2 * 5/3 * 6/3 * 7/2 * 9/1 | | |
| Specials   * Wing mounts may be fired together as one attention (though you still roll twice to hit) (10 pt) | | | | | |

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| **Pirate Sloop (200T / 260pt)** | | | | | |
| STR | 40 | 80 | Armor | 5 |  |
| DEX | 14 | 70 | Power | 21 |  |
| CON | 25 | 50 | Mounts | 8 |  |
| Body | 13 | 26 | Sig | 8 |  |
| CV | 5/5 |  | Spd/Mvr | 9/3 | 24 |
| Mounts   * FA * FA * Tail * 5x Body   + Cargo   + Cargo   + Body   + Body   + Engine | | | Speeds   * 1/1 * 3/2 * 5/3 * 6/3 * 7/2 * 9/1 | | |
| Specials   * All cargo bays are hidden and require PER roll (-6) to detect (10 pt) | | | | | |

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| **Unknown Mini-Carrier (1200T / 315pt)** | | | | | |
| STR | 75 | 150 | Armor | 6 |  |
| DEX | 11 | 55 | Power | 35 |  |
| CON | 30 | 60 | Mounts | 16 | 10 |
| Body | 20 | 40 | Sig | 13 |  |
| CV | 4/4 |  | Spd/Mvr | 4/2 |  |
| Mounts   * 2x 360   + Flak   + Flak * Nose   + Adv Sensors * 13x Body   + Cargo   + Cargo   + Med Lab   + Sci Lab   + 5x Fighter Bay   + Shuttle Bay   + Mech Bay   + Comp Lab   + Vehicle | | | Speeds   * 1/1 * 2/1 * 3/2 * 4/2 | | |

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| **System** | **Pow** | **Mounts** | **Effects** |
| Afterburner I | 3 | * Body * Engine | * +2” movement * -1 maneuver * Limited Uses (6) |
| Afterburner II | 6 | * Engine | * Can be used as Afterburner I * Otherwise gives +4” movement and * -2 maneuvers * Limited uses (4) |
| Battery | 1-3 | * Body * Engine | * Can hold up to 6 power for later use * Can be charged up to 3 power/round |
| Chaff | 1 | * Body * Turret | * Creates 3” radius cloud of chaff centered on a hex up to 3” away from your ship * Missiles that fly through the cloud are destroyed (11- chance/hex) * Torpedos are destroyed on 8-/hex * Limited uses (4) |
| Computer | 2+ | * Body * Bridge | * +1 initiative * May run one or more programs that allow the computer to take skill rolls in your place * The computer has a skill of 12- * Each program run costs 1 power in addition to the 2 taken by the computer |
| Damage Control | 2 | * Body * Bridge * Engine | * Allows you to attempt one of the following (11- to succeed) * Mechanic skill can be substituted   + Extinguish Fire – no roll is required; fire is put out   + Repair Breach – repair 1 body and 1 armor   + Repair Equipment – return equipment to functioning, or reduce penalty by 1   + Restore Engines – regain the lowest speed category lost   + Restore Thrusters – reduce penalty by 1; restore 1 maneuver   + Restore Power – restores 2 power * Limited Uses (6) |
| Damage Control, Remote | 4 | * Body * Bridge * Engine | * Same as damage control with the following modifications   + Can be used on allies within 3” of you   + Counts as difficult skill roll (-2) |
| ECM | 4 | * Turret | * +1 DCV * Allows sys ops skill to perform one of the following   + Break Locks – Enemy ship loses fire control and cannot fire until they make an opposed sys ops roll   + Enhance Fire Control -- +1 ocv to an ally within 10”   + Static Protect -- +2 dcv to an ally within 10” until they take an offensive action |
| Emergency Thrusters | 2 | * Engine | * Can increase/decrease speed by 2 with no maneuver * Can increase/decrease speed by 3 with a pilot/mechanic roll and a maneuver * Limited uses (4) |
| HUD, Positional | 2 | * Bridge | * Once per round, during your move, you may make a 12- roll to adjust your ship’s position by 1” |
| HUD, Tactical | 2 | * Bridge | * Each round choose to take +1 OCV, +1 DCV or +1 damage |
| HUD, Weapon Link | 2 | * Bridge | * Allows linking of two weapons of the same type so they may be fired together without penalty |
| Lateral Booster | 3 | * Body * Engine | * Allow 1” movement from side to side at any time during your move * Limited Uses (4) |
| Reload Rack | 0/4 | * Body | * Carries an additional magazine of ammo for a limited use weapon * Takes 4 power and a full round to reload |
| Sand Caster | 1 | * Body * Turret | * Creates 3” radius cloud of sand centered on a hex up to 3” away from your ship * Beams/Torpedos that fire through the cloud take -1 dc/hex * Limited uses (4) |
| Shield Caster | 6 | * Turret | * Acts as shield I with the following modifications   + Takes sys ops roll to project onto an ally up to 10” away (range mod -1/4”) |
| Shield I | 3 | * Body * Engine * Bridge * Turret | * Ablative shield that absorbs 10 points of damage * Recharges 1/2d6 each round * Can be overcharged +1 recharge for +1 pow |
| Shield II | 6 | * Body * Engine | * Ablative shield that absorbs 20 points of damage * Recharges 1/2d6 each round * Can be overcharged +1 recharge for +1 pow * Can be overcharged to 1d6 recharge for +2 pow |
| Shield III | 12 | * Body * Engine | * Ablative shield that absorbs 30 points of damage * Recharges 1/2d6 each round * Can be overcharged +1 recharge for +1 pow * Can be overcharged to 1d6 recharge for +2 pow |
| Wild Weasel | 4 | * Body * Turret | * All missiles that are tracking a target within 3” of you are destroyed on a sys ops roll |

