

	<u>WW1</u>	<u>WW2</u>	<u>JET</u>	<u>SPACE</u>
DAMAGE POINTS	12	15	18	10 ⁵
TARGET SIZE MODIFIER ¹	+1 to range	--	-1 from range	--
WEAPON ARC OF FIRE ²	FAN	FAN	LINE / FAN ³	LINE
WEAPON POWER	1d -1	1d	1d+1 / 3d ³	2d ⁴
WEAPON ACCURACY	+1 to range	--	-- or ³	-1 from range
TOP SPEED	5	7	9	none
THRUST	1	1 - 2	1 - 3	1 - 5
BRAKE	1 - 2	1 - 2	1	none ⁶
MANEUVERABILITY	+2	--	-1	+1

¹ Apply range modifier when other figures fire on figure.

² LINE is single row. FAN is single row to range 4, 3-wide beyond 4, and 5-wide beyond 8.

³ In addition to cannon (that fire on line with 1d+1 power), Jets have missiles (that fire on fan with 3d power) that may be fired once each per game. (# of missiles at GM discretion)
Special range/roll: 1/8, 2/7, 3/6, 4/5, 5-7/5-7, 8-9/8, 10-11/9, 12-13/10, 14-15/11, etc...

⁴ Spacecraft must use energy to fire: subtract 2 (or 1 each) from either/both thrust or shields.

⁵ Shields: 12 points of shield-power is allocated to the six sides at the start of the game. Points can be spread in whatever fashion player desires, but may not be switched later. When hit in combat, subtract shield value before assigning damage points to the figure. (Having the shields destroyed by attack is optional and varies at GM/player preference.)

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