

CORE INJECTION

MECHANIZED DAMAGE



Welcome to CORE Injection: Mechanized Damage -- a fan-produced e-book supplement for the Silhouette CORE game engine, produced by Dream Pod 9. As the title implies, this book (the third in a series) deals with an alternate vehicle damage system than the one found in the SilCore rulebook.

This project is an offshoot of a game conversion project. In devising a method of damage resolution to better reflect the original game system, it became apparent that such a system could also be useful in other SilCore universes/games. With a bit of extrapolation, it has been developed to what you see here. This variant damage system has a higher granularity than the base system, with two goals. The first is to create a system that enhances the lifespan of vehicles, removing the Overkill effect and replacing it with a system of continual component degradation and damage. The second is to provide more intense combats for RP games or small combats, where vehicles can continue to limp around even after sustaining a heavy barrage of fire, struggling to survive for one final hit, or to just get home.

I realize some may be a bit put off by the detail in the system, or may find it a bit too close to the "Fill in the Boxes" style of damage recording; I don't mean to suggest it is perfect for every game. Further exposé of the premise behind the rules, as well as suggestions on incorporating it into your games can be found within the rules proper.

I hope you enjoy and get good use out of the material in this e-book. Please feel free to stop by my website and/or email me any comments and feedback you may have.

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VERSION NOTES:

Initial Version, soliciting comments.

Back Cover Absent.

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PIECEMEAL OPERATIONAL DEGRADATION

INTRODUCTION

The Piecemeal Operational Degradation (POD) system for Silhouette CORE is an alternate damage system that can complement or replace the standard System Damage tables. The basic premise of the POD system is to convert all damage levels into component/systems damage, without an 'instant kill' level. As the vehicle takes damage, its systems are rendered out of commission and its capabilities and performance reduced, until the vehicle is no longer able to function.

No other rules are changed with the POD system. The default method of comparing final DM results to Armour remains the same: higher 'levels' of damage result in increased number of components damaged.

IMPLICATIONS AND USE

Without an Overkill level of damage, vehicles under the POD system will tend to last longer than their CORE damage system counterparts, finding their capabilities continually degraded until they are rendered inoperative or something catastrophic occurs (such as an ammunition hit). Additionally, the POD system does increase the requirements for bookkeeping, resolution time and dice rolls. Thus, the POD system is best suited for RPG-type games rather than purely tactical ones, though it will of course work in both circumstances.

In an RPG setting, the POD system can help reduce the possible volatility of player deaths though vehicle destruction (and/or a lack of emergency dice), while increasing the tension and RP possibilities through system damage and limping home in a battered vehicle. Jury-rigging temporary repairs also adds to the drama of the situation.

The POD system can find a home in just about every style of RPG play, and every level of reality distortion. In a game where mechanical action does not come into play often, but when it does it is a major event, the POD system will keep the action going and provide extra tension and descriptive potential. In a more 'traditional' adventurous or even anime-inspired game, the POD system can be used for only certain vehicles. PCs and major NPC vehicles could be tracked using the POD system, while generic soldiers/vehicles (aka goons) would be tracked with the standard SilCORE damage system. This simulates very well heroes blasting their way through scores of enemies, destroying them left, right and centre, only to enter into a protracted battle with the main enemy that rages on for hours while they whittle each other's vehicles down...

Pure tactical play can also make use of the POD system quite handily, especially for small, unit-on-unit encounters. The POD system is also appropriate when converting other game systems/universes into Silhouette rules, as it may preserve the 'feel' of the damage system in the original game system.

USING THE POD DAMAGE SYSTEM

Standard SilCORE combat is unaffected with the use of the POD system except in the area of vehicle damage, and the effects of this damage. The Damage itself is calculated normally (DM times MoS), but the outcome of the damage becomes an increasing number of rolls on a new Component Damage Table.

