PLAYER HANDBOOK

In this game you will take part in daring space fighter battles. Assemble a team of pilots and star fighters to undertake your missions.

You will need:

a minimum of 5 10-sided-dice per player is recommended.

Measuring device in 1 inch increments (a tape measure or yardstick will do)

Ship/Missile Tokens (minatures representing your game pieces)

Ship and pilot cards

[*secondary system damage cards???*]

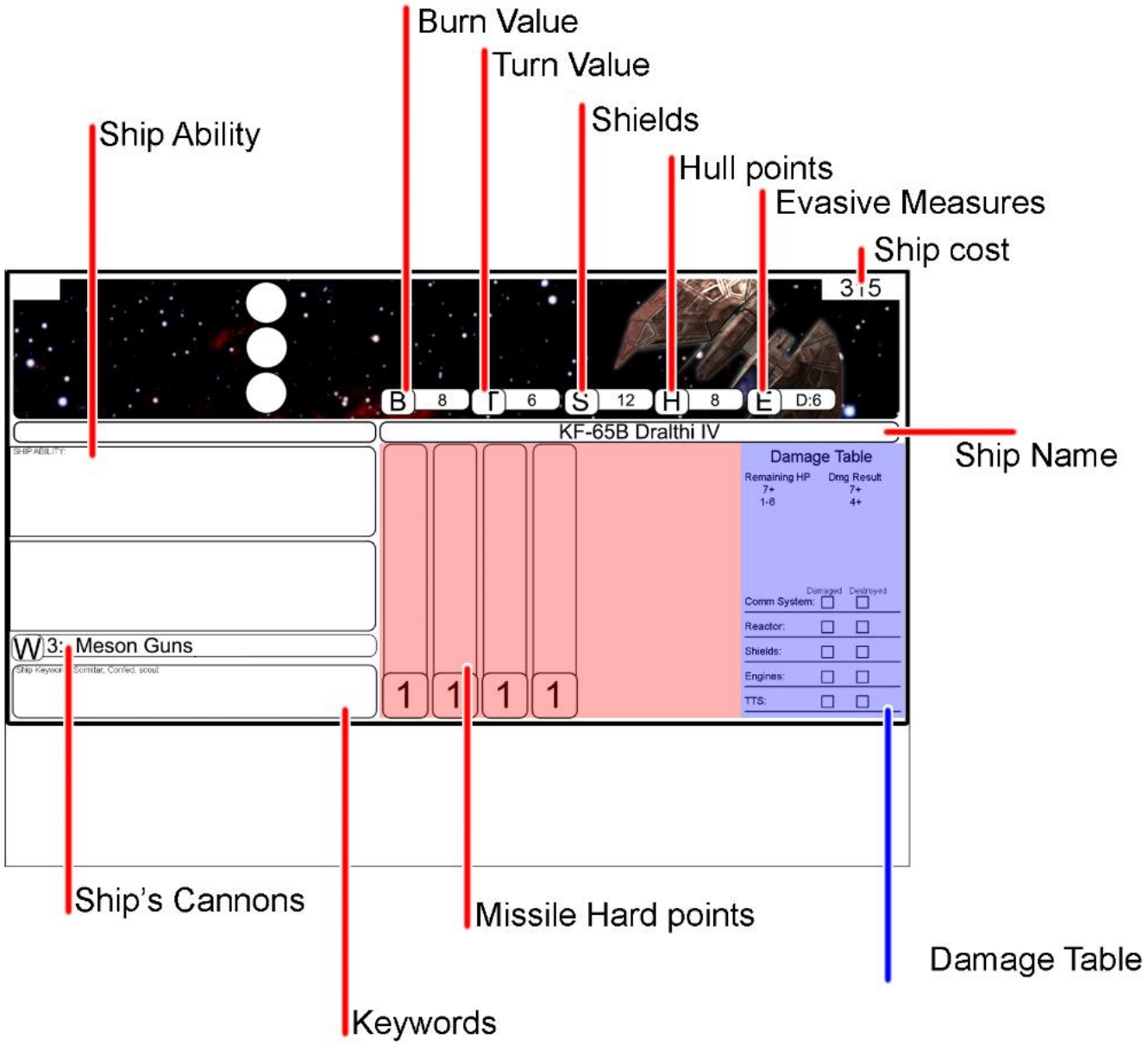
Pilot console

The Setup:

