

FIRING is done any time after moving 1 space (if speed >0). Roll  $\geq$  range on 2d6 (1 black & 1 white).

WEAPON ARCS:

--LINES are 1-wide; FANS are 3-wide beyond range 4, and 5-wide beyond range 8.

MODIFIERS TO FIRING RANGE:

--Weapon accuracy / target type = see stats. Also: +3 if target is in water.

--Actions of firer = +1 for every previous action taken that turn (speed, facing, etc...).

--"Side shot" = +1 for every 3 points of speed (rounded down) for BOTH firer and target.  
(exception: if target direction matches firer's, +1 for every 3-point *difference* in speeds.)

RECOIL / IMPACT:

--If a firing roll shows a 6 (5 or 6 for shots by spacecraft) on the white die, the firer recoils one space, and its speed is altered accordingly. Do the same to the target (if hit).

CRITICAL HITS / FUMBLES (Black 6 / snake eyes)

<u>DIE ROLL</u>	<u>CRITICAL HIT</u>	<u>FUMBLE</u>
1	-1 on maneuvers	no maneuvers
2	reduce brakes by 1	no speed changes
3	reduce thrust by 1	-1 on maneuvers
4	weapon jammed	weapon jammed
5	roll extra damage die	misfire: take 1/2d damage
6	fall	fall

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