

Multi Vector Assault Mode

DAMAGE TO SYSTEMS

When separating a ship, apply any damage to exposed weaponry, thruster, or other such general systems on a one-to-one basis. These systems are completely analagous to those on the separated version of the ship.

For primary systems such as sensors, reactor, engines, tractor beams, C&C, shield generators, and hangars score a point of damage to the matching separated ship's system of the same time for every two points of damage scored on the unified unit's system (rounded up).

When recombining separate sections of a ship perform the above in reverse order. Any new damage to general systems is transferred over with systems being damaged or destroyed as normal. Those weapons which are not exposed during unified operations (designated by a weapons number followed by '(X)') do not transfer damage but remain damaged for the rest of the scenario.

Other systems transfer one point of damage to the unified ship per two points of damage taken in separated mode.

STRUCTURE DAMAGE

Structure damage is applied on a one-to-one basis when figuring the amount of structure damage taken. In the case of initial separation, take the amount structure damage and divide it by the number of separated units; then apply each damage segment equally between all structure blocks on both ships.

In the case of reunification of separated ships, add the amount of structure damage taken across all separated entities and divide it evenly between the structure blocks of the unified ship.

CRITICALS

In the case of criticals which have lasting, permanent effects in a scenario (reactor criticals, engine criticals, etc.), separated ships DO NOT all suffer from the critical of the original unified ship. Instead, the player selects a single vessel that separated from the original unified unit to bear the burden of the critical.

When ships reform, all criticals are pooled into the new unified vessel and cumulatively affect the newly reformed unit.

DEFLECTORS

Damage to deflector shield damage is handled differently for purposes of transferring damage. When separating ships, apply damage to deflector shields in the following manner:

For every two points of damage suffered on the main deflector shield, score one point onto the target deflector shield. Any destroyed deflector shield destroys other analagous deflector shields on separated sections. As with other specific criticals, choose specific separated unit's deflector shield to incur the effects of any criticals taken.

When a ship reforms itself, score one point of damage per three damaged boxes to analogous deflector shields on the unified vessel. For each critical taken onto individual deflector shields score an additional point of damage.

SHIELD PROJECTIONS

To determine how much shield power a ship has when separating or recombining, add up the remaining absorption ratings in all of your shield projections and divide by the maximum values for those projections. This represents the percentage of shields remaining.

A single ship performing a separation process would find its percentage of shields remaining and then multiply that towards the values of all shield projections of its separated units (rounded down) to see how much capacity is left in each shield projection. So if you had 78% of your shields remaining when separating, and your new form as four 30 point shield projections, each shield projection would be at 23 points of absorption capacity.

When unifying several separate ships back into a single unit the same is done on a unit by unit basis for the combining vessels and then averaged (rounding down). Example: A Prometheus' three sections have 32%, 50%, and 90% of their shields remaining respectively. This averages to be 57% for the percentage of shields remaining, which would give the reunified vessel four shield projections with 28 point absorption capacity.

PERFORMING THE MANUEVER

To separate, a ship must declare the intent to do so during the Power Segment step of the turn. At that point the ship may not use power for any purpose (purchasing EW, reinforcing shields, etc.), may not fire any weapons (though weapons continue to charge at their normal rate), and may not maneuver as the ship must maintain its current heading in order to successfully separate. At the end of the turn the ship sections are considered to have successfully separated, but on the next turn they will suffer a -7 initiative bonus as if they were fighters which had launched on the previous turn.

When recombining, all elements of the ship must match their speed and direction on the turn prior. The intent to recombine is declared during the Power Segment step and all of the conditions that are required to successfully separate are required in order to recombine. On the following turn the recombined ship is at a -7 initiative penalty.

NOTES

I have avoided the Galaxy's saucer separation for a long time, but I was forced to deal with it in regards to the Prometheus whose one true reason in life is to to the stupid multi-vector assault mode separation. As with the cloaking rules, the multi-vector assault mode is really not going to be more than a one time occurrence, and I doubt any ship will end up doing too much damage exchanging during a game, or ever reform a ship for that matter.