Expanded Damage Control

Reasoning

From this Board Game Geek thread: http://www.boardgamegeek.com/thread/119042

> *… it seems far too easy to repair broken modules in the game. Any crew member with even a rudimentary engineering rating can usually get a damaged module up and running in the time that it takes another guy to draw a pistol out of his holster.* – Neil Sorenson

After the campaign goes on for several missions - the engineering skill will be picked up by many PCs. This leads to module damage being a very minor inconvenience as there is always someone nearby who can repair it within one or two phases. If the time to repair requires several actions to achieve, the player will have to make a judgement call on how much time they spend repairing, and how much time the spend doing their own particular profession.

Therefore I propose the following rules which include suggestions by Jeff Siadek (the designer) and Neil Sorenson.

Rules

Current rules

When a module is hit by a ship weapon, the damage it sustains is based on the number rolled on the damage dice:-

Damage roll of
1-3 Any occupants of the module suffer 1D6 damage
4-6 Any occupants of the module suffer 2D6 damage and the module receives 1 damage counter. When a personal weapon is used in a module and is either meant to hit the module, or misses its original target, it will damage the module on a roll of 6 only.

- 1 damage counter is broken - the module ceases to function.
- 2 damage counters is slagged - the module is at -3 to repair and costs twice the move to travel in.

New rules

When a module is hit by a ship weapon, the damage it sustains is based on the number rolled on the damage dice:-

Damage roll of
1-3 Any occupants of the module suffer 1D6 damage
4 Any occupants of the module suffer 2D6 damage and the module receives 1 damage counter.
5 Any occupants of the module suffer 2D6 damage and the module receives 2 damage counters.

6 Any occupants of the module suffer 2D6 damage and the module receives 3 damage counters.

When a personal weapon is used in a module and is either meant to hit the module, or misses its original target, it will damage the module on a roll of 6 only.

# Counters	Damage	Repair Roll	Effects
1	Broken	normal	The module ceases to function.
2	Slagged	-3	The module ceases to function. It costs twice the move to travel in the module
3	Breached	-3	The module ceases to function. Occupants can move one square in the module per phase. Any occupants in the module when it is breached must roll athletics vs 8 or become involuntary spacewalkers (this roll is Luckable). Occupants have no life support and must rely on EVA (or suffer vacuum damage).
4	Destroyed	Requires Dry Dock	The module ceases to function. Occupants can move one square in the module per phase. Any occupants in the module when it is breached must roll athletics vs 8 or become involuntary spacewalkers (this roll is Luckable). Occupants have no life support and must rely on EVA (or suffer vacuum damage). The module cannot be repaired in a mission. Dry docking is required during the campaign turn. The module is repaired by the next mission but because it spends so much time being fixed, there is no time to upgrade it.
5	Eliminated	N/A	Remove the module from the ship layout. All occupants must roll as though they were in a fighter that was destroyed. They are now spacewalkers. If a new module is not requisitioned next campaign turn, the ship must reduce its size class until it is valid..

Notes

Added two more levels of damage to a module.
Modified from 1/4/6.
Why 6 and not 8 for breached? Because 8 is unlikely to be reached and 6 offers a chance of immediate breach from two hits with an added incentive to engineers who have just had their module teetering on the edge of slagged.

From:
https://curufea.com/ - **Curufea's Homepage**

Permanent link:
https://curufea.com/doku.php?id=games:board:battlestations:battlestationsdamage

Last update: **2013/03/17 20:33**