

# 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                              | Subtract: Defending ship's Pilot Rating     |
| Add: Attacking Ship's computer rating                    | Subtract: Defending ship's computer rating. |
| +1 if the target is 1000 to 1900 tons                    | - 2 for each canister of sand (up to -6)    |
| +2 if the target is 2000 or more tons                    | -1 if attacking ship is protected by sand   |
| + 1 if the weapon is a plasma gun                        | -1 if the weapon is a pulse laser.          |
| +2 if the weapon is a fusion gun or particle accelerator | -2 if the target is a 20 tons or less       |
| +6 if the weapon is a beam laser battery                 | -1if 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. 1in 6 chance to detonate early in sand, may be shot down by laser fire.