DAMAGE EFFECTS

DAMAGE	EFFECT	EFFECT (REDUCED)	EFFECT (ENHANCED)	ARMOUR REMOVED
Damage < 1	No Effect; Nothing	No Effect; Nothing	No Effect; Nothing	
1 < Damage < 2	1 Roll	1 Roll	2 Rolls	1 point
2 < Damage < 3	3 Rolls	2 Rolls	4 Rolls	2 points
3 < Damage < 4	6 Rolls	4 Rolls	8 Rolls	2 points
4 < Damage < 5	10 Rolls	6 Rolls	12 Rolls	3 points
5 < Damage	15 Rolls	8 Rolls	18 Rolls	3 points

For each Component Table roll indicated above, two dice are rolled on the Component Table (found below). The first indicates which of the major component system is affected, the second specifies the exact subsystem damaged. For ease of play, it is suggested to use dice of differing colours to better differentiate between which die indicates the system, and which indicates the subsystem.

COMPONENT SYSTEM TABLE

ROLL	COMPONENT
1	Structure
2	Engineering
3	Drive Systems
4	Weapon Systems
5	Cockpit
6	Cascade

SUBSYSTEMS: STRUCTURE

ROLL	EFFECT
1	Bulkheads: No effect
2	Bulkheads: No effect
3	Minor Systems
4	Structure
5	Structure
6	Structure: 1 - Struts Break 2 - Spine Cracks and Decompression 3 - Vehicle Destroyed

SUBSYSTEMS: ENGINEERING

ROLL	EFFECT
1	Power Grid Shorts: 1d6 Weapon Systems
2	Helm Controls: -5 to Piloting
3	Power Converter: -5 to Systems
4	Power Transfer: No Movement
5	Plant
6	Plant: 1 - Overheating 2 - Heavy Overheating 3 - Plant Destroyed (Test vs Explosion vs 4)

SUBSYSTEMS: DRIVE SYSTEMS

ROLL	EFFECT
1	Maneuver: -1
2	Direction: +1 MP (base) to change facing
3	Maneuver: -1
4	Movement: -1 MP
5	Drive
6	Drive: 1 - Base MP reduced by 1/3 2 - Base MP reduced by 2/3 3 - Movement System Destroyed

SUBSYSTEMS: WEAPON SYSTEMS

ROLL	EFFECT
1	Short: System Shorts for 1 turn
2	Damaged: -1 to a single weapon
3	Damaged: -1 to a single weapon
4	Destroyed: Single weapon destroyed
5	Ammunition
6	Ammunition: 1 - Explosion Threshold (2) 2 - Explosion Threshold (4) 3 - Explosion Threshold (6) 4 - Explosion Threshold (7)

SUBSYSTEMS: COCKPIT

ROLL	EFFECT
1	Information Warfare: -2 to 1d6 Systems
2	Targeting: -1 to Gunnery
3	Information Warfare: -2 to 1d6 Systems
4	Crew Compartment
5	Crew Compartment
6	Crew Compartment

SUBSYSTEMS: AUXILIARY

ROLL	EFFECT
1	AUX: -2 to 1d6 Systems
2	AUX: -2 to 1d6 Systems
3	Cascade: Roll Twice More
4	Cascade: Roll Twice More
5	AUX: -2 to 1d6 Systems
6	AUX: -2 to 1d6 Systems

Note that Information Warfare systems are not counted as AUX systems in POD.



