

# The Star Fleet Times

Volume II

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## PINWHEEL GALAXY PREVIEW ISSUE

This issue presents material from an upcoming product focusing on a new galaxy entirely separate from our own: the Pinwheel Galaxy.

### (PE1.0) MAGNETIC CANNON

This weapon is used by the Kakrea.

**(PE1.1) DESIGNATION:** Each "MC" box on an SSD represents one Magnetic Cannon. Each weapon is recorded and fired separately.

**(PE1.11) DAMAGE:** The Magnetic Cannon is destroyed on "drone" hits.

**(PE1.12) REPAIR:** The Magnetic Cannon costs five (5) points to repair. The weapon may not be "under-repaired". Any energy allocated to the weapon when it was destroyed is lost.

**(PE1.13) OPTION MOUNTS:** Ships that use option mounts may mount a Magnetic Cannon. Each Magnetic Cannon takes up one option mount and has an option mount cost (per Annex #8B) of zero (0). For damage priority an MC is considered to be between a G-rack and a Gx-rack (D4.3223).

### (PE1.2) ARMING PROCEDURE

**(PE1.21) PROCEDURE:** Magnetic Cannons are armed by allocating one, two, or three points of energy. Each Magnetic Cannon is armed separately and may have up to three points of energy allocated. Power may not be transferred between different Magnetic Cannons after energy has been allocated. Energy may not be transferred to any other ship system after allocation. Each point of energy allocated to the weapon allows the weapon to fire one pulse, up to a maximum of three pulses in one turn.

**(PE1.22) SOURCE:** Energy to power a Magnetic Cannon may come from any source. This may be allocated at the beginning of the turn, or drawn from reserve/battery power later in the turn.

**(PE1.23) HOLDING:** Magnetic Cannons may not be held. Any energy allocated to the weapon that is not used by the end of the turn is discharged (E1.24) and does not prevent or delay firing of the weapon on the following turn (PE1.32) and (PE1.33).

### (PE1.3) FIRING PROCEDURES

**(PE1.31) FIRING:** Magnetic Cannons are fired during the Direct-Fire stage of the Impulse Procedure. Damage is determined by cross-referencing a single d6 roll against the range on the

MAGNETIC CANNON TABLE (PE1.4). The damage is resolved immediately with other direct fire weapons.

**(PE1.32) RATE OF FIRE:** A given Magnetic Cannon may be fired up to three times in any turn, one shot per impulse; each firing of the weapon requires one point of power, either allocated or drawn from reserve power. Previous firings of the weapon do not affect subsequent firings of the weapon except that no more than three pulses may be fired in an eight (8) impulse period. Aegis does not allow the weapon to fire more than once per impulse.

**(PE1.33) FIRING DELAY:** The maximum number of shots that a Magnetic Cannon may fire in an eight impulse period is three. This holds true even if there is a turn break during the eight impulses. Thus, if a Magnetic Cannon is fired only once on turn 1 during the 32<sup>nd</sup> impulse, then only two pulses may be fired by the weapon on turn two before impulse eight (8) (for a maximum of three pulses in an eight impulse period).

**(PE1.34) RANGE:** The maximum range for the Magnetic Cannon is fifteen (15) hexes; the minimum range is zero (0). There is no feedback damage for firing at range zero (0).

**(PE1.35) RANGE EFFECTS:** When true range differs from effective range, use effective range to determine hit probability and true range for damage determination.

**(PE1.36) FEEDBACK:** The weapon never scores feedback damage, regardless of range.

### (PE1.4) MAGNETIC CANNON TABLE

Range	0	1	2-3	4-6	7-10	11-15
Hit	1-6	1-5	1-4	1-3	1-2	1
Damage	6	5	4	3	2	1

**(PE1.5) OVERLOADS:** There is no overload function for the Magnetic Cannon.

### (PE1.6) WEAPON INTERACTIONS

**(PE1.61) SMALL TARGET MODIFIERS:** The Magnetic Cannon does not suffer from modifiers for firing at drones, and are considered "unpenalized" (FD1.5).

**(PE1.62) PLASMA INTERACTIONS:** The Magnetic Cannon does not damage plasma torpedoes or energy torpedoes (FP1.6).

**(PE1.63) ESG INTERACTIONS:** The Magnetic Cannon does not interact with an ESG field (G23.0).

**(PE1.64) THOLIAN WEB INTERACTIONS:** The Magnetic Cannon may not fire through a powered Tholian web. It may be fired into, and/or out of, a Tholian web (G10.61). It may be fired from one web hex to an adjacent web hex.