WEAPONS

Player weapons:

Weapon cabins are used during an enemy ship encounter in the autoattack and in the acting moments. Every weapon cabins start with a basic weapon: if it hits, remove a matter from the enemy ship hull. There are also special upgrades called UNITs, that can be added to the weapon cabins. Units can be found by exploring specific beacons. If you place an unit marker onto a weapon cabin, you can use it's effect. Unit's are only active, if a player ACTIVATES a weapon cabin in the acting moment. There can be a maximum of two units in a weapon cabin at the same time.

Enemy weapons:

Enemy weapons shoot at the complication moment. Enemy weapon units can be found under the enemy ship in a row. In the complication moment, perform a shoot with each weapon. In the drift encounter or in specific beacons there can be obstacles, that cause an enemy shot as well.

weapon type	if enemy hits your ship:	if your ship hits enemy ship:
normal (gun)	- place a parasite in the cabin	- place matter from cord to cord
heavy	- place an intruder in the cabin	- place two matters from cord to cord
flak	- place altogether four parasites onto the fields adjacent with their corners	- depending on the amount of fields it hit, place matters from cord to cord
beam	- roll twice with shoot dices. Cabins in the line of the two fields get hit: place a parasite in the cabin.	- roll twice with shoot dices. Cabins in the line of the two fields get hit.
fire	- burns during substances moment: damages the cabin	- place matter from cord to cord - if hits a cabin, also damages adjacent cabins
breach	- spawns during substances moment: snipe a parasite.	- place matter from cord to cord - place a breach marker onto the enemy cord. If there are at least 3 breach markers on the cord, the ship is destroyed.
poison	- maddens during substances moment: move all player's symptom marker down by one.	- place matter from cord to cord - if hits a cabin, remove all hack markers from your ship
ionic shot	- drains during substances moment: move nutrition marker down by one	- place matter from cord to cord - if hits a cabin, gain a nutrition