PERK AND FLAW CHANGES

- **Armour Piercing** -- Armour Piercing weapons use the Reduced column of the Damage Effects table to determine the number of Component Damage table rolls.
- **Haywire/Cascade** -- Haywire weapons use the Enhanced column of the Damage Effects table to determine the number of Component Damage table rolls.
- **Reinforced Systems** -- There is fundamentally no changes to the way the various reinforced perks work. A hit to the appropriate subsystem is negated for each time the perk was added to the vehicle. The only difference deals with the Reinforced Ammo/Fuel perk: do not divide Deployment Range and Ammunition by one half.
- **Overheating** -- Vehicles that possess this flaw who take a Power Plant hit gain the Extreme Overheating flaw on the first hit, Random Shutdown (3) on the second hit, and the usual Plant Destroyed on the third.
- **Extreme Overheating** -- Vehicles that possess this flaw who take a Power Plant hit gain the Random Shutdown (2) flaw on the first hit, Random Shutdown (5) on the second hit, and the usual Plant Destroyed on the third.
- **Vulnerable to Haywire** -- In brutality, vehicles with this flaw hit by Haywire weapons suffer damage at one level higher on the Damage Effects table (ie, if hit with 2.5x their AR, they would take damage not at 4 rolls, the usual for a Haywire weapon, but instead take 8 rolls!).
- **Exposed Auxiliaries** -- 2d6 (normal Silhouette dice rolling applies) systems are hit per AUX hit.
- **Exposed Crew** -- Vehicles with this flaw begin the game as though they had already suffered a Crew result. Fill in one Crew Hit box on the Record Sheet. No crew has been killed, nor does the vehicle begin with a stunned crew, but hits against the crew are immediately handled at the worse threshold.
- **Exposed Systems** -- Add 1 to the die roll whenever rolling under the Weapon Systems subtable.
- **Exposed Movement** -- Add 1 to the die roll whenever rolling under the Movement Systems subtable.
- **Fragile Chassis** -- Add 1 to the die roll whenever rolling under the Structure subtable.
- **Hazardous Ammo** -- Vehicles with this flaw begin the game as though they had already suffered an Ammunition hit. Fill in one Ammunition Hit box on the Record Shot. The vehicle did not explode, but hits against the Ammunition are immediately handled at the worse threshold.





WEAPON SYSTEMS

(ANYTHING DESIGNED UNDER 4.2: SYSTEM DESIGN)

Short

- Base Effect:** A single weapon system shorts out and is unavailable for the remainder of this turn as well as being unavailable next turn. The weapon is not damaged, and automatically becomes available again after the short period
- Multiple:** For every Short result, the affected system is chosen randomly.
- Same Turn:** If a shorted system receives additional short results during the same hit, the short result is unaffected, but the system additionally receives a System Damaged result.
- Other Turn:** If a shorted system receives additional short results from a different hit (either in the same or subsequent turn), then the short result is extended by an additional turn.

System Damaged

- Base Effect:** A single system suffers a -1 penalty to any further actions that involve it.
- Multiple:** For every Damaged result, the affected system is chosen randomly.

Each additional System Damaged result against a system (regardless when it is received) applies an additional -1 penalty to the system. A system no longer functions when it reaches -3 worth of penalties (independent of the inherent ACC of the weapon). At -4 they cannot even be salvaged and are treated as System Destroyed, below. (Note that Fire Control Destroyed results are not counted as weapon damage)

If all Systems have been destroyed, this result is treated as an Ammunition hit, below.

System Destroyed

- Base Effect:** A single system is rendered inoperative by incoming fire. For the remainder of combat, the system cannot be used for any purpose.
- Multiple:** For every Destroyed result, the affected system is chosen randomly.

A system can only receive a System Destroyed once. Do not count the system as part of the eligible weapons pool on System Damaged or System Destroyed results.

If all Systems have been destroyed, this result is treated as an Ammunition hit, below.

Ammunition

- Base Effect:** Each hit to the volatile ammunition may cause an explosion. Make a single test at two dice and compare versus the threshold to avoid ammunition explosion. If the test is failed, the ammunition explodes, destroying the vehicle.
- First Hit:** Threshold = 3
- Second Hit:** Threshold = 5
- Third Hit:** Threshold = 6
- Fourth Plus:** Threshold = 7
- Special:** Ammunition, for the purposes of internal explosions and causing vehicle destruction, is not only limited to the conventional rockets and/or shells, but also high-energy capacitors for lasers and gauss weapons, cooling relays, internal plasma taps, etc. Unless a vehicle has no weapons that could possibly fit within the above parameters (a regular passenger car, a mecha with only non-powered melee weapons) it is still eligible for Ammunition hits.