- Decide how long a game you want to play. The more resources you decide to start with, the longer each battle will take. A 500 point game should be playable in under 30 minutes. Larger games with as many as 3,000 starting points could take several hours to play. [*I highly recomment moving the decimal point to the left on all the point values and rounding to at least the nearest half point*]
- Once you have decided on a game length, each player must select a minimum of one fighter and one pilot (each fighter you decide to field must have it's own pilot). You can optionally purchase missiles to be carried by each fighter. The number of fighters, pilots and missiles you can field is limited by the point cost of those resources which is indicated on the ship and pilot cards (see figures) . The sum total of all your pilot cards, ship cards, and missiles must not exceed the agreed upon limit. Missiles are also limited by the number of missile hardpoints on your chosen ship You can reference the ship card for hardpoint info. You can't buy more missiles than your ship can physically carry.
- Each player picks a side of the board and declare it as their side. If there is a disagreement, each player rolls a dice. The one who rolls the highest, claims the side. If there is a tie in dice, re-roll until there is a winner. Once sides have been declared, the players may deploy their wings. Both player deploy their wings at the same time and may place their fighter anywhere within 6” of their side of the board. [What's the size of the play area we need to play this? this doesn't seem to be defined anywhere]
- Count how many star ships are on each side. If one player's ships out numbers the others by 50% or more, the outnumbered player must do a "psych test". If they fail, that player must add one stress token to each of his pilots.
- Unless the ship card states otherwise, the default power distribution is 2 power tokens in a given system. Each player can modify their starting power distribution at this time before the first turn starts. (see Power distribution).
- Turn sequence is now decided by rolling a die. The player with the highest result goes first, followed by the player with the next highest, and then the next highest and so forth.
- declare which of your ships is the ‘wing leader’. Generally you will want your wing leader to be an accomplished and capable leader. This can take the form of having high psych value, a special ability that gives them some special modifier to psych tests, or a combination of both.

Let's have a closer look at the pilot and ship cards. At the game turns progress you will need to use these two cards together to calculate movement, damage taken, assess the success of your evasions and so on.

The ship card:



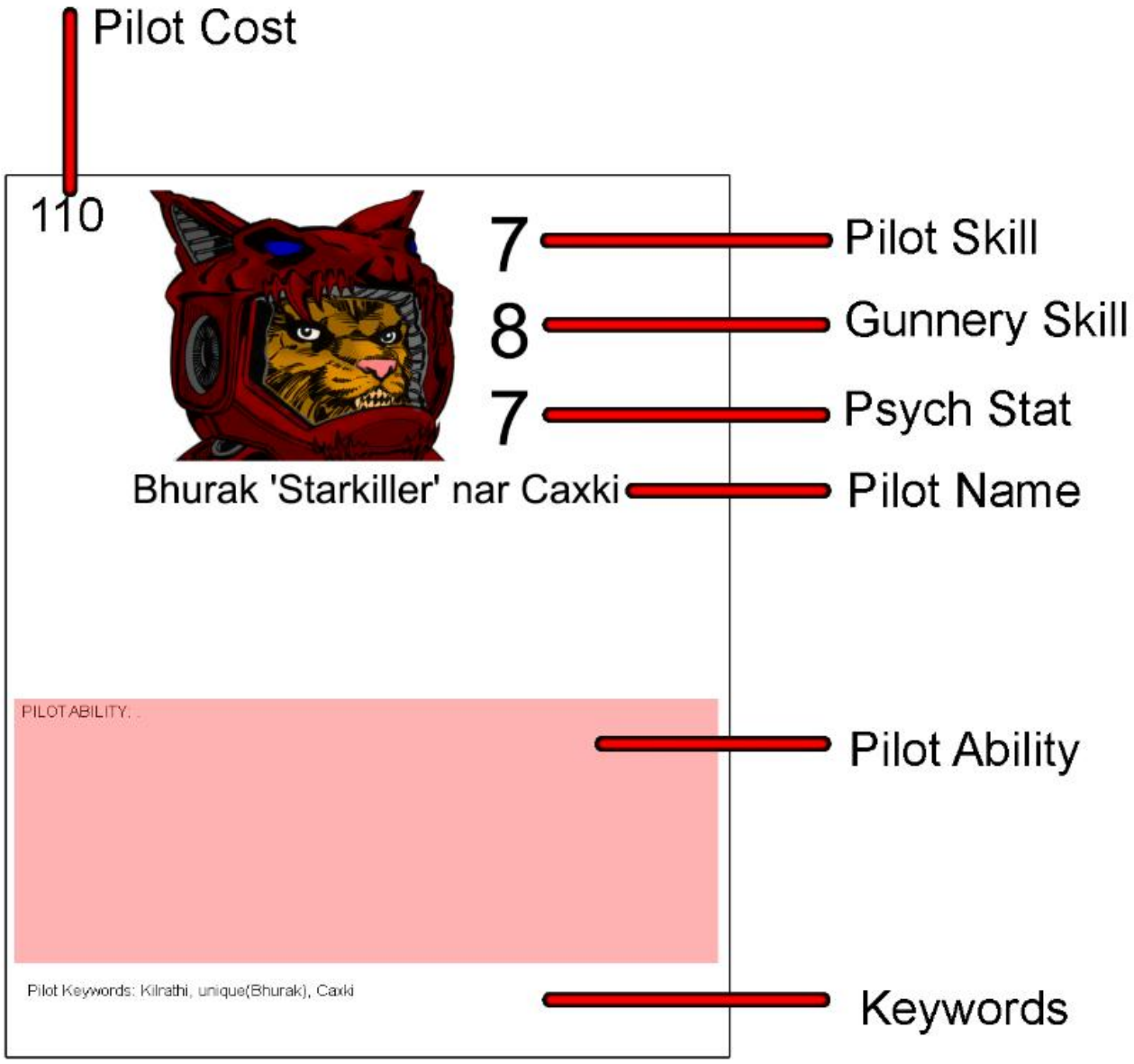
Ship Ability: Many ships have some sort of special ability. The particulars of the ability will be printed in this space.

