

Combat Rounds

No changes at this time, I generally follow the guidelines laid out in the book.

Detection & Engagement

No changes to this section at this time.

Phase 1: Contest of Tactics

No changes at this time.

Phase 2: Assign Firepower

In this section I have added two more options, one at the top and one at the bottom.

- Suicidal: +75% to effective Firepower of all ship weapons; -4 to ship's effective DF.
- ...
- Totally Evasive: -75% to effective Firepower of all ship's weapons; +4 to ship's effective DF.

Phase 3: Point Defence Gunnery

No changes at this time.

Phase 4: Computing Attacks

The modifications to a ships Defence Factor (DF) have been changed as follows.

- 10 or fewer cy: +5
- 50 or fewer cy: +4
- 100 or fewer cy: +3
- 1,000 or fewer cy: +2
- 5,000 or fewer cy: +1
- 10,000 or fewer cy: 0
- 50,000 or fewer cy: -1
- 100,000 or fewer cy: -2
- 500,000 or fewer cy: -3
- 1,000,000 or fewer cy: -4
- Over a million cy: -5
- Ship has warp drive: +2
- Ship has inertialess warp drive: +4
- Ship can make short, aimed hyperspace skips at intervals of 5 minutes or less: +1
- Ship can make short, aimed hyperspace skips at intervals of 3 minutes or less: +2
- Ship can make short, aimed hyperspace skips at intervals of 1 minute or less: +3

The rest of the stages remain the same.

I have made some alterations to the method of space combat presented on page 91 of GURPS Space. These changes are used in combination with the changes to starship construction that I have outlined. Below is a list of the things I have changed by Phase.

Why the Changes?

I made these changes because I was unsatisfied with the existing space combat rules and starship construction rules. Because I had modified the starship construction rules I felt it was necessary to do a bit of changing to the space combat rules to reflect the changes I had made.