

SPACE COMBAT QUICK REFERENCE CHART

LASER FIRE: Roll to Hit: each gunner rolls 2d6 for each laser

Target Number: Short Range(0-5): 8+ Target Number: Long Range (6-15): 12+

POSITIVE DM	NEGATIVE DM
Add: Gunner's gunnery skill Add: Attacking Ship's computer rating +1 if the target is 1000 to 1900 tons +2 if the target is 2000 or more tons + 1 if the weapon is a plasma gun +2 if the weapon is a fusion gun or particle accelerator +6 if the weapon is a beam laser battery	Subtract: Defending ship's Pilot Rating Subtract: Defending ship's computer rating. - 2 for each canister of sand (up to -6) -1 if attacking ship is protected by sand -1 if the weapon is a pulse laser. -2 if the target is a 20 tons or less -1 if the target is 30 to 95 tons - 1 if target has armored hull -2 if target has heavily armored hull

DAMAGE (Tactics pool points may not be spent on these tables)

2d6 Rolls	STARSHIP	SPACESHIP	SMALL CRAFT
2	Power Plant	Power Plant	Drive
3	Maneuver	Maneuver	Drive
4	Jump	Maneuver	Drive
5	Fuel	Fuel	Drive
6	Hull	Hull	Cabin
7	Hull	Hull	Computer
8	Hold	Hold	Cabin
9	Computer	Computer	Cabin
10	Turret	Turret	Weapons
11	Turret	Turret	Weapons
12	Critical	Critical	Critical

CRITICAL HITS

1d6 Rolls	STARSHIP	SPACESHIP	SMALL CRAFT
1	Power Plant	Power Plant	Drive
2	Maneuver	Maneuver	Drive
3	Jump	Maneuver	Drive
4	Crew	Crew	Crew
5	Computer	Computer	Computer
6	Explode	Explode	Explode

WEAPON SUMMARY:

Beam Laser: +0 to hit, 1 damage roll

Pulse Laser: -1 to hit, 2 damage rolls

Plasma Gun: +1 to hit, 2 damage rolls, short range only

Fusion Gun: +2 to hit, 3 damage rolls, short range only

Particle Accelerator: +2 to hit, 3 damage rolls, ignore sand

Beam Laser Battery: +6 to hit, 1d6 damage rolls (3 triple turrets built to act in concert)

Missile: short range: impacts next turn, long range: impacts the turn after. Roll 1d6 damage rolls (-1 roll for armored, -2 rolls for heavy armor). No to hit roll. 1 in 6 chance to detonate early in sand, may be shot down by laser fire.