**Ship Stats**

STR, DEX, CON, Body as per HERO, except Body starts at 0

Figured Stats

* Armor (10) = CON/5
* Power (3) = STR/3 + CON/3
* Mounts (5) = STR/5
* Speed (8) = 6 + DEX/3 – STR/25 – CON/25 – Body/10
* Maneuvers (12) = DEX/5
* Signature = STR/10 + CON/10 + Body/10
* OCV (6) = DEX/3
* DCV (6) = 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

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| **Larson Class Fighter (50T)** | | | | | |
| STR | 25 | 15 | Armor | 5 |  |
| DEX | 15 | 21 | Power | 16 |  |
| CON | 25 | 30 | Mounts | 5 |  |
| Body | 10 | 20 | Sig | 7 |  |
| CV | 6/5 | 6 | Spd/Mvr | 8/2 | -12 |
| Mounts   * FA * Nose * Body * Body * Engine | | | Speeds   * 1/1 * 3/1 * 5/2 * 6/2 * 7/1 * 8/1 | | |

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| **Ricochet Class Fighter (30T)** | | | | | |
| STR | 15 | 5 | Armor | 3 |  |
| DEX | 24 | 42 | Power | 10 |  |
| CON | 15 | 10 | 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 | | |

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| **Salvos Class Fighter (40T)** | | | | | |
| STR | 20 | 10 | Armor | 4 |  |
| DEX | 18 | 24 | Power | 14 |  |
| CON | 20 | 20 | 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 | | |

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| **Pirate Sloop (200T)** | | | | | |
| STR | 40 | 30 | Armor | 5 |  |
| DEX | 14 | 12 | Power | 21 |  |
| CON | 25 | 30 | Mounts | 8 |  |
| Body | 13 | 26 | Sig | 8 |  |
| CV | 5/5 |  | Spd/Mvr | 9/3 | 16 |
| Mounts   * FA * FA * Tail * 5x Body   + Cargo   + Cargo   + Vehicle   + Body   + Engine | | | Speeds   * 1/1 * 3/2 * 5/3 * 6/3 * 7/2 * 9/1 | | |

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| **Unknown Mini-Carrier (1200T)** | | | | | |
| STR | 75 | 65 | Armor | 6 |  |
| DEX | 11 | 3 | Power | 35 |  |
| CON | 30 | 40 | Mounts | 16 | 5 |
| 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) |
| Basic HUD | 2 | * Bridge * Turret | * Allows linking of two systems (weapons only?) of the same type so they may be fired together without penalty |
| 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) |
| 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 |
| Lateral Thrusters | 3 | * Body * Engine | * Allow 1” movement from side to side * 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 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 |
| Mass Driver | 4 | -1 | -1/3” | 4d6 | * can be overcharged for +1 dmg/+1 pow * Ignores Shields * Limited uses (8) |
| 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) * Ignores shields * 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 3” 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 |

**Combat**

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
    - 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***
  + 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
* 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