

## COMBAT TABLE

WEAPON	DEFENSE													
	None		Reflective Hull		Proton Screen		Electron Screen		Stasis Screen		Masking Screen		ICM	Hull DMG
Laser Cannon	75%	60%	60%	45%	75%	60%	75%	60%	75%	60%	25%	10%	-	2d10
Laser Battery	65%	55%	50%	40%	65%	55%	65%	55%	65%	55%	20%*	10%*	-	1d10
Proton Beam Battery	60%	50%	60%	50%	25%*	15%*	70%	60%	40%	30%	50%	40%	-	1d10
Electron Beam Battery	60%	50%	60%	50%	70%	60%	25%	15%*	40%	30%	50%	40%	-	1d10
Disruptor Cannon	60%	45%	60%	45%	50%	35%	50%	35%	40%	25%	50%	35%	-	3d10
Torpedo	50%	45%	50%	45%	50%	45%	50%	45%	75%	65%	50%	40%	-10/ICM	4d10
Assault Rocket	60%	50%	60%	50%	60%	50%	60%	50%	60%	50%	60%	50%	-5/ICM	2d10+4
Rocket Battery	40%	30%	40%	30%	40%	30%	40%	30%	40%	30%	40%	30%	-3/ICM	2d10
Mines	60%		60%		60%		60%		80%		60%		-5/ICM	3d10+5
Seeker Missile	75%		75%		75%		75%		90%		75%		-8/ICM	5d10

\* Weapon causes half damage (rounded up) on Hull hits.  
Shaded percentages apply to characters using Gunnery skills.

### DAMAGE TABLE MODIFIERS

Laser Cannon	0
Laser Battery	0
Proton Beam Battery	+10
Electron Beam Battery	+10
Disruptor Beam Cannon	+20
Assault Rocket	-10
Rocket Battery	-10
Torpedo	-20
Mine	-20
Seeker Missile	-20

### ADVANCED GAME DAMAGE TABLE

Modified Die Roll	Type of Damage
-20 - 10	Hull hit: double normal damage
11 - 45	Hull hit: roll normal damage for weapon
46 - 49	Drive hit: lose 1 ADF point
50 - 52	Drive hit: lose 1/2 total ADF (round up)
53	Drive hit: lose entire ADF
54 - 58	Steering hit: lose 1 MR point
59 - 60	Steering hit: lose entire MR
61 - 62	Weapon hit: LC; LB; PB; EB; AR; RB
63 - 64	Weapon hit: PB; EB; LB; RB; T; AR
65 - 66	Weapon hit: DC; LC; AR; T; LB
67 - 68	Weapon hit: T; AR; EB; PB; LB; RB
69 - 70	Weapon hit: LB; RB; T; AR; PB; EB; LC
71 - 74	Power short circuit: lose all screens and ICMs
75 - 77	Defense hit: PS; ES; SS; MS; ICM
78 - 80	Defense hit: MS; ICM; SS; PS; ES
81 - 84	Defense hit: ICM; SS; PS; ES; MS
85 - 91	Combat Control System hit: -10% on all attacks
92 - 97	Navigation hit: lose maneuvering control
98 - 105	Electrical Fire: roll additional damage at +20 each turn
106 - 116	Damage Control hit: DCR cut in half
117 - 120	Disastrous Fire: DCR cut in half; lose entire ADF and MR; -10% on all attacks; roll additional damage at +20 each turn

### WEAPON RESTRICTIONS

Weapon	Restrictions	Range
Laser Canon	FF, RD	10
Laser Battery	RD	9
Torpedo	MPO, LTD	4
Assault Rocket	FF, MPO, LTD	4
Rocket Battery	LTD	3
Proton Beam Battery	RD	12
Electron Beam Battery	RD	10
Disruptor Beam Cannon	FF, RD	9
Mines	LTD	0
Seeker Missiles	LTD	unlimited