

# Fusion Cannon



## Actions

### Repair module

Skill: Engineering

Difficulty: 11

Uses Module: No

Can be done Remotely: No

Energy: None

Can be done more than once per Round: Yes

### Attack with the fusion cannon

Skill: Combat

Difficulty: 3 x Distance

Uses Module: Yes

Can be done Remotely: Yes

Energy: 1 Gun energy is used after firing (or failing to fire)

### What happens on a successful Fusion Cannon attack

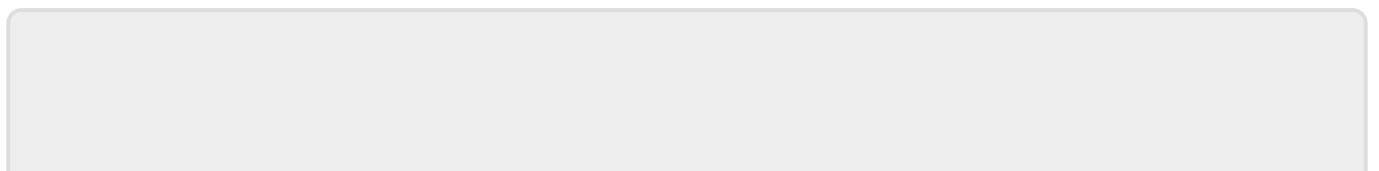
1. The effect generated by a Fusion Cannon is of a ship explosion of a size equal to the Guns power of the firing ship. The explosion is treated in all respects as a ship explosion (BCR page 39)

## Notes

If the shot misses the target hex, it detonates short by a number of hexes equal to the amount it missed by. Module must have an outer facing. Open sides on the module increase its arc of fire for non-Tentac ships. Fusion Cannons can shoot missiles.

### Shields

Fusion Cannons are affected by shields. Roll damage dice+shield dice and remove the shield number of highest dice.



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