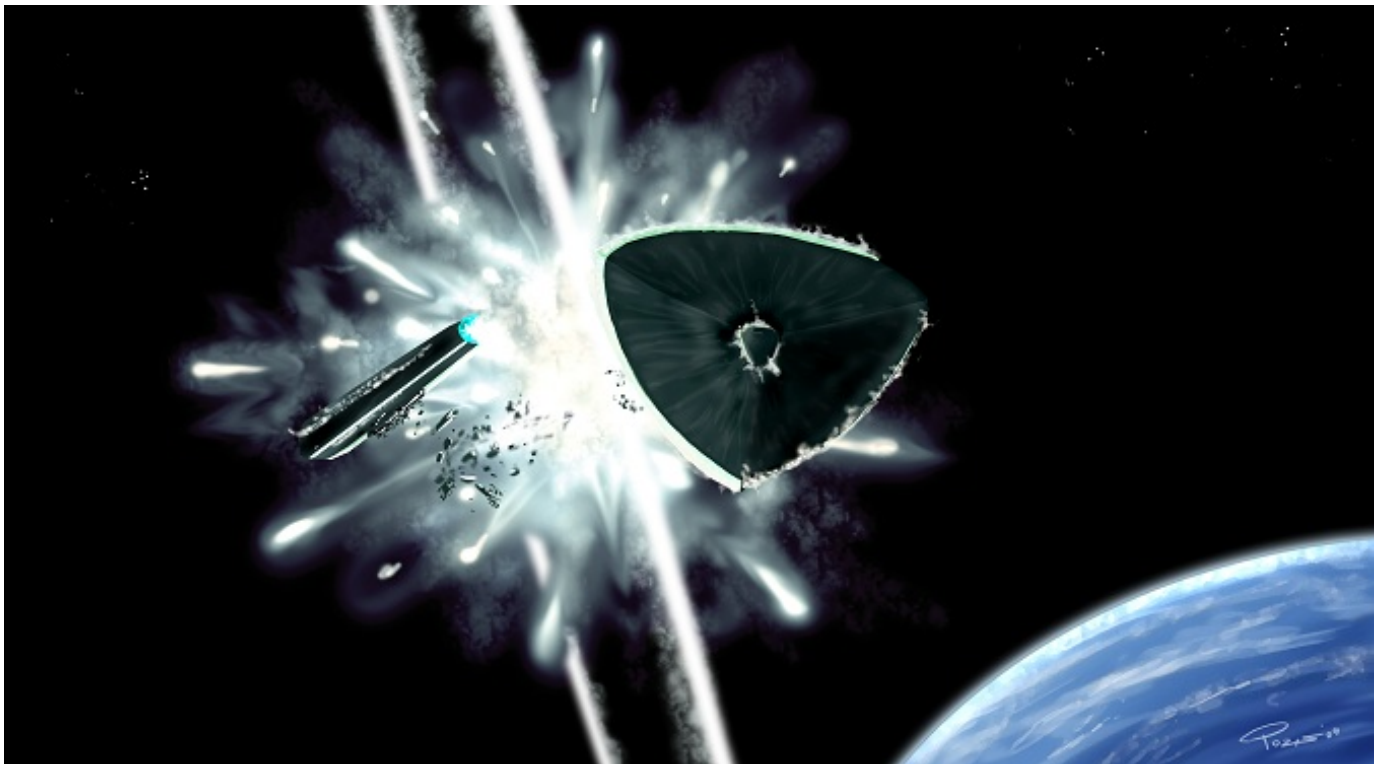


# EMERGENCY DIVERT ALL POWER!

**F**ANS OF SCIENCE FICTION TELEVISION shows will be familiar with starship captains barking orders such as "divert power to the engines!" or "switch to emergency power!" Power management is an advanced area of starship combat, and allows a vessel to and prioritize different starship functions. These rules work best alongside the Newtonian Movement and Combat Phases advanced rules in *Space!*, but they can work alongside the basic starship rules also.

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A starship has three main subsystems - Engines, Shields, and Weapons - along a massive array of lesser systems which include dozens of nonessential functions grouped together into Auxiliary Power. Some starships may not have the Shields subsystem, and some may have a Point Defenses subsystem. By default, ship power is distributed evenly between these systems, and ideally a starship captain should never need to alter this default configuration. However, no plan ever survives contact with the enemy.



