Those players who want to write their own rules (and perhaps submit new weapons or races to ADB Inc. for publication) could do it the way most wargame designer's have for years (copy a format from a published game). Since the rules are written for SFB, using SFB as a guide would work except for the minor drawback that the original rules were never really standardized. We plan to solve that problem by publishing these standard rules templates.

These templates were created by Ken Burnside for use in his Magellanic Cloud project (which was published as Module E1). Ken has provided them to many designers who have found them invaluable for creating rules related to (and not related to) SFB.

RULE NUMBERS

In each case, you can create your own rule numbers easily. Just use this format:

First letter (SFB rules category, e.g., G = System)
One or two letters (your initials, or those of your company)
Number (assign in sequence as you write new rules)
Decimal point
Sub-rules as per the templates.

Thus, the first combat rule from Joe Smith would be numbered (DJS1.0).

INTERACTIONS

You certainly must include all interactions between your new weapon or system and the various types of terrain, electronic warfare, fire control, defenses, and other items in the basic (Alpha Sector) SFB game system. You obviously must include any interactions to special items in your own galaxy or rules set. If your ships have a "Ronco Shield" then you will have to define its interaction with everything in the Alpha Sector, as well as anything in your own sector. Whether you go to the effort to include interactions to Omega, Simulator, Magellanic, Triangulum, or other galaxies and sectors is up to you. (If you try to do interactions with everything, you are going to be up very late at night writing rules, and could end up with a fairly cluttered rulebook. One rule of thumb is to write such interactions when players start asking you for them.) A caveat should be noted that when writing interactions to other galaxies you might want to check with their authors, and if the "other" rules are still in playtest form, you might want to note which playtest version you are interacting with. It has been noted that the Magellanic and Vudar rules, to name only two, have gone through several drafts and a player may not immediately grasp which version of that rule you wrote your interaction for.

(D/Gxx.0) <SYSTEM NAME>

This template covers D section (combat) rules and G section (system) rules. D and G have different categories of what belongs in them, and there is some overlap. In general:

D section rules cover the following:
- Systems that protect either a ship or unit from taking damage, (Shields, PA panels, Chaff)
- Special damage procedures (Chain Reactions)
- Special types of fire control (Aegis)

G section rules cover the following:
- Anything that can damage another unit that is not a direct fire or seeking system (ESGs)
- Anything that affects (or gathers information about) a target other than the operating ship (e.g., labs, tractors).

(D/Gxx.1) DESIGNATION

(D/Gxx.11) SSD: What its SSD abbreviation is, whether it takes more than one box to destroy, etc.

(D/Gxx.12) DESTRUCTION: What it is hit on on the DAC (D4.21) or any other method of destruction.
(D/Gxx.121) DAMAGE PRIORITY: How it falls into (D4.3221), (D4.3222), (D4.3223), respectively.
(D/Gxx.122) SPECIAL DAMAGE PRIORITY: Most G and D systems lack damage priorities, and this rule may not be necessary.

(D/Gxx.13) REPAIR: Repair cost for Annex #9, (D9.7), (G17.5) status for hasty repairs, and anything else about repairs.

(D/Gxx.14) TECHNOLOGY RESTRICTIONS: Can it be used in Orion or WYN option mounts? Simulator mounts? Magellanic option mounts? Old Galaxy Pirate option mounts?
(D/Gxx.141) How many adjacent option mount spaces does it take? Can it be placed in Orion Wing Option Mounts? Does it require a second system be taken in another option mount to operate normally (a'la Target Accentuators and HEAT).
(D/Gxx.142) How much does the system cost in the option mount via Annex #8B? Is this different for HDWs?

(D/Gxx.15) SIZE CLASS RESTRICTIONS: Does a shorter-ranged system exist that can be used on PFs? Or can the basic system be used on PFs? (Often times, the answer is no.) Is the weapon restricted from use on Size Class 4 units? Can a version of this system be loaded onto fighters? If yes, point to a subsection of the rule describing how the system is used on a fighter, and to a (Jxx.0) or (Rxx.0) rule describing how the fighter ordnance is loaded. For a D or G section rule, this rule is necessary only if the fighter can use the system.

(D/Gxx.16) CREW QUALITY, LEGENDARY OFFICERS: How do crew quality (G21.0) and Legendary Officers (G22.0) interact with this system?

