

Distant Broken Stars Rules by Anon-Senpai



DBS Setting and Themes

DBS Turns and Ship Activation

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Shooting in Distant Broken Stars:

Space is vast and cruel, in fact unimaginably large, and as such starships must be armed with weapons to close this vast distance therefore ranged weapons are the most crucial armament for a vessel to have. So much like any other Wargame shooting is a massive part of the gameplay of Distant Broken Stars universe. Space combat is an arms race between sensor systems and advanced spoofing suites, massive railguns and highly advanced crystalline armor. But before we can get into that we need to get into the Stats that make up a Warship's Data Profile.

Armor Rating: The majority of ships in the DBS Universe are protected by meters of heavy armor plating all over the ship and as you can't always armor every part of a ship uniformly a

ships armor rating will be spread over different facings. A ship will have a **Frontal Armor Value** and then a **Side and Rear Armor Value** unless it is a fighter in which it will have only one armor value. **For capital ships armor values range from 10-15, now for strike craft this value will range from 1-5 and for Corvette sized ships it will be 6-9.**

Sensor Value: This is how well your vessel can lock onto and put together a targeting value on a target. **This value ranges from 1-10 with ten being the best and one...basically being about as useful as shooting blind. Strikecraft have a set to hit value against other Strikecraft and a separate value against Larger Vessels (Corvettes and up)**

Ewar Value: All ships are equipped with systems to avoid getting hit, whether these are chaff launchers, drone clouds or advanced cloaking ships a central tenet of space combat is making sure the enemy doesn't see you! **The efficiency of the systems are ranked from 1-10 and your Ewar value can be increased depending on your vessel's range to the ship targeting it.**

Hull Value: The Structural integrity of your vessel is expressed by this value. **Once your Hull Value is reduced to zero your ship is destroyed and cannot be recreated and repaired.** Here is an example of how much Hull Value each tonnage of ship should have.

Dreadnought: 35-40-45 HP

Battleship: 20-24-30 HP

Cruiser: 10-12-18 HP

Escort: 6-8 HP

Corvette/ Gunships: 4-5 HP

Strikecraft: 1-2-3 HP

Crew Value

All ships will have crew (with the exception of the Swarm), whether they're Voidsmen or a swarm of repair drones. Crew play a large role in making sure a vessel is functional. **Crew Value determines how well your ship will do in Boarding Assaults and how well a Ship's repair rolls will be. This value will usually be lower than your ship's HV.** Now crew value is affected in different ways than the hull of the ship **for every critical hit you take you lose 1 crew value and there are some weapons that specifically deal damage only to the crews of enemy vessels and when you reach 0 on this value the ship is not destroyed and merely needs to be boarded by friendly (or enemy) crewmen to get the vessel active again.** You can use Crew for Repair Actions, Boarding Actions, Recrewing Actions and can use 1 Crew Value to launch Boarding Torpedoes if your ship is equipped with them.

Shield Points: Shielding is an active defence system where projectors on each side of a ship's hull will send energy or heavy metal projectiles to shoot down incoming projectiles before they hit the hull. There are similar systems for dealing with energy projectiles or laser fire where a wall of energized particles will be projected over parts of the hull where damage is projected to come in. Some races will forgo shields in exchange for deadlier weapons but any vessel equipped with a **Shield Projector** will have consumable shield points that will be restored at the beginning of every Game Turn. After you are targeted but before hits are scored **you must announce whether or not you'll activate shields** and if your shields are activated **you must roll your save against the hit, even if the hit ends up being non damaging.** For each shield point a vessel has, the player controlling it can roll a save against an incoming hit, **if you pass your save the Shield Point stays with you (your shields are still up) but if you fail your save you lose the point of Shields and your enemy may roll to Penetrate your armor as usual.**

Drive Value/ Move Value: These two values all deal with the maneuverability of your vessel. The amount of **Thrust Points** you have determines what actions you can make maneuverability wise but this will be discussed more in depth in the movement section. A ship's **Drive Value** is how maneuverable a ship is and how effectively it can undertake **Drive Actions**, **Drive Actions are taken on a 3d6 test against a ship's Drive Value.** The **Move Value** is just how many cms or inches that a ship moves per **Thrust Point**.

