**Ship Stats**

* All stats start at 0
* STR costs 2 points
* DEX costs 5 points
* CON costs 2 points
* Body costs 5 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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| **Hornet Class Fighter (35T / 212pt)** | | | | | |
| STR | 18 | 36 | Armor | 3 |  |
| DEX | 20 | 100 | Power | 11 |  |
| CON | 13 | 26 | Mounts | 4 |  |
| Body | 8 | 40 | Sig | 4 |  |
| CV | 7/7 |  | Spd/Mvr | 10/4 |  |
| Mounts   * Bridge * Nose * Body * Engine | | | Speeds   * 1/1 * 2/2 * 4/3 * 6/4 * 8/3 * 10/4 | | |
| Specials   * All sys ops rolls targeting this ship take a -2 penalty (10 pt) | | | | | |

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| **Hunter Class Fighter (50T / 232pt)** | | | | | |
| STR | 25 | 50 | Armor | 4 |  |
| DEX | 15 | 75 | Power | 15 |  |
| CON | 20 | 40 | Mounts | 5 |  |
| Body | 9 | 45 | Sig | 6 |  |
| CV | 7/5 | 24 | Spd/Mvr | 7/3 | -12 |
| Mounts   * FA * Nose * Bridge * Body * Body | | | Speeds   * 1/1 * 2/1 * 4/2 * 5/3 * 6/2 * 7/1 | | |
| Specials   * Turret (10 pt) | | | | | |