ENGINES | SHIELDS | WEAPONS | POINT DEFENSES | AUXILIARY

## DIVERTING POWER

Power allocation takes place when INITIATIVE is rolled. A starship captain does not have to divert any power at this time, but each vessel has the option to divert power to Weapons, Engines, Shields, or Point Defenses, or to call upon Auxiliary (or Emergency) Power. If an allocation is made when INITIATIVE is rolled, it lasts until the start of the next turn, when INITIATIVE is rolled again.

When increasing power to a system, power is decreased to all the other systems. Power can only be increased to one system at a time. Each entry below indicates what happens when power is increased or decreased to the system.

## ENGINES

Engines govern movement. When power to the engines is increased, the vessel gains a +2 SPEED boost. When power to the engines is decreased, it suffers a -2 SPEED decrease.

## SHIELDS

Boosting the shields can help protect the ship in an emergency. When power to the shields is increased, the ship gains +2 SOAK. When power to the shields is decreased, the ship suffers a -2 SOAK penalty.

## WEAPONS

Increasing power to weapons only affects energy-based weapons. Missiles and projectiles do not benefit. When power is increased to weapons, energy weapons do +1d6 damage. When power is decreased to weapons, energy weapons do 1d6 less damage. If a weapon only does 1d6 damage, reducing power to it effectively shuts it down.

## POINT DEFENSES

More power in point defenses can make for greater blanket coverage against missiles and fighters. When power is diverted to point defenses, the ship's DEFENSE bonus against missiles and fighters is doubled. When power to point defenses is decreased, it loses its DEFENSE bonus against missiles and fighters.

## AUXILIARY POWER

Auxiliary power, sometimes known as Emergency Power, is different to the other systems. Power cannot be diverted to auxiliary power, and auxiliary power is not decreased when power is diverted to engines, shields, weapons, or point defenses.

Auxiliary power can be engaged when power to another system is reduced due to damage (see below). This takes place during the turn and requires an action. Auxiliary power restores one single subsystem to full power. However, when auxiliary power is engaged, dozens of other minor systems go offline, inflicting a global -1d6 penalty to all ship actions.

Auxiliary power is limited. It can be used for a number of turns equal to the ship's class, either consecutively, or at different times, before it needs to be manually restored with a day of engineering work at a space station or star port and at a cost of 1MCr per ship class.

## DAMAGING SUBSYSTEMS

The core rules contain the Target Engines exploit, which allows a weapons officer to deliberately target a vessel at a -1d6 penalty so as to reduce the power available to move.

This exploit also allows the gunner to target the other subsystems. A successful hit on a subsystem has the following effects.

**Engines.** Targeting the engines directly applies the damage to the engines' available power. This effectively reduces the vessel's SPEED score (which is derived by dividing engine power by ship class).

**Shields.** Targeting a shield generator can take it offline. Like engines, damage to a shield generator directly reduces the available power to shields, effectively reducing its SOAK score.

**Weapons.** Weapons are targeted individually. A weapon has an SS score equal to the ship's class. If this is reduced to zero, the weapon is knocked offline.

*"Rear shields are down to 30%, captain!"*

**Point Defenses.** Damaging the point defense systems reduces the target vessel's point defense coverage vs. fighters and missiles. Point defenses provide a DEFENSE bonus equal to the total point defenses divided by the ship class. Damage is applied directly to the total point defense value, effectively reducing its DEFENSE bonus.

## REPAIRS

Systems damage can be repaired by spending an action and making a *Difficult [16] LOG (engineering)* check. A successful check restores 2 points of power to a damaged subsystem, or brings one damaged weapon back online. However, a damaged weapon can only be restored once; if it is damaged a second time, it is permanently destroyed and must be replaced.

## REINFORCE SHIELDS!

The core rules include the Reinforce Shield exploit, which is an action which increases a specific shield (forward, aft, port, or starboard) by +2 SOAK until the start of the vessel's next turn. This stacks with the bonus gained by diverting power to shields, for a total of +4 SOAK in a particular direction.

A shield operator with this exploit can choose, instead, to *intensify* the shields in a given direction. Instead of adding +2 SOAK, this doubles the SOAK in that direction until the start of the vessel's next turn, at the cost of reducing SOAK in all other arcs by 50%. A vessel cannot benefit from reinforced and intensified shields at the same time.

