

Gun Attack

d6 (-1 per distance>2)(-1 per dVel>2) + gun mods.

- 1 | Miss
- 2 Miss

Target may retaliate if alive, is not disabled and has operational guns

- 3 1 hit
- 4 1 hit + Disabled 1 turn
- 1 hit + Disabled 2 turns
- 2 hits + no retaliation

Missile Attack

d6 if target intercepts missile's vector head.

- Miss
- 2 1 hit + Disabled 2 turns
- 2 hits + Disabled 2 turns 3
- 4 3 hits + Disabled 2 turns
- 5 3 hits + Disabled 3 turns
- 6 4 hits + Disabled 3 turns

Mine Field Collision

d6 if target intercepts anywhere on vector.

- 1 Dodged
- 2 Dodaed
- 3 1 hit + Disabled 1 turn
- 1 hit + Disabled 2 turns 4
- 5 2 hits + Disabled 2 turns
- 6 2 hits + Disabled 3 turns

Buckyball Collision

d6 if target intercepts anywhere on vector. Damage depends on relative velocity. When dividing, round down.

- Miss
- 5 (dV/2) hits + Disabled 1 turn
- (dV) hits + Disabled 2 turns

Asteroid Collision

d6 (only if dV>1, +1 per dV>2)

- 1 Dodged
- 2 Dodged
- 3 Disabled 1 turn
- 4 1 hit + Disabled 1 turns
- 1 hit + Disabled 2 turns
- 2 hits + Disabled 2 turns 6
- n>6 2 hits + Disabled (n-4) turns

Hit locations

d6 for location (then d6 again for damage to that location)

- 1 Structure
- **Gun Mounts**
- 3 Launchers
- Engine/Fuel 4
- 5 Reactor
- 6 Systems

Guns (1 slot)

Mass Drive

Artillery | Standard chemical guns. Unlimited ammo.

If attack is not a Miss, add one additional hit to the result. -1 to Gun Attack roll. May not be used to retaliate. Unlimited ammo.

aser Battery Ignores relative velocity penalty. Gives +1 to target's retaliation roll. Unlimited ammo.

Railgun

-2 to target's retaliation roll. Railgun never disables target (so allows retaliation on Gun Attack rolls of 1-5). Unlimited ammo.

One-Time Use (2 slots)

Chemical Booster Spin Booster

+1 thrust this turn (includes 1 fuel) Distribute damage freely between the hit location and the locations on either side of it.

Randomization Emergency Booster Subtract d6 from enemy Gun Attack roll. Announce before Attack roll.

Re-roll the latest hit location roll (before rolling damage).

Collect d6 fuel from passing through a hex containing a suitable atmospher colliding). Works for Sol, Jupiter, Saturn and Titan.

Breaking Shield

when passing through a hex with thick atmosphere (without colliding). Works

Extra tank

Lower velocity by 2 (without spending fuel) for Sol, Terra, Venus, Jupiter, Saturn and Titan When consumed, adds 2 extra units of fuel to main tank.

Systems (2 slots)

Capacitors

Guns may be used while ship is disabled (still cannot do retaliation)

Repair System FF Beacon Repairs 1 "Structure" every 5 rounds Subtract 3 from Mine Attack roll when colliding with your own mine fields.

Spatial Radar Fuel Scoop Safe asteroid passing speed increased to 2

Collect 1 unit of fuel when passing through a hex containing a suitable atmosphere (without colliding). Works for Sol, Jupiter, Saturn and Titan.

Shock Absorbe

Hits on "Systems" location cause 3 points less damage per hit (minimum 1).

Flywheel Adaptive On hit, may optionally take 2 extra damage to get +1 on next Gun Attack roll. Can work with Shock Absorber.

Armor

Oversurge

Armor

On hit, may put up to 2 points of damage into one adjacent subsystem instead of into the hit location. Can work together with Shock Absorber The hit location must still take at least 1 point of damage.

On hit, may optionally shift hit location to one adjacent subsystem. The new hit location will get +1 damage. Can work with Shock Absorber.

<u>aunched (3 slots)</u>

Mines | Unguided mine field. Hits along the entire mine vector and is not consumed in attack. Can hit launching ship and always attacks everything it intercepts. Lasts for 5 turns.

Buckyballs

the entire vector and is consumed if attack hits (only). Can hit launching ship and always attacks first target it intercepts (pick randomly if multiple ships in hex). Low chance to hit but damage scales with relative velocity. Lasts for 5 turns. Smart nuclear long distance missile. Hits

Unguided Kinetic projectile shroud. Hits along

Missile

at vector head only and is consumed in attack. Has 1 fuel which can only be used at launch. Can select which target to attack or not in hex. Lasts for 6 turns.

Decoy

Gives -1 on enemy Gun Attack roll (announce before enemy rolls attack). Multiple Decoys give a cumulative effect.

Defensive

Short range smart missile. Announce before enemy rolls Missile or Mine attack. Roll (d6 - 1). If this roll is higher than the attack roll, the attack has no effect. Cannot be used against buckyballs.

Example 6-poin

Artillery Repair System Mine Missile Extra Tank