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| **Weapon** | **Pow** | **OCV** | **Rng** | **Dmg** | **Notes** |
| Beam | 4 | 0 | -1/4” | 3d6 | * can be spread for +1 ocv/-1 dc * can be overcharged for +1 dmg/+1 pow |
| Cannon | 3 | -1 | -1/3” | 3d6 | * can be overcharged for +1 dmg/+1 pow * Ignores shields * Limited uses (16) |
| Flak | 3 | +1 | -1/2” | 2x2d6 | * typically used vs. unarmored targets * can be used for point defense fire |
| Ion Gun | 3 | -1 | -1/4” | 2d6 | * can be overcharged for +1 dmg/+1 pow * never causes body damage, hull breach, armor breach, or fire * other penalizing effects of internals from this weapon are doubled |
| Mass Driver | 4 | -1 | -1/3” | 4d6 | * can be overcharged for +1 dmg/+1 pow * Ignores Shields * Limited uses (8) |
| Mine Layer | 2 | 10 | --- | 3d6 | * You drop a mine into an adjacent hex appropriate for the mount * Once you are 4” hexes away the mine will arm * Any enemy that comes within 4” of the mine will cause it to detonate and attack with an OCV 10 * Mines can be set to ignore missiles/torpedos/ships at the firing ship’s discretion |
| Missile | 2/5 | 0 | --- | 4d6 | * Must take a round and a sensor ops roll to lock on (2 pow) * Fired only at the end of your movement (5 pow) * Cannot be fired 6” or less * Will move to target for 6 rounds and explode on contact * Speed profile is same as 11/5 fighter * Starting speed is equal to firing ship * Subject to point defense fire (DCV 5, STR 10) * Limited uses (6) |
| Torpedo | 2x3 | 0 | -1/6” | 4d6 | * Can be overcharged for +1 dmg/+1 pow each round * Loses damage over distance -1 dc/6” * Cannot be fired 4” or less * Can be charged in one round with an engineering roll, for 6 pow * Subject to point defense fire (DCV 9, STR 5) * Limited uses (6) |
| Tractor Beam | 1/10 Str | 0 | -1/2” | --- | * Allows you to grab objects in space * Use up to your ship’s STR * Max range 6” * Can be used for point defense * Must hold missile until fuel runs out * Torpedos die after one chance to break out * Ships that are held must   + Immediately reduce their speed to the tractoring ship   + Can change speed, but must remain within 6” of the tractoring ship   + If for any reason, they try/have to move more than 6” away, they cannot make the move, and take 1 internal instead * Ships that are held can   + break out with an opposed STR check     - May add 5 STR for each 1” of speed they have in excess of the holding ship     - Breaking out precludes all other action   + Move and shoot normally so long as they stay within 6” of the tractoring ship |

