

SUB-LIGHT DAMAGE ALLOCATION FORM

Die Roll	A	B	C	D	E	F	G	H	I	J	K
2	<u>Bridge</u>	<u>Flag Bridge</u>	<u>Sensor</u>	<u>Damage Control</u>	<u>Aft Hull</u>	Impulse	Shuttle	Lab	Hull	Any Bridge	Excess Damage
3	<u>Missile</u>	<u>Laser</u>	Impulse	Aux Con	APR	Aft Hull	Shuttle	<u>Damage Control</u>	Impulse	Battery	Excess Damage
4	<u>Laser</u>	<u>Impulse</u>	Impulse	Forward Hull	Aft Hull	APR	Lab	Battery	Scanner	Sensor	Excess Damage
5	<u>APR</u>	Aft Hull	Cargo	Battery	Shuttle	<u>Missile</u>	APR	Impulse	Forward Hull	Any Weapon	Excess Damage
6	Forward Hull	Impulse	Lab	APR	<u>Sensor</u>	Shuttle	Lab	Laser	Battery	Any weapon	Excess Damage
7	Cargo	Forward Hull	Battery	Impulse	Shuttle	APR	Lab	Laser	Sensor	Any weapon	Excess Damage
8	Aft Hull	APR	Shuttle	Battery	<u>Scanner</u>	Shuttle	Impulse	Laser	Battery	Any Weapon	Excess Damage
9	<u>Impulse</u>	Forward Hull	Cargo	Battery	Lab	Missile	APR	Impulse	Battery	Any weapon	Excess Damage
10	<u>Laser</u>	<u>Aux Control</u>	APR	Impulse	Aft Hull	Forward Hull	Sensor	APR	Lab	Scanner	Excess Damage
11	<u>Missile</u>	<u>Laser</u>	Impulse	Sensor	Scanner	Forward Hull	<u>Damage Control</u>	Lab	Battery	Phaser	Excess Damage
12	<u>Aux Control</u>	<u>Emer. Bridge</u>	<u>Scanner</u>	<u>Missile</u>	Shuttle	Lab	Aft Hull	Bridge	Sensor	Any Bridge	Excess Damage