

QUICK REFERENCE SHEET

Turn Sequence

1. Write Orders
2. Roll for Initiative
3. Launch Missiles/Fighters/Gunboats.
Side that lost Initiative launches first, then alternates between players. Half distance for fighters.
4. Move fighters/gunboats launched on a previous turn. The player that lost initiative moves first.
5. Move ships according to movement plots.
Move fixed movement objects.
FTL entry or exit.
6. Secondary fighter moves.
7. Allocate fighter and missile attacks.
8. Fighter combats vs fighters or enemy missiles.
9. Point Defense fire.
10. Missiles and fighters vs hips. Conduct threshold checks.
11. Ships fire. Side with Initiative fires first, alternating sides. Gunboats also fire now.
12. Resolve Boarding Actions and resulting damage
13. Threshold checks
14. Damage Control assignments for DC parties not used to repel boarders.
15. Roll for reactor explosion. Apply damage if necessary and roll threshold checks again.

Beam Hit Probability Table

<u>Beam Dice</u>	<u>1 to 3</u>	<u>4</u>	<u>5</u>	<u>6</u>
BD	miss	1 hit	1 hit	2 hits
BD*	miss	1 hit	1 hit	2 hits*
vs Screen 1	miss	miss	1 hit	2 hits*
vs Screen 2	miss	miss	1 hit	1 hit*

Beam Hit Ranges

<u>Beam Class</u>	<u>Beam-1</u>	<u>Beam-2</u>	<u>Beam-3</u>	<u>Beam-4</u>
Normal Target	12"	24"	36"	48"
Vs Stealth-1	10"	20"	30"	40"
Vs Stealth-2	8"	16"	24"	32"

Heavy Graser Hit Ranges

<u>Beam Class</u>	<u>Graser1</u>	<u>Graser2</u>	<u>Graser3</u>
Normal Target	18"	36"	54"
Vs Stealth-1	15"	30"	45"
Vs Stealth-2	12"	24"	36"

Projectile Weapon Hit Probability

<u>Standard Weapon</u>	<u>Hit on 2+</u>	<u>Hit on 3+</u>	<u>Hit on 4+</u>	<u>Hit on 5+</u>	<u>Hit on 6+</u>
Normal Target	6	12	18	24	30
Vs Stealth 1	5	10	15	20	25
Vs Stealth 2	4	8	12	16	20

<u>Long Range Weapon</u>	<u>Hit on 2+</u>	<u>Hit on 3+</u>	<u>Hit on 4+</u>	<u>Hit on 5+</u>	<u>Hit on 6+</u>
Normal Target	9	18	27	36	45
Vs Stealth 1	7.5	15	22.5	30	37.5
Vs Stealth 2	6	12	18	24	30

<u>Short Rng Weapon</u>	<u>Hit on 2+</u>	<u>Hit on 3+</u>	<u>Hit on 4+</u>	<u>Hit on 5+</u>	<u>Hit on 6+</u>
Normal Target	4	8	12	16	20
Vs Stealth 1	3.33	6.66	10	13.33	16.6
Vs Stealth 2	2.66	5.3	8	10.6	13.3

Ships Reactor Breaches

Reactor explodes on a 5+ if not repaired during step 14. Ships within 3mu take damage equal to mass/25 of the exploding ship

Critical Hits to Hangar Bays 1D6

1-2 Secondary explosions occur. +1 to roll for each row of hull boxes destroyed this turn. +1D3 damage (x2 if hanger contained any fighters)

Re-Arming fighters 1D6

- 1 The group may not be re-launched in this game
- 2-5 May re-launch in the second turn after recovery
- 6 May re-launch on the turn immediately following that of recovery.

Scrambling fighters 1D6

- 1 The hasty launch attempt causes a mishap in the launch tube – one complete fighter bay (and its occupying fighters) is out of action for the rest of the game, unless a Damage Control Party can repair it
- 2-3 No groups may be launched this turn;
- 4 One group gets away but too late to intercept the attackers – the enemy group(s) may fire on the carrier BEFORE the scrambled group may attack them;
- 5 One group scrambles in time to intercept – it may engage an attacking group in a dogfight to prevent them firing on the carrier;
- 6 TWO groups manage to scramble in time to intercept the attackers.

BOARDING COMBAT

Marines hit other marines on a 4+. Combat is simultaneous.

Friendly DC parties not making repair rolls may repel boarders on a roll of 6 on a 1D6. +1 to the roll for each DC party assigned, max of three.

Assault shuttles may land boarding parties on a 3+

Surviving Marines and Boarders inflict 1 point of damage on the boarded ship.

TRANSPORTER RAIDS 1D6

- 1 Nothing happens. The transporter technician is unable to lock onto the target system.
- 2-3 The Marines transport onto the ship but are unable to reach the target system and are killed.
- 4 The Marines transport onto the ship but are unable to reach the target system and return to the ship.
- 5 The Marines transport aboard and destroy the target system but are killed in the process.
- 6 The Marines transport aboard and destroy the target system and return safely to the ship. *Note:* Marines may not be sent to attack any Core or otherwise protected systems,



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