

# Gravity Lance



## 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 Gravity Lance

Skill: Combat

Difficulty: Distance + Target Speed

Uses Module: Yes

Can be done Remotely: Yes

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

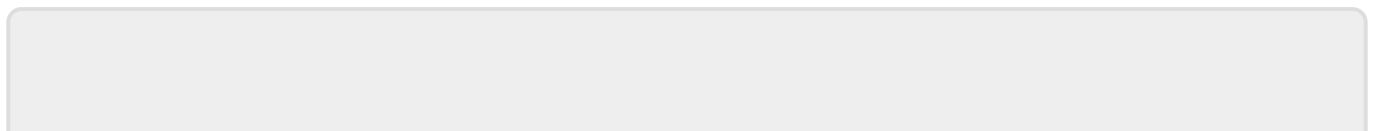
### What happens on a successful Gravity Lance attack

1. The effects of the Gravity Lance will extend into as many modules as Gun power used in the firing ship
2. All occupants in affected modules suffer 2d6 collateral damage (as per cannon hit)
3. Roll 1 die for each affected module, on a 4+ it is broken and the ship receives hull damage equal to the roll and +1 OOC
4. If at least one damage die rolled gets a 4+ the target ship is pulled 1 hex closer as long as that target is not within 2 hexes of an object larger than an asteroid

## Notes

Module must have an outer facing. Open sides on the module increase its arc of fire for non-Tentac ships. Gravity lances can shoot missiles.

**Shields** Gravity Lances are not affected by shields.



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