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| **Juggernaut Class Fighter (70t / 260pt)** | | | | | |
| STR | 25 | 50 | Armor | 7 |  |
| DEX | 15 | 65 | Power | 21 |  |
| CON | 35 | 70 | Mounts | 5 |  |
| Body | 13 | 65 | 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 / 240pt)** | | | | | |
| STR | 20 | 40 | Armor | 5 |  |
| DEX | 17 | 85 | Power | 15 |  |
| CON | 25 | 50 | Mounts | 4 |  |
| Body | 11 | 55 | 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 / 240pt)** | | | | | |
| STR | 20 | 40 | Armor | 4 |  |
| DEX | 20 | 100 | Power | 14 |  |
| CON | 20 | 40 | Mounts | 4 |  |
| Body | 10 | 50 | 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 / 232pt)** | | | | | |
| STR | 25 | 50 | Armor | 5 |  |
| DEX | 15 | 75 | Power | 16 |  |
| CON | 25 | 50 | Mounts | 5 |  |
| Body | 11 | 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 / 230pt)** | | | | | |
| STR | 15 | 30 | Armor | 3 |  |
| DEX | 24 | 120 | Power | 10 |  |
| CON | 15 | 30 | Mounts | 3 |  |
| Body | 8 | 40 | 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 / 230pt)** | | | | | |
| STR | 20 | 40 | Armor | 4 |  |
| DEX | 18 | 90 | Power | 14 |  |
| CON | 20 | 40 | Mounts | 4 |  |
| Body | 10 | 50 | 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 / 309pt)** | | | | | |
| STR | 40 | 80 | Armor | 5 |  |
| DEX | 14 | 70 | Power | 21 |  |
| CON | 25 | 50 | Mounts | 8 |  |
| Body | 15 | 75 | 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 / 385pt)** | | | | | |
| STR | 75 | 150 | Armor | 6 |  |
| DEX | 11 | 55 | Power | 35 |  |
| CON | 30 | 60 | Mounts | 16 | 10 |
| Body | 22 | 110 | 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** |
| Acid Cloud | 2 | * Body * Mount * Turret | * Creates 3” radius cloud of molecular acid centered on a hex up to 3” away from your ship * Any ship moving into a cloud hex takes 1 body (no internals) * Shields do not affect this damage * Missiles, mines and torpedoes are not affected * Limited Uses (4) |
| Afterburner I | 3 | * Body * Engine | * +3” movement * Limited Uses (6) |
| Afterburner II | 5 | * Engine | * Can be used as Afterburner I * Otherwise gives +5” movement and * -1 maneuvers * Limited uses (6) |
| 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 * Mount * Turret | * Creates 5” radius cloud of chaff centered on a hex up to 5” away from your ship * Missiles that fly through the cloud are destroyed (11- chance/hex) * Missiles are not permitted to maneuver to evade chaff * Torpedos are destroyed on 8-/hex * Limited uses (6) |
| 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 * Can be overcharged for +1 skill roll/1 power |
| Damage Control | 4 | * Body * Bridge * Engine | * +1 Body * 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 | 6 | * 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) |
| Deep Scanner | 2 | * Mount * Turret | * Allows you to see the internals of a ship * Can move hit locations by 2 points |
| ECCM | 6 | * Body * Mount * Turret | * +1 OCV * Allows sys ops skill to perform one of the following   + Enhance Fire Control -- +1 ocv to an ally within 10”   + Faraday Shield – Create a zone of 4” radius centered on your ship. All ECM attempts through this zone take -1 for each point by which you make your Sys Ops roll   + Sensor Link – One ally within 10” can make attacks using your position for range/position mods |
| ECM | 6 | * Bridge * Mount * Turret | * +1 DCV * Allows sys ops skill to perform one of the following   + Break Locks – Opposed roll and enemy ship gets -1 ocv for every point by which they lose   + 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 | * +1 DCV (requires power, but does not use a charge) * Can increase/decrease speed by 2 with no maneuver/roll * 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 * You can also give this benefit to one ally who starts the round within 10” of you |
| HUD, Telescopic | 2 | * Bridge | * Increases the range modifier of weapons by 1” * Doubles the range of non-weapon system limited by range (sand casters, chaff, damage control, etc.) |
| HUD, Weapon Link | 2 | * Bridge | * Allows linking of two weapons of the same type so they may be fired together without penalty |
| Impulse Drive Dampener | 4 | * Body * Mount * Turret | * Creates a 5” radius cloud centered on a hex up to 3” away from your ship * Any ship entering this area drop 2 speeds (to a minimum of 1/0) or to their 3rd speed category, whichever is slower * Any ship entering this area has -1 maneuver * Any ship in this area cannot accelerate * Limited Uses (4) |
| Lateral Booster | 3 | * Body * Engine | * +1 DCV (requires power, but not a charge) * Allow 1” movement from side to side at any time during your move * Limited Uses (4) |
| Missile Link | 2 | * Bridge * Body | * Pilot can remote pilot missiles * Removes the limitations on missile movement * Can choose offensive/defensive stance * Can use pilot skill for maneuvers |
| 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 * Each rack can reload a single type of device, once per combat |
| Sand Caster | 1 | * Body * Mount * Turret | * Creates 5” radius cloud of sand centered on a hex up to 5” away from your ship * Beams/Torpedos that fire through the cloud take -1 dc/hex * Limited uses (6) |
| Shield Caster | 6 | * Turret | * Acts as shield I with the following modifications   + Takes sys ops roll to project onto an ally up to 15” away (range mod -1/4”) |
| Shield I | 4 | * 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 | 8 | * 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 | 16 | * 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 |
| Static Field | 3 | * Turret * Body | * Creates 5” radius zone centered on a hex up to 5” away from your ship * Anyone firing on a ship through this zone must make a sys ops roll with a -1 penalty/hex * Failing the roll means you lose your attack for that weapon that round * Limited Uses (4) |
| Wild Weasel | 4 | * Body * Turret | * All missiles that are tracking a target within 3” of you are destroyed on an opposed sys ops roll |

