

Missiles and Mines

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BCR - Battlestations Core Rules
BCR2 - Core Rules v1.1
GCW - Galactic Civil War
PG - Pax Galacticum
POT - Pirates of Trundlia
DOD - Deep Ones in Deep Space

TYPE	ITEM	EFFECT	SOURCE
Mine			
	Anchor Mine	reduces speed by 2, adds 2 OOC	GCW 25
	Armored Mine	damage 1d6, survival check (8+)	POT 24
	Explosive Mine	hits like warhead missile	GCW 25
	OOC Mine	generates 1d6 OOC	GCW 25
	Plasma Mine	damage 1d6 + plasma fire if odd damage	POT 24
	Pyro Chaff Mine	hinders targeting through hex	POT 24
	Science Beacon	probing distance counts from beacon	GCW 25
Missile			
	Beacon	situational, depends on mission	PG 16
	Boarding Armored	transports 1 person, survival check (8+)	POT 24
	Boarding Missile	transports 2 persons or 1 power armor	BCR 50
	Escape Pod	can safely land on planet	PG 16
	Heavy Armored	attack 1d6, damage 2d6, survival check (8+)	POT 24
	Heavy Missile	attack 1d6, damage 3d6	GCW 9
	Plasma Missile	attack 2d6, damage 1d6 + plasma fire if odd damage	POT 24
	Rescue Pod	picks up spacewalker and travels back to ship	PG 16
	Science Probe	probing distance is counted from probe	BCR 50
	Seeker	attack 3d6, damage 1d6	GCW 9
	Seeker Armored	attack 3d6, damage 1 point, survival check (8+)	POT 24
	Warhead	attack 2d6, damage 2d6	BCR 50
	Warhead Armored	attack 2d6, damage 1d6, survival check (8+)	POT 24