

## (Updated) Starship Ion Cannon Damage v2.0

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Ion cannons are designed to interfere with a ship's electrical and computer systems, but not cause physical damage. Shields cannot protect a ship from ion cannon damage. Therefore particle shields do not augment the hull code (-2D hull).

If the damage roll is lower than the ships hull code roll, it takes no damage. If the damage roll is equal to or higher than the hull code roll, find the results below.

0-3	1 Controls Ionized *
4-8	2 Controls Ionized *
9-12	3 Controls Ionized *
13-15	4 Controls Ionized *
16+	Controls Dead **

\* *Controls Ionized*: system(s) affected for the rest of the combat encounter or until such time as systems can be rebooted (requiring 1D minutes). Multiple hits on the same system are cumulative. The starships body strength stays at its full die code.

\*\* *Controls Dead*: emergency power only, all systems dead or unresponsive. Systems can be rebooted in 2D minutes.

For every *controls ionized*, roll and compare on the table below. If a system is no longer operable (sustained a number of ion hits reducing it to 0D) roll 1D and move up or down 1 line on the table (1-3: up, 4-6 down).

1	Hyperdrives/Hyperdrive B/u/Nav Computer
2	Ion Drive (-1 Move, -1D Maneuverability)
3	Shields (-1D Shield)
4	Weaponry (-1D fire control/damage)
5	Communications (1-2) /Sensors (3-4)/Life Support (5-6)
6	Reactor (-1 Move, Maneuverability, Shields, Fire Control, Weapon Damage)

**Hyperdrive**: has been scrambled and will not engage. If hit again it will take out the hyperdrive

backup.

**Nav Computer:** all astrogation information is scrambled, requires 12 rounds to recalculate.

**Ion Drive:** ships ability to propel itself through space is decreased.

**Maneuverability:** if reduced to 0 the ship will fly in a straight line and cannot change direction. Depending on conditions the GM may have the ship spin out of control. If there is something to run into it will.

**Weaponry:** shipboard weapons and fire control become less effective.

**Communications:** unable to use.

**Sensors:** unable to use.

**Life Support:** this includes temperature control, gravity, atmosphere and lighting. Emergency power will immediately cut in.

**Reactor:** main power generation system if it takes a number of hits equal to Hull it is scrambled, all power is disrupted.

**Emergency Power:** this is enough to maintain life support only. Lifepods run off battery backups. Doors will need to be manually opened, requiring a STR vs Easy difficulty (8+).