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| **Weapon** | **Pow** | **OCV** | **Rng** | **Dmg** | **Notes** |
| Beam | 4 | 0 | -1/4” | 4d6 | * can be spread for +1 ocv/-1 dc * can be overcharged for +1 dmg/+1 pow |
| Cannon | 3 | -1 | -1/3” | 4d6 | * can be overcharged for +1 dmg/+1 pow * Ignores shields * Limited uses (16) |
| Flak | 3 | +1 | -1/2” | 2x3d6 | * 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 * Ignores armor * Totally blocked by shields of any strength |
| Mass Driver | 4 | -1 | -1/3” | 5d6 | * can be overcharged for +1 dmg/+1 pow * Ignores Shields * Limited uses (8) |
| Mine Layer | 2 | 10 | --- | 4d6 | * 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 | --- | 5d6 | * Must take a round and a sensor ops roll to lock on (2 pow) * Once a lock is acquired on a target, a missile can be fired each round at that target * 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” | 5d6 | * 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 a mechanics roll, for 8 pow * Subject to point defense fire (DCV 9, STR 5) * Limited uses (8) |
| 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-
  + +1 for Sys Ops 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

Stances

* Before moving, a pilot must declare their stance
  + Offensive: +2 OCV, -2 DCV
  + Defensive: +2 DCV, -2 OCV
  + Full Burn: +2” Move, No maneuvers possible, No weapon fire possible, Can use defensive systems (chaff, sand)
* The modifiers last until the beginning of your next turn, when you declare stance again

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

Missile Movement

* Missiles move as ships with the 11/5 speed chart
* missiles fly the straightest path to the target
  + Missiles cannot maneuver to avoid chaff, wild weasels, or incoming fire
  + Missiles do not take stances
  + Pilots with missile links can direct their missiles to make maneuvers, avoid obstacles, and take stances like a normal ship, but any skill rolls they make earn them attention like other rolls
* Missiles can make maneuvers, but only if the maneuvers will allow it to close in on the target
  + Missiles have a piloting roll of 11-
* When a missile enters the hex of a target ship, after it survives any point-defense fire, it has to roll to hit with an OCV of 12
  + A missile that misses its to-hit roll is destroyed

Point Defense

* Weapons that are marked as point defense can fire at incoming missiles and torpedoes
  + Weapons without point defense cannot fire at missiles and torpedoes regardless of range, chance to hit, or other circumstances
* Point defense fire can take place at any time during a round, even if it is not the defending ship’s turn
  + Against torpedoes, a PD weapon can fire once, at range 0”, just before the torpedo hits
    - PD can be declared AFTER seeing the result of the to-hit roll
  + Against missiles, a PD weapon can fire once/turn, possibly getting multiple shots as the missile approaches
    - When the missile reaches 0” range, just before impact, any PD guns that have not fired, and bear on the approach hex, can fire
    - However, PD must be declared against missiles BEFORE seeing the to-hit roll
  + PD weapons can only fire once/round

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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) * Your target may take opportunity fire against you with any weapons that bear on the hex of your approach, including point defense * You attacks get Pierce 8- * You may choose your hit location |  |
| Double Accelerate | Pilot or mechanic | * You may increase/decrease your speed by 2 categories |  |
| 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 |  |

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
  + Unless the weapon ignores armor, or succeeds a pierce armor check
* 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 by 2 each subsequent hit
  + 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

