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Marine Control Console

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Cannon

Mode	Blast (default) Dif: Distance+Speed Dam: (Guns)D6
	Laser Dif: Distance/2+Speed Dam: (Guns/2)D6
	Multi Barrel Dif: Distance+Speed Dam: 1D6 Does not use module

Change Mode or Repair = Engineering (11)
Firing = 1 Gun energy

On success: 1) Hit location (misses only do 1 Hull per die) 2) Damage (highest on first module) 3) Internal hits 1-3 Crew hit for 1d6 damage 4) Hull = sum +1 per die that missed

Missile

Warhead (default) Launch: 11 To Hit: 2d6 Dam: 2D6	Seeker Launch: 11 To Hit: 3d6 Dam: 1D6
Science Probe Launch: 11 To Hit: N/A Y/N questions only	Heavy Launch: 11 To Hit: 1d6 Dam: 3D6
Beacon Launch: 11 To Hit: N/A Virtually indestructible	Rescue Pod Launch: 11 To Hit: N/A Picks up a spacewalker
Boarding Launch: 11 To Hit: 2d6 or Pilot Carries 2 passengers	Escape Pod Launch: 8 To Hit: N/A Spd 6, cannot dock, may land

Repair = Engineering (11) Firing = 1 Gun energy
Missiles ignore shields

On entering target hex: 1) Roll to hit vs target speed 2) Hit location (misses become chasing) 3) Damage (highest on first module) 4) Internal hits 1-3 Crew hit for 1d6 damage 5) Hull = sum +1 per die that missed