

DR v3 Quick Reference

This is a condensed version of [Star Army Damage Rating, Version 3](#) article.

This is meant to be consulted by anyone already aware of how SADRv3 functions and just wants to have a quick overview of the guidelines.

Tiers

Tier	Purpose	Defensive Example	Offensive Example
Personnel			
1	Light Anti-Personnel	Flak jacket, riot armor	Smallarms such as pistols
2	Medium Anti-Personnel	Ballistic Vest, bodyarmor	GP-1 Assault Rifle , Nekovalkyrja Service Pistol (standard)
3	Heavy Anti-Personnel	Hardsuits	NSP (Heavy) , LASR , SLAG grenades
Power Armor			
4	Light Anti-Armor	M2 Mindy IV , M6 Daisy II	Aether Saber-Rifle (Rapid-Fire) , Atmospheric/Space Plasma Rifle
5	Medium Anti-Armor		Aether Saber-Rifle (Beam) , Type 32 Dual-Gun Turret
6	Heavy Anti-Armor	Hostile , Ripper	Aether Saber-Rifle (Saber) , Offensive Mini-missile
Mecha			
7	Light Anti-Mecha	M9 TASHA , Aggressor , small shuttlepods	50mm Gauss Bazooka , Type 31 Quad-Gun Turret
8	Medium Anti-Mecha	V9 Nodachi , Ravager , most shuttlecraft	Kawarime/Nodachi Turbo-Aether cannon
9	Heavy Anti-Mecha	Larger shuttles	Type 31 Dual-Cannon Turret
Starship			
10	Light Anti-Starship	Corvettes , Yui-7 Scout , Chiaki Escort	Chiaki Mass Driver Gun (Solid round)
11	Medium Anti-Starship	Destroyers , Plumeria Gunship	Chiaki Mass Driver Gun (Antimatter round) , Plumeria Positron Railgun
12	Heavy Anti-Starship	Cruisers , Ookami Light Cruiser	Yui-type Aether Array , Sharie Aether Turret , Z1 Torpedoes
13	Light Anti-Capital Ship	Super Eikan Heavy Cruiser	Plumeria-type dual-bladed Aether Array , Eikan Positron Cannon
14	Medium Anti-Capital Ship	Sharie Battleship	Eikan-type Aether Array , AS-7 Torpedoes
15	Heavy Anti-Capital Ship	3km+ Structures , Dreadnoughts	Sharie-type Dual-Pronged Aether Array

Attacks

Using a weapon in the same tier as its target means this weapon is capable of putting it out of combat in a single well-placed attack. It is *potentially lethal*. A weapon can cause damage up to four steps above its tier. Each step above reduces the damage it can cause since the target is bigger, heavier, or in general better protected. We also rate overkill in four steps. It can be visualized as follows:

Weapon vs Target	Descriptor
4 Below	Negligible
3 Below	Light damage
2 Below	Moderate Damage
1 Below	Heavy Damage
Equal	Potentially lethal
1 Above	Quite lethal
2 Above	Very lethal
3 Above	Assuredly lethal
4 Above	Total Annihilation

What you need to take from this is that you cause less damage to harder targets than your weapon was intended to take down, and more damage to targets softer than that. If the gap becomes too wide in disfavor of the weapon, it won't do much of anything; but too wide in favor of the weapon means lots of overkill.

Defenses

An armor's or barrier's resilience and stopping power is defined by the tier its unit is part of.

Barrier

Damaging and depleting Barriers

Here's a table that shows, on the rightmost column, how much incoming damage could deplete barriers:

Weapon vs Target	Damage directly on target	Damage on fully-charged Barrier
4 Below	Negligible	Barrier undiminished
3 Below	Light damage	around 7% damage to Barrier
2 Below	Moderate Damage	around 12% damage to Barrier
1 Below	Heavy Damage	around 25% damage to Barrier
Equal	Potentially lethal	around 50% damage to Barrier
1 Above	Quite lethal	Barrier depleted (100% damage)
2 Above	Very lethal	Barrier depleted (50% in excess), heavy damage to target

Weapon vs Target	Damage directly on target	Damage on fully-charged Barrier
3 Above	Assuredly lethal	Barrier depleted (100% in excess), potentially lethal damage to target
4 Above	Total Annihilation	Barrier depleted (150% in excess), very lethal damage to target

Barrier facings

Barrier technology comes in a few shapes of forms on how they are deployed and managed. Here's an overview of some of the common ones:

Barrier Bubble:

has only one universal facing and near-misses can deplete the bubble even though they might not have actually hit the target directly.

