

STAR CRUISER COMBAT CHARTS

1 Roll to hit. Roll 7+ on one die, applying the following modifiers

- + crew quality
- + ship's targeting computer rating
- + or — weapons targeting rating
- 2 at one hex range
- + 1 if firing a double mount

2 Screens. Confirm any hits scored against the target's screens by rolling greater than the current screen value. Each hit absorbed by the screens reduces the screen's effectiveness. See Screens.

Damage Control. Roll 11 + on one die, applying the following modifiers.

- + crew quality
- + 4 if attempting to repair power plant hits

5 Apply Damage. Consult the rules booklet for specific effects of damage. Mark damage on the ship status sheet.

4 Armor. All hits other than surface fixture hits (except hits on jack turrets) must be confirmed against the target ship's armor by rolling greater than the current armor value.

3 Hit Location. Determine hit location for all hits.

General Hit Table		Surface Fixture Hits		Critical Hit Table	
Roll	Result	Roll	Result	Roll	Result
1-4	Hull	1	Active Sensors	1	Computer
5-6	Power Plant	2	Passive Sensors	2	TAC
7	Damage Control	3	Communicator	3	Bridge
8	Surface Fixture	4-8	Weapons Mount	4	Life Support
9-10	Critical	9-10	TTA	5	Drive
				6	Hangar Deck
				7	Missile Bay
				8-10	Continuing Dmg

CC-1050/T3

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