DRv3 Quick Reference

This is a condensed version of Star Army Damage Rating, Version 3 article. It is meant to be consulted by anyone already aware of how SADRv3 functions and just wants to have a quick overview of the guidelines.

Tiers

For more information, see Damage Rating (Version 3)#Tiers.

Tier	Purpose	Defensive Example	Offensive Example
Personnel			
1	Light Anti-Personnel	Traditional Flak Vest, Riot Armor	Styrling .45 Caliber Pistol
2	Medium Anti-Personnel	Muur Armor, Ballistic Vests, Body Armor	GP-12 Pulse Rifle, Type 33 NSP (Pulse)
3	Heavy Anti-Personnel	Golem Assault Armor, Hardsuits	LASR, SLAG Grenades, Type 33 NSP (Heavy)
Power Armor			
4	Light Anti-Armor	Daisy II, Mindy IV	Aether Saber-Rifle (Rapid-Pulse), Atmospheric/Space Plasma Rifle
5	Medium Anti-Armor	Reaper	Aether Saber-Rifle (Beam), Type 32 Anti-Armor Turret
6	Heavy Anti-Armor	Devil, Hostile, Kirie	Aether Saber-Rifle (Saber), Offensive Mini-Missiles
Mecha			
7	Light Anti-Mecha	Aggressor, M9 TASHA, V6 Hayabusa II	50mm Gauss Bazooka, Type 31 Anti-Fighter Turret
8	Medium Anti-Mecha	Corona, V9 Nodachi	Nodachi-Type Turbo Aether Cannon
9	Heavy Anti-Mecha	Type 31 Dropship, V7 Ginga	Type 31 Anti-Starship Turret
Starship			
10	Light Anti-Starship	Hayai Gunboat, Yui-7 Scout	Chiaki-Type Mass Launcher (Solid Round)
11	Medium Anti-Starship	Chiaki Escort, Plumeria Gunship	Chiaki-Type Mass Launcher (Positron Shot)
12	Heavy Anti-Starship	Fuji Gunship, Urufu Light Cruiser	Chiaki-Type Aether Array, Sharie-Type Aether Turret, Ke-Z1 Torpedoes
13	Light Anti-Capital Ship	Heitan Carrier, Super Eikan Heavy Cruiser	Plumeria-Type Aether Array, Eikan-Type Positron Cannon
14	Medium Anti-Capital Ship	Sharie Battleship, Yamato Flagship	Eikan-Type Aether Array, Izanagai-Type Aether Turret
15	Heavy Anti-Capital Ship	Izanagi Dreadnought, Zodiac Star Fortress	Sharie-Type Aether Array, Izanagi-Type Aether Array

Attacks

For more information, see *Damage Rating (Version 3)#Attacks.*

Using a weapon in the same tier as its target means that the weapon is capable of putting the target out of combat in a single well-placed attack. It is *potentially lethal*. A weapon can cause damage up to four steps above its tier. Each step above reduces the damage it can cause since the target is bigger, heavier, or better protected. We also rate overkill in four steps. It can be visualized as follows:

Weapon vs Target	Descriptor
4 Below	Negligible
3 Below	Light Damage
2 Below	Moderate Damage
1 Below	Heavy Damage
Equal	Potentially Lethal
1 Above	Quite Lethal
2 Above	Very Lethal
3 Above	Assuredly Lethal
4 Above	Total Annihilation

What you need to take from this is that you cause less damage to harder targets than your weapon was intended to take down and more damage to targets softer than that. If the gap becomes too wide in disfavor of the weapon, it won't do much of anything - but too wide in favor of the weapon means lots of overkill.

Defenses

An armor's or barrier's resilience and stopping power is defined by the tier its unit is part of.

Barriers

For more information, see *Damage Rating (Version 3)#Barrier.*

Damaging and Depleting Barriers

Here's a table that shows on the rightmost column how much incoming damage could deplete barriers:

Weapon vs Target	Damage Directly on Target	Damage on Fully-Charged Barrier
4 Below	Negligible	Barrier undiminished.