Shields: The maximum number of shield points that the ship can have.

Hull points can be depleted throughout the course of the game. If a ship is reduced to 0 hull points, it is destroyed, and the model removed from the table.

Damage Table: The upper portion of this section provides a table broken down by ranges of hull points, with a dice roll. This indicated on what damage roll you draw a secondary damage card based on how many hull points the ship presently has remaining. As an example, if a KF-65B Dralthi has 7 or more hull points remaining at the end of a turn that it took damage, the player would draw a Secondary Damage result card on a D10 roll of 7 or more. However if it had 6 or fewer hull points the player would draw a card on a D10 roll of 4 or more. The lower portion tracks the extent of damage to the various secondary systems.

The Pilot Card:



Pilot Ability: Many pilots have some sort of special ability. If the pilot has such an ability it will be detailed here.

How to play

each "game turn" is broken up into 4 phases

1. Movement Phase a. The players move any of their fighters up to their maximum allowance (see page 8)
2. Taunt Phase a. Players may execute and attempt to resist taunts (see page 10)
3. Attack Phase a. Players may make Ballistic and guided missile attacks
4. Resolution phase a. Players take stoke of their condition by calculating and determining any damage they have suffered during this game turn. Players also reset any counters that need to be reset during this phase.

These phases are carried out in order you had just determined with the role of the die. If there are two players, player 1 will undertake their movement phase, then player 2 will under take their movement phase. Player one then executes any taunts, while player 2 attempts to resist them. Then Player two executes any taunts they wish to make while player 1 attempts to resist. Then the attack phase for player one, then player two. Player one then executes their reset phase, and then player two does theirs.

Stat/skill/Stress test

The success or failure of your attacks, evasions, and taunts is determined by Stat tests. With very few exceptions, you will typically be attempting to roll under or even to a given value. Simply roll one die and compare the result to the stat being tested against. If the result is lower then, or equal to the stat, the test is passed. If the result is higher, then it is failed. No matter what modifiers are in play, if a pilot is called on to make a pilot skill, dodge, or gunner skill test, a roll of '1' always succeeds while a roll of '10' always fails.

Occasionally you will be instructed to apply a 'wild card' modifier to a test. To do this roll a D10 and halve the result. This result is the modifier value applied to the test. If the modifier is stated to be negative, you subtract the value from the skill you are testing on. If it is positive, you add the value.

There are numerous conditions and abilities in the game that will affect a stat, either positive or negative. The modifications stack. A pilot with Gunnery Skill 5, that is piloting a ship that grants a +1 to gunnery skill tests, and has acquired 1 stress token, will make gunnery skill tests on a 5 rather then a 6 (5+1-1 = 5) However, no matter what combination of effects are in play, stats can never be increased beyond 9 or below 1.

Movement phase:

If it is your turn to move, you must decide where and how far you want to move your fighter. The distance will be determined by a combination of your ship's 'burn' and 'turn' stats on the ship card.

Each of your ships can move 1 inch in a straight line for each point is has in it's 'burn' stat. A ship can move further by converting its 'turn' stat to gain additional straight forward movement. This is done as a ratio of 2:1, meaning for every 2 degrees of 'turn' sacrificed in this turn the ship can move 1 additional inch straight forward.

A player must declare their movement distance before they measure the distance itself.

Turning: The base of the model has a built-in dial divided into 16 slices. Each slice is color coded and indicates 1 'degree of turn'. The turn stat on your ship card lists how many degrees of turn the ship itself is designed to make per turn under optimal conditions. To turn a ship, hold the base of the model and rotate the model to the direction you wish to turn it. A ship can turn up to its maximum 'turn' value, minus any turn that has been converted into 'burn' this movement phase.

A pilot can try to push their ship further, but this is risky and could cause your pilot to pass out. For every degree of turn beyond the stat on the ship card, the pilot must do a progressively demanding pilot skill check. For example, a player needs to move 2 degrees further than his remaining turn stat to bring his guns to bear. For the first degree he must pass an unmodified Pilot skill test. He fails the test, so he gains 1 Stress token and makes the first degree of the turn. For the second degree he must pass a second pilot skill test. He fails this test as well, and so completes the 4 degrees of turn with 2 stress tokens, meaning he must contend with a -2 to his pilot skill and -1 to his gunnery skills this turn.

Any time that the movement of a ship takes it through the same space occupied by another model, there is a chance that they will collide. If the other model is not an enemy fighter, all this requires is a normal pilot skill check. If the test is passed, then the pilot has avoided the obstacle.

If the other model is another fighter, friendly or enemy, both pilots make a pilot skill check. If they pass and do not roll the same number, they miss one another. If one fails, the ships suffer a half collision. If both fail, or both roll the same number, they collide and suffer a full collision. See the section on calculating damage for details on how to assess collision damage.

