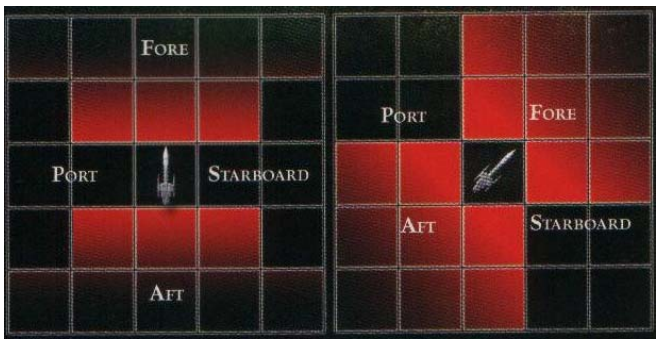
Shooting Actions



Range Modifiers:

Up to half the weapons range	+10
Up to double the weapons range	-10

Weapons Batteries:

A successful Ballistic Skill Test scores one hit, plus an addition hit for **each** degree of success, to a maximum of the macro batteries Strength.
Once the final number of hits has been determined, roll a 1d10 for each hit, adding the result together (along with additional weapon damage). The final total is the amount of damage dealt to the target.
If a ship fires multiple macrobatteries at a single target, before rolling to hit the character directing the fire has the option of adding the totals together and applying the new, larger total to the ship once hit, rather than applying each damage result seperately.

Lance Weapons:

A successful Ballistic Skill Test scores one hit, plus an addition hit for every three degrees of success, to a maximum of the lance weapon's Strength.
Unlike macrobatteries, the damage for each lance hit is never combined. Each damage total is resolved against the target's defences seperately.
When resolving lance hits, ignore the target's armour, but not shields. Lances deal damage directly to Hull Integrity.

Critical Hits:

When firing a weapon, if the character rolls a number of successes equal to the weapon's Crit Rating, the shot has caused a Critical Hit. If the shot does not inflict any damage to Hull Integrity, inflict 1 automatic point of damage. Then roll 1d5 on the Critical Hit chart and apply the result.
If the damage of two or more macrobatteries is combined, they can only inflict a maximum of one Critical Hit.
Righteous Fury does not apply to shipboard weapons.

Void Shields, Armour and Damage:

A target's void shields will cancel a number of incoming hits equal to the strength of the shields.
If the attacker combines the damage of multiple macrobatteries against a ship, the attacker chooses which hits are discarded by the void shields.
If a defending ship is attacked by multiple targets and its shields are overloaded by the first attacker is then attacked by another ship in the same Strategic Round, the void shields will be restored in time to protect it against that attacker's fire as well.
Once the void shields have been taken into account, and the damage from the remaining hits has been added together, it is compared to the target's Armour. The Armour value is subtracted from the damage total. If the result is zero or less, the target's Armour has successfully protected the vessel. If the result is more than zero, the target loses that many points of Hull Integrity.
For every point of Hull Integrity a ship loses, it loses 1 Crew Population and 1 Morale as well.

Crippled Ships:

When a ship reaches 0 Hull Integrity, it becomes Crippled. Apply a -10 penalty to Manoeuvrability and Detection and reduce its Speed by half. In addition, reduce the strength of all weapon components by half (rounding up).