

to move into **base contact**. The target vessel **MUST** also be within the 90 degree Fore arc of the ramming ship when they are in **base contact**.

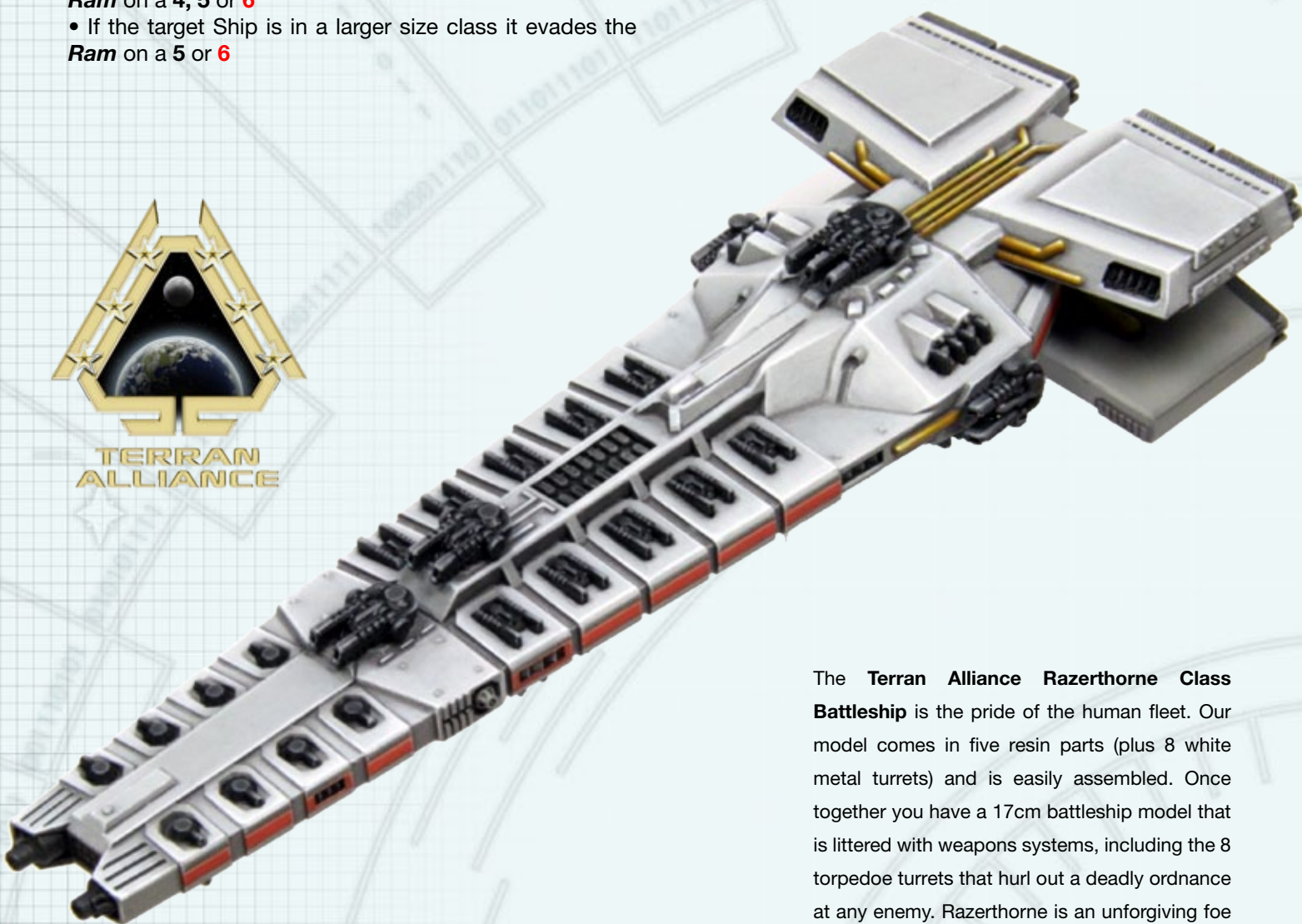
The relative fragility of space Ships ensures that any kind of collision can be catastrophic for both vessels, more or less regardless of their size. The vastness of space also allows even some of the larger Ships to evade a **Ram**, taking into account sensor suites and proximity alerts.

If a Ship is about to receive a **Ram** roll **1D6** and refer to the results given below:

- If the target Ship is in a smaller size class it evades the **Ram** on a **3, 4, 5** or **6**
- If the target Ship is in the same size class it evades the **Ram** on a **4, 5** or **6**
- If the target Ship is in a larger size class it evades the **Ram** on a **5** or **6**

If a **Ram** is evaded, the Ship making the **Ram** completes its movement in a straight line past the evading Ship to the full extent of its **MV**.

- If a **Ram** is successful both Ships suffer a Critical Hit that **CANNOT** be cancelled
- If the Ship that was rammed survives, it can move and fire normally when it is next Activated



The **Terran Alliance Razerthorne Class Battleship** is the pride of the human fleet. Our model comes in five resin parts (plus 8 white metal turrets) and is easily assembled. Once together you have a 17cm battleship model that is littered with weapons systems, including the 8 torpedoe turrets that hurl out a deadly ordnance at any enemy. Razerthorne is an unforgiving foe for any commander to face...