

MIDNIGHT AT THE WELL OF SOULS® ROLE-PLAYING SYSTEM

SPACE COMBAT SYSTEM

MIDNIGHT AT THE WELL OF SOULS: STARSHIP COMBAT SYSTEM

Starship Combat is a dangerous and often fatal proposition due to possible damage to starship life support systems and equipment. Due to the nature of the Stardrive, starship combat is not possible at translight speeds.

Due to the tight control of major weapons by the COM Police, the only weapons normally available in starship combat are Medium and Light starship lasers. These weapons are primarily designed to act as point defense meteor protection rather than weapons for offensive action, although they can cause rather large amounts of damage to a starship.

DETERMINATION OF INITIATIVE

To determine initiative in starship combat, roll a d100 and add the pilots Starship Pilot skill level to the die roll. The starship with the highest number will move last and fire first in the combat sequence.

In the case of a tie, the starship pilots each roll a d6 and the pilot with the highest roll is considered to have the highest initiative number for that combat round. Note that this roll is made immediately after the initiative roll.

MOVEMENT IN THE COMBAT TURN

Combat movement is conducted on a hexagonal grid. The number of hexes a starship can move during a combat turn is determined by the acceleration of the starship. Use the following table:

<u>ACCELERATION</u>	<u>MOVEMENTS</u>
1	2
2	3
3	5
4	7
5	10

A starship can expend a movement in one of three ways. The first is to move forward one hex. The second is to change its facing by 60 degrees. The third is to alter the starships vertical level with respect to its opponent.

MOVEMENT AND THE COMBAT SEQUENCE

The Movement and Combat Sequence is conducted in a number of rounds determined by the acceleration of the fastest ship. During each round, each ship must expend one movement until each ship has expended all of its movements for the turn. This will allow the ship with the greater acceleration to move further than the slower ship. The order of movement is determined by the initiative numbers of the respective starships. Movement is in initiative number order from highest to lowest.

Fire is conducted after a movement has been expended. Each Laser on a starship can fire one time during each combat turn. To determine if Laser fire has hit its target, a skill check is required by the ships gunner as is explained in the gamebook under starship weapons.

MOVEMENT AND VERTICAL POSITION

To account for the relative vertical position of a starship in relation to another starship, the following system is used:

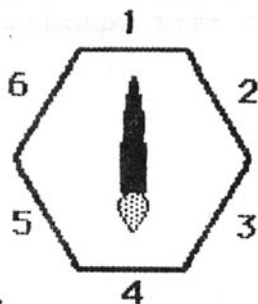
<u>POSITION</u>	<u>REPRESENTS</u>
1	The starship is below the vertical position of the opposing starship.
2	The starship is at the same vertical position as the opposing starship.
3	The starship is above the vertical position of the opposing starship.

The expenditure of one movement in the movement phase of the round can change a starships position number by one. Please note that it is possible for all starships involved in combat to change their vertical position in a

single round. Also note that a starships position number is used in the determination of what weapons can be fired in any given round.

FIRING ARCS

Each Laser mount on a starship has a rated Firing Arc. This represents the lasers field of fire. A lasers firing arc is shown by one or two numbers representing the level numbers on which the weapon can be fired, followed by a set of numbers which represent the arc in which the laser can fire. The arc number directions are shown in the following diagram:



EXAMPLE:

A Tanner Class starship's upper foreward Light Laser mount is designated as 12-12356. The first 2 numbers mean that the mount can fire at targets above or at the same level as the ship, and the last numbers mean that the mount can fire out of hex faces 1,2,3,5,&6.

As a rule of thumb, if a targets direction passes along the corner of a non-arc hex face and a in-arc hex face, the laser can fire.

DETERMINATION OF HIT LOCATION

To determine the location of a hit, use the following table to pick the general location you are firing at.

FOREWARD-UPPER

The hit is foreward of the starships centerline and in the upper half of the starship.

FOREWARD-LOWER

The hit is foreward of the starships centerline and in the lower half of of the starship.

AFT-UPPER

The hit is aft of the starships centerline and in the upper half of the starship.

AFT-LOWER

The hit is aft of the starships centerline and in the lower half of the starship.

