

Damage Index Template

(this is basically the form to use when creating new Damage Indexes)

| | | | |
|----------------|----------------|----------------|----------------|
| A Crits | B Crits | C Crits | Options |
| T=Thrust | D=DS | C=Crew | B=AA |
| E=ESV | S=Pilot Stun | W=Weap* | C=BB |
| A=ASV | G=Cargo | | C=AAAA |
| ~=Short* | M=Maneuver | | C=AAB |
| | | | D=CC |
| | | | D=BBBAA |
| | | | D=AAAABB |

Struct

| Dam | 0 | 1 | 2 | 3 | 4 | 5 | Crit |
|-----|---------|---------|------|------|----|----|------|
| 1 | B | B | A | A | A | A | X |
| 2 | C | B | B | A | A | A | |
| 3 | C | B | B | A | A | A | |
| 4 | CA | B | B | B | A | A | |
| 5 | CA | B | B | B | A | A | |
| 6 | D | B | B | B | B | A | |
| 7 | D | C | C | B | B | A | |
| 8 | D | C | C | B | B | B | |
| 9 | DA | C | C | C | B | B | |
| 10 | DA | C | C | C | B | B | |
| 11 | DA | C | C | C | C | B | |
| 12 | DB | D | C | C | C | B | |
| 13 | DB | D | D | C | C | C | |
| 14 | DB | D | D | D | C | C | |
| 15 | DC | D | D | D | C | C | |
| 16 | Cascade | DA | D | D | D | C | |
| 17 | Boom NT | DA | DA | D | D | C | |
| 18 | Boom NT | DA | DA | DA | D | D | |
| 19 | Boom NT | DB | DA | DA | D | D | |
| 20 | Boom | DB | DB | DA | DA | D | |
| 21 | Boom | DC | DB | DB | DA | D | |
| 22 | Boom | Cascade | DB | DA | DA | DA | |
| 23 | Boom | Boom | Boom | DB | DB | DA | |
| 24+ | Boom | Boom | Boom | Boom | DB | DB | |

*Odd damage amount indicates defender's choice, even indicates attacker's choice.

Critical hit
 Structure hit
 Critical and Structure hit