



1



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NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
MOSCOW	6"	6"	7"	12	3+	5	1	H	
TYPE			LOCK	ATTACK	DAMAGE	ARC	SPECIAL		
UF-4200 MASS DRIVER TURRET			4+	2	1	F/S(L)			
UF-4200 MASS DRIVER TURRET			4+	2	1	F/S(R)			
UF-6400 MASS DRIVER TURRETS			3+	4	1	F/S			
UF-6400 MASS DRIVER TURRETS			3+	4	1	F/S			
SHARK MISSILE BAYS			4+	D6+1	1	F/S/R	CLOSE ACTION		

NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
BERLIN	6"	6"	8"	10	3+	5	1-2	M	
TYPE			LOCK	ATTACK	DAMAGE	ARC	SPECIAL		
UF-4200 MASS DRIVER TURRET			4+	2	1	F/S(L)			
UF-4200 MASS DRIVER TURRET			4+	2	1	F/S(R)			
COBRA HEAVY LASER			3+	2	1	F(N)	BURNTHROUGH (6), FLASH		
SHARK MISSILE BAY			4+	D6+1	1	F/S/R	CLOSE ACTION		

NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
SEATTLE	6"	6"	8"	10	3+	5	1	M	LAUNCH
TYPE			LOCK	ATTACK	DAMAGE	ARC	SPECIAL		
UF-6400 MASS DRIVER TURRETS			3+	4	1	F/S			
SHARK MISSILE BAYS			4+	D6+1	1	F/S/R	CLOSE ACTION		
LOAD		LAUNCH	SPECIAL						
FIGHTERS & BOMBERS		3							

NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
TOULON	6"	3"	10"	4	4+	3	2-4	L	
TYPE			LOCK	ATTACK	DAMAGE	ARC	SPECIAL		
UF-2200 MASS DRIVER TURRET			4+	3	1	F/S			
BARRACUDA MISSILE BAYS			4+	2	1	F/S/R	CLOSE ACTION		

NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
NEW ORLEANS	6"	3"	10"	4	4+	3	1-2	L	ATMOSPHERIC, LAUNCH, OPEN
TYPE				LOCK	ATTACK	DAMAGE		ARC	SPECIAL
UF-2200 MASS DRIVER TURRET				4+	1	1		F/S	
BARRACUDA MISSILE BAYS				4+	2	1		F/S/R	CLOSE ACTION
LOAD			LAUNCH		SPECIAL				
DROPSHIPS			1						



FIGHTERS		
	THRUST	POINT DEFENCE BONUS
UCM	20"	+3

BOMBERS				
	THRUST	ATTACK	LOCK	DAMAGE
UCM	12"	2	3+	1

TORPEDOES				
	THRUST	ATTACK	LOCK	DAMAGE
UCM	9"	1	2+	6

SPACE STATIONS

SPACE STATION SIZE	SCAN	SIGNATURE	THRUST	HULL	ARMOUR	PD
SMALL	6"	4"	0"	8	3+	5
MEDIUM	6"	6"	0"	12	3+	8
LARGE	6"	8"	0"	16	3+	12

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
MASS DRIVER ARMAMENT	3+	2	1	F/S/R	
LASER ARMAMENT	3+	2	1	F/S/R	BURNTHROUGH (6), FLASH
MISSILE ARMAMENT	3+	4	1	F/S/R	CLOSE ACTION

TONNAGE	VALUE
LIGHT	1
MEDIUM	5
HEAVY	10
SUPER HEAVY	15

DROPFLEET COMMANDER

GROUND ASSETS

	Scan	Armour	Attack	Special Rules
Infantry	0"	5+/3+	1	
Armour	0"	3+/5+	3	
Defence Battery	0"	3+/3+	0	Immobile

DEBRIS FIELDS

Debris Field	Damage to Ships Entering			Penalty to Lock	Penalty to Scan
	Lock	Attack	Damage		
Fine	3+	2	1	+1	-6"
Dense	2+	2	1	+2	-12"