**Combat**

Attention

* Every time you make a skill roll in a combat round, you get a point of ***attention***
  + Each point of attention you have gives a -1 penalty to future skill rolls
  + If you fail a maneuver, you can continue your turn, but you gain an extra point of attention
  + All attention goes away at the end of the round

Power

* Power must be allocated at the beginning of the round for any system you intend to use
* Power may be re-routed by making a difficult mechanic skill roll
  + If the power is coming from batteries, this requires no skill roll, but still gives you a point of attention
* You cannot take power away from systems you have already used that round

Initiative

* Each round, every pilot rolls a d6 to determine the initiative order
  + +1 for Pilot 14-
  + +1 for Astrogation 14-
  + +1 for Mechanics 14-
  + +1 for Computer Programming 14-
* Low roll is forced to move first,
  + Before he moves, all pilots on the opposing side who are within 8” and have a higher initiative may preempt him
    - Preemts come as soon as a pilot speaks up (not in initiative order)
  + Also, directly before he makes his move, a pilot may force a single enemy who is in his front arc and no more than 8” away to move first, regardless of initiative
    - You cannot do this if the enemy pilot has you in his front arc
    - The enemy pilot may force another ship to move if they meet these conditions
    - No one may preempt such a forced move

Speed Chart

* A pilot must declare their speed before they move
* Each round a ship can accelerate or decelerate one category on their speed chart without a maneuver
  + Changing speed by 2 categories requires a pilot or mechanic roll, and costs 1 maneuver
* Whatever category you are on, you must travel that speed or less, but you must travel faster than the next lower category
  + So if you have this speed chart
    - 1/1
    - 3/2
    - 5/3
    - 7/5 << If you are here. You can go 6” or 7” and get 5 maneuvers
    - 9/3
    - 11/2 << If you are here. You can go 10” or 11” and get 2 maneuvers

Movement and Maneuver

* Each turn you have a number of maneuvers to spend
* Maneuvers allow you to change direction, or give bonuses to your stats
* Some maneuvers require skill rolls
  + Each skill roll you make gives you a point of attention
* Some maneuvers are more difficult than normal
  + Difficult maneuvers give a -2 to the skill roll
  + Crazy maneuvers give a -4
  + Impossible maneuvers give a -8
  + These penalties stack with the attention penalty, but do not add to it (I.E. An impossible maneuver still gives a single point of attention)
  + *Example: A pilot starts his round with an impossible maneuver, so he rolls pilot-8 and somehow succeeds. He now has 1 attention. His next maneuver is normal, so he has to roll pilot-1, and he fails. He now has 3 attention and attempts a difficult maneuver, this time rolling at a -5.*
* You must make at least a 1” move after each maneuver
  + This includes failed maneuvers

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| **Maneuver** | **Skill Roll** | **Results** | **Diagram** |
| 600 Turn | None | * You turn 600 |  |
| 1200 Turn | Pilot (-2) | * You turn 1200 |  |
| 1800 Turn | Pilot (-4) | * You turn 1800 |  |
| Bombing Run | Pilot (-2) | * You make a close pass at a large ship (1000+T) * You gain +2 OCV * You take -2 DCV * You are subject to point defense * You may choose your hit location |  |
| Double Accelerate | Pilot or mechanic | * You may increase/decrease your speed by 2 categories |  |
| Evasive Maneuvers | Pilot | * You gain +2 DCV * You take -2 OCV * May make the modifiers +1/-1 if desired |  |
| Hold Steady | Pilot | * You gain +2 OCV * You take -2 DCV * May make the modifiers +1/-1 if desired |  |
| Loop | Pilot (-4) | * You use 4” of movement * You end up 4” behind your current position |  |
| Opportunity Fire | None | * You may fire out of turn * You take -2 OCV |  |
| Slide | Pilot | * You sideslip |  |
| Slide Back | Pilot (-2) | * You sideslip backwards |  |

Firing

* You may fire any of your weapons at any time during your turn
  + When it is not your turn, you can fire only by using a reaction maneuver
* Each weapon may fire only once/round
* To-Hit rolls count as skill rolls and accumulate attention
* You get a modifier to your OCV based on the defender’s facing relative to you
  + A ship facing away from you gives +2 OCV
  + A ship crossing your path gives you -2 OCV
  + A ship facing you is no modifier

