**SPACE COMBAT REFERENCE SHEET**

**Turn Sequence**: Maneuvers, Scanners, Firing, Repairs, Others.

**FIRING:**

**Difficulty Target Number**:

Effective Range: *DT12, Ship’s Gunnery; FC computer or Weapon*

Long Range *DT 16, Ship’s Gunnery; FC computer or Weapon*

Extreme Range: *DT 20; Ship’s Gunnery; FC computer or Weapon*

**Advantages:**

 Ship has completed Come to Grips this turn

Target completed Come to Grips on its last turn

Ship has completed Asteroid Shimsham this turn

**Disadvantages**

Target is a ship that completed Evasive Maneuvers on its last turn

Shooter is a ship that is attempting Evasive Maneuvers this turn, except Space Torp fire

Target has completed Asteroid Shimsham on its turn

**Damage Roll**: 3d10 plus Penetration, minus Armor, Maximum +20 on roll.

|  |  |  |
| --- | --- | --- |
| **Die roll** | **Wound** | **Effect** |
| 1 or less | None | No effect |
| 2-5 | Antenna Scrape | DT8 Space Pilot or 1 Elect. System Damaged |
| 6-9 | Surface Hit | 1 turret or pod damaged |
| 10-14 | Control Hit | 1 Electronic System Damaged |
| 15-19 | Penetration | Hulled, 1 major damaged, 1 crew PEN 8 Leadership DT12 or CMM |
| 20-26 | Major Penetration | Hulled, 1 major broken, 1d4 crew PEN 10, Leadership DT16 or CMM |
| 27-39 | Wrecked | Hulled, All systems broken, All crew PEN 12, Leadership DT20 or CMM |
| 40+ | Explosion Danger | As Wrecked, but Engineer must roll Ship’s Drive or ship explodes |

**System Hit Determination**

|  |  |  |
| --- | --- | --- |
| **Die Roll** | **Electronic System** | **Major System** |
| 1 | Scanner Array | Electronic System (roll other chart) |
| 2 | FC Computer | Best gun |
| 3 | Flight Computer | S-Drive |
| 4 | Astrogation Computer | Vehicle |
| 5 | Comm Array | A-Drive |
| 6 | Library Data Base | Life Support |

**SPACE WEAPONS:**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **WEAPON** | **Targets** | **Effective** | **Long** | **Extreme** | **Mag** | **Ammo Use** | **Slots** |
| Rail Gun Turret | 8 | 2(50)+4 | 4(25)+3 | 8(12)+2 | 400 | 100 | 1 |
| Beam Laser Turret | 1 | 8(70) | 16(35) | 24(20) | PP | 3 | 1 |
| Pulse Laser Turret | 4 | 5(60)+4 | 10(30)+3 | 15(15)+2 | PP | 30 | 1 |
| Space Torp Pod | 3 | 10(55) | 20(55) | 30(55) | 12 | 3 | 1 |
| Plasma Turret | 1 | 3(80) | 6(80) | 9(80) | PP | 3 | 1 |
| Main Laser Battery | 2 | 8(80)+5 | 16(40)+5 | 24(20)+5 | PP | 10 | 5 |

**CREW TASKS**

**FLIGHT**:

Standard Move: can move the ship up to its movement allowance in hexes

Evasive Maneuvers:

Come to Grips: *DT8 Space Pilot; Flight Computer;* higher Space Pilot gets advantage. If success, both ships get advantage to shooting. Must be in same hex.

Ride the Wake: *DC16 Space Pilot; Flight Computer*, adv or disadv based on whose Space Pilot is higher. Cannot be sensor-locked if successful. Cannot use sensors either way. Same Hex.

Asteroid Shimsham: *DC16; Space Pilot; Flight Computer*, adv or disadv based on Tactics. Success gives advantage and imposes disadvantage. Failure, chance to crash. Must use asteroid etc to do.

Launch Space Torps: can fire any Space Torps in place of Gunner

**ASTROGATION**:

Prepare for Warp: see Warp Section

Target Lock: *DT12; Scanners; Scanner Array*. Advantage if enemy fired, disadvantage if target Dark.

Launch Space Torps: can fire any Space Torps in place of Gunner

Repair Array: the Astrogator may repair the Comm or Scanner Array

**ENGINEERING**:

Repair System: see repair section

Go Dark: *DT12; Ship Drives; S-Drive;* breaks I.D. and gives Disadv to enemy scanners plus 1 more disadv per 4 above task target..

Boost Engine: *DT 12; Ships Drives; S-Drive.* If successful, the ship gains 1d4 extra hexes of movement this turn plus 1 for each special success., if it fails, the S-Drive becomes damaged

Boost Beam: *DT 12 Ship Drives; S-Drive,* adds 10/5/5 to PEN for 1 laser weapon, plus 5 per special success or damages it.

**GUNNERY**:

Fire Weapons: see Fire Weapons section above.

Reload: the gunner may reload either a Space Torp pod or a Rail Turret.

Repair Weapon: the gunner may repair any weapon

**INTELLIGENCE**:

Identify Target: *DT12; Scanners; Scanner Array*. Advantage if enemy fired, disadvantage if target Dark

Analyze Target: *DT8; Scanners; Scanner Array*

Electronic Jam: *DC16; Scanners; Scanner Array*; each Scanner Array number his ship has that exceeds the target’s gives an advantage, each lower a disadvantage. Blocks comms and scanners.

Repair Computer System: the I.O. may repair any computer system

Point Defense: *DT12; None; +4*; railguns or pulse laser to shoot down torps.

Reload: the I.O. may reload either a Space Torp pod or a Rail Turret.

**MEDICAL**:

Heal Crewman: may use Medicine skill to patch up injured crew (See Medical Chapter).

Repair Life Support: see repair section

Scan For Life Signs: See scanners section.

Reload: the medic may reload either a Space Torp pod or a Rail Turret.

**REPAIR**: Fix damaged system by 1 level takes 1 turn rolls *DT16; Asset as listed below; Tool Kit*. Return a broken system to level 0 functionality takes 1 turn and *DT24; Asset listed below; Tool Kit*.

|  |  |  |
| --- | --- | --- |
| **System** | **Asset** | **Station** |
| Scanner Array | Electronics | Astrogator, Engineer |
| Comm Array | Electronics | Astrogator, Engineer |
| Flight Computer | Computer | Intelligence, Engineer |
| Astrogation Computer | Computer | Intelligence, Engineer |
| Fire Control Computer | Computer | Intelligence, Engineer |
| Life Support | Life Support | Medic, Engineer |
| Weapon | Mechanics | Gunner, Engineer |
| S-Drive | Ship Drives | Engineer |
| A-Drive | Ship Drives | Engineer |
| Vehicle | Mechanics | Engineer |
| Hull Breach | Mechanics | Engineer |