(D/Gxx.17) TACTICAL INTELLIGENCE: At what levels are systems of this type distinguished? (Usually level F or G). At what level can subtypes of this system be distinguished from each other? (usually F or G, but there are exceptions.) At what level is arming status (armed or unarmed) known (usually L), and at what level is the exact arming status (number of turns of arming, total energy in system) known?

(D/Gxx.2) ARMING PROCEDURE

(D/Gxx.21) ENERGY: List the cost and type of energy required to arm the system, over how many consecutive turns. Define the operations cycle. (Operate every turn, operate more than once in a turn, operate and cool, operate multiple times on consecutive turns and cool, operate and cool for a specified number of impulses, operate every other turn with consecutive arming, operate every third turn with consecutive arming, or some other system. Not all of these arming options are represented by systems in the game.)

(D/Gxx.22) HOLDING: List whether an armed or charged system can be held, use rolling delay, or cannot be held, and if discharging has any effect on its arming cycle. Also note if overloaded or specially-loaded versions can be held.

(D/Gxx.23) RESERVE POWER: List whether the system can be armed with reserve power, and any special conditions that

are required for that use, or situations where reserve power is required (such as two-turn Fs.) Note that virtually no weapon in the game can be armed with reserve power on the same turn it is fired; if your weapon is deserving of an exception then provide a plausible technological explanation. If this rule is NOT used, it is assumed that the rule conforms to the normal usage for reserve power in (H7.53). It's better form to use the rule than to omit it.

(D/Gxx.24) WEAPON STATUS: Does the system count as a multi-turn arming weapon for (S4.13)? [This is the infamous fusion beam interaction, where fusions cannot begin a scenario held at WS-III]. If this system has differing arming levels at various weapon statuses (S4.0), this is a good place to list them.

(D/Gxx.3) EFFECTS

(D/Gxx.31) PROCEDURE: Describe what the system does under ideal circumstances. Everything after this number in this section should be moved down rule numbers as necessary until all the description is in place.

(D/Gxx.32) SYSTEM OPERATIONS TABLE: It is always a good idea to give a system's table its own rule number.

(D/Gxx.33) MAXIMUM RANGE: List the maximum range of the system, do not assume that it's obvious to the person looking at the table.
(D/Gxx.331) Specify how discrepancies between true range and effective range are handled. Range-of-effect systems (e.g., phasers) treat the effective range as the real range for all purposes. Hit-or-miss systems (e.g., photons) use the true range for damage, and the effective range for hit probability.

(D/Gxx.34) RESTRICTIONS: Does the system require active (or low-powered) fire control? Does it require a seeking system control channel? If a seeking system control channel is required, can the system be fired via (D19.0) as a self-guided seeking system? All of these can be specified in the rules following .31 – this is just a reminder, and a general place to hang the rule.

(D/Gxx.4) SPECIAL CASES

(D/Gxx.41) TERRAIN: System interactions need to be defined for various terrain types. The default text for direct fire weapons is that they cannot be fired through a hex containing a planet (P2.321), moon [Exception: (P2.3221)], black hole (P4.23), pulsar (P5.32) or star (P12.1). They can be fired into such a hex. They can be fired through ring (P2.223) and asteroid (P3.33) hexes with the standard EW penalties.

(D/Gxx.42) ATMOSPHERES, NEBULAE, DUST CLOUDS, ION STORMS: For pervasive (as opposed to point-in-space) terrain types, interactions need to be defined. The vast majority of these interactions should be defined as ECM.

(D/Gxx.43) WEBS: Can the system operate through a web? (The default is NO.) At a functional reduction? (The default is NO.) Damage a web? (The default is NO.) Damage a target in a web? (The default is YES.) Be fired out of a web? (The default is YES.) Note, even if you are operating in a galaxy without webs, players will want the web rules.

(D/Gxx.44) NVC: If the system is a weapon, can it be fired with Non-violent Combat (D6.4)?

(D/Gxx.45) ESGs, WRG DEFENSIVE FIRE, or similar systems: If the system is defined as a physical projectile or object, these systems may have an interaction and if they do, you need to define it.