Damage

* When you hit, you roll damage as normal
* If the defender has a shield, all damage is taken from shields first, reducing the shield’s value
  + If the weapon indicates that it is not affected by shields, shields are ignored
* Remaining damage is further reduced by armor
* Once shields and armor are accounted for, every 5 points of damage is an ***internal***
  + Fractions do not count
  + Hits that do less than 5 damage “scratch the paint” and have no further effect
* Each internal takes one Body from the defender
  + Each internal is then diced to see if it has further effects
* A ship that reaches zero Body is disabled or destroyed (GM’s discretion)
* If a system gets a fail chance, it must roll before use
  + Fail chances start at 8-, and increase to 11-, 14-, 16-, Destroyed with subsequent results
  + A failed system is out of commission, but can still be repaired via damage control
  + If a system is destroyed, it is beyond the ability of damage control to do in-combat repairs

Internal Effects

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| --- | --- | --- |
| **Roll** | **Location** | **Damage Effect** |
|  | Armor Breach | * Armor is reduced by (d12)   + 1-8 = -1 armor; +1 sig   + 9-11 = -2 armor; +2 sig   + 12 = -2 armor; +2 sig; -1 body |
|  | Engine Trouble | * Your engine is damaged (d12)   + 1-8 = Lose the top speed category   + 9-11 = Lose the top speed category; -1 piloting rolls; -1 body   + 12 = Lose the top speed categories; -1 piloting rolls; -2 body; engines shut down until they can be restarted (11- or mechanic) |
|  | Lateral Thrusters | * You lateral thrusters are damaged, affecting your maneuverability (d12)   + 1-8 = -1 piloting rolls   + 9-10 = -1 maneuver   + 11 = -1 piloting rolls; -1 maneuver   + 12 = -1 piloting rolls; -1 maneuver; lateral thrusters are stuck firing in a random direction. You must move laterally 1-3” at the end of your move. |
|  | Power Plant | * The lights dim as the attack rips into your power plant (d12)   + 1-6 = -1 power   + 7-9 = -2 power   + 10-11 = -2 power; -1 body; feedback causes 1 internal to a random powered system   + 12 = -2 power; -1 body; fire causes 1 internal/round until extiguished (8- to extinguish without damage control) |
|  | Systems | * An equipment mount is chosen at random and damage is applied |

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| **System** | **Damage Effect** |
| Battery | * 1-8 = Power storage reduced 1d6 * 9-10 = Power storage reduced; fire for 1 internal/round * 11-12 = Battery destroyed; -1 body; 1 internal |
| Beam, Cannon, flak,  Ion, Torp, or tractor | * 1-6 = -1 OCV; -1 DC * 7-9 = Fail chance increases * 10-12 = -1 body; 1 internal to random location; 1d3+1 ammo lost or -1 OCV (if no ammo) |
| Computer | * 1-4 = -2 to computer skill * 5-6 = Initiative bonus lost, or -2 to computer skill * 7-11 = Fail chance increases * 12 = Destroyed |
| Damage Control | * 1-4 = -2 to skill rolls to use |
| ECM | * 1-4 = -2 to skill rolls to use * 5-6 = DCV bonus lost, or -2 to skill rolls to use * 7-11 = Fail chance increases * 12 = Destroyed |
| Mine | * 1-8 = Fail chance increases * 9-12 = -1 body; 1 internal to random location; 1d3+1 ammo lost or -1 OCV (if no ammo) |
| Missile | * 1-4 = -2 to lock-on rolls * 5-8 = Fail chance increases * 9-12 = -1 body; 1 internal to random location; 1d3+1 ammo lost or -1 OCV (if no ammo) |
| Shield | * 1-6 = Shield damage cap is reduced by 1d6 * 7-8 = Shield recharge is -1 * 9-10 = Fail chance increases * 11 = Shield power requirement increases by 2/3/4 based on shield class * 12 = -1 body; 1 internal to random location; Shield down |
| Systems Not Listed | * 1-6 = roll to use -2 (if applicable) * 7-12 = fail chance increases |