

# Scale 7 - System Damage

d20 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. <b>Difficulty to repair is 2</b>	■	Can't be used to perform or assist in any tasks. Only close range comms are possible. <b>Difficulty to repair is 4.</b> 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 <b>COMPUTERS</b>
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 <b>increase complication range by 2.</b>	■ ■ ■	Computers can't be used to perform or assist any task. Additionally, all other tasks assisted by the ship <b>increase difficulty by 2 and complication range by 1.</b> Internal systems or Engineering must perform restore function task. <b>Difficulty to repair is 3</b>	■	Computers can't be used to perform or assist in any task. All tasks assisted by the ship <b>increase complication range by 3.</b> 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 <b>COMMUNICATIONS</b>
3-6	Engines	Internal Systems or Engineering	■ ■ ■	<b>Ship immediately loses 2 power.</b> Until Restore Minor action taken, all tasks assisted by engines or have a power requirement <b>increase difficulty and complication range by 1.</b>	■ ■ ■	<b>Ship immediately loses 2 power.</b> All tasks assisted by engines or have a power requirement <b>increase difficulty and complication range by 1.</b> <b>Difficulty of all tasks increase by 2.</b> <b>Ship loses 1 power at the end of every round.</b> <b>Difficulty to repair is 3</b>	■	<b>Ship immediately loses 2 power.</b> Engines can't be used to perform or assist in any tasks, even at 0 difficulty. <b>Ship loses 2 power at the end of every round.</b> <b>Difficulty to repair is 5</b> or extended work [Work 10, Magnitude 3, Resistance 2, Difficulty 2]	■	Can not move or maneuver. <b>Lose 3 power at the end of each round.</b> Normal power is 0. <b>Further roll Challenge dice equal to the number of breaches greater than the ships scale (4).</b> 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. <b>All attacks increase in difficulty by 1</b>	■ ■ ■	Difficulty of all tasks using or assisted by sensors <b>increases by 2.</b> <b>All attacks increase in difficulty by 1.</b> <b>Difficulty to repair is 3</b>	■	Sensors can't be used to perform or assist in any tasks, even with 0 difficulty. <b>Attacks made the ship increase difficulty by 2.</b> <b>Difficulty to repair is 4</b> or extended work [Work 10, Magnitude 2, Resistance 1, difficulty2]	■	Identical to disabled but can not be repairs. <b>Further damage impacts Weapons.</b>
10-17	Structure		■ ■ ■	<b>Roll 1 challenge die. If an effect is rolled, random character on the ship has been injured. These injuries are considered to be lethal.</b>	■ ■ ■	Fires and/or minor hull breaches force areas to be evacuated and sealed off. <b>Increases complication range of all engineering tasks to repair systems by 2.</b> <b>Reduces ships resistance by 1.</b> <b>Difficulty to repair is 3</b>	■	Many fires and serious hull breaches. Sections losing life support. <b>Complication range of all engineering tasks to repair the ship by 3 and difficulty by 1.</b> <b>Reduces ships resistance to half, rounded down.</b> The difficulty to repair, including penalty, is 5 or extended task [Work 10, Magnitude 3, Resistance 2, Difficulty1]	■	Ship is crippled with major fires, hull breaches, and failing life support. <b>Ship's resistance is 0.</b> <b>Tasks to repair can no longer be attempted in combat.</b> <b>Ships may not move except for thrusters.</b> <b>Additional damage affects Engines</b>
18-20	Weapons	Tactical	■ ■ ■	Until restore minor action, <b>can't make any attacks or attempt any tasks assisted by weapons</b>	■ ■ ■	Difficulty of all tasks involving or assisted by <b>weapons are +2.</b> <b>Difficulty to repair is 3</b>	■	Can't be used to perform or assist in any tasks, including attack, even difficulty 0. <b>Difficulty to repair is 4</b> or extended work [Work 8, Magnitude 2, Resistance 1, Difficulty 2]	■	Identical to disabled but cannot be repaired. Further, <b>roll 1 challenge die if the ship fired any weapons this Turn.</b> If an effect is rolled, ship suffers a single hit from the weapon used most recently as energy weapons discharge or torpedos explode. <b>Further damage done to Sensors</b>

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**