

Scale 5 - System Damage

20 Roll	System	Bridge Station	Breach	Impact	Breach	Damaged	Breach	Disabled	Breach	Destroyed
1	Communications	Communications	■ ■	Can't be used to perform or assist in any tasks until restore minor action taken	■ ■	Can't perform or assist in tasks. Difficulty of all tasks using comms increased by +2 until repaired. Difficulty to repair is 2	■	Can't be used to perform or assist in any tasks. Only close range comms are possible. Difficulty to repair is 4. May be replaced with extended task [Work 8, Magnitude 2, Resistance 0, Difficulty 2)	■	Identical to disabled but can not be repaired. Further hits damage COMPUTERS
2	Computers	Internal Systems or Engineering	■ ■	Computers can't be used to perform or assist any task until restore minor action taken. Additionally, all other tasks assisted by the ship increase complication range by 2.	■ ■	Computers can't be used to perform or assist any task. Additionally, all other tasks assisted by the ship increase difficulty by 2 and complication range by 1. Internal systems or Engineering must perform restore function task. Difficulty to repair is 3	■	Computers can't be used to perform or assist in any task. All tasks assisted by the ship increase complication range by 3. Difficulty to repair is 4 or extended work track [Work 10, Magnitude 2, Resistance 1, Difficulty 2]	■	Identical to disabled but can not be repaired. Further hits affect COMMUNICATIONS
3-6	Engines	Internal Systems or Engineering	■ ■	Ship immediately loses 2 power. Until Restore Minor action taken, all tasks assisted by engines or have a power requirement increase difficulty and complication range by 1.	■ ■	Ship immediately loses 2 power. All tasks assisted by engines or have a power requirement increase difficulty and complication range by 1. Difficulty of all tasks increase by 2. Ship loses 1 power at the end of every round. Difficulty to repair is 3	■	Ship immediately loses 2 power. Engines can't be used to perform or assist in any tasks, even at 0 difficulty. Ship loses 2 power at the end of every round. Difficulty to repair is 5 or extended work [Work 10, Magnitude 3, Resistance 2, Difficulty 2]	■	Can not move or maneuver. Lose 3 power at the end of each round. Normal power is 0. Further roll Challenge dice equal to the number of breaches greater than the ships scale (4). If any effects are rolled, ship may lose warp containment and may explode.
7-9	Sensors	Sensor operations	■ ■	Until Restore minor action, no task can be performed using or assisted by sensors. All attacks increase in difficulty by 1	■ ■	Difficulty of all tasks using or assisted by sensors increases by 2. All attacks increase in difficulty by 1. Difficulty to repair is 3	■	Sensors can't be used to perform or assist in any tasks, even with 0 difficulty. Attacks made the ship increase difficulty by 2. Difficulty to repair is 4 or extended work [Work 10, Magnitude 2, Resistance 1, difficulty2]	■	Identical to disabled but can not be repaired. Further damage impacts Weapons.
10-17	Structure		■ ■	Roll 1 challenge die. If an effect is rolled, random character on the ship has been injured. These injuries are considered to be lethal.	■ ■	Fires and/or minor hull breaches force areas to be evacuated and sealed off. Increases complication range of all engineering tasks to repair systems by 2. Reduces ships resistance by 1. Difficulty to repair is 3	■	Many fires and serious hull breaches. Sections losing life support. Complication range of all engineering tasks to repair the ship by 3 and difficulty by 1. Reduces ships resistance to half, rounded down. The difficulty to repair, including penalty, is 5 or extended task [Work 10, Magnitude 3, Resistance 2, Difficulty 1]	■	Ship is crippled with major fires, hull breaches, and failing life support. Ship's resistance is 0. Tasks to repair can no longer be attempted in combat. Ships may not move except for thrusters. Additional damage affects Engines
18-20	Weapons	Tactical	■ ■	Until restore minor action, can't make any attacks or attempt any tasks assisted by weapons	■ ■	Difficulty of all tasks involving or assisted by weapons are +2. Difficulty to repair is 3	■	Can't be used to perform or assist in any tasks, including attack, even difficulty 0. Difficulty to repair is 4 or extended work [Work 8, Magnitude 2, Resistance 1, Difficulty 2]	■	Identical to disabled but cannot be repaired. Further, roll 1 challenge die if the ship fired any weapons this Turn. If an effect is rolled, ship suffers a single hit from the weapon used most recently as energy weapons discharge or torpedos explode. Further damage done to Sensors

Repairs completed by **Damage Control** action in the Internal Systems station. Using **Presence + Engineering** check to complete task.

Can also **Change Position** minor action and attempt to repair personally using **Daring or Control + Engineering**

Breaches occur when... **Ship suffers 5 or more damage from 1 attack or hazard, after reduction from resistance**

Ship is reduced to 0 shields by an attack

If the ship has 0 shields and attack causes 1 or more damage