If the skill check to hit is 20 less than the needed score, divide the target area into quarters. The character who fired the weapon then chooses the quarter in which the fire impacts.

If the skill check to hit is 40 less than the needed score, the character who fired chooses the location in the target area where the fire impacts.

DETERMINING DAMAGE

To determine damage done to a starship due to being hit by a laser, follow the procedure outlined in the following section.

If the laser fired is a light laser, roll a 2d6. If the laser fired is a medium laser, roll a 4d6.

Next consult the following table and add the modifier to the roll.

<u>LASER TYPE</u>	<u>ENEMIES HULL RATING</u>					
	1	2	3	4	5	6
Light Laser	5	3	1	0	-1	-2
Medium Laser	7	5	3	1	0	-1

After all modifications have been applied to the die roll, consult the following table by finding the range that the roll falls into under the weapon fired to determine the type of the hit done to the target.

<u>DAMAGE TYPE</u>	<u>LIGHT LASER</u>	<u>MEDIUM LASER</u>
No Effect	0-2	0-4
Hull Breach	3-9	5-15
Half Penetration	10-15	16-27
Full Penetration	16-17+	28-31+

No Effect:

The hit has no effect on the target. Further hit on the same area are at +5 to the die roll.

Hull Breach:

The hit has breached the target ships hull. Interior damage is limited to decompression damage only.

Half Penetration:

The hit has penetrated into the target ship $\frac{1}{2}$ the distance to the ship's centerline. Damage is light to moderate to the effected areas.

Full Penetration:

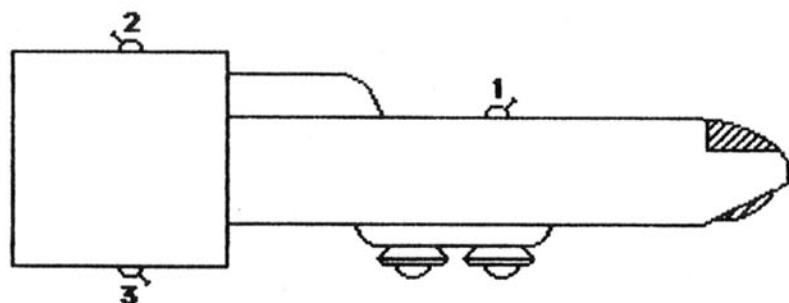
The hit has penetrated to the target ship's centerline. Damage is severe to the effected areas.

Once the hull of a section has been penetrated, further hits to the same area add 10 to the die roll.

Damage to specific systems is determined by the Game Master based on the type and location of the hit.

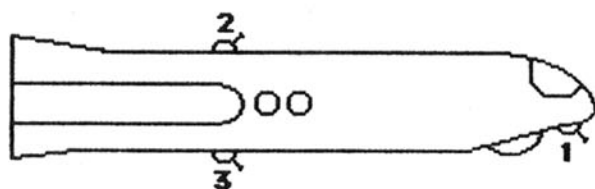
Note that damage to a ship's fuel storage tanks has a 50% chance of starting a fire and a 10% chance of causing a major explosion.

Ships Weapons Data and Firing Arcs



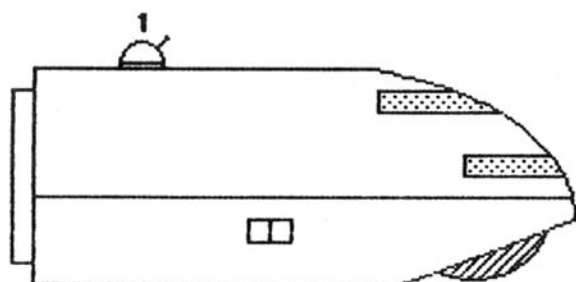
Tanner Class Deep Space Exploration Cruiser

- 1 Medium Laser
23-12356
- 2 Light Laser
23-123456
- 3 Light Laser
12-123456



Quester Class Planetary Survey Ship

- 1 Medium Laser
12-12356
- 2 Light Laser
23-123456
- 3 Light Laser
12-12356



Alwin Class Deep Space Freighter

- 1 Light Laser
23-123456