Taunts Phase:

It is possible to provoke a pilot into making unwise actions such as drawing them away from a crippled target, away from a mission critical asset or tricking them into engaging a better positioned wing member. To attempt to taunt a target first declare what the target of your taunt is. Roll a dice and add your pilots' psych value. Then ask your opponent to compare the result to their pilot's 'psych' value. The enemy player is not required to reveal their pilot's psych value, but they are required to tell you if you roll over it. If your result is over their psych value, the taunt value has been successful, and you've managed to piss off the enemy pilot.

The Taunted pilot then must counter the taunt. To do this they must pass a psych test. They simply roll a dice and compare the result to their psych state. If the result is lower, they have successfully resisted the taunt. If they fail to resist the taunt, they must make every effort to engage the pilot that taunted them.

If the taunted fighter is not the Wing Leader, then starting in the next game turns' taunt phase, the wing leader may attempt to counter the effects of the taunt by first, sacrificing any attack for that turn for the wing leader, and then passing a a psych test with a -1 modifier. If they pass the psych test, they are no longer obligated to continue attacking the pilot that originally taunted them.

Attack Phase:

There are 2 types of attacks that players can make: Ballistic, and guided. Ballistic attacks use weapons that simply shoot where they are pointed. They rely on the pilot's own gunner skill to be effective when it comes to hitting their intended target. 'Guided' attacks use weapons that have some sort of tracking function to them . A pilot must choose which weapon to use in a given phase; they can either fire their cannons or use a missile attack. They can not do both.

Ballistic attack:

An intended target must be within both the attacking crafts forward firing arc and within the maximum range of the weapon being used for the attack. (There are exception to this rule, typically craft with turrets but these will be noted on the ship card). A weapon fires the number of times indicated in the weapon profile.

The attacking pilot makes a Gunnery skill check. If he passes the test, it's a hit.

Example: A Dralthi IV is armed with 3 Meson guns. A meson guns gets 2 shots per attack, so the Dralthi makes 6 shots per attack. The pilot could roll six separate dice (one per shot) or just roll the same dice six times. Each roll greater than the pilot's gunnery skill is a miss

Evading Ballistic Attacks:

Any time that a successful ballistic shot is made, that is the attacking pilot has rolled a hit for a shot with a cannon, the defending pilot may attempt a 'dodge' test. This is handled like a pilot skill check, but the defending pilot suffers a -2 to their pilot skill. This is handled on a per hit basis. Meaning if 6 hits are rolled, the defending pilot may make up to six dodge tests.

Making a missile attack:

Missiles come in both Guided and unguided flavors. Unguided missiles include things like rocket pods and dumb fire missiles. They tend to pack a lot of punch but are reliant on the pilot's own gunnery skill to be effective.

To make an attack with an unguided missile, simply declare you are attacking a target that is within the attacking ships forward arc and then make a gunnery skill test with all appropriate modifiers. If the test is passed, then the missile is on target. An unguided missile cannot be decoyed however there is a possibility that it will miss it's intended target if the pilot is skilled enough to dodge it.

Unlike guided missiles, unguided missile gives off no signal that can be detected and thus there is no warning that a missile has been fired. Because of this, when making dodge attacks against an unguided missile, the targeted pilot suffers a -3 pilot skill modifier.

Making a Missile attack with 'guided' missiles

In order to engage with a guided missiles, you must first declare that you are 'Locking on' to a specified target. You can simply point to a given enemy fighter and declare that you are targeting it. If you prefer you can place a coin or dice next to it as a reminder. The target may be any distance from you. The turn that you make this declaration on counts as the first turn the missile is tracking.

Guided missiles require time to lock on to a target. The 'lock-on-stat' on your selected missile's profile indicates the number of game turns that a fighter must maintain visual contact with the target in order for the missile to successfully lock on, after which the missile may be launched. At the time of firing, it must be within the maximum distance that the missile can move in a single turn. This is the number outside the parenthesis in the stat line.

Once fired, missiles have a limited fuel supply as noted by the [D]uration value on their stat line. This value is the number of turns after it is launched that the missile will operate (assuming it does not hit a target, obstruction or decoy sooner).

Guided missiles will maneuver to hit their intended target until they run out of fuel. However the amount a missile can turn on its way to the target is limited. Therefore it's always recommended to try and line up your attacking ship with the target before firing to give you a better chance of hitting. **A missile's** 'M' stat refers to how many inches the missile must move forward over how many degrees of turn it can make. The Hunter sight missile for instance must move 3 inches forward in order to turn 1 degree.

If a missile misses its initial target, it will attempt to correct course and either re-acquire the original target or acquire a new target. The missile will turn in an effort to find a new target, subject to its movement limitations. When a fighter comes into the missile's forward arc, you will need to check if that ship meets that missile's criteria for a target as listed under the [C]riteria section of a missile's stat line.

there is always a chance that the missile will fail to lock onto this new target. To determine if the missile actually locks into this new target, we need to conduct a tracking test. This is handled almost exactly like a standard pilot skill test, save that instead of testing against a pilot's pilot skill you test against the missile's tracking value or [T]rk.