At the end of any round, a pilot may elect to jettison the ammunition from his weapons. Whether this is possible is entirely up to the designers of the vehicle; in general, externally mounted or handheld weapons, as well as weapons mounted on hardpoints, can have their ammunition disposed of (in the case of hardpoints, it may be jettisoning the entire weapon). Internally mounted weapons may or may not have the ability depending on vehicle type (a tank likely would not, while a giant robot might very well).

It is also possible to 'power down' energy weapons to eliminate their volatility (be it capacitors, plasma bottles, etc).

Jettisoning ammo for a single weapon is a Free Action (costs no actions); jettisoning ammo for all eligible weapons takes 1 Action. Once ammunition has been ejected, the weapon can no longer fire, however, if no ammunition remains on board (all weapons ammunition depleted, jettisoned or deactivated) Ammunition results on the subsystem roll no longer has any effect.



DRIVE SYSTEMS

Maneuver

Base Effect: The currently engaged movement system has its Maneuver value reduced by one.

Multiple: Each subsequent Maneuver result against a movement system further reduces its maneuver value by one.

After 3 Maneuver hits, each subsequent Maneuver hit result counts as a Direction Control hit, described below.

Direction Control

Base Effect: The base cost for changing the vehicle's facing with the currently engaged movement system is increased by 1 MP.

Multiple: A second Direction Control hit against a movement system increases the MP cost for a facing change by an additional 1 MP.

After two Direction Control results, each subsequent Direction Control result counts as a Drive Hit result, described below.

Movement

Base Effect: The currently engaged movement system's Combat Speed is reduced by 1 MP.

Multiple: Each subsequent Movement result against a movement system further reduces its Combat Speed by 1 MP. At 0 MPs, the movement system is no longer usable and is considered destroyed. The vehicle may switch to an alternate movement system if capable.

Special: If the unit does not (or is unable to) switch to a different movement system after a system is reduced to 0 MP, or is suffers this damage result again before being able to switch, apply the results to one of the remaining movement systems.

Drive Hit

Base Effect: The current movement system's Combat Speed MP is reduced by one-third (round up).

Special: The MP reduction is to the base MP of the drive system. Movement results, described above, subtract their penalty from this base number.

Multiple: A second Drive Hit against a movement system reduces the Combat Speed MP by another third.

The third hit reduces the MP to zero and is considered destroyed. The vehicle may switch to an alternate movement system if capable.

Special: If the unit does not (or is unable to) switch to a different movement system after a system is destroyed, or is suffers this damage result again before being able to switch, apply the results to one of the remaining movement systems.



ENGINEERING SYSTEMS

Power Grid Short

- Base Effect:** 1d6 worth of (Weapon) Systems are affected by the (Weapon) Short effect, described under Weapon Systems
- Multiple:** Additional Power Grid Short results during the same damage result are handled as are multiple Short results, found under Weapon Systems, with the exception of 1d6 worth of Systems are affected.

Helm Controls

- Base Effect:** When this system is hit, all subsequent Piloting tests (including Defence) are performed at a -5 penalty.
- Multiple:** This effect can only occur once. Further hits to this subsystem are ignored.

Power Converters

- Base Effect:** When this system is hit, all subsequent Gunnery tests are performed at a -5 penalty.
- Multiple:** This effect can only occur once. Further hits to this subsystem are ignored.

Power Transfers

- Base Effect:** When this system is hit, the power couplings and/or fuel couplings between the power plant and the drive units are severed. No further MP or Thrust may be spent by the vehicle until repaired.
- Multiple:** This effect can only occur once. Further hits to this subsystem are treated as a Plant Hit, below.

