



Secondary Systems:



Engineering System Offline
1 Secondary System disabled.

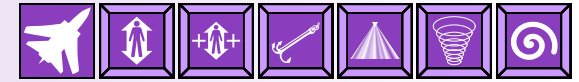
Control Grid Damage
D4 Secondary Systems disabled.

Computer Overload
D6 Secondary Systems disabled.

Engineering Disrupted
D8 Secondary Systems disabled.

Control Grid Destroyed
D10 Secondary Systems disabled.

Computer Destroyed
D12 Secondary Systems disabled.



Electronic Systems:



External Array Damage
1 Electronic system disabled.

Network Disruption
D4 Electronic systems disabled.

Power Surge
D6 Electronic systems disabled.

Auxiliary Circuits Destroyed
D8 Electronic systems disabled.

Network Shutdown
D10 Electronic systems disabled.

Electronic Collapse
D12 Electronic systems disabled.



Propulsion Systems:



Minor Drive Damage
1 STL system disabled.

Major Drive Damage
D6 STL systems disabled.

Nav. Computer Shutdown
1 FTL system disabled.

Drive Control Error
All Propulsion Systems disabled.

Fuel Line Rupture
All STL systems disabled,
♣×D6 Hull Hits lost.

Core Implosion
1 FTL system disabled,
♣×D12 Hull Hits lost.



Weapon Systems:



Mounting Damage
♣×D4 Weapons and/or Launchers disabled.

Ammunition Disruption
D4 largest Munitions detonate, if no Munitions exist then:
♣×D4 Hull Hits lost.

Power Fluctuation
♣×D6 Weapons and/or Launchers disabled.

Munition Explosion
D6 largest Munitions detonate, if no Munitions exist then:
♣×D6 Hull Hits lost.

Target Grid Collapse
♣×D8 Weapons and/or Launchers disabled.

Cascade Power Feedback
D8 largest Munitions detonate, if no Munitions exist then:
♣×D8 Hull Hits lost.

Active Defence Systems:



Minor Turret Damage
♣×D4 Active Defence Systems disabled.

Defence Disruption
♣×D6 Active Defence Systems disabled.

Massive Turret Damage
♣×D8 Active Defence Systems disabled.

Defence Damage
♣×D10 Active Defence Systems disabled.

Turret Destroyed
♣×D12 Active Defence Systems disabled.

Defences Destroyed
All Active Defence Systems disabled.



Crew & Marines:



Minor Venting
↑×1 Crew & Marine Parties lost evenly.

Atmospheric Contamination
↑×2 Crew & Marine Parties lost evenly.

Internal Fires
↑×3 Crew & Marine Parties lost evenly.

Major Venting
↑×4 Crew & Marine Parties lost evenly.

Major Atmospheric Loss
↑×5 Crew & Marine Parties lost evenly.

Total Atmospheric Loss
↑×6 Crew & Marine Parties lost evenly.

Primary Systems:



Control System Damaged
1 Bridge disabled.

Environmental Collapse
Life Support disabled.

Power Disrupted
Reactor disabled.

Coolant Leak
Detonate Reactor if not repaired in End Phase.

Complete System Disruption
All Primary Systems disabled.

Reactor Meltdown
Immediate Reactor detonation.



Structure:



Minor Plasma Fire
♣×D4 Hull Hits lost.

Minor Hull Breach
♣×D6 Hull Hits lost.

Major Plasma Fire
♣×D8 Hull Hits lost.

Major Hull Breach
♣×D10 Hull Hits lost.

Bulkhead Collapse
♣×D12 Hull Hits lost.

Cascade Structural Collapse
Section destroyed.