

Damage Table		Crippled
1-8	Ship Destroyed	Double Turn Score
9-12	Ship Explodes 1	SM = 6" Turn
13+	Ship Explodes 2	Max Spd. 6"
Explode = 4" Radius		Fire 1 Weapon System
Damage = Hull/2 in AD		Roll vs all Traits, 4+ is lost

Turn Sequence

Initiative Phase

Movement Phase

- 1 Declare Special Actions
- 2 Ships Move
- 3 Shuttles Move

Attack Phase

- 1 Attacks
- 2 Defensive Fire Vs Seeking Weapons
- 3 Roll Attack Dice
- 4 Stealth
- 5 Use Shields
- 6 Roll Attack Table
- 7 Critical Hits
- 8 Close Blast Doors rolls

End Phase

- 1 Compulsory movement
- 2 Damage Control performed (above 8+)
- 3 Escalate damage (fail on 4+)

Defensive Fire

Against Drones

Any phaser with a fire arc covering the attacking ship may be used to Defensively Fire against drones it launches. Roll the phaser's Attack Dice as normal. Every successful hit will remove one Attack Die of drones.

Against Plasma Torpedoes

Any phaser may be used against an attacking plasma torpedo in the same way as it can be used against drones. However, every successful hit from a phaser will reduce the Attack Dice of a plasma torpedo by 1. If enough phasers successfully strike it, the plasma torpedo may be nullified altogether.

Using Drones against Drones

Drones can be used for Defensive Fire, although they may only target other drones. They are used in the same way as phasers but no Attack Dice are rolled. Instead, each drone launched as defensive fire will automatically nullify one Attack Die of enemy drones.

Evading Seeking Weapons

Very fast moving ships may be able to evade seeking weapons long enough for all their energy to dissipate or until they run out of fuel. If a ship has moved more than 12 inches in a turn (usually by using the All Power to Engines! Special Action) and is attacked by a seeking weapon in any fire arc except its fore, it may be able to evade the weapon long enough to escape any damage.

Tractor Beams

Tractor Beams may be used to perform Defensive Fire but only against drones and suicide shuttles, and only after all other Defensive Fire has been performed. Make a Crew Quality check for every Tractor Beam used in this way – on an 8 or more the drone or shuttle is neutralised and discarded.

Ship Traits

Agile	May turn 90° instead of 45°.
Anti-Drone	2+ to intercept, roll of 1 reduce ant-drone AD by 1, at 0 no more anti-drone.
Armoured	Suffers a Bulkhead hit on a 1-2 result.
Cloak	Ship has cloaking. See Special Action.
Command +X	X= + Initiative. Does not stack. Must not be crippled.
Enhanced Bridge	Minimum Crew Quality of 4.
Fast	Speed score is now 14".
Immobile	+1 to hit this target. Can't be affected by Tractor Beams.
Labs X	X= number of AD for information point scan. Range 6", x2 AD within 3".
Probes X	X= number of probes on board.
Quick Launch	Can launch and recover two shuttles per turn.
Scout	Re-roll Initiative for setup and each Initiative Phase.
Detect Ships	LOS Range 36". CQC check 8+, +1 to target Stealth roll.
Redirect Fire	LOS Range 36". CQC check 8+, re-roll 1 weapon system per ship that fires at target ship.
Recon	Double Information points this turn for scout. CQC vs all enemies with Scout trait. Failed enemy test, scout can't use Detect Ships/Redirect Fire/Recon.
Jamming	

Slow	Maximum speed is 8"
Stealth	Roll equal to or better vs Stealth to ignore hits.
Tractor Beam X	X= number of tractor beams. See Special Action.
Transporters X	X= number of transporters, see Transport Marines Special Action.
Weapon Traits	
Accurate	+1 to hit roll.
Devastating +X	X= +1 to Critical Score per Critical hit.
Energy Bleed	-1 AD over ½ range, -3 AD over ¾ range.
Kill Zone X	X= inches, counts as Multi-hit 2, or doubles existing Multi-hit.
Multi-Hit X	X= damage multiplier for each hit.
Precise	+1 to Attack Table roll.
Reload	Only fires once, unless Reload Special Action is used.
Seeking	Auto-hits. Does not penetrate shields on a 6.
Weak	Does no damage on ships with active shields. -1 to Attack Table rolls.

Attacking	4+, roll of a 6 ignores shields (not including modifiers. -1 to hit beyond a weapons half range.
Stationary	Can make one 45° turn, 90° if Agile.
Reversing	4" move directly backwards, no turns.

Weapon Systems in Star Fleet

Weapon	Rng	Special
Disruptor	24"	Accurate +1, Multi-hit 2
Drone	36"	Devastating +1, Multi-hit D6, Seeking
Phaser-1	18"	Accurate +2, Kill Zone 8, Precise
Phaser-2	12"	Accurate +1, Kill Zone 4, Precise
Phaser-3	6"	Accurate +1, Kill Zone 2, Precise
Phaser-4	24"	Accurate +2, Kill Zone 10, Multi-hit 2, Precise
Photon Torpedo	15"	Devastating +1, Multi-hit 4, Reload
Plasma Torpedo	16"	Devastating +1, Energy Bleed, Multi-hit D6, Reload, Seeking

* Disruptors mounted on smaller vessels often have a lower range of 15.

Firing Arcs

Fore	F	90° forward
Fore Half	FH	180° forward
Aft	A	90° back
Port	P	90° left
Port Half	PH	180° left
Starboard	S	90° right
Starboard Half	SH	180° right
Turret	T	360° all round