



The Dindrenzi player moves his fleet forward. Note how he has used fighters, which have been *attached* to his ships, to improve his Point Defence system against incoming torpedoes.

Example 6: A Terran Battleship has 3 targets: 2 Dindrenzi Cruisers and a Frigate. At **Range Band 2** the Terran Ship has **12 AD** from its Turret and can use Linked Fire at one Cruiser with **12 AD** plus **4 AD** from its Fore *Broadside*. Or it could *split* fire from its Turret, firing at each Cruiser with **6 AD**, and fire at the Frigate with **8 AD** from its Fore *Broadside*.

HITTING AND DAMAGING A TARGET

Once you have measured the distance to an enemy vessel and worked out how many **AD** you have to play with it is time to roll them and consult the **To Hit** table below:

Dice Roll	Result
1-3	Miss
4-5	1 Hit
6	2 Hits and Roll Again!

Once the **AD** have been rolled add up any successful hits. When you Roll Again, make sure to roll an extra **1D6**, not one that counts as a hit. You keep going until you stop rolling any **6**'s. This gives the total number of hits for that round of firing.

Example 7: A Dindrenzi Battleship within **Range Band 1** of a Terran Carrier opens up with a *Broadside* from its Gun Rack. At this range the Ship rolls **6 AD**, getting a 1, 1, **4**, **4**, **4** and a **6**. This is **5** hits (1 each for the 4s and 2 for the **6**) but the **6** gives an extra roll to see if it does more damage. A roll of **5** adds **1** more hit and the dice rolling ends. The total is therefore **5** hits. Had the second roll been a **6** instead of a **5**, **2** more hits would have been added and given an extra roll.

HOW DO I DAMAGE SHIPS?

Add up the number of hits after any reduction by Shields or Point Defence and compare the total to the Damage Rating (**DR**) and Critical Rating (**CR**) of the target.

- If you cause enough hits to equal or exceed the **DR** of a Ship you have damaged it and it loses **1 Hull Point (HP)**
- If you cause enough hits to equal or exceed the **CR** rating of a Ship you get to roll on the **Critical Hit Table** to see what happens to the Ship (instead of the above)
- If you reduce the **HP** of a Ship to **0** or less, it is destroyed and removed from the game