

Sequence of Play

1. Command Points
2. Initiative
3. Actions
4. Drift
5. Gravity
6. Point Defense Fire
7. Missile Resolution
8. Record Keeping.

Actions

Move	Dock
Target Lock	Coordinate Fire Control
Charge Weapon	Aim
Attack	Activate Hyperdrive
Repair	Launch/Recover Small Craft
Recharge Shields	Launch/Recover Riders
Activate Point Defense	Ready Troops
Support Troops	Board Enemy Vessel
Transport	Scuttle
Drop Chaff Pod	Activate Antimatter Spread

Attack Procedures

Direct Fire Attack: Count the range between attacker and target's ship counters. Check the appropriate line of the weapon table and add any modifiers to the to-hit number for that range. Use an attack action for every weapon or weapon bank firing on that target, and roll 1d10 per weapon used in the attack. If the roll is equal to or less than the target number, the weapon hits. If the roll is higher than the target number or a natural 10, you miss. There are no automatic hits.

Projectile/Seeker Attack: Count the range between the attacker and target's destination counters. Check the appropriate line of the weapon table and add any modifiers to the to-hit number for that range. Use an attack action for every weapon or weapon bank firing on that target and place an appropriate marking counter in the target's destination hex. Note the counter's ID, target ID, range from attacker's destination counter to target's destination counter, and weapon type. Use one counter per salvo. During the missile resolution phase, discard any projectile counters that are not in the same hex as the target's ship counter.

Target Lock

Automatic within 2 + FCS rating hexes, otherwise roll 7 or less on 1d6, plus the modifiers below.

Modifiers

- 1 for every 2 full hexes of range to the target ship
- + Onboard FCS sensor rating, if there is one
- + Enemy Target Size Modifier
- Enemy Stealth Rating
- +2 if the enemy is using reaction drives
- +1 for multiple enemies in the same hex
- Nearby ship using reactionless drive: -1 in same hex.
- Nearby ship using reaction drive: -2 in same hex, -1 in adjacent hex.

To-hit Modifiers

- Target thrusting: -1 per hex of displacement. *
- Target size
- Warhead ** -3
- * Seeking weapons ignore this modifier
- ** Dedicated antimissile weapons ignore this modifier

Structure Damage

Containment (C): 1d10 cargo points lost. When all (C) are lost, lose 1d10 cargo on every maneuver or acceleration.

Remass (R): 1d6-3 burns lost. When all (R) are lost, lose 1d6 burns/turn until tanks are empty.

Magazine (M): Jam, plus 1d6-1 warheads lost to space. When all (M) are lost, all warheads are lost.

System (S): Disable a long range or short range scanner. If already disabled, destroy it.

Hangar (H): Roll 1d6 on the **Hangar** table. When the last (H) is lost, the ship's hangar is unusable.

UDST (U): Roll on the **Surface Features** table, adding +2 if attack came from the aft arc. If the system rolled is already destroyed or doesn't exist, roll on the **Internal Damage** table. If that result doesn't exist or is already destroyed, roll again.

Action (A): Lose one action. If more than one (A) is lost in the same attack, roll on the **Core Hit** table.

Hangar Table

1. Hangar Door
2. Small Craft Bay
3. Small Craft Bay
4. Small Craft Bay
5. 1d6 Small Craft Bays
6. Catapult

Internal Damage

1. Fixed Weapon
2. Transporter
3. Thruster
4. Crew Deck
5. Troops
6. Fixed Weapon

Surface Features

1. Turret Weapon
2. Sensors
3. Turret Weapon
4. Maneuvering Jets
5. Solar Panel
6. Shield Emitter
7. Hyperdrive Impeller
8. Turret Weapon

Core Hit

1. Fire Control
2. Flag Bridge
3. Power Plant
4. Spinal Mount
5. Hyperdrive
6. Shield Generator

Repairs

- Easy: 7 or less on 1d10
- Average: 5 or less on 1d10
- Hard: 4 or less on 1d10
- Very Hard: 2 or less on 1d10

Swarmer/Rocket Pack Hits Table

Roll	3	4	5	6	10	12	15	20	25	40
0-	0	0	0	0	0	0	0	0	0	0
1	1	1	1	1	1	1	1	2	2	2
2	1	1	1	1	1	2	2	2	3	4
3	1	2	2	2	2	2	3	3	5	7
4	1	2	2	2	3	3	4	5	8	11
5	2	2	3	3	4	5	6	8	11	17
6	2	3	3	4	5	6	8	10	14	20
7	2	3	3	4	7	8	10	13	16	26
8	2	3	4	5	7	9	11	15	18	29
9	3	4	4	5	8	10	12	17	21	34
10	3	4	4	5	8	11	14	18	23	37
11	3	4	5	6	9	11	14	19	24	39
12+	3	4	5	6	10	12	15	20	25	40