COMBAT

FIRING is done any time in turn (after moving 1 space if speed >0). Roll ≥ range on 2d6.

MODIFIERS TO FIRING RANGE:
- Weapon accuracy / target type = see stats. Also: +3 if target is in water.
- Actions of firer = +1 for every previous action taken that turn (speed, facing, etc…).
- Deflection Shot = +1 for every 3 points of speed (rounded down) for BOTH firer and target.
  (exception: If target direction matches firer's then +1 for every 3-point *difference* in speeds.)

RECOIL / IMPACT: If white die shows a 6 (or 5 for 2-power shots) the firer (and target if hit)
                    recoil one space and the speed is altered accordingly.

CRITICAL HITS / FUMBLES: (Black 6 / snake eyes)

DIE ROLL	CRITICAL HIT / FUMBLE
1	Fall Down
2	change facing 60-degrees (random roll)
3	-1 penalty on future Maneuver Tests
4	weapon jammed (roll 1d6 >2 to repair)
5	reduce thrust by 1 / -1 from speed
6	double the damage roll / take ½d damage