Weapon vs Target	Damage Directly on Target	Damage on Fully-Charged Barrier
3 Below	Light Damage	Around 7% damage to barrier.
2 Below	Moderate Damage	Around 12% damage to barrier.
1 Below	Heavy Damage	Around 25% damage to barrier.
Equal	Potentially Lethal	Around 50% damage to barrier.
1 Above	Quite Lethal	Barrier depleted (100% damage).
2 Above	Highly Destructive	Barrier depleted (150% damage), heavy damage to target.
3 Above	Assuredly Lethal	Barrier depleted (200% damage), potentially lethal damage to target.
4 Above	Total Annihilation	Barrier depleted (250% damage), quite lethal damage to target.

Barrier Facings

Barrier technology comes in a few shapes in terms of deployment and management. The common ones include:

Type	Description
Bubble	This kind of barrier forms an all-around protective bubble for the unit. It's a rudimentary barrier deployment most commonly seen on power armor, mecha and larger civilian craft. It has only one universal facing. Near-misses can deplete the bubble even though they might not have actually hit the target directly.
Conformal	Slightly more advanced, this barrier lends "skin-tight" protection to its recipient. Near-misses are much less likely to needlessly deplete the barrier. It is usually seen on power armor, mecha, and small strike craft.
Two-Faced	Two-faced barriers have emitters that handle the forward and aft hemispheres of the barrier bubble separately — each facing has its own 100% energy reserve. Host platforms smaller than mecha may not equip two-faced barriers.[1]
Six-Faced	One of the most complex barrier setups available, this layout divides barrier facings into areas: fore, aft, port, starboard, dorsal and ventral. Each facing has its own 100% energy reserve too. Typically, these will only be seen on state-of-the-art military starships and capital ships. Six-faced units sometimes will simplify how their facings are managed, with "fore" and "aft" commonly used.

Managing Barrier Facings

Barrier facings can be transferred to replenish depleted ones. Transfering power over the "standard" capacity of 100% can be safely done up to 200%; going beyond that risks damaging the barrier system from prolonged overloads and feedback-induced blowouts.

Replenishing a Barrier

When not being fired on, barrier regeneration can safely occur at a rate of 50% every 10 to 15 seconds

(3% to 5% per second, depending on rate of activity) or by actions from roleplayers. Depleting a barrier by excess causes an overload which renders that barrier facing inoperable for 15 seconds while the barrier emitter is reset. Transferring reserve power from things such as power armor capacitors can jump-start a power armor's barrier.

Armor

For more information, see Damage Rating (Version 3)#Armor.

Supplemental Armor

Shields are made of heavier plating than the unit using it, thus its resilience can be treated being one step above the tier of the unit holding it. For example, the M6 Daisy's Zesuaium shield can cope with attacks as a *medium power armor* (Tier 5) target would. Damage to the shield is treated separately from the power armor or mecha holding it: having a shield does not upgrade a power armor or mecha's defense tier; instead, it is treated as a different location to damage that is tougher than the rest.

Materials

Here's a list of commonly seen materials in SARP, along with a short blurb of how they stand out.

Armor Material	Properties
Xiulurium	Expensive, counts as *Unarmored* (see below), grants stealth when energized.
Zanarium	Grants noncombat stealth when energized if barrier and weapons are offline.
Durandium	Lightweight and inexpensive.
Durandium-T	Transparent Durandium, counts as unarmored against beam-based weapons.
Yama-Dura	Memory metal with minor noncombat regenerative properties.
Nerimium	Heavy, density absorbs kinetic and heat impacts well, inexpensive.
Yamataium	Heavy, expensive, memory metal with significant noncombat regenerative properties.
Zesuaium	Heavy, expensive, cannot be repaired, resists electricity, kinetics, and heat.
Zesuaium-T	Transparent Zesuaium, counts as unarmored against beam-based weapons.
Zesuaium-X	Coated in Xiulurium, confers same properties as long as surface remains intact.

