

<b>ATTACKING WEAPON</b>	<b>DIE ROLL TO CAUSE A FIRE</b>
Blast	1-9
Blazer	1-10
Bolt	1-8
Conversion beam	1-8
Distortion beam	1-7
Flamer	1-10
Flamethrower	1-10
Fusion	1-9
Hammerhead	1-8
Hellburner	1-10
High explosive	1-6
Laser	1-8
Nuclear	1-10
Particle beam	1-7
Phaser	1-9
Piercer	1-7
Plasma	1-9
Vaporshock	1-9

1. Mist will decrease the chance of fire by adding +2 to the die roll.
2. Rain will decrease the chance of fire by adding +4 to the die roll.
3. A fire will double in volume every second turn. In strong wind, a fire will triple in size every second turn.
4. Fire has an attack factor of 5. It has a 100% chance of causing a fire in adjacent, flammable structures and materials.