(D/Gxx.46) OTHER INTERACTIONS: Does this system have any interactions with tractors, transporters, SFGs, Displacement Devices, or any other equipment or systems? Can a shot from this system be tractored before it hits, or transported out of the way, damage or disrupt an SFG field, or be displaced out of the way? If the system has an interaction with the temporal elevator, this is the place to define it.

(Exx.0) <WEAPON NAME>

This is where you will write rules for your direct-fire weapons. These are the rules that newcomers to your material will check first, since everybody wants to blow stuff up.

Your opening paragraph, under the zero-number heading, should describe in general terms who uses your weapon, how it works, what it does, and if it is carried by a lot of ships or by only a few specialists. Remember that you sell sizzle not steak, and (without getting cheesy) write an imagination-catching description. You want people to use your new rule because when they read the introductory paragraph they could just imagine how much fun they were going to have.

Remember to use distinct terminology for the weapon-launcher and for the weapon-ammunition. For instance, a fireball is what's launched by a fireball launcher. A Hypercannon shell is fired from a hypercannon. This avoids rules arguments down the road.

(Exx.1) DESIGNATION

(Exx.11) SSD: What its SSD abbreviation is, whether it takes more than one box to destroy, etc.

(Exx.12) DESTRUCTION: What it is hit on on the DAC (D4.21) or some other way it is damaged.
(Exx.121) DAMAGE PRIORITY: How it falls into (D4.3221), (D4.3222), (D4.3223), respectively.
(Exx.122) SPECIAL DAMAGE PRIORITY: If there is something special, this is the place to list it. If your weapon is damaged only by certain kinds of damage or from certain directions, list them here. Generally speaking, phasers (or whatever you are using for the general medium-purpose weapon) can be hit only from directions where they can fire while "heavy" and "auxiliary" weapons can be hit from any direction.

(Exx.13) REPAIR: Repair cost for Annex #9, (D9.7), (G17.5) status for hasty repairs.

(Exx.14) TECHNOLOGY RESTRICTIONS: Can it be used in Orion or WYN option mounts? Simulator mounts? Magellanic option mounts? Old Galaxy Pirate option mounts?
(Exx.141) How many adjacent option mount spaces does it take? Can it be placed in "Wing" option mounts? Does it require a second system be taken in another option mount to operate normally (a'la Warp Tuned Lasers and BANKs in Module E1?)
(Exx.142) How much does the weapon cost in the option mount via Annex #8B? Is it different for HDWs?

<Example Text for Exx.14>

(Exx.14) TECHNOLOGY RESTRICTIONS: The Quasar Beam is Kosovar technology, and can only be used in Kosovar and simulator option mounts.

(Exx.141) The Quasar Beam takes one option mount per beam, and can be used in "wing" option mounts but *not* in the "limited" mounts in the tail of Kosovar ships.
(Exx.142) The Neutron Beam costs 0 BPV via Annex #8B.

(Exx.15) SIZE CLASS RESTRICTIONS: Does a shorter-ranged version of the weapon exist that can be used on PFs, or can the standard weapon be used on PFs? (Often times, the answer is no.) Is the weapon restricted from use on Size Class 4 units? Can a version of this weapon be used by fighters? If yes, point to a subsection of the rule describing how the system is fired from a fighter, and to a (Jxx.0) or (Rxx.0) rule describing how the fighter is loaded. (Jxx.0 is better than Rxx.0).

(Exx.16) CREW QUALITY, LEGENDARY OFFICERS: How do crew quality (G21.0) and Legendary Officers (G22.0) interact with this weapon system.

(Exx.17) TACTICAL INTELLIGENCE: At what levels are weapons of this type distinguished? (Usually level F or G). At what level can subtypes of this weapon be distinguished from each other (usually F or G, but there are exceptions.) At what level is arming status (armed or unarmed) known (usually L), and at what level is the exact arming status (number of turns of arming, overloaded or not) known?

(Exx.2) ARMING PROCEDURE

(Exx.21) ENERGY: List the cost and type of energy required to arm the weapon, over how many consecutive turns. Define the firing cycle. (Fire every turn, fire more than once in a turn, fire and cool, fire multiple times on consecutive turns and cool, fire and cool for a specified number of impulses, fire every other turn with consecutive arming, fire every third turn with consecutive arming . . . not all of these arming options are represented by weapons in the game.)