Conformal Barrier:

this barrier lends “skin-tight” protection, so near-misses are much less likely to needlessly deplete the barrier.

Fore/Aft Barrier:

Offers a forward and aft facings having their own 100% energy reserve.

Six-sided Barrier:

Fore, aft, port, starboard, dorsal and ventral quadrants, each having a 100% reserve pool.

Managing multiple barrier facings:

Barrier facings can be transfered to resplenish depleted ones. Transferring power over capacity can be safely done up to 200%; going beyond that risks damaging the barrier system from prolonged overloads.

Resplenishing a Barrier

When not being fired on, barrier regeneration can be safely recovered at a rate of 50% every 10 to 15 seconds (3% to 5% per second, depending on rate of activity) or by actions from roleplayers. Depleting a barrier by excess causes an overload which renders that barrier facing inoperable for 15 seconds while the barrier emitter is reset (transferring reserve power, like power armor capacitors, can jump-start a barrier)

Armor

Supplemental Armor

Shields are made of heavier plating than what the unit using it, its resilience can be treated as going up

to one step above the tier of the unit. For example, the M6 Daisy's zesuaium shield could cope with attacks as a *heavy power armor* would. Damage to the shield is treated individually from the power armor: having a shield does not upgrade a power armor/mecha's defense tier, it is treated as a different location to damage that is tougher than the rest.

Material

Here's a list of commonly seen armor materials in SARP, along with a short blurb of how they stand out.

Armor Material	Properties
Xiulurium	Expensive, counts as Unarmored, grants stealth when energized.
Zanarium	Grants noncombat stealth when energized if barrier and weapons are offline.
Durandium	Lightweight and inexpensive.
Durandium-T	Transparent Durandium, counts as unarmored against beam-based weapons.
Yama-Dura	Memory metal with minor noncombat regenerative properties.
Nerimium	Heavy, density absorbs well kinetic and heat impacts, inexpensive.
Yamataium	Heavy, expensive, memory metal with significant noncombat regenerative properties.
Zesuaium	Heavy, expensive, cannot be repaired, resists electricity, kinetics, and heat.
Zesuaium-T	Transparent Zesuaium, counts as unarmored against beam-based weapons.
Zesuaium-X	Coated in Xiulurium, confers same properties as long as surface remains intact.

Being "Unarmored"

Units that are not actually armored take damage one step worse than usual for their tier.

Examples of use

Below are outcomes for different targets given as inspiration of how this might be applied.

vs. lightweight power armor

Example of damage on a M2 Mindy IV power armor:

Weapon vs Target	Descriptor	Examples
4 Below	Negligible	scratches, ruined paintjob
3 Below	Light Damage	Slight deterioration of armor cover (nicked, dented, carbonized surface)
2 Below	Moderate Damage	Notable deterioration of armor cover (melting off, gouged, pockmarked), possible bruising

Weapon vs Target	Descriptor	Examples
1 Below	Heavy damage	Partial penetration, subsystem damage, minor injury (minor wounds or burns, major bruising, cracked bones)
Equal	Potentially lethal	Armor penetrated, possibly fatal injury for wearer (vital organs, burns, bleeding, and broken bones)
1 Above	Quite lethal	Armor deeply penetrated, severe injuries for wearer
2 Above	Very lethal	Through-and-through penetration; limbs severed or ruined; massive injuries for wearer.
3 Above	Assuredly lethal	Significant portion of power armor and wearer blown off or destroyed
4 Above	Total Annihilation	Obliteration likely, even from a glancing hit

vs. medium-sized starship

Example of damage on a Plumeria medium gunship:

Weapon vs Target	Descriptor	Examples
4 Below	Negligible	dents, heat sears the surface, enough to ruin a paintjob
3 Below	Light Damage	gouges or noticable pockmarks; heat warps the armor as it melts
2 Below	Moderate Damage	armor might crack, fissure or threaten to buckle; heat causes indents from reaching boiling point
1 Below	Heavy damage	armor is twisted, torn or cratered nearly through; heat sufficient to vaporize deeper depressions
Equal	Potentially lethal	Hull breach, possible loss of function on vital system may cripple the ship
1 Above	Quite lethal	Compartment-wide damage, wide sections open to space
2 Above	Very lethal	Loss of major structural component such as main gun and pylons
3 Above	Assuredly lethal	If hit centermass, destruction of the entire ship
4 Above	Total Annihilation	Ship bound to disintegrate even if caught at the edge of the attack

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Last update: **2023/12/20 15:50**