SECTORS

Location	Hull	Armour
Commercial	8	4+
Military	6	3+
Industrial	4	4+
Ruins	-	6+

ORDERS SUMMARY

ORDERS	TURN?	FIRE?	THRUST	SPIKE?
STANDARD ORDERS	YES	UP TO ONE	HALF TO FULL	REMOVE MINOR
SILENT RUNNING	NO	NONE	HALF TO FULL	REMOVE MAJOR
WEAPONS FREE	NO	ALL	HALF TO FULL	ADD MAJOR
STATION KEEPING	YES	UP TO ONE	UP TO HALF	ADD MINOR
COURSE CHANGE	2x	UP TO ONE	HALF TO FULL	ADD MINOR
MAX THRUST	YES	NONE	FULL TO DOUBLE	ADD MINOR
ACTIVE SCAN	NO	UP TO ONE	HALF TO FULL	ADD MAJOR

CRIPPLING DAMAGE TABLE

D6 roll	1-2 (1st roll) - Subsystems
1-2	Bright flash... and nothing else: The ship has a lucky escape. Place a <u>Minor Spike</u> on the ship. If the ship was using Silent Running special orders it loses the benefits and the ship's Signature is returned to normal. In this case, no further spike is added.
3-4	Fire: A fire breaks out. The fire will inflict 1 additional point of Hull damage in each Roundup Phase if it is not successfully 'repaired' (i.e. extinguished).
5-6	Energy Surges: The ship suffers 2 additional points of Hull damage. In addition, power transfer and communications are badly disrupted so the ship may not use special orders until the Energy Surges are repaired. The ship also becomes subject to Orbital Decay.
D6 roll	3-4 (1st roll) - Hull
1-2	Scanners Offline: The ship's Scan characteristic is reduced to 1 until the scanners have been repaired.
3-4	Armour Cracked: The ship suffers 2 additional points of Hull damage. Additionally, the Armour Value suffers a +2 modifier for the rest of the game. This damage cannot be repaired.
5-6	Hull Breach: The ship suffers 2 additional points of Hull damage. The ship also becomes subject to Orbital Decay.
D6 roll	5-6 (1st roll) - Core Systems
1-2	Engines Disabled: The ship suffers 2 additional points of Hull damage. The ship's Thrust characteristic is reduced by 50% rounded up until the damage is repaired. The ship may not turn or change orbit until the engines are repaired. The ship also becomes subject to Orbital Decay.
3-4	Weapons Offline: The ship suffers 3 additional points of hull damage. The next time this ship activates it may not fire any weapons or use any launch assets. In subsequent activations it may fire and launch assets as normal.
5-6	Reactor Overload: The ship suffers 3 additional points of Hull damage. Then roll again on the Crippling Damage Table. The ship also becomes subject to Orbital Decay.

CATASTROPHIC DAMAGE TABLE

D6 roll	Result
1-2	Burn up: The ship is wrecked and falls slowly away into the nearest gravity well where it will eventually burn up in an uncontrolled descent. There are no additional effects.
3	Blazing Wreck: The ship is spectacularly immolated by raging internal fires. All other ships within explosion range gain a <u>Minor Spike</u> from the reflected thermal radiation and any that are using Silent Running special orders lose the benefits and have their Signature returned to normal. In this case, no further spike is added.
4	Shredded: The ship is torn apart by successive blows. All other ships within explosion range suffer 1 point of Hull damage from the rapidly expanding cloud of debris. An Armour save (including Passive Countermeasures) can be made against the damage as normal.
5	Explosion: The ship is destroyed in a sudden, massive explosion. Any other ships within explosion range suffer 2 points of Hull damage from shockwaves and flying debris. Armour saves (including Passive Countermeasures) can be made against the damage as normal.
6	Radiation burst: The ship's drives detonate in a lethal flash of hard radiation. Any other ships within explosion range suffer 2 Hull damage from the deadly radiation bombardment. Armour and Passive Countermeasures may not be taken against this damage.
7+	Distortion bubble: The ship undergoes an uncontrolled reactor event. Any other ships within explosion range suffer D6 Hull damage from the backlash. Armour and Passive Countermeasures may not be taken against this damage.