Evading a guided missile

When a pilot attempts a dodge to avoid a guided missile attack, they will only suffer a -1 to their pilot skill. When a pilot attempts to evade a guided missile they perform a dodge check just like when attempting to evade ballistic attacks. However, they can use countermeasures to increase their chances.

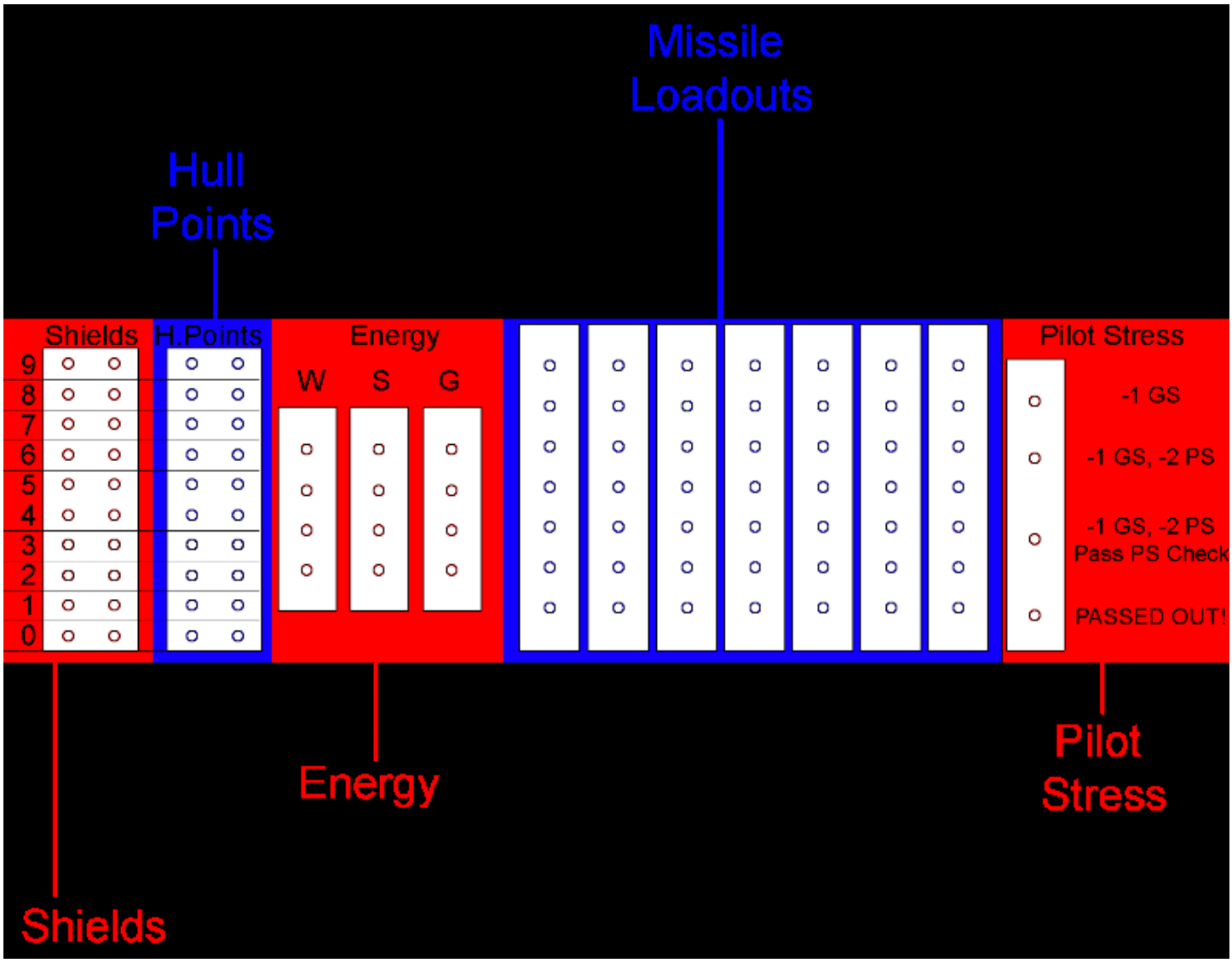
There are three kinds of countermeasures: flares, decoys, and Chaff pods. Each of these work in different ways and are each therefore effective at countering different types of missiles. Similarly If you look under the [C]riteria section of the Missile stat line, you will see a 'tag' like this: [Image recon]. This denotes the tracking system used for that type of missile. There are 3 types of tracking systems: [Image recon] [Comms] and [Heat Seeker]. The 'E' value on your ship card indicates what kind of countermeasures your ship is carrying and how many. ('F', 'D' or 'E' - 'Flares' 'Decoys' and "ECM Pod")

Reset Phase:

The 'Reset Phase' is the last phase of a game turn and is used for book keeping operations, such as tracking damage, checking for pilot stress and zeroing out turn gauges.

Tracking Damage - The Pilot Console:

Now that we've gone over all the phases of a 'turn', it's time to go over how to track and calculate damage and other stats, which is done via the pilot console (which handily doubles as a card holder to keep the enemy's prying eyes off of precious intel about your pilots).



