

Stardock Omega 31: Multilevel Ships

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Not all ships have one level. Multilevel ships add a bit of complexity to hit determination and to movement.

Construction

The pangalactic space design guild requires that all ships have either 1, 2, 3, 6, 8, 11, 16, or some other GæD6Gg determinable number of levels. It turns out that warp harmonics and orbital stability depend on that number (think of it like ?.) Each level needs to have the same silhouette. Again, warp dynamics and such. Turbo-lifts and/or Ladders need to be used to connect the various levels. No level can be unreachable at design time.

Hit Determination

Roll the proper amount of D6's to determine which level of a ship will get hit. Examples:

2 levels:

1-3 Top

4-6 Bottom

3 levels:

1-2 Top

3-4 Middle

5-6 Bottom

8 levels:

3-4 Top

5-6

7-8

9-10

11-12

13-14

15-16

17-18 Bottom

After the level is determined, normal hit location determination is used.

Missiles

Missiles treat the modules above and below as adjacent. Multilevel starships can suffer more internal damage from a missile strike.

Movement

Ladders facilitate movement among levels. Place a ladder counter on each level (lined up in the silhouettes) to be connected. Movement between two levels on a ladder takes a Move Action.



(ladder counters)

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