(Exx.22) HOLDING: List whether an armed weapon can be held, use rolling delay, or cannot be held, and if discharging has any effect on its arming cycle. Indicate if any special types of loading (if any) cannot be held. Indicate if there is a holding cost and define how it varies with loading types.

(Exx.23) RESERVE POWER: List whether the weapon can be armed with reserve power, and any special conditions that are required for that use, or situations where reserve power is required (such as two-turn Fs.) Note that virtually no weapon in the game can be armed with reserve power on the same turn it is fired; if your weapon is deserving of an exception then provide a plausible technological explanation. If this rule is NOT used, it is assumed that the rule conforms to the normal usage for reserve power in (H7.53). It is better form to use the rule than to omit it.

(Exx.24) WEAPON STATUS: Does the system count as a multi-turn arming weapon for (S4.13)? [This is the infamous fusion beam interaction, where fusion beams cannot come into a scenario held at WS-III]. If this system has differing arming levels at various weapon status levels (S4.0), this is a good place to list them.

(Exx.3) FIRING PROCEDURE

(Exx.31) PROCEDURE: Define if your weapon is hit or miss or range-of-effect. Define if it uses one, two, or three dice (or no dice at all. SFB only uses six-sided dice and it is strongly recommended that you stick with this tradition. If players have to obtain special dice to use your weapon, some of them will not bother. There are countless variations of the theme. List what step the weapon is fired in (6D2 is the default) and what step the damage is resolved in (6D4 is the default). Try to avoid having to create another step in the Sequence of Play, but if it needs a step of its own define precisely where it is.

(Exx.32) DAMAGE PROCEDURE: Does the weapon have a separate volley function (like PPDs or hellbores, which resolve their damage separately from other weapons fired at the same time)? Does the weapon have a special interaction with shields or armor (e.g., shield crackers, subspace augers versus shields, the lack of a special leak function for particle cannons). Does the weapon roll damage on the DAC in an unusual manner? Note that the proper terminology for damage scored beyond shields and armor is "internal damage points", not "internal hits" or "internals".

(Exx.33) WEAPON FIRING TABLE: It's always a good idea to give a weapon's table its own rule number and to include the table in the rule itself. Be warned that various platforms and software present text differently, and if you Email your rules around or post them as pure text, the charts may self-destruct. Some find it better to use PDFs just so the charts are displayed like they intended them to be, but not everyone has the software that can create PDFs. If submitting a rule to ADB, Inc., be sure to tell us where to find a graphic version of the chart so that we can be positive we know where each number falls.

(Exx.34) MAXIMUM RANGE: List the maximum range of the weapon. Do not assume that it's obvious to the person looking at the table. Also note a minimum range, if there is one.
(Exx.341) Specify how discrepancies between true range and effective range are handled. Range-of-effect weapons (e.g., phasers, where the die roll defines the amount of damage) treat the effective range as the real range for all purposes. Hit-or-miss weapons (e.g., disruptors, where the weapon produces a fixed amount of damage and the die only determines if the weapon hit or missed) use the true range for damage, and the effective range for hit probability.

(Exx.35) FEEDBACK DAMAGE: Does the weapon do feedback damage at any specified ranges? The default answer is YES for any hit-or-miss weapon with a to-hit number of 1-6.

(Exx.36) OVERLOADS: If there is no overload function, use this rule to specifically state so. If there is an overload function, use this rule to point to (Exx.4).

(Exx.37) FIRING RESTRICTIONS: Does the weapon require active (or low powered) fire control? Does it require a seeking weapon control channel? If a seeking weapon control channel is required, can the weapon be fired via (D19.0) as a self-guided seeking weapon?

(Exx.4) OVERLOADS

(Exx.41) COST: How much does the overload cost in terms of energy? Generally, a proportional increase in the arming cost equal to the increase in expected damage is best. (Fusion beams are an exception.) [Hellbores gain 50% more damage for a total arming cost increase from 6 to 9.]

Are there any restrictions on the type of power required to overload it, or on which turn of arming or firing due to overload status? Is an overload non-reversible, or reversible at whim (as particle cannons are). Define all of these answers and anything else special in sub-rules such as .411, .412, etc. If your weapon requires something else for an overload, a special ammunition, additional power for fire control (note, no weapon currently in the game requires such things) specify it in a sub-rule here.

