

Player:

○ = Damage
□ = Subsystem



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 |
| 5 | 1 hit + Disabled 2 turns |
| 6 | 2 hits + Disabled 2 turns |
| n>6 | 2 hits + Disabled (n-4) turns |

Hit locations

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

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

Launched (3 slots)

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	Unguided Kinetic projectile shroud. Hits along 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.
Missile	Smart nuclear long distance missile. Hits 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 Missile	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.

Chemical Booster	+1 thrust this turn (includes 1 fuel)
Spin Booster	Distribute damage freely between the hit location and the locations on either side of it.
Randomization Booster	Subtract d6 from enemy Gun Attack roll. Announce before Attack roll.
Emergency Booster	Re-roll the latest hit location roll (before rolling damage).
Fuel Funnel	Collect d6 fuel from passing through a hex containing a suitable atmosphere (without colliding). Works for Sol, Jupiter, Saturn and Titan.
Breaking Shield	Lower velocity by 2 (without spending fuel) when passing through a hex with thick atmosphere (without colliding). Works for Sol, Terra, Venus, Jupiter, Saturn and Titan.
Extra tank	When consumed, adds 2 extra units of fuel

Each component costs 1 Ship Point.

Example 6-point Ships

Artillery	Railgun
Repair System	Mine
Mine	Mine
Missile	Decoy
Extra Tank	Shock Absorber
Chemical Booster	Adaptive Armor