SPACE COMBAT REFERENCE

CORIOLIS - THE THIRD HORIZON

CREW POSITIONS

CAPTAIN	ENGINEER	PILOT	SENSOR OP	GUNNER
COMMAND	TECHNOLOGY	PILOT	DATA DJINN	RANGED COMBAT

SMALL CREW RULES

CREW	SHIP CLASS	COMBINED ROLES
4	Class II	Pilot + Captain (no order bonuses)
3	Class II	Engineer + Sensor Op (2 actions/turn)
2	Class I-II	Pilot + Gunner (2 actions/turn)
1	Class I	Pilot covers all (4 actions/turn)

Lost Crew Penalty: Each extra action gives **-2 to ALL actions** that turn.

RANGE & SENSORS

Contact	Short	Medium	Long	Extreme
0 CU	1 CU	2 CU	up to 4 CU	up to 8 CU

RANGE DETAILS

RANGE	CU	NOTES
Contact	0	Ramming/boarding possible
Short	1	Visual contact limit
Medium	2	Passive sensor limit
Long	up to 4	Active sensor limit
Extreme	up to 8	Extreme sensor limit

SENSOR MODES

MODE	RANGE	SIGNATURE	EP
Passive	Medium	+0	0
Active	Long	+2	1
Extreme	Extreme	+2	1

DETECTION MODIFIERS (DATA DJINN)

CIRCUMSTANCE	MOD
Contact Range	+4
Short Range	+2
Medium Range	0
Long Range	-2
Extreme Range	-4
No Radio Silence	+2
Reactor Shut Down	-3
Weapons Fire	Auto

DETECTION SUCCESS

SIXES	INFORMATION
1-2	Distance in CU, current course
3+	Distance, class, course, weapons

Transponder On: Auto-detected when entering sensor range.

INITIATIVE

INITIATIVE ROLL

Captains roll **COMMAND** - highest single die = ship's initiative for battle

DETERMINING INITIATIVE

1. Each captain rolls **COMMAND**
2. Highest single die wins
3. Ties: most dice showing highest
4. Still tied: highest COMMAND skill

SURPRISE ATTACK

- You get a **free turn**
- After first attack = auto-detected
- Then roll initiative normally

One turn of space combat = several minutes (much longer than ground combat)

TURN PHASES

1 ORDER → **2** ENGINEER → **3** PILOT → **4** SENSOR → **5** ATTACK

PHASE	POSITION	SKILL	KEY ACTIONS
1 Order	Captain	COMMAND	Choose order secretly, reveal & roll
2 Engineer	Engineer	TECHNOLOGY	Distribute EP, repairs, overload
3 Pilot	Pilot	PILOT	Move, evade, ram, board
4 Sensor	Sensor Op	DATA DJINN	Target lock, break lock, data attacks
5 Attack	Gunner	RANGED COMBAT	Fire weapons, torpedoes, mines

ENERGY POINTS (EP)

EP POOL

Ship's EP = Reactor output. **Refreshed each turn.** Cannot be saved between turns.

EP COSTS

ACTION	EP
Captain's Orders	0
Overload Reactor	0
Pilot Actions	= CLASS
Fire Torpedo	0
Launch Mine	0
All Other Actions	1

OVERLOADING

Each additional EP above base cost = **+1** to roll

Systems Damage: EP damage first eliminates unspent EP, then destroys already-used EP.

PHASE ACTIONS

- **CAPTAIN (COMMAND)**

Choose order secretly, reveal simultaneously, roll COMMAND. Success = bonus equal to sixes.

ORDER	BONUS APPLIES TO
REPAIR!	Ship repairs (Phase 2)
EVADE!	Evasive maneuvers (Phase 3) + Breaking target locks (Phase 4)
RETREAT!	Movement away from enemy (Phase 3)
ATTACK!	Movement toward enemy (Phase 3) + All attacks (Phase 5)

PHASE 2: ENGINEER - **ENGINEER (TECHNOLOGY)**

First distribute EP (no roll), then perform one action.

ACTION	EP	EFFECT	NOTES
Overload Reactor	0	Gain extra EP = sixes	Ship takes 1 HP/extra EP
Repair Hull	1	Restore HP = sixes	Requires spare part; -2 w/o station
Repair Systems	1	Restore EP = sixes (next turn)	Requires spare part; -2 w/o station
Repair Critical	1	Fix one critical damage	Requires spare part
Repair Module	1	Restore disabled module	Requires spare part
Open Airlock	1	Open to docked enemy	Requires successful boarding

PHASE 3: PILOT - **PILOT (PILOT)**

Can perform multiple actions. Each extra action = **-2 to ALL actions**.