(Exx.42) MAXIMUM RANGE: What's the maximum range of an overloaded weapon? (Default is 8 hexes.)

(Exx.43) SIDE EFFECTS OF AN OVERLOADED WEAPON: Does an overload require additional cooling time? Does it destroy the weapon (fusion beam suicide overloads)? Is there only a limited amount of special ammunition which can be overloaded? Is the overload somehow less accurate?

(Exx.44) EFFECT: How much extra damage does an overload do? Generally, an overload does twice the damage of a standard load for twice the power. Varying this increase by too much can result in weapons that are hideously unbalancing, unless they have other restrictions placed upon them.

(Exx.5) SPECIAL CASES

(Exx.51) TERRAIN: Define the interaction between your weapon and all types of terrain. The default text is as follows:

Weapons cannot be fired through a hex containing a planet (P2.321), moon [Exception: (P2.3221)], black hole (P4.23), pulsar (P5.32) or star (P12.1). They can be fired into such a hex. They can be fired through ring (P2.223) and asteroid (P3.33) hexes with the standard EW penalties.

(Exx.52) ATMOSPHERES: By default, most weapons lose 25% of their total damage per hex of atmosphere, cumulatively, as photon torpedoes do. Alternate methods are to only suffer EW penalties as phasers and fusion beams do, suffer additional hexes of range, as Tractor-Repulsors do, change the percentage of cumulative damage loss as disruptors do, or to have the weapon not be able to fire through an atmosphere hex, or have it ignore the effects of atmospheres. See (P2.5).

(Exx.53) SIZE CLASS SEVEN TARGETS:
(Exx.531) Is the weapon subject to the (FD1.52) penalties when firing at drones? Be guided here by what types of weapons are, and are not, and which one your weapon is most similar to.
(Exx.532) Does the weapon damage plasma torpedoes? At what fraction to warhead reduction? Are Short Range or Long Range torpedoes handled any differently? Kinetic Waves?
(Exx.533) Is the weapon penalized by (M8.52) when used to sweep mines?

(Exx.54) WEBS: Can the weapon fire through a web? (The default is NO.) At a damage reduction? (The default is NO.) Damage a web? (The default is NO.) Damage a target in a web? (The default is YES.) Be fired out of a web? (The default is YES.)

(Exx.56) NON-VIOLENT COMBAT: Can the weapon be fired under the Non-violent Combat rule (D6.4)?

(Exx.57) ESGs: If the weapon is defined as a physical projectile, ESGs may have an interaction. Certain other systems (such as one version of the Ion Pulse Generator) have a similar effect.

(Exx.58) OTHER INTERACTIONS: Does this weapon have any interactions with tractors, transporters, SFGs, Displacement Devices, or any other equipment or systems? Can a shot from this system be tractored before it hits, or transported out of the way, damage or disrupt an SFG field, or be displaced out of the way? If the weapon has an interaction with the temporal elevator, this is the place to define it.

(FPxx.0) <PLASMA-LIKE WEAPON>

This template is written for a plasma-type seeking weapon which requires energy to arm. They can be adapted for drone-type weapons, and Ken Burnside is working on a new template for that type of weapon.

Your opening paragraph, under the zero-number heading, should describe in general terms who uses your weapon, how it works, what it does, and if it is carried by a lot of ships or by only a few specialists. Remember that you sell sizzle not steak, and (without getting cheesy) write an imagination-catching description. You want people to use your new rule because when they read the introductory paragraph they could just imagine how much fun they were going to have.

Some players dislike seeking weapons because they are hard to keep track of, and many would agree that a Federation carrier heavy group with 2,000 drones on the map proves that we went a little overboard. However, a galaxy or sector without any seeking weapons will have limited tactics, since seeking weapons can do something direct-fire weapons have trouble doing: influence the maneuver of the enemy force.

Remember to use distinct terminology for the weapon-launcher and for the weapon-ammunition. For instance, a plasma torpedo is launched from a plasma torpedo launcher or a plasma torpedo tube. Make sure that the terminology is used consistently throughout. Do not rely on your readers to pick up the difference from reading the rules.

(FPxx.1) DESIGNATION

(FPxx.11) SSD: What its SSD abbreviation is, whether it takes more than one box to destroy, etc.

