

## Fires of Space Charts and Tables

### To hit and damage process for beam weapons (particle accelerators and meson guns):

- Roll D20 less than or equal to the target's applicable to hit number at the given range (a) plus the firer's electronic suite rating and (b) less the target's electronic suite and maneuver rating.
- For each successful roll, roll D20 against the penetration value of the weapon at that range less the target's armor (for particle accelerators) or meson screen (for meson guns). Rolls of 1 are always successful regardless of modifiers.
- For each successful penetration roll, determine the damage number to roll against. Roll to see if the damage number is increased. Add the damage numbers together to arrive at a total damage number.
- Roll D20 against the total damage number:
  - If the roll is equal to or less than 2 times the number, the target ship is degraded.
  - If the roll is equal to or less than the number, the target ship is damaged.
  - If the roll is equal to or less than  $\frac{1}{2}$  the number (with fractions rounded down), the target ship is disabled.
- Ships that receive 2 disabled results are destroyed.
- *Alternative detailed damage:*
  - *Determine the number of rolls to make on the damage table for each successful penetration roll. If necessary, roll to see if additional rolls are to be made.*
  - *Roll on the target ship's damage table.*
  - *For each unsuccessful penetration roll, roll D20. On a 1-4, the target takes an S hit.*

Each turn, a ship's beam weapons are limited to a number of targets equal to its electronic suite rating. Any combination of beam weapons may fire on each target.

### To hit and damage process for missiles:

- Roll D20 less than or equal the target's size (a) plus the missile's guidance rating and maneuver rating and (b) less the target's guidance or electronic suite rating and maneuver rating.
- For each successful roll, roll D20 against the penetration value of the missile at the range less the target's armor. Rolls of 1 are always successful regardless of modifiers. Hits on missiles always penetrate with no need for a roll.
- For each successful penetration roll, determine the damage number to roll against. If necessary, roll to see if the damage number is increased. A hit on a missile always destroys the missile
- *Alternative detailed damage:*
  - *Determine the number of rolls to make on the damage table for each successful penetration roll. If necessary, roll to see if additional rolls are to be made.*
  - *Roll on the appropriate damage table.*
  - *For each unsuccessful penetration roll, roll D20. On a 1-4, the target takes an S hit.*

### Hit Effects.

Degraded	Lose ½ of each type of point defense weapon, lose 1 level of electronic suite rating if the ship's initial rating was 3 or more, lose 1 level of maneuver rating if the ship's initial rating was 3 or more. All fractional losses are rounded up.
Damaged	Lose ½ of electronic suite rating, maneuver rating and jump rating; lose ½ of each type of beam weapon, point defense weapon and missiles present, lose ½ of shield rating, lose ¼ of all crew, ship's troops and passengers; all fractional losses rounded up.
Disabled	Lose entire electronic suite rating, screen rating, maneuver rating and jump rating; lose use of all weapons, lose ½ of all crew, ship's troops and passengers; all fractional losses rounded up.
Destroyed	Ship destroyed.

Only "disabled" results are cumulative, with 2 disabled results resulting in the ship being destroyed. If a ship is already in degraded or damaged status, additional degraded or damaged results do not result in additional damage.

### Damage Control.

In the Damage Control Phase of the operational turn in which the combat takes place, roll D20 for each degraded or damaged result. On a roll of 1-6, the degraded result is negated. On a roll of 1-3, the damaged result is negated. Double the number rolled for civilian ships rolling.

### Hit Effects (Optional System).

1 P Hit	No more than ½ beam and point defense weapons operable, no more than ½ screen rating available.
2+ P Hits	No beam or point defense weapons operable, no jumps, no screen.
1 J Hit	No more than ½ jump rating available.
2+ J hits	No jumps.
1 G Hit	No more than ½ maneuver rating available.
2+ G Hits	Maneuver rating reduced to 0.
1 E Hit	No more than ½ electronic suite rating available, no jumps.
2+ E Hits	Electronics suite rating reduced to 0.
1 H Hit	No more than ½ maneuver rating available.
2+ H Hits	Maneuver rating reduced to 0.
1 B Hit	No more than ½ of all particle accelerator and beam weapons operable.
2+ B Hits	No beam weapons operable.
1 D Hit	No more than ¾ of all point defense batteries operable.
2 D Hits	No more than ½ of all point defense batteries operable.
3 D Hits	No more than ¼ of all point defense batteries operable.
4+ D Hits	No point defense batteries operable.
1 M Hit	No more than ½ of all unlaunched missiles may be launched, remainder destroyed. If the hit destroyed missiles, ship takes 1 additional hit on a D20 roll of 10 or less.
2+ M Hits	Lose all unlaunched missiles and launch capability. If the hit destroyed missiles, the ship takes 1 additional hit on a D20 roll of 6-15 and 2 additional hits on a roll of 1-5.

Round fractions down when calculating effects of hits. If a ship began with 5 beam weapons and took 1 B hit, “no more than ½ . . . operable” means that 2 of the beam weapons would remain operable. Losses to weapons are distributed equally among all weapons if more than one type of affected weapon is present. Hit effects are not cumulative unless specifically stated above.

### Damage Control and Additional Damage (Alternative System).

In the Damage Control Phase of each tactical turn, roll D20 for 1 hit for each warship. On a 1-5, the hit is repaired. On an 16-20, the hit becomes permanent and cannot be repaired. H hits and all hits on merchant ships cannot be repaired during combat. M hits may be repaired, but destroyed missiles may not be.

Also roll D20 for each unrepaired P hit for which no repair roll was made (unless the ship’s power plant has been shut down). On an 16-20, roll for 1 additional hit on the appropriate hit table for the ship.

A ship with 3 or more unrepaired P hits is in danger of exploding unless its power plant is shut down permanently. Roll D20 in each tactical turn damage control phase after all repair attempts; if the roll is less than or equal to twice the number of unrepaired P hits, the ship explodes. If a ship’s power plant is shut down, all P hits become permanent.

In the Damage Control Phase of the operational turn in which the combat took place, declare whether a ship will shut down its power plant, then roll D20 for each hit not already repaired or made permanent. Hits are repaired on a 1-12 and become permanent on a roll of 13 or greater. Double the number rolled for civilian ships. M hits may be repaired, but lost missiles may not be. Any ship with more than 2 permanent P hits after this process concludes explodes, unless its power plant was shut down before the start of the process.