

Attack Roll Results 1 = Hits all units. 2 = Hits all units except War Sun & Dreadnaught. 3 = Hits only Squadrons. 4 = Special Ability. 5 = Miss 6 = Retreat	Mined Asteroids Titanium: Discard before your attack roll. This unit rolls +1 attack dice for this attack. Carbon-7: Discard during your turn to move one friendly unit one hex. Newtonium: Discard after you survive an attack from an adjacent unit. Immediately counterattack with Guns 1.	Attack Types Guns: Attack an adjacent enemy. Missiles: Attack an enemy up to 2 hexes away. Can pass thru occupied hex. Beam: Attack all units in a straight line of 3 hexes extending from the attacker. Apply dice results to closest units first.
Terrain Asteroids: Non-Squadron units must stop when enter. Nebulae: Squadron units must stop when enter. Both: Can attack into or out of, but not through. Units inside ignore Retreats.	War Sun Rules Rolling 4s: Hits all except other War Suns. Damaging a War Sun: Only hit on 1s (6 & 4 results are misses.) Squadrons must roll two 1s on the same attack to destroy a War Sun. Deploy Cost: 1 of each Mining token unless you have a Palace or Factory.	War Sun Rules Rolling 4s: Hits all except other War Suns. Damaging a War Sun: Only hit on 1s (6 & 4 results are misses.) Squadrons must roll two 1s on the same attack to destroy a War Sun. Deploy Cost: 1 of each Mining token unless you have a Palace or Factory.
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