(FPxx.12) DESTRUCTION: What DAC entry it is destroyed on (D4.21).
(FPxx.121) DAMAGE PRIORITY: How it falls into (D4.3221), (D4.3222), (D4.3223), respectively.
(FPxx.122) SPECIAL DAMAGE RULES: If your weapon is damaged only by certain kinds of damage or from certain directions, list them here. Generally speaking, phasers (or whatever you are using for the general medium-purpose weapon) can be hit only from directions where they can fire while "heavy" and "auxiliary" weapons can be hit from any direction.

(FPxx.13) REPAIR: Define the repair cost for Annex #9, (D9.7), (G17.5) status for hasty repairs.

(FPxx.14) TECHNOLOGY RESTRICTIONS: Can it be used in Orion or WYN option mounts? Simulator mounts? Magellanic option mounts? Old Galaxy Pirate option mounts?
(FPxx.141) How many adjacent option mount spaces does it take? Can it be used in Orion "Wing" option mounts? Does it require a second system be taken in another option mount to operate normally (A'la Target Accentuators and HEATs?)
(FPxx.142) How much does the weapon cost in the option mount via Annex #8B? Is it different for HDWs?

<Example Text>

(FPxx.14) TECHNOLOGY RESTRICTIONS: The Plasmoramma is Kosovar technology, and can only be used in Kosovar and simulator option mounts.
(FPxx.141) The Plasmoramma takes one option mount per weapon, and can be used in "wing" option mounts. It cannot be mounted on size class 4 ships.
(FPxx.142) The Plasmoramma costs 0 BPV via Annex #8B. If the Y175 refit is taken, its cost is 1 BPV.

(FPxx.15) SIZE CLASS RESTRICTIONS: Does a shorter-ranged version of the weapon exist for use on PFs? (Often times, the answer is no.) Is the weapon restricted from use on Size Class 4 units? Can a version of this weapon be loaded onto fighters? If yes, point to a subsection of the rule describing how the system is fired from a fighter, and to a (Jxx.0) or (Rxx.0) rule describing how the fighter ordnance is loaded. (Jxx.0 is better than Rxx.0).

(FPxx.16) CREW QUALITY, LEGENDARY OFFICERS: How do crew quality (G21.0) and Legendary Officers (G22.0) interact with this weapon system. The default is to say that it behaves as plasma torpedoes. See the rules in Omega-1 for examples of other interactions.

(FPxx.17) TACTICAL INTELLIGENCE: At what levels are weapons of this type distinguished? (Usually level F or G). At what level can subtypes of this weapon be distinguished from each other (usually F or G, but there are exceptions). At what level is arming status (armed or unarmed) known (usually L), and at what level is the exact arming status (number of turns of arming, overloaded or not) known?

(FPxx.2) ARMING PROCEDURE

(FPxx.21) ENERGY: List the cost and type of energy required to arm the weapon, over how many consecutive turns. Define the firing cycle (e.g., launch every turn, launch more than once in a turn, launch and cool, launch multiple times on consecutive turns and cool, launch and cool for a specified number of impulses, fire every other turn with consecutive arming, fire every third turn with consecutive arming, etc..)

(FPxx.22) HOLDING: List whether an armed weapon can be held, use rolling delay, or cannot be held, and if discharging has any effect on its arming cycle. Note if discharges can be detected.

(FPxx.23) RESERVE POWER: List whether the weapon can be armed with reserve power, and any special conditions that are required for that use, or situations where reserve power is required (such as two-turn type-F plasmas.) If this rule is NOT used, it is assumed that the weapon conforms to the normal usage for reserve power in (H7.53). It's better form to use the rule (even to say there is no reserve power allowed) than to omit it.

(FPxx.24) WEAPON STATUS: Does the system count as a multi-turn arming weapon for (S4.13)? [This is the infamous fusion beam interaction, where fusions cannot start a scenario held at WS-III]. If this system has differing arming levels at various weapon statuses (S4.0), this is a good place to list them.