Status Effects and Events

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| --- | --- |
| Status | Effect |
| Ammo Explosion | * This is the same as a Small Explosion * If the device has limited uses, 1d3+1 uses are lost |
| Battery Fire | * This is the same as a normal fire, but in addition, the battery system that is affected will also lose 1 storage/round until the fire is extinguished |
| Catastrophic Lateral Thruster Failure | * There is massive physical damage to the thruster systems * Fixing the damage will take the use of a damage control system, and a difficult skill roll * For the specific effect roll d6   + 1-2 = You lose the ability to use evasive stance   + 3-4 = lateral thrusters are stuck firing in a random direction. You must move laterally 1-3” at the end of your move   + 5 = you lose the ability to turn, or slide in a random direction   + 6 = when you fail a maneuver roll, you suffer a small explosion |
| Engine Shutdown | * Emergency protocol triggers an engine shutdown * You cannot maneuver, or accelerate * Each round, you can attempt to restart the engine by making a mechanics roll, or relying on the ship’s startup procedure (11-) * Unlike device fail chance, engine shutdown does not carry over round-to-round. It is a one-time roll/event. |
| Fail Chance | * The device affected will fail when an attempt is made to use it * The chance starts at 8- * Fail chances stack, increasing by 2 each time (10-, 12-, 14-, etc.) * Once a fail chance occurs, the device is offline   + Offline devices can be restored by damage control   + A restored device retains its fail chance, but the chance is reduced by 2 |
| Fire | * You suffer 1 internal each round until the fire is extinguished * Fires can be extinguished by   + A successful use of damage control   + Go out on its own (8- chance/round)   + By fire suppression systems   + By shutting down, not maneuvering or using any systems, the pilot can try to extinguish the fire (14- chance) |
| Large Explosion | * You suffer 2 body * You suffer 2 internals * In a ship < 100t, there is an 11- chance that the explosion reaches the bridge, doing 6d6 damage to everyone there |
| Shield Down | * Emergency protocol triggers and brings your shield down * You cannot use the shield, or recharge it * Each round, you can attempt to restart the shield by making a mechanics roll, or by relying on the ship’s startup procedure (11-) * Restarted shields start at 0 and retain fail chance * Unlike device fail chance, shield down does not carry over round-to-round. It is a one-time roll/event. |
| Small Explosion | * You suffer 1 body * You suffer 1 internal * In a ship <100t, there is an 8- chance that the explosion reaches the bridge, doing 6d6 damage to everyone there |

Internal Effects

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| --- | --- | --- |
| **Roll** | **Location** | **Damage Effect** |
| 1-2 | Armor Breach | * Armor is reduced by 1d3 points * Signature is increased by a like amount |
| 3-4 | Engine Trouble | * Your engine is damaged * -1 Piloting rolls; Drop 1 speed; Lose top speed category * Roll d12   + 1-6 = No additional effect   + 7-9 = 8- chance of engine shutdown   + 10-11 = Small explosion; 11- chance of engine shutdown   + 12 = Large explosion; 14- chance of engine shutdown |
| 5-6 | Lateral Thrusters | * You lateral thrusters are damaged, affecting your maneuverability * -1 Piloting rolls * Roll d12   + 1-6 = No additional effect   + 7-8 = -1 maneuver   + 9-10 = -1 DCV   + 11-12 = catastrophic lateral thruster failure |
| 7-8 | Power Plant | * The lights dim as the attack rips into your power plant * You power rating is reduced 1d3 * Roll d12   + 1-8 = No additional effect   + 9-10 = Small explosion   + 11 = Large explosion   + 12 = Large explosion; fire |
| 9-12 | Systems | * An equipment mount is chosen at random and damage is applied |

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| **System** | **Damage Effect** |
| Battery | * Fail Chance * Power storage reduced by 1d6 * Roll d12   + 1-8 = No additional effect   + 9-10 = Battery Fire   + 11-12 = Small Explosion |
| Beam, Cannon, flak,  Ion, Torp, or tractor | * Fail Chance * -1 OCV * -1 DC * Roll d12 * 1-6 = No additional effect * 7-8 = Power consumption increased by 1 * 9-10 = Range band decreased by 1 * 11-12 = Ammo Explosion |
| Computer | * Fail Chance * -2 to computer skills |
| Damage Control | * Fail Chance * -2 Skill rolls to use |
| ECM | * Fail Chance * -2 Skill rolls to use |
| Mine | * Fail Chance * 4/12 chance of ammo explosion |
| Missile | * Fail Chance * -2 Lock on rolls * 4/12 chance of ammo explosion |
| Shield | * Fail Chance * Shield damage cap reduced by 1d6 * Roll d12 * 1-6 = No additional effect * 7-9 = Shield recharge is -1; 8- chance of shield down * 10-11= Shield power requirement increases by 2/3/4 based on shield class; 11- chance of shield down * 12 = Small Explosion; 14- chance of shield down |
| Systems Not Listed | * Fail Chance * -2 rolls to use |