Dodge Save: In the heat of combat sometimes you must make a risk and fire emergency boosters to get out of the way of a hit! This is why all ships have a **Dodge Save** to represent any emergency movements a ship will make to avoid enemy fire, with this value being different depending on the size and maneuverability of your vessel. **Now to use your Dodge Save you must declare a Dodge Action, all of your Weapon Shots will be reduced by half to a minimum of 1 and your Sensor Value will be reduced by 1 as well.**

Special Rules: Any special rules and Keywords will be located on a ship's profile. Fairly Self-Explanatory

Weaponry: All weaponry a ship has will appear on it's profile along with any information on the specific weapon in question. **This Information will include: Special Rules, Keywords, Weapon Ranges, Strength, Shots, Fire Arcs and Damage.** Now some ships will have weapons slots and some will have set loadouts that will be noted on their profile, **these set loadouts are mandatory and cannot be changed but if there are slots available you can choose from any of the different weapons listed in the ship's profile.**

Example Weapon Profile

Medium Linear Accelerator Cannon (LAC)						
Shots	Range	Strength	Damage	Keyword	Firing Arc(s)	Special Rules
1	110cm	9	1d6	Spinal Mounted	Front (F)	Special Issue Munitions (1), Heavy

Spinal Mounted - This weapon has a very limited field of fire with the whole ship having to move to aim the weapon. **This weapon can only fire in the front arc.**

Special Issue Munitions - This weapon has access to Special Issue Munitions, with the number it can take being indicated in parentheses (). The munitions it can take will be noted on the ships' profile and they must be purchased pre-match.

Heavy - This weapon is massive and devastating, capable of causing extreme damage. **You may choose to reroll your damage roll but if you choose to do so you must accept the second result.**

Shooting at and Damaging Capital Ships

Determining Who Can See and Who Can Hit

All Ships have Firing Arcs and there are four Firing Arcs surrounding a ship in an imaginary circle; Front (F), Right (R) , Left (L) and Stern (S). Each arc is 90 degrees but some weapons may have smaller arcs of fire, and some may have multiple. **You may target an enemy ship with any weapons that have an arc on it.**

Ships, both friendly and enemy, for the purposes of shooting do not count as line of sight blocking unless you cannot draw a straight line from the stem of your base to your target's stem without the line passing through the stem of another ship.

Some celestial phenomena may also block line of sight but this will be covered in the **Celestial Phenomena** part of the rules.

Range

Unless specified elsewhere all ranges will be measured from the stem of the Shooting Vessel to the stem of the Target Vessel and will be measured in centimeters. A Weapon can fire most effectively in the Range listed on it's profile, it's Effective Range, but weapons can fire beyond this range, **for every 10cm over your effective range your target is it may add 1 to it's Ewar value.** If you are shooting a target that is within half or less of your effective range we call that Short Range; **if an enemy vessel is within Short Range it subtracts 2 from it's Ewar value.**

Shooting at Multiple Targets

You may shoot as many different targets as you have different weapons systems. You must declare your targets before you start Shooting your weapons. Now in DBS there is also a concept known as the **Primary Target**, when you fire all weapons (that do not have the **Point Defense** keyword) at a single target you can add 1 to your sensor value, to represent the effect that bracketing fire from multiple weapon systems has on scoring hits on a target.

Ewar Value											
Sensor Value		1	2	3	4	5	6	7	8	9	10
	1	4+	4+	5+	5+	6+	6+	6+	6+	6+	6+
	2	3+	4+	4+	5+	5+	6+	6+	6+	6+	6+
	3	3+	3+	4+	4+	5+	5+	6+	6+	6+	6+

	4	2+	3+	3+	4+	4+	5+	5+	6+	6+	6+
	5	2+	2+	3+	3+	4+	4+	5+	5+	6+	6+
	6	2+	2+	2+	3+	3+	4+	4+	5+	5+	6+
	7	2+	2+	2+	2+	3+	3+	4+	4+	5+	5+
	8	2+	2+	2+	2+	2+	3+	3+	4+	4+	5+
	9	2+	2+	2+	2+	2+	2+	3+	3+	4+	4+
	10	2+	2+	2+	2+	2+	2+	2+	3+	3+	4+

To determine if a hit is scored against a capital ship when you fire on it with a capital ship of your own compare your ship's sensor value to your target's Ewar value. Modifiers may be applied like Close Range or Long Range which can change your target's Ewar value so remember to apply them before you consult the hit chart. And if a hit is scored and your target fails any shield saves then you get to roll for Armor Penetration.

Compare the Strength of the firing weapon with your target's armor, roll a d6 and if the result is equal to the armor value then a Glancing hit is scored and if the number is greater then a Penetrating hit is scored. Now some weapons may allow you to roll two dice, choose the highest or reduce the target's armor value but this is the standard procedure.

If a Glancing hit is scored you can roll on the Glancing Hit's Table to see if any subsystems on the outside of the ship are damaged or if the armor itself is damaged.

