

# Cannon

## **Blast Cannon** (default mode)

Difficulty: Target's distance + target's speed

Damage: (Energy in Gun)D6



## **Laser Cannon**

Difficulty: (Target's distance/2) + target's speed

Damage: (Energy in Gun/2)D6

## **Multi Barrel Cannon**

Difficulty: Target's distance + target's speed

Damage: 1D6

**Note**: Can be fired every phase, does not accumulate Used markers.

## **What happens on a successful cannon attack**

1. Roll on the hit location table. Any result that doesn't intersect with at least one module on the enemy ship means the cannon missed.
2. Roll damage dice. The highest die affects the first module. The successively smaller dice affect modules behind it.
3. Each 1-3 on a die causes characters in the module to take 1D6 damage. Each 4-6 on a die causes characters to take 2D6 damage and the module to get a broken marker.
4. Hull damage to the ship equals the sum of all the dice that hit modules, plus the number of dice that did not hit modules.

# Actions

## **Repair module**

Skill: Engineering

Difficulty: 11

Uses Module: No

Can be done Remotely: No

Energy: None

Can be done more than once per Round: Yes

## **Attack with the cannon**

Skill: Combat

Difficulty: *Special* (depends on cannon mode)

Uses Module: Yes

Can be done Remotely: Yes

Energy: 1 Gun energy is used after firing (or failing to fire)

Can be done more than once per Round: Only in Multi-Barrel mode.

## Reconfigure cannon

Skill: Engineering

Difficulty: 11

Uses Module: No

Can be done Remotely: No

Energy: None Can be done more than once per Round: Yes

**Note:** Cannon can not be fired in the same Round it was reconfigured.

## Notes

Module must have an outer facing. Open sides on the module increase its arc of fire for non-Tentac ships. Cannons can shoot missiles.

A cannon fired in standard or long-distance mode gains a used marker and cannot be fired in either mode if the module has a used marker. A Cannon fired in multi-barrel mode does not gain used markers, and may be fired even if that module already has a used marker. [p35] [FAQ]

A cannon fired in any mode can be converted to any other mode in the same round. [YG 2498]

A cannon that is converted may not fire again in the round that it is converted. [YG 2498]

A cannon can start a mission in any mode specified by the heroes unless the mission states otherwise. [YG 2498]

**Shields** Cannons are affected by shields. Roll damage dice+shield dice and remove the shield number of highest dice.

From:  
<https://curufea.com/> - Curufea's Homepage

Permanent link:  
<https://curufea.com/doku.php?id=games:board:battlestations:battlestationscannon>

Last update: 2013/03/17 15:54