Plant Hit

- Base Effect:** Damage to the Power Plant of the vehicle causes the vehicle to gain the following flaws:
- First Hit:** Vehicle gains the Overheating Flaw.
- Second Hit:** Vehicle gains the Heavy Overheating Flaw.
- Third Hit:** The Power Plant is destroyed. Roll 2d6 versus a threshold of 4.

If successful, Vehicle is rendered inoperative, but no further effect.

If the check fails, the Power Plant does something nasty, destroying the vehicle utterly.

STRUCTURE

Minor System

- Base Effect:** A vehicular system not readily important to its combat value is destroyed.
- Examples:** Lifepod, Navigation System, Navigation Lights, Docking Port, Laboratory, Sickbay, Satellite Uplink, Beer Fridge, Platoon Logo, Transponder, etc.
- Special:** In RPG campaigns, this may have some detrimental effects (especially life pods!) but it does not immediately impact the vehicle's combat worthiness.

Bulkheads

- Base Effect:** Something makes a very loud sickening sound deep within the hull of the vehicle.
- Multiple:** The crew gets very nervous from the strange groans emanating from their vehicle's structure.

Structure

- Base Effect:** The vehicle begins to take damage to the structure which holds it together.
- First Hit:** No game effect occurs at this stage.
- Second Hit:** The vehicle shows signs of structural duress, as it begins to come apart. The vehicle loses all HEP for its occupants.
- Third Hit:** The vehicle's internal structure suffers a catastrophic failure. The vehicle is destroyed.



COCKPIT SYSTEMS

Targeting

Base Effect: All weapons fire tests from the vehicle suffer a -1 penalty to further actions.

Multiple: Additional Targeting hits add a further cumulative -1 penalty.

Special: The maximum penalty to Targeting is -4.

Information Warfare

Base Effect: Roll 1d6; this number of Information Warfare systems on the vehicle are damaged, suffering a -1 penalty to their rating.

Multiple: Each additional IW hit against an IW system increases the penalty by two. When IW systems reach -5, they are considered destroyed. Remove those systems from the pool of eligible IW affected by an IW hit.

If no IW systems remain, no damage is done.

Crew Compartment

Base Effect: The cockpit or bridge is hit, stunning and possibly injuring the crew. Roll a single test on 2 dice versus the threshold listed below. As further Crew hits are taken, the threshold increases.

If the test passes, the crew is stunned/injured. During the following turn, the vehicle has one less action than normal.

If the test is failed, 10% (rounded up) of the crew is considered a casualty.

If the crew is all killed, unless the vehicle possesses a sentient computer, it is considered destroyed.

First Hit: Threshold = 2
 Second Hit: Threshold = 3
 Third Hit: Threshold = 4
 Fourth Hit: Threshold = 5
 Fifth Plus: Threshold = 6

AUXILIARY

AUX Systems

Base Effect: Roll 1d6; this number of Auxiliary systems on the vehicle are damaged, suffering a -1 penalty to their rating. Auxiliary Systems without ratings degrade on the basis of Skill use (-1 to any Skill roll using that device) or efficiency (lose 33% efficiency).

Multiple: Each additional AUX hit against an Auxiliary system increases the penalty by two. When Auxiliary systems reach -5 they are considered destroyed. Remove those systems from the pool of eligible Auxiliary Systems affected by an AUX hit.

If no AUX systems remain, no damage is done.

Cascade

Base Effect: The shot penetrates deeply or ricochets within the hull. Roll twice more on the Component Damage Table

OPTIONAL GENRE POINTS USAGE

Even under the POD system, a lucky hit can result in a very tough break for the pilot, knocking the helm out of kilter, or touching off an ammunition explosion. At the GM's option, the following new Genre Effect can be included in the campaign:

It Only Hit the Door!

At the cost of 1 to 3 Genre Points, a character can annul the effects of a single roll on the Component System Table (and appropriate subtable), in effect converting the roll into a Bulkhead hit. The cost in GP is determined by the GM as appropriate for the situation and the severity of the hit.