Energy tracks your power distribution.

The Missile Loadouts allow you to track how many missiles you have in each loadout slot.

Pilot Stress allows you to ascertain how many stress tokens a pilot has at a glance.

The Hull Points and Shields section both use the same mechanic for tracking their stats. You have 2 columns of holes. The left column counts at the ‘tens’ while the right column represents the ‘ones’. As the shields are reduced or regenerated, simply move the pegs as needed under the shields section. In the case of any sort of metric that exceeds a 9, you will use 2 pegs. One in the ‘ten’s space, and one in the ‘1’s space.

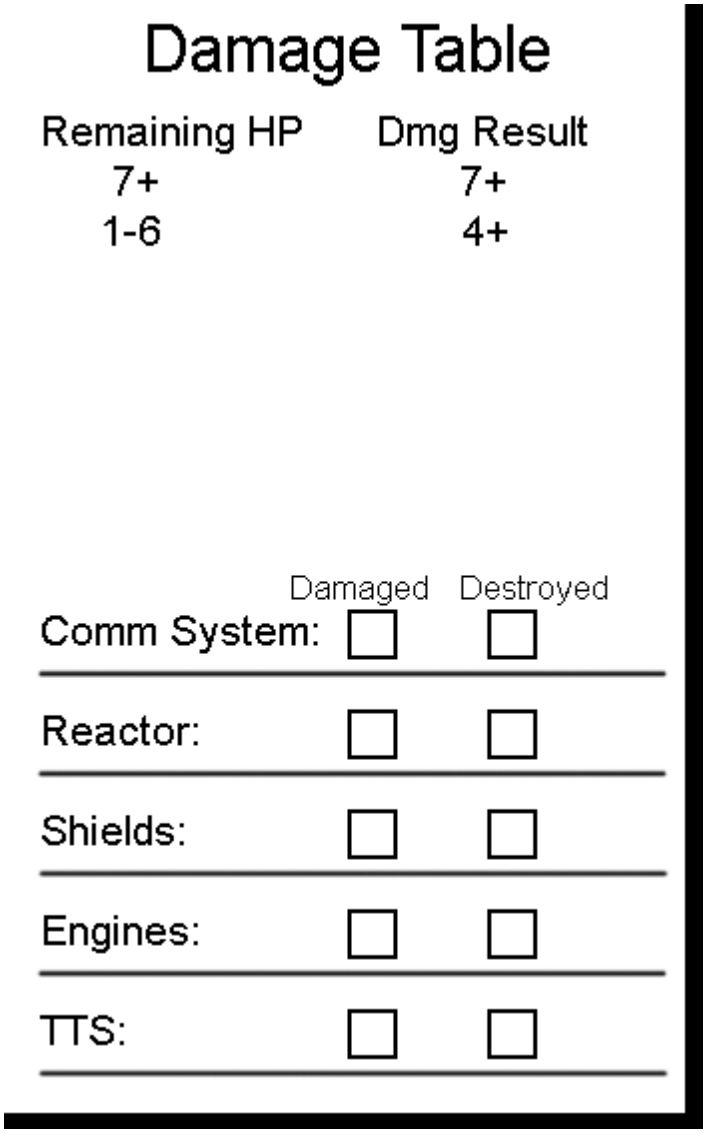
A ship is considered destroyed once it's hull points hit zero. However, a ships shields must be reduced to 0 before damage is taken against the hull points. At default power settings, the ship will regenerate 1 lost shield point per turn.

Shields and Hull take damage in different ways. Shields will be depleted by 1 point for each hit they suffer, while hull points are depleted based on the damage of the weapon. For example, if your ship gets hit by 3 meson gun blasts at

once (for each attack, there are 2 shots per meson gun) you would get hit by 6 shots, it will remove 6 shield points. However if all 6 shots hit the hull, it will take down 36 hull points (6 damage times 6 shots).

Secondary Systems:

Each turn that you take any damage, that is the hull points of a fighter are reduced by any value, you will need to roll and see if any of the secondary systems are damaged.



The upper part of the Damage table lists the roll you need to make to determine if the secondary systems are damaged. Looking at the example to the right, we see if the Dralthi has 7 or more hull points remaining, they will draw a "Secondary Systems Damage" card [*These cards seem obvious but they aren't really defined or detailed anywhere?*] they roll a 7 or more. If the craft is reduced to 6 or fewer hull points, that roll is increased to 4 or more.

Comm system

Any ability that mentions communicating with an enemy craft or interacting in some way that does not use weapons will be dependent on the comm systems to be used. If the Comm system is damaged, then you must re-roll a successful communication-based effort such as taunting the enemy, or Vagabond's pilot ability. If the Comm system is destroyed, then these abilities can not be used. If the Wing Leader's comm system is destroyed, all friendly wing mates count their psych stat as being 1 less then it would normally be. Note: Some pilots have a pilot

ability that states they are unaffected by abilities that affect their Psych stat. Those abilities do apply to this condition.