ACTION	EP	EFFECT	NOTES
Position	CLASS	Raise initiative = sixes	Takes effect next turn
Advance/Retreat	CLASS	Move 1 segment (+1/extra six)	Modified by Maneuverability
Evasive Maneuver	CLASS	Penalty to attacks = sixes	Lasts until end of turn
Ramming	CLASS	Opposed PILOT; both take damage	Must be at Contact (0 CU)
Boarding	CLASS	Opposed PILOT at -2; dock	Requires docking station

PHASE 4: SENSOR - **SENSOR OPERATOR (DATA DJINN)**

ACTION	EP	EFFECT	NOTES
Target Lock	1	Lock strength = sixes	Modified by Signature; 1 lock max
Break Lock	1	Remove enemy lock	Negative mod = lock strength
Pulse Attack	1	Deal EP damage (not HP)	Modified by Signature
Meme Attack	1	Data warfare	Modified by Signature
Disappear	1	Drop from sensors	Requires Stealth Tech

Target Lock Required: Torpedoes require a lock. Other weapons get **-2** without a lock.

PHASE 5: ATTACK - **GUNNER (RANGED COMBAT)**

ACTION	EP	EFFECT	NOTES
Fire Weapon	1	Attack with weapon	+Weapon bonus +Lock; -2 w/o lock
Launch Torpedo	0	Torpedo moves 2 CU/turn	**Requires lock**; can be shot down
Launch Mine	0	Place mine in segment	Triggers when ships enter
Defensive Fire	1	Destroy incoming torpedo	Replaces offensive fire

ATTACK BONUS EFFECTS (EXTRA SIXES)

More Damage: +1 damage per six (repeatable)

Critical Hit: Costs sixes = weapon CRIT rating; roll 2D6

SHIP DAMAGE

DAMAGE TYPES

Hull Damage (HP): Physical damage. At 0 HP: reactor stops, weapons offline, explosive decompression.

Systems Damage (EP): Power systems. At 0 EP: reactor stops, ship dead (life support continues).

ARMOR

Roll dice = Armor Rating. Each **6** reduces damage by 1.

Full Block: If armor reduces damage to 0, critical damage is also negated.

RAMMING

Both ships take damage = enemy's class. Defender takes additional HP = attacker's extra sixes.
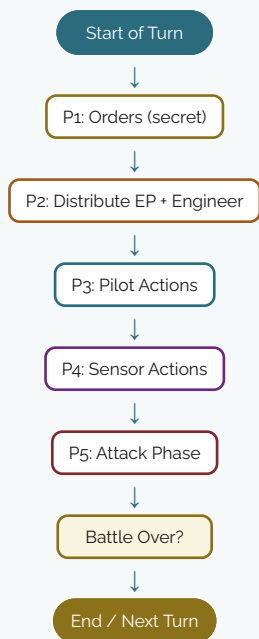
CRITICAL SHIP DAMAGE

Roll **2D6** when critical hit scored. Extra sixes can reroll for worse result.

2D6	DAMAGE	EFFECT
2	Limited Decompression	Bridge/module breached; roll 6 = full decompression
3	Structural Damage	Armor -2, Signature +2 until repaired
4	Damaged Sensors	Sensor operator -2 to all rolls
5	Damaged Thrusters	Maneuverability -2
6	Damaged Power Coupling	EP pool -2
7	Destroyed Module	Random module disabled; occupants at risk
8	Disabled Weapon	Random weapon stops working
9	Disabled Graviton	No propulsion; pilot cannot act
10	Destroyed Bridge	Captain, pilot, sensor op cannot act; decompression
11	Chain Reaction	**Roll twice on this table**
12	**REACTOR DETONATION**	**Ship destroyed; all crew at risk**

Cumulative: Same critical damage again = modifiers stack.

COMBAT FLOWCHARTS

SPACE COMBAT TURN

Start of Turn
↓
P1: Orders (secret)
↓
P2: Distribute EP + Engineer
↓
P3: Pilot Actions
↓
P4: Sensor Actions
↓
P5: Attack Phase
↓
Battle Over?
↓
End / Next Turn

ATTACK RESOLUTION

Fire Weapon
↓
Target Lock?
↓
Yes
+Lock Strength
No
-2 Penalty
↓
Roll RANGED + Weapon + Order - Evasion
↓
Any 6s?
↓
Deal Damage → Armor Roll
↓
Bonus Effects / Critical

Coriolis: The Third Horizon by Free League Publishing