

A Sky Full Of Ships Rules Aid

Die Roll	Ratio	1:3	1:2	1:1	3:2	2:1	3:1	4:1	5:1	6:1
6		1	1	1	2	2	3	3	4	4
5		-	1	1	1	2	2	3	3	4
4		-	-	1	1	1	2	2	3	3
3		-	-	-	1	1	1	2	2	3
2		-	-	-	-	1	1	1	2	2
1		-	-	-	-	-	1	1	1	2
0		-	-	-	-	-	-	-	-	-

Ranges	Short	Medium	Long	
	0-12"	12-24"	24-36"	
Modifier	-	-1	-2	
Other Modifiers	Escorts	Titan	Agile	Slow
	-1	+1/24mass	-1	+1
	Gas Cloud	Tech		
	-1/1"	-1/Lvl.		

- Critical Hits**
- 1 - **B Bridge** - Ship must follow last plot until bridge is fixed.
 - 2 - **FC Fire Control** - Ship cannot fire weapons except secondaries at Range 0
 - 3 - **R Reactor** - If not repaired immediately, ship takes D6 Hull hits.
 - 4 - **E Engines** - Ship continues straight at last speed until fixed
 - 5 - **ED Electronic Defenses** - Ships shields and Tech bonus are inactive until fixed
 - 6 - **Mn Munitions** - Ship takes 1 hull box per turn until fixed

Turn Sequence

- 1.) Plotting Phase
- 2.) Primary Missile/Fighter Phase
- 3.) Ramming Phase
- 4.) Movement Phase
- 5.) Secondary Missile/Fighter Phase
- 6.) Primary Fire Phase
- 7.) Secondary Fire Phase
- 8.) Ordnance Combat Phase