If a Penetrating Hit is scored then you apply damage which will apply directly to the Hull Value of the targeted ship. You either roll (in the case of weapons with d3 or d6 damage values) or just apply the damage straight to the Hull. Roll a die for each point of damage you inflicted to

the target's hull; **any sixes rolled are Critical Hits and allow you to roll on the Critical Damage Table** to see if you can take out subsystems, kill crew or damage subsystems.

Critical Hits Table

Roll (1d6)	Result
1	Armor - The ship loses a point of armor on the targeted facing till the end of the turn. Can only stack to 3 Points of armor lost.
2	Least Damaging Weapon System
3	Weapon System of Your Choice
4	Crew
5	Sensor system
6	Roll twice, damages both

Shooting at Corvettes and Gunships

For the most part shooting at Smaller Vessels (Corvettes, Gunships etc) is the same as shooting at capital ships. You still use the to Hit Chart but instead of rolling on the Glancing Hits Table or Critical Damage Table **any roll of a 6 for Critical Damage destroys the ship outright.** Corvettes and Gunships are a lot smaller and more Compact than Capital Ship so any hit that would merely blow apart a subsystem on a battleship will rip apart a Gunship.

One other difference to larger vessels is that **Corvette sized vessels always count as having their Dodge Save active, these vessels are very hard to hit with capital ship weaponry, and they may fire their weapons with none of the negatives associated with Dodging.**

Shooting At and With Strikecraft

Shooting at Strikecraft is a little different than Shooting at other vessels, **Capital ship weaponry can only hit strikecraft on a roll of a 6+ and only weapons with the Point Defense (PD) Keyword can shoot at them normally.** Strikecraft also count as having their Dodge Save active at all times while suffering none of the negatives to their shooting.

Damaging Strikecraft is also a little different than penetrating the armor on capital ships, you simply must match your weapon's Strength to the Squadron's Armor Value and determine the roll to damage it. **If your Strength and the Target's AV are the same you must roll a 4+, if it's greater by one you must roll a 3+, if it's greater by two or more then you roll a 2+, if it's less by one it's a 5+, if it's less by 2 or more than it's a 6+.Any Critical Damage (if the Strikecraft survives the initial damage) will automatically destroy the Strikecraft squadron.**

Shooting with Strikecraft is a little different as well **unless otherwise noted on their profile they can only attack when in base-to-base contact with their target (be it Capital Ships, Stations, Strikecraft or Torpedoes) and all Strikecraft Squadrons have a set To-Hit-Value (2+, 3+ etc) that they use to resolve these attacks.**

When attacking Corvettes and larger vessels **attacks are always resolved at the target's lowest armor value.**

Turn Order

It's not surprising that different ships will have different speeds and maneuverabilities. To reflect this, each round's phase is divided in alternating subturns: in the movement phase, each player moves their heaviest ship, lets the opponent move their own, then moves the second-heaviest, and so on until only Fighter swarms and torpedoes are left. However, in Combat phase, the inverse is true: fighters will attack first, and then the scale will go up from the lightest to the heaviest, each player alternating their moves. If there's parity, the player chooses which one to move.

To determine a ship's weight class, take its Hull Value plus Armor Value and subtract its Move Value: this will be its overall Weight. Fighters and torpedoes, however, are always assumed to be the lightest possible Weight, and, in the case of Torpedoes, their Combat and Movement Phases are one and the same.

The first player in the first round is the one with lesser amount of ships. If there's a tie, the player taking up the right side of the table starts.

Example turn:

Albert, playing the Tyar, is fielding a "Imperious"-class Heavy Cruiser with Multiple Laser Batteries, Pulse Point Defense Cannons and Minor Shield Generators plus three "Selfless Courage" frigates with Seeker Fusion Missiles and Ablative Armor. Meanwhile, Vincent, as the Avar, is fielding a "Skitt"-class Cruiser with twin pulse lances and Averron Engines and two "Ulululi"-class frigates one with a pulse lance and Steelfeather armor and the other with quad-sharpnel throwers. Vincent moves first because he has three ships total: since none of his

ships are clearly in range yet, he decides to move at full speed towards Albert's fleet. His Cruiser has a weight of 35, so it moves forward first. Albert's movement is also bound to be his Heavy Cruiser, since it has a weight of 55, and he moves it to try and get Vincent's cruiser in his lasers' firing arc. Vincent now has to move his frigate with the pulse lance, since it has a weight of 20, which is above the 18 weight of the quad sharpnel one, and he tries to counteract Albert's move. On his turn, Albert can choose to move any of the three frigates he has, since they all have the same weight, so he chooses to move his leftmost friate to try and catch Vincent's frigate. Vincent then moves his last frigate to try and support his cruiser. Once Albert finishes moving his frigates, it's time for combat: now Vincent can shoot with the frigate armed with quad sharpnel throwers and so on.