

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

Each Gunnery Marker on shooting ship

Damage to Spacecraft (3d10+PEN-Armor, Max +20)

Die roll	Wound	Effect
1 or less	None	No effect
2-7	Antenna Hit	EM
8-10	Surface Hit	GM
11-12	Control Hit	FM
13-15	Light Penetration	EM, AM
16-18	Medium Penetration	GM, DrM and MM
19-20	Heavy Penetration	FM, DrM and CD
21-22	Major Penetration-Drive Room	HM, FCM
23-24	Major Penetration-Living Quarters	HM, FCM and MM
25-26	Major Penetration-Bridge	HM, FCM and CD
27-39	Wrecked	Wrecked
40+	Explodes	Explodes

Gunnery Marker (GM): All shooting at 1 disadvantage per GM

Electronics Marker (EM): All Scanner tasks at 1 disadvantage per EM

Hull Marker (HM): ship in vacuum, LS does not work.

Drive Marker (DrM): -1 hex per turn, disadvantage to Drive Tasks, for each DrM.

Astrogation Marker (AM): The warp grid is damaged, each such marker reduces the effectiveness of the Astrogation Computer by 1 code and also the effect number of the PBF by 1. If the astrogation code falls below 0, the ship cannot warp or operate the PBF.

Flight Marker (FM): the flight control and maneuver systems are damaged. For each such marker, reduce space speed by 1 hex and apply a disadvantage to all pilot maneuver checks.

Crew Damage (CD): 1d4 crew members are out of action. At the end of the battle, or when the medic tends to them, roll an unmodified 3d10 individual damage roll to see their status.

Failure Cascade Marker (FCM): each turn *DT12 Ships Drives, Mech Kit;* check to keep the spacecraft from immediately becoming wrecked. .

Morale Marker (MM): *DT 12; Leadership; None;* at the beginning of each of his turns. If he succeeds, the Morale Marker is removed and the vessel may act normally. If he fails, the Morale Marker remains and the ship will fly away from danger at maximum speed. The rest of the crew will not operate weapons (apart from Point Defense) but may attempt to clear damage markers. Only 1 MM per ship at a time.

SPACE WEAPONS:

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

REPAIR:

DT16; Asset as listed below; S-Drive or Tool Kit,

Marker or Effect	Asset	Tool Kit	Station
Gunnery Marker	Mechanical	Mech Kit	Gunner, Engineer
Electronics Marker	Electronics	Elect Kit	Intelligence, Engineer
Astrogation Marker	Computer	Elect Kit	Astrogator, Engineer
Flight Marker	Mechanical	Mech Kit	Pilot, Engineer
Hull Marker	Life Support	LS kit	Medic, Engineer
Drive Marker	Ship's Drives	Mech Kit	Engineer
Failure Cascade--pause	Ship's Drives	Elect or Mech	Any
Crew Damage—1 crewman	Medicine	Med Kit	Medic

CREW TASKS: (boldfaced actions are free actions)

FLIGHT:

Standard Move; Evasive Maneuvers: Dangerous Maneuvers: **Launch Space Torps;** Repair FM:

ASTROGATION:

Prepare for Warp; Target Lock; Boost Field; **Launch Space Torps;** Repair AM

ENGINEERING:

Repair System; Go Dark; Boost Engine: Boost Beam; Boost Field

GUNNERY:

Fire Weapons; Reload; Repair Weapons

INTELLIGENCE:

Identify Target; Analyze Target; Electronic Jam; Repair Electronics; **Point Defense;** Reload

MEDICAL:

Heal Crewman; Repair LS/Hull; Scan For Life Signs; Reload