(FPxx.3) LAUNCHING PROCEDURE

(FPxx.31) PROCEDURE: List the step the weapon is launched in; (6B6) is the default. Define any differences from the standard seeking weapon movement rules in (F1.0).
(FPxx.311) Can the weapon be self-guiding? Can it be launched on passive fire control? Can it change targets in mid-flight?
(FPxx.312) Define all targeting restrictions: Is this weapon able to affect other seeking weapons? This is a location to put all sorts of interesting interactions.
(FPxx.313) Is the warhead strength of the weapon known at launch, or determined via labs?

(FPxx.32) MOVEMENT: Describe how the counter moves on the map, including speed, warhead degradation due to distance travelled (if any), and other effects.

(FPxx.33) DAMAGE PROCEDURE: Does damage produced by the weapon have a separate volley function from other seeking weapons, or an effect other than damage? Is it enveloping, or does it do damage in a different manner? Remember that the proper terminology for "damage that is resolved on the DAC" is "internal damage points", not "internal hits" or "internals".

(FPxx.34) WEAPON FIRING TABLE: It is always a good idea to give a weapon's table its own rule number and to include the table in the rule itself. See the warnings in Exx.N33 above.

(FPxx.35) FEEDBACK DAMAGE: Does the weapon do feedback damage at any specified ranges? Default is YES for any weapon which doesn't move before impacting the target, while the launching ship didn't move.

(FPxx.36) MAXIMUM RANGE: List the maximum range of the weapon; do not assume that it's obvious to the person looking at the table. This is also where you cover myopic effects.

(FPxx.37) DAMAGING THE TORPEDO: There are several things to keep track of.
(FPxx.371) PHASERS: How do phasers damage this seeking weapon? At 2:1 as with plasma torpedoes? At 3:1 as with HEATs? At 1:1, as with Fuser torpedoes? Not at all? Do warp-tuned lasers and microphasers have their usual interaction with plasma torpedoes? This interaction will also help define how asteroid damage is calculated.
(FPxx.372) PA MINES: The default is that the PA mine sucks 25 points of strength off of the warhead.
(FPxx.373) WARP AUGMENTED RAILGUNS: How does a WRG work against it? You can choose one of the three defined methods (drone, shuttle, plasma) or come up with one of your own. The best mode is to try to make it behave as other plasmas are handled, but you might have a creative idea.

(FPxx.38) DIFFERENCES FROM PLASMA TORPEDOES: Many of these differences will be covered in other rules. List them here, twice, to give players a common point of reference in looking up the rules. This rule should always be your last rule in section (FPxxx.3).
(FPxx.381) Is there a pseudo torpedo?
(FPxx.382) How much ECCM (if any) does it have built in?
(FPxx.383) Can the weapon be enveloped, shotgunned, or quick-loaded as a smaller type?
(FPxx.384) Can the weapon be launched from a destroyed launcher? If so, for how long?
(FPxx.385) Can the weapon be fired in a direct-fire mode (bolted)?
(FPxx.386) Is there any type of "ECM Drone" equivalent versions of this weapon? If so, you will need to define this. If the rule is a paragraph or two, you might make it (FPxx.39) but if it is a complex procedure you may need to make it (FPxx.5) and do a full work-up.

(FPxx.4) SPECIAL CASES:

(FPxx.41) TERRAIN: Define how the weapon interacts with planets and moons (P2.0), black holes (P4.0), pulsars (P5.0), and stars (P12.0). Define how ring (P2.223) and asteroid (P3.33) hexes are handled.

(FPxx.42) ATMOSPHERES, NEBULAE: Define how the seeking weapon interacts with these and other types of area terrain (dust clouds, radiation zones, etc.).

(FPxx.43) WEBS: Can the weapon fire through a web? (The default is NO.) At a damage reduction? (The default is NO.) Damage a web? (The default is NO.) Damage a target in a web? (The default is YES.) Be fired out of a web? (The default is YES.)

(FPxx.44) NVC: Can the weapon be fired with Non-violent Combat (D6.4)?

(FPxx.45) ESGs: If the weapon is defined as a physical projectile, ESGs and certain other systems may have an interaction.

(FPxx.46) TRACTORS, TRANSPORTERS, SFGs, DISDEVs: Does this weapon have any interactions with the above systems? Can a shot from this weapon be tractored before it hits, or transported out of the way, damage or disrupt an SFG field, or be displaced out of the way? Does this weapon have a non-standard interaction with the Temporal Elevator?