**Combat Steps & Sequence**

Weapons Lock-on (sensors): *difficulty 6*

**PER (of one crewmember) + Ship Sensors rating**

(+1 diff on weapon attack rolls until lock-on roll is made)

Initiative (order of movement):  *difficulty 4*

**WITS (of pilot) + Spaceship Pilot + Maneuver Drive rating (ship) + Space Tactics**

Movement (in order of initiative):

Ship moves (up to) 1 hex per Maneuver Drive rating; lower initiative ships move first

Determine Distance:

*Range between ships Combat Effect*

0-1 -1 attack and defense difficulties; 2 successes needed per attack

2-5 2 successes needed per attack roll to score a hit

6-15 3 successes needed per attack roll to score a hit

16-30 4 successes needed per attack roll to score a hit

31+ +1 attack and defense difficulties; 4 successes needed per attack

Note: *Seeking Missiles* do not suffer any difficulty penalties or bonuses for range.

Special Maneuver (write down secretly):

Offensive Maneuver = -1 success needed per attack roll to score a weapon hit

Defensive Maneuver = enemy at +1 success needed per attack roll to score a weapon hit

None = no net change to successes needed

Weapons Attack (all ships/simultaneous): *standard difficulty 6*

**WITS + Spacecraft Weapons skill (one crewmember) + Ship Computer rating**

Decide whether any attacks will be special targeted shots (diff 10)

Apply damage of weapons (rating) that hit, by turret or by battery (turret groups)

* Missile Turrets with standard missiles do their rating in damage
* Missile Turrets with seeking missiles do their rating in damage
* Missile Turrets with nuclear missiles do their rating x2 damage
* Beam turrets do their rating in damage

Flak Defense (damage soak roll): *standard difficulty 6*

**WITS + Spacecraft Weapons (flak) (one crewmember) + Ship Computer rating**

Each successful flak roll reduces incoming damage by total flak rating of turret or battery

Nuclear Dampers (defense vs. nuclear missiles): *standard difficulty* ***8***

**Ship’s Nuclear Damper rating + Ship’s Computer rating**

If 1+ successes, nuclear missiles only do their rating x1 in damage (not x2)

Apply Damage:

Defending player chooses which system boxes to mark off (-1 box per damage point).

Repairing Damage:

By crew/robot = **WITS + Engineering** (required specialty) *vs. difficulty 6*

*Each success = 1 box repaired of component associated with that Engineering specialty*

By Repair Boxes = eliminate 1 damage box of a component using associated repair box (1:1)