Reactor:

This supplies energy for the ship's engines, shields and their weapons. Unless the ship card specifies otherwise, the ship will produce 7 energy points if the reactor is undamaged. If the reactor is damaged, it will produce 4 points. If it is destroyed, the ship only has it's reserve batteries, and can only provide 2 energy tokens (See Power Distribution for more information about energy tokens).

Shields:

If the shields are damaged, reduce the ships max shields to ½ (rounding up) of what it would other wise. If the system is destroyed, then the ship loses all shields. Shields regenerate from damage provided that the system is not destroyed. The rate at which the shield regenerate is affected by how many energy tokens are slotted in the shields system.

Engines:

If the Engines are damaged, reduce the ships turn and burn values by 1/3 (rounding up). If the engines are destroyed, reduce the ships Burn and Turn values to 1 each, respectively.

TTS (Target Tracking System):

If the TTS is damaged, you must re-roll the first successful hit with cannon shots you make each turn. If the system is destroyed, you must re-roll all successful hits with cannons.

Collision damage:

To determine the damage of a full collision, take the shield value of one ship, and add it to the full hull points of it (not its current hull points). Take that value and add the total distance in inches the ship moved last turn. This combined value is referred to as the ship's collision value. This collision value is applied to the other ship as if each point as if it were being hit by a 1 shot, 1 damage weapon. Apply the damage as needed.

Example:

A Dralthi collides with a Thunderbolt. The Dralthi had previously moved 10 inches, while the Thunberbolt had moved 7 inches. The Dralthi had full shields and thus has a collision value of 30 (12 shields plus 8 hull + 10 inches) while the Thunderbolt has a collision value of 44 (25 shields plus 12 hull plus 7 inches). The Thunderbolt takes 30 points of damage, reducing it's shields to 0 and it's hull points to 7 while the Dralthi is slammed with 44 points of damage, completely destroying it as the collision tore through it's 12 shields and reduced its hull points to 0.

Half Collision:

compare the current shields of the pilot that failed their pilot skill test to the shields of the other ship. Whichever ship has fewer shields has their shields reduced by the difference in shields of the two ships. If the difference is greater then the value of shields, the remaining difference is treated as points of damage applied to the ship's hull points.

Stress Tokens:

Stress tokens can be tracked via the pilot console. It goes from lowest at the top of the of the tracker, to the highest at the bottom. As you can see at 4 Stress tokens, your pilot has passed out. With 1 stress token the pilot counts their Gunnery Skill as being 1 less then it would otherwise. With 2 stress tokens, the pilot counts their gunnery skill as being 1 less then it would normally be, and their pilot skill as being 2 less then normal. At three tokens, the pilot has -1 Gunnery Skill, -2 to their pilot skill, and must pass a pilot skill check each game turn that they have three tokens. If they fail the pilot skill check, they gain a fourth token and pass out.

Gaining Stress Tokens

Unless a ship, weapon, or pilot special ability says other wise there are 3 times that you will test to determine is a pilot will accrue stress:

- When attempting to make a turn greater than a ship turn value
- When a friendly ships is destroyed inside of the ships forward arc/If a pilot is the last pilot remaining in a wing after the others have been killed.
- When you must attempt more than 3 dodge checks in a single turn.

When attempting to make a turn greater than the ship's turn value, the pilot must take a Pilot Skill test for every degree of turn over the ship's limit. If they pass the test, then they complete that degree of the turn with out repercussions. If they fail then they gain a stress token.

Note: Some ships have computer-controlled turrets. Computer Controlled turrets are not affected by pilot stress. Manned turrets will be affected by it.

If a ship is destroyed and in the forward arcs view of a wing mate, roll an unmodified psych stat test. This test does not take into account modifications to the psych stat such as stress tokens. If the test is passed, there are no ill effects. If the test is failed, the pilot gains a stress token. The same condition applies if a wing, that did not begin with a single fighter is reduced to a single fighter.

When you must attempt more than 3 dodge checks in a single turn , you need to check and see if your pilot has gained a stress token. Take an unmodified pilot skill test. If they fail, they gain a stress token. Note that this only applies if they exceed 3 dodge checks in a single turn. They do not take a stress test for each dodge after the third.

Loosing Stress Tokens

For each game turn that a pilot does not take any actions that could possibly result in gaining a new stress token, the pilot will lose one stress token. Regardless of weather they pass the required test or not, you will not lose a stress token when attempting to make a turn greater than a ship turn value, a pilot dies in view of a friendly ship, or you must attempt more than 3 dodge checks in a single turn.

Passing out:

When a pilot passes out, they loose control of their ship and are unable to dodge or undertake attacks. The ship will move in a straight line up to its maximum burn value each turn until it is destroyed, the pilot wakes up, or it leaves the table, in which case it counts as destroyed . It will not turn, make dodge attempts, or make attacks.

To test if a pilot awakens, simple conduct a pilot skill test. Remember to account for any modifiers in play such as the presence of 4 stress tokens. A pilot is unable to conduct any stressful actions when passed out, there for each turn they are passed out, they will loose one stress token.

