

ID:
Name:
Class: Exemplar (DD)
TMF: 30
NPV: 98

#	Orders	V			

Ship icon showing two clock faces (1 and 2), a square, a 3x3 grid with stars, and a bottom bar with icons for a house, a flag, a shield, a cross, and a gear.

ID:
Name:
Class: Exemplar (DD)
TMF: 30
NPV: 98

#	Orders	V			

Ship icon showing two clock faces (1 and 2), a square, a 3x3 grid with stars, and a bottom bar with icons for a house, a flag, a shield, a cross, and a gear.

ID:
Name:
Class: Ausstellung (CL)
TMF: 50
NPV: 165

#	Orders	V			

Ship icon showing three clock faces (1, 2, 1), a square, a 3x3 grid with stars, and a bottom bar with icons for a house, a flag, a shield, a cross, and a gear.

ID:
Name:
Class: Beispiel (CH)
TMF: 76
NPV: 255

#	Orders	V			

Ship icon showing three clock faces (1, 2, 2), a square, a 3x3 grid with stars, and a bottom bar with icons for a house, a flag, a shield, a cross, and a gear.

Turn Order

- 1) Write Orders
- 2) Move Ships
- 3) Roll Initiative
- 4) Ships Fire In Player Initiative Order
 - All weapons on one ship
 - Any threshold checks on targets
- 5) Turn End
 - Damage control
 - Check damaged reactors

Write Orders

Turn direction, number of clock faces turned, +/- speed change. Note new velocity. Cannot use more than half thrust for turns.

Example: R2+4 = Turn right 2 clock faces, accelerate by 4.

Move Ships

Half of the turn at start (round down)
Half of the turn at mid-point (round up)

Fire Weapons

Number of targets equal to # of FireCons.
No fire through rear-arc if engines used.

Web Resources:

Ground Zero Games: <http://www.gzg.com>
Cygnus X1: <http://www.cygnusx1.info>
Stargrunt.Ca: <http://www.stargrunt.ca>

Damage Check

When a row of hull boxes is crossed off, roll for each system.

Row 1: System destroyed on a 6

Row 2: System destroyed on a 5 or 6

Row 3: System destroyed on a 4, 5 or 6

-1 to die for Core Systems

+1 for each additional threshold after the first.

Damage Results

Weapon, Fire Control, Shield: system unusable until repaired

Main Drive: First damage result, thrust is halved, second damage result, thrust is zero

Bridge: Roll 1d6. 1-5: # of turns out of control, 6: permanently out of control

Life Support: Roll 1d6. # of turns until Life Support fails

Power Core: Roll 1d6 at the end of each turn. 5-6 ship explodes

Damage Control

One DC Party per * in hull boxes. Allocate all DC Parties, then roll 1d6. System repaired on a 6. +1 for each extra DC Party assigned. Maximum of 3 DC Parties per system.

Beam Batteries

Size	Range	0-12"	12-24"	24-36"
Class 1		1 die		
Class 2		2 dice	1 die	
Class 3		3 dice	2 dice	1 die

Beam Damage

Roll Screens	1-3	4	5	6
None	No Dmg	1 point	1 point	2 points +re-roll
1	No Dmg	No Dmg	1 point	2 points +re-roll
2	No Dmg	No Dmg	1 point	1 point +re-roll

Target counts as unscreened for re-rolls.
Re-roll damage bypasses armor.

Pulse Torpedos

Range	0-6"	6-12"	12-18"	18-24"	24-30"
To-Hit	2-6	3-6	4-6	5-6	6

Damage is 1d6, half (round-up) to Armor, half (round-down) to Hull. Screens have no effect.

Armor	○	Hull	□
Damage Control	★	Fire Control System	◻
Shield	⊕	Point-Defense System	⊗
Beam Battery	⊕	Pulse Torpedo	⊖
Main Drive	⊕	Bridge	⊕
Life Support	⊕	Power Core	⊕

This is an unofficial play aid for personal use only. Based on a sheet by Karl Heinz Ranitzsch:
<http://home.t-online.de/home/kh.ranitzsch/gzgen.html>

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