

Player chooses how to attack, enemy draws from the moves deck and does that action.

Lasers do normal damage when the target is moving

Hit chance

lasers = priority plus the defense of opponent

torpedo = priority minus the speed of opponent

defend = Always

Damage

Lazer to defend

1/2 successes

Lazer to Torpedo

Regular

Torpedo to defend

No damage

Torpedo to lasers

2x Damage

Defend to torpedo

Defend to lazer

Each player has attack and defense moves