

Starship Combat Guide

This article aims provide a complete reference manual for the depiction of combat between starships in the [SARP](#) and to incorporate the changes approved in the *Proposed Setting Revisions for 2011* discussion.

Anti-FTL

Starships can be prevented from making FTL jumps by targeting them with a graviton beam. This effect is not cumulative (more graviton beams do not make it work any better) and it only works on ships of the same or smaller size class.

FTL devices other than teleportation modules cannot be used inside a planet's [Hill Sphere](#).

NOTE: “Interdiction” systems previously allowed in the setting are no longer valid as of January 1st, 2011.

Determining Damage

See [Damage Rating \(Version 2\)](#).

Engagement Range Guidelines

Values have been rounded for ease of calculation. 1 light-second = 299,792.458 kilometers.

Light-Seconds	Kilometers*	Notes
0.033	10,000	For gameplay purposes any FTL weapon less than this far away is considered to hit instantly
.1	30,000	
.25	75,000	
.5	150,000	
1	300,000	This is the furthest any ships can reliably hit one another most of the time (For scale the distance from the earth to the moon on average is 1.3 Light Seconds)
2	600,000	At this range, misses are more common. (25% chance to miss)
2.5	750,000	(50% chance to hit)
3	900,000	Maximum engagement range. Accurate shots are rare (25% chance to hit).

FTL Combat

- Combat while at FTL speeds is not possible in the [SARP](#).

- There are no FTL weapons in the SARP, other than FTL torpedoes. Torpedoes can use FTL to enter an area but their actual attack runs can only be at STL speeds.

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