Fusion Cannon

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 fusion cannon

Skill: Combat
Difficulty: 3 x Distance
Uses Module: Yes
Can be done Remotely: Yes
Energy: 1 Gun energy is used after firing (or failing to fire)

What happens on a successful Fusion Cannon attack

1. The effect generated by a Fusion Cannon is of a ship explosion of a size equal to the Guns power of the firing ship. The explosion is treated in all respects as a ship explosion (BCR page 39)

Notes

If the shot misses the target hex, it detonates short by a number of hexes equal to the amount it missed by Module must have an outer facing. Open sides on the module increase its arc of fire for non-Tentac ships. Fusion Cannons can shoot missiles.

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

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