Power Distribution:

One of the key advantages to fighter pilots is the modern fighter's ability to configure their power systems to different effects. You can adjust a ship's basic stats by modifying the power settings to redistribute energy to where you need it most. For example, you could pull energy from the shields to gain additional fire power from the cannons.

Canons:

Increasing power to the ship's cannons allows you to re-roll 1 miss per turn. If they have 2 tokens more then default, you gain 3 additional shots per turn.

Shields:

Adding 1 energy token above the default will cause the ship to regenerate 2 shields points per turn. If you put 2 energy tokens in shields, it will regenerate 4 shield points per turn. At 1 energy token, the ship will take 2 turns to regenerate each shield point. At 0 token, will not regenerate any shield points what so ever.

Engines:

With 1 extra energy token the ship's burn value is increased by 2. With 2 extra tokens, the burn value is increased by 4. At 1 Energy token it's 'burn' value is halved (rounding up). At 0 energy tokens, the ships burn value is treated as being 1.

Changing Distribution level:

Typically, you will want to make any changes to your energy distribution levels prior to the first turn of the game. Simply move the tokens between the respective systems.

You can also change your power distribution settings during the game, though this is risky because it requires taking your attention off the enemy. These changes may be done during the attack phase at the cost of not making any attacks with canons that turn and suffering a -1 to your pilot skill value during that phase. You may still complete a guided missile attack that phase with out penalty.

Reference charts:

Cannons:

(D)mg: how many points of a damage a given cannon can inflict

[R]ng: The effective range of the cannon's shots measured in inches.

[S]hots: the number of shots the cannon makes per attack.

Cannons: (D)mg	[R]ng	[S]hots	[SP]ecial
Laser Canon	1	18	6
Photon Canon	3	14	2
Particle Cannon	4	10	1
Tachyon Canon	4	10	4
Ion Gun	5	12	2
Reaper Cannon	6	10	2
Neutron Gun	7	5	2
Fission Cannon	8	8	2
Mass Driver	10	6	2
Plasma Gun	10	8	1
Plasma Canon	30	12	1
Plasma Reaper	8	12	4
Meson Gun	6	16	2
Gatling Mass Driver Cannon	10	6	6

Missiles

Missiles: Name	(M)	(D)mg	(T)rk	[L]ock-On	[S]hots	[D]uration	[C]riteria	Faction	Cost
Hunter Sight Missile	(3/1)22	45	7	2	1	3	[Image recon] A potential Target must be of the same model as it's original target and not be a Kilrathi fighter.	Kilrathi	33
Fang Friend or Foe	(2/1)26	35	8	0	1	3	[Comms] A potential target must be either a non-kilrathi fighter, or have a 'Disabled Communications systems" Damage result card.	Kilrathi	38
Javelin Heat-seeker	(2/1)20	50	5	1	1	4	[Heat Seeker] In order to acquire a potential target,	Confed	30

							the Javelin must be facing the fighter's rear quadrant.		
Pilum Friend or Foe	(2/1)24	45	6	0	1	3	[Comms] A potential target must be either a non-confed fighter or have a 'Disabled communications system" damage result card.	Confed	38
Speculum Image Recognition	(2/1)22	40	8	1	1	2	[Image recon] A potential Target must be of the same model as its original target and not be a Confederation fighter.	Confed	29
Heat Sight	(2/1)16	45	5	1	1	4	[Heat Seeker] In order to acquire a potential	Kilrathi	29

							target, the Javelin must be facing the fighter's rear quadrant.		
Paw Dumb fire	22	26	0	0	1	5	Unguided	Kilrathi	44
Dart Dumb fire	20	28	0	0	1	5	Unguided	Confed	40

Missile stats:

Name: This is what you would write into the slots in a fighters' load out section.

(M): Maneuver stat. The number inside the parenthesis represents how many inches forward the missile can travel, compared to how many degrees the missile can turn after having moved that far. The number outside the parenthesis is the missile maximum Movement distance per game turn

(D)mg: how many points of damage the missile will inflict if it hits it's target.

(T)rk: Tracking value. Treated like pilot skill. If a guided missile misses it's intended target, the missile will attempt to change course and either acquire a new target or re-acquire its original target. The tracking value is used to test if the missile has locked onto a new target.

[L]ock-On: Most how many game turns a fighter must be facing its desired target in order for a given missile to 'lock on'

[S]hots: How many missiles actually launch. Generally this is a 1 as most missiles only fire a single projectile.

[D]uration: Missiles have a finite amount of fuel. This stat indicates how many turns a missile will operate for once it has been launched.

[C]riteria: Most missiles have a set of requirements in order for it to lock onto a potential target. These criteria do not apply before the missile is launched as it relies on the ship's targeting systems. If a missile misses its initial target it will attempt to change course and either acquire a new target or re-acquire its original target. In order to attempt to lock into a given target after launch, the target must be with in the missile forward quadrant and meet the criteria listed.

Faction: What faction(s) that can use the missile type.

Countermeasures:

Evasive Measures	[Comms]	[Heat Seeker]	[Image recon]
Flare	*	-	*
Decoy	-	*	*
Chaff Pod	*	*	-