

the ship must be “scattered”. Reroll these dice, and consult the table below:

| Roll | Direction |
|------|-----------|
| 1    | North     |
| 2    | Northeast |
| 3    | Southeast |
| 4    | South     |
| 5    | Southwest |
| 6    | Northwest |

Apply these directions to the desired reentry hex to determine the actual location of the starship’s reappearance.

*A starship uses its stutterdrive to move forward five hexes. Because of this, five dice are rolled, resulting in three 1’s (!). These three dice are rerolled, resulting in a 1, 2, and a 5, which equate to North, Northeast, and Southwest. Since the latter two directions cancel each other out, the ship’s reentry hex will be one hex North of the desired hex.*

If the starship reappears in the same hex as a solid object, such as a planet or asteroid, the ship is instantly destroyed! There is no effect if the ship emerges in the same hex as another ship.

When using an inertial movement system, the stutterdrive does not affect its starship’s vector in any way.

## **[D.14] TACHYON DETECTION & RANGING**

*With input from John Acar*

The tachyon detection & ranging (TDAR) system uses faster-than-light particles to fix a target’s position far more accurately than traditional starship sensors. During the End Phase of each turn, a ship equipped with TDAR can make a single roll against one enemy starship to which the acting ship has line of sight (TDAR cannot be used on fighters or drones); on a roll of 5 or 6, a lock has been achieved. During the Combat Phase in the turn following a successful TDAR lock, any weapons normally able to fire at the target will automatically hit. Keep in mind that this simply means there is no need for a To-Hit roll; all other requirements for the attack must be met (i.e., there must be line of sight, the target must be within range and the relevant firing arc(s), etc.).

If the target of a TDAR lock successfully cloaks in the next Movement Phase, no attacks against it are possible, although the roll to establish the cloak is made at a -1 to the die.

The target of a TDAR lock receives a +1 to all To-Hit rolls against the starship using the TDAR.

When firing a pulse laser at the target of a TDAR lock, only the first shot is an automatic hit; normal To-Hit rolls are necessary for any additional shots.