WEAPON STATS

- ⬛ : Impact die
- 🟥 : Boost die
- 🔷 : d12
- 🔷 : d20
- ✖ : Can only be used on a focused action
- 🔴 : No effect if targeted side has shields
- 🔦 : Place 1 torpedo
- 🔲 : This attack does not disrupt crew
- 🟥 : This attack disrupts 1 additional crew

- 🟢🟡🔵🟠🔴⚫ : Cause damage of the listed type
- **+D**: Add the target's defense dice
- **+PD**: Add the target's point defense dice
- **P**: Pummel – Hit must increase damage.
- **B**: Blast – Affect all adjacent components
- **ALL**: Attack all targets in Arc
- **AREA 2**: Attack all targets within 2 hexes of a targeted hex

MAKE YOUR ATTACK!

1. CHECK THE RANGE

4🔷🟢⬛⬛🟥 +D

2. GRAB YOUR DICE

4🔷🟢⬛⬛🟥 +D

1d12, 1d20, 2 impact dice
1 boost dice.

3. CHECK FOR EXTRAS

4🔷🟢⬛⬛🟥 +D̆

This means we add the target's defense dice.

We'll be adding 1 impact die and 1 boost die.

Not this one, it's blocked by a shield.

4. ROLL IT!

The total attack will be

🔷🟢⬛⬛⬛🟥🟥

1d12, 1d20, 3 impact dice,
2 boost dice

5. CHECK FOR HITS

🔷🟢⬛⬛⬛🟥🟥

If your accuracy dice match a number on the target ship, you hit!

6. SEE WHAT YOU DID

⬛⬛⬛🟥🟥

The number of points on the impact dice determine your damage.
If you get a ❗ boost the damage.
If you rolled **4+**, draw a critical hit.

DAMAGE

ROLL	DAMAGE	DISRUPT	OPERATE	REPAIR	SPECIAL
1 ■	🟢 Light	1	■ ■ ■	**1** to fix	
2 ■	🟡 Heavy	All	■ ■ ■ ■ ■	**1** to 🟢	
1 !	🔵 Power Down	1	No	**1** to 🟢	
2 !	🟠 Fire	All	No	**2** to 🟡	Spreads during drift
3+ ■	🔴 Destroyed	All	No	**4** to 🟡	Damage Transfer
3+ !	⚫ Hull Breach	Kill All	No	No	Damage transfer
					Ship destruction roll

DAMAGE TRANSFER

When you hit a 🔴 Destroyed or ⚫ Hull Breached component, apply the hit to any components indicated by Damage Transfer Arrows.

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SHIP DESTRUCTION

Whenever a ship suffers a new ⚫ or a ⚫ is hit again, roll ■ equal to the number of ⚫ on the ship. If you score more points than the ship's **HULL**, it is destroyed.

FIRE SPREADS

1. ROLL FOR FIRES

All ships with any 🟠 Fires roll 🟢🟢

If a 🔺 Flammable component is on 🟠 Fire, roll 🟣🟣

2. FIRES SPREAD

If a component adjacent to a 🟠 Fire is hit, another 🟠 Fire spreads there.

3. EXPLOSIONS

If a component with a 🟠 is hit, roll ■ ■ ■ B

If the component is 🔺 Flammable roll ■ ■ ■ ■ ■ B