

Game Sequence

Pre-Combat Sequence	
• Shield Regeneration	
• Damage Control	
• Set Speed	
• Regain Control	
• Tailing Determination	
• Evasive or Free Determination	
• Special Ability Determination	
Combat Sequence	
• Missile Impact	
• Move Out of Control Fighters	
• Move Evasive Fighters	
• Move Free Fighters	
• Roll For Missile Lock	
• Missile Launch Segment	
Disengagement Sequence	
• Remove Disengaging Fighters	
• Hyperdrive Activation	

Damage Control Chart (1d10)

Die Roll	Result
1-6	System Repaired
7-9	Not yet repaired
10	System cannot be repaired

Turn Rate Chart

Speed	Manoeuvre Class					
	1	2	3	4	5	6
1	1	1	1	1	1	1
2	2	2	2	1	1	1
3	3	2	2	2	2	1
4	4	3	3	2	2	2
5	5	4	4	3	3	2
6	-	6	5	4	3	2
7	-	7	7	6	5	3
8	-	-	7	6	5	4
9	-	-	9	7	6	4

Random Movement Chart (2d6)

Die Roll	Direction	Distance
1	Left 120°	1 Hex
2	Left 60°	2 Hexes
3	Straight Ahead	2 Hexes
4	Straight Ahead	3 Hexes
5	Right 60°	3 Hexes
6	Right 120°	4 Hexes

Cannon To-Hit Modifiers Chart

Use 2d6 + skill dice for cannon fire

Attacking Fighter	
Varies	Distance Accuracy
Varies	Cannon to-hit Modifier
+1	Gunner is Marksman
-1	Gunner is Poor Shot
Target Fighter	
-2	Side-on shot (speed > 3)
-1	Head-on target
+2	Target speed zero
+1	Target speed 1-3
-1	Target speed 7-9
-2	Target is evasive
+1	Target pilot skill 1-4
-1	Target pilot skill 9-12
+2	Target is out-of-control

Cannon To-Hit Modifier Chart

No. of Barrels	To-hit Modifier
1	-1
2	0
3	+1
4	+2
5-6	+3

Distance Accuracy Chart

Range	Distance Accuracy				
	1	2	3	4	5
1	-1	-	-	-	-
2	-2	-1	-	-	-
3	-3	-1	-1	-	-
4	-4	-2	-1	-1	-
5	-5	-2	-1	-1	-1
6	-6	-3	-2	-1	-1
7	-7	-3	-2	-1	-1
8	-8	-4	-2	-2	-1
9	-9	-4	-3	-2	-1
10	-10	-5	-3	-2	-2
11	-11	-5	-3	-2	-2
12	-12	-6	-4	-3	-2
13	-13	-6	-4	-3	-2
14	-14	-7	-4	-3	-2
15	-15	-7	-5	-3	-3

Lock-On Chart (d10)

Scanner	Jammer Quality					
	A	B	C	D	E	None
A	5	4	3	2	2	2
B	6	5	4	3	2	2
C	7	6	5	4	3	2
D	8	7	6	5	4	2
E	9	8	7	6	5	2

Modifiers

- +1 Target is High Visibility
- 1 Target is Low Visibility
- 2 Target is Stealthy
- +1 Operator is Scanner Expert
- 1 Operator is Poor Scanner Operator

Missile To-Hit Modifiers Chart (2d6)

+2	Target speed zero
+1	Target speed 1-3
-1	Target speed 7-9
+1	Target manoeuvre 1-2
-1	Target manoeuvre 1-2
+2	Target not evasive
+1	Target pilot skill 1-4
-1	Target pilot skill 9-12
-2	Target is stealthy
-1	Target is low visibility
+1	Target is high visibility
+2	Target is out-of-control

Decoys

Roll 1d10 – equal or better missile ECCM to decoy missile

- +1 Defender is ECM Officer
- 1 Defender is poor ECM Officer
- +1 Each decoy after the first

PDS Resolution Chart

Missile Size	PDS Rating		
	A	B	C
S	8	9	10
M	7	8	9
L	6	7	8

Damage Location Chart (1d10)