Being "Unarmored"

Units that are not actually armored take damage one step worse than usual for their tier.

Examples of Use

For more information, see Damage Rating (Version 3)#Examples of Use.

vs. Lightly-Protected Personnel

Example of damage on a *light personnel* (Tier 1) target, such as a policeman in riot armor:

Weapon vs. Target	Descriptor	Examples
Equal	Potentially Lethal	Armor penetration, severe burns, possibly fatal wounds (vital organs, internal bleeding).
1 Above	Quite Lethal	Reliable through-and-through penetration, gaping wounds (and W exsanguination).
2 Above	Very Lethal	Severed limbs, eviscerated torsos, massive traumatic injuries.
3 Above	Assuredly Lethal	Explosive separation of body parts/tissues via projectile trauma.
4 Above	Total Annihilation	Incineration, being scattered into meaty chunks and fine pink mist.

vs. Heavily-Protected Personnel

Example of damage on a *heavy personnel* (Tier 3) target, such as a Unique in a full-body hardsuit:

Weapon vs. Target	Descriptor	Examples
2 Below	Moderate Damage	Notable damage to armor surface, bruising.
1 Below	Heavy Damage	Partial armor penetration, minor burns, light wounds.
Equal	Potentially Lethal	Armor penetration, severe burns, possibly fatal wounds (vital organs, internal bleeding).
1 Above	Quite Lethal	Reliable through-and-through penetration, gaping wounds (and W exsanguination).
2 Above	Very Lethal	Severed limbs, eviscerated torsos, massive traumatic injuries.
3 Above	Assuredly Lethal	Explosive separation of body parts/tissues via projectile trauma.
4 Above	Total Annihilation	Incineration, being scattered into meaty chunks and fine pink mist.

vs. Lightweight Power Armor

Example of damage on a *light armor* (Tier 4) target, such as a Ke-M2-4a "Mindy" Power Armor:

Weapon vs. Target	Descriptor	Examples
4 Below	Negligible	Scratches, ruined paint job.
3 Below	Light Damage	Slight deterioration of armor (nicked, dented, carbonized surface).
2 Below	Moderate Damage	Notable deterioration of armor (melted off, gouged, pockmarked), possible bruising.
1 Below	Heavy Damage	Partial armor penetration, subsystem damage, minor burns, light wounds (major bruising, cracked bones).

Weapon vs. Target	Descriptor	Examples
Equal	Potentially Lethal	Armor penetration, possibly fatal injury for wearer (severe wounds/burns, internal bleeding, broken bones).
1 Above	Quite Lethal	Armor deeply penetrated, severe injuries for wearer
2 Above	Very Lethal	Through-and-through penetration; limbs severed or ruined; massive injuries for wearer.
3 Above	Assuredly Lethal	Significant portion of power armor and wearer blown off or destroyed
4 Above	Total Annihilation	Obliteration likely, even from a glancing hit

vs. Medium-Sized Starship

Example of damage on a *medium starship* (Tier 11) target, such as a Ke-S3-2e Plumeria-class Medium Gunship:

Weapon vs Target	Descriptor	Examples
4 Below	Negligible	Dents, scorch marks on the armor's surface, ruined paint job.
3 Below	Light Damage	Gouges or noticeable pockmarks; heat warps the armor as it melts.
2 Below	Moderate Damage	Armor might crack, fissure, or threaten to buckle; heat causes indents from reaching armor's boiling point.
1 Below	Heavy Damage	Armor is twisted, torn, or cratered nearly through; heat sufficient to cause deeper indentations.
Equal	Potentially Lethal	Hull breach, possible loss of function on a vital system may cripple the ship.
1 Above	Quite Lethal	Compartment-wide damage, wide sections open to space.
2 Above	Very Lethal	Loss of major structural components such as main gun and pylons.
3 Above	Assuredly Lethal	If hit center-of-mass, destruction of the entire ship.
4 Above	Total Annihilation	Ship bound to disintegrate even if caught at the edge of the attack.

OOC Notes

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[1]
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