To do:

Add dice modifiers

Select combat phase

Select ships

Select Modifiers

Roll Dice

Display results (which ships rolled what and total hits)

Reset button

Destroy ships

Faction selection

All dice are 10 sided

Ships and Ground units

Anti-fighter barrage

Space Cannon

Bombardment

Class \_\_\_ extends ship

* Combat value
* Dice count

Carrier (9, 1)

Cruiser (7, 1) (6, 1)

Destroyer (9, 1) (8, 1) (Argent flight (8,1) (7, 1)

Dreadnought (5, 1) (L1Z1Z 2 (4, 1))

Fighter (9, 1) (8, 1) (Naalu (8, 1) (7, 1))

Warsun (3, 3)

Z-Grav Eidolon (8, 2) Naaz – Rohka

Shield Paling (Negates -1) Jol Nar

Flagships:

(9, 2) Naalu, NRA, Nekro, Yin

(7, 2) Arborec, Argent Flight, Keleres, Hacan, Mentak, Nomad 1, Titans, Xxcha

(7, 1) Winnu

(6, 2) Sardakk, Jol Nar

(5, 2) Letnev, Saar, Muaat, Empyrean, Sol, L1, Mahact, Nomad 2, Vuil’Raith, Yssaril

(5, 1) Creuss

Winnu (number of dice), Jol Nar (additional hits), Sardakk (+1), Nekro (ground forces as ships), NRA (additional dice for mechs), Mahact (+2), Hacan (+1),