Roll	Section Damaged
1	Cockpit
2	Systems
3-4	Weapons
5-7	Propulsion
8-10	Structure

Cockpit Critical Hit Chart (1d10)

Roll	Section Damaged
1-3	Make Out of Control Roll
4-5	Gunner Wounded
6-7	Pilot Wounded
8	Ejection System Out
9	Life Support Out
10+	Crew Killed

Systems Critical Hit Chart (1d10)

Roll	Section Damaged
1	PDS Out
2	Repair circuit / damage control
3	Jammer out
4	Scanner range -6
5	Decoy Dispenser
6-7	Max shield power -1d6
8	Shield regeneration -1d4
9	Scanner out
10+	Shields out

Structure Critical Hit Chart (1d10)

Roll	Section Damaged
1-2	Armour -1
3-6	Structure -1
7	Structure -1, make OOC roll
8	Structure -2, make OOC roll
9	Structure -2, manoeuvre -1
10+	Structural collapse

Weapons Critical Hit Chart (1d10)

Roll	Section Damaged
1-2	Cannon -2 damage
3-4	Targeting, -1 to-hit
5-6	Missile system -1 RoF
7	Cannon -1d6 damage
8	Missile system out
9	Cannon out
10+	Catastrophic hit

Propulsion Critical Hit Chart (1d10)

Roll	Section Damaged
1	Deceleration -1
2	Acceleration -1
3-6	Max Speed -1
7	Max Speed -2
8	Hyperdrive out
9	Fuel system hit
10+	Reactor hit, max speed -3

Modifiers

- +1 Weakened section
- 1 Hardened section
- +1 Critical hit through leaky shields
- Varies Partial critical hit

Ejection Chart (d10)

Die Roll	Result
1-3	Crew member killed
4-5	Successful, 1d4 wounds
6-10	Successful ejection

Modifiers

- +2 Advanced auto-ejection system
- 2 Poor auto ejection system
- 3 Manual ejection system

Voluntary ejections are always successful, but unmodified die-roll of 1 on a d10 results in capture.

Initial Positioning Modifier Chart

Die	To-hit Modifier
+/-	Scanner initial positioning modifier
-1	High visibility fighters
+2	Low visibility fighters
+4	Stealthy fighters
+2	One fighter in group
+1	Two fighters in group
-1	5-8 fighters in group
-2	9+ fighter in group
+1	'Scanner expert' in group
-1	High emission engines
-1	Active short range scanners

Pilot Skill Dice

Skill Level	Dice
1-4	D4
5-6	D6
7-8	D8
9-10	D10
11+	D12

Pilot Skill Roll Chart

Roll pilot skill die	
Action	Required
Pushing the engine	2+
Hard turns with poor stabilisers	2+
Hard turns with low stress frame	3+
Recover OOC fighter	4+

Hyperdrive Disengagement Chart (d10)

		Power-up Time				
		1	2	3	4	5
T	1	S	2	3	5	6
	2	-	S	2	4	5
R	3	-	-	S	3	4
	4	-	-	-	S	3
S	5	-	-	-	-	S

Crew Fate Chart (d10)

Die Roll	Result
1	Crew member captured, no modifiers apply if a one is rolled.
2-3	Crew member captured
4-5	Crew member is missing
6	Crew member is out for 1d6 campaign rounds
7+	Crew member recovered

Modifiers

- +2 Ejected in friendly territory
- 1 Ejected in enemy territory
- +1 Crew member is Survival Expert
- 1 Crew member has Poor Survival
- +1 Advanced ejection capsule
- 1 Poor ejection capsule
- 1 Crew member has sustained 2+ wounds

Unsafe Jump Chart (d10)

Roll	Result
1-2	Fighter and crew are missing
3	Fighter explodes
4	Hyperdrive critical hit
5-6	Fighter returns damaged in 1d6 campaign rounds.
7-8	Fighter returns in 1d6 campaign rounds.
9-10	Fighter returns safely