

Quick Reference Sheet

Turn		Critical Hits		Fighter		
Sequence	Result	Effect	Rule	Prio	Type	Move
Initiative	1-5	No Effect		1	Viper Mk VII	10"
Missile Movement	6-10	Hard Point	Roll 1D6 and cross off 1 weapon in that mount	2	Raider Mk III	10"
Starship Movement	11-13	Structural Failure	Cross off 1 Structural Damage box	2	Viper Mk II	9"
Launch Fighters	14-15	Point Defense	PD is inoperative until repaired	3	Raider Mk I	8"
Fighter Movement	16-17	Fire Control	Reduce FC by 1	4	Raptor	9"
Fighter Dogfights	18-19	Bridge/Engine	No change of course or speed, no FC (Bridge only)	4	Heavy Raider	8"
Fighter Strikes	20	Reactor	BOOM! Roll 1D6 for radius. Every ship/fighter (partly) inside radius gets 3 Hits with PEN D10 and H DMG 10	5	Shuttle	7"
Starship Shooting	critical hit Tough	Roll 2D10, add results and compare with table ignore critical hits on already destroyed or empty hard points		roll to hit own prio greater own prio greater by 2 or more shuttle	5+ +1 +1, opponent -1 always -1	
Damage Control						
Weapons, Terrain & Other Rules						
Autocannon	Autonomous. Can fire while FC = 0		Boarding	No PD possible; Add all Boarders together; Humans roll D6s, Cylons roll D10s; Match dice from highest to lowest; Higher Dice score hits		
Gatling	Against Fighters: Roll 1D6 per PD/Gun; Hit on 6+; Re-roll Misses		Successful Boarding	Resolve Boarding Action; 2 Hits required		
Point Defense	Against Fighters: Roll 1D6 per PD; Hit on 6+		Asteroid	COLLISION! Ship gets 3 Hits with PEN D10 and H DMG 10		
Nuclear Warhead	Atomic Blast: Additional critical hit if armour has been penetrated		Mine	BOOM! Roll 1D3 for radius. Every ship/fighter (partly) inside radius gets 1 Hit with PEN D10 and H DMG 10		
Cluster Missile	Against Fighters: Roll 1D6 per Fighter; Hit on 6+		Q-Ship Collision	BOOM! Roll 1D6 for radius. Every ship/fighter (partly) inside radius gets 3 Hits with PEN D10 and H DMG 10		

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