



DAMAGE REPORT!

"Captain, we've lost power to the impulse engines and our weapons are down to 50%!"

Using the core starship rules, when a vessel takes damage it either loses SS or CPU. However, a common trope of starship combat involves damage to various systems. When damage occurs to a ship, roll on the following table.

1d6	System
1	Engines*
2	Weapons
3	Shields
4	Sensors
5	Comms
6	Environmental

**Equal chance of FTL or SUB-L engines*

Each system can take the same amount of damage as the ship has total SS.

Whenever the ship takes SS damage, half of that damage is *also* applied to a system.

Whenever the ship takes a critical hit, all damage is also applied to a system.

Casualties Recap

Remember that when a ship takes 5 or more damage (after SOAK) it takes 1d6 casualties, and each PC has a 1-in-6 chance of taking 2d6 damage.

A ship below its minimum crew complement suffers -1d6 to all actions; a ship below half its minimum crew complement suffers -2d6. A ship below one-tenth of its minimum crew complement cannot function.

If a character uses an exploit to target a particular system, he chooses the system rather than rolling for it.

Effects of Damage

Systems damage works in a similar way to casualties - the vessel takes penalties to related checks at various stages.

System damage can be repaired in exactly the same way as SS damage - a *Difficult* [16] LOG check repairs 2 points of damage. The time needed to do this is shown in the table above. You may need to use *engineering* or *computers* to help with that check.

Casualties can be restored as normal - a *Challenging* [13] LOG check to restore one crew member to duty. Remember that the sick bay's capacity as noted on the stat

Damage	Penalty	Repair	Performance
76-99%	-	1 turn	-1
51-75%	-1d6	1 hour	-2
11-50%	-2d6	1 day	-3
10% or below	-	1 week	-5

block limits the number of crew members who can be restored to duty each day.

A system reduced to 0 SS is completely destroyed, and cannot be repaired.

Engines and shields are reduced by the amount shown in the Performance column (above). For example, if the FTL engines are at 60% the ship suffers -2 to its FTL speed; if the shields are at 80%, they suffer -1 SOAK.

Damage Control Panel

Use the Damage Control Panel to record damage.

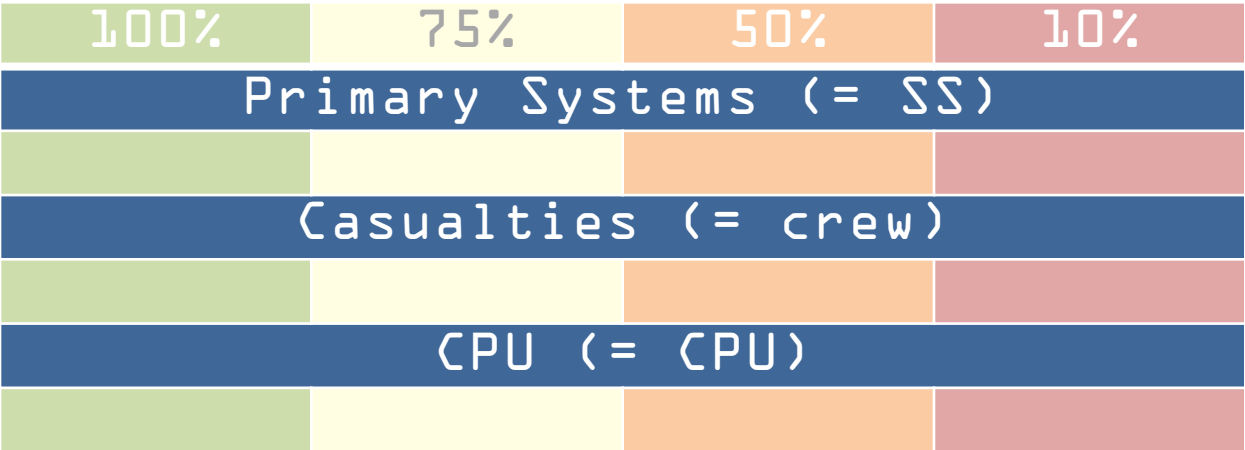
In the primary system values area, enter the SS values at 100%, 50%, and 10%.

In the coloured columns marked 100%, 50%, and 10%, check the box when the system reaches that level of damage.



DAMAGE CONTROL PANEL

Ship Name _____



System	Damage	76-99%	51-75%	11-50%	0-10%
Superstructure					
Engines (FTL)					
Engines (SUB-L)					
Weapons					
Shields					
Sensors					
Comms					
Environmental					
Casualties					
CPU					

Crash Landing

Sometimes a ship crash-lands and suffers massive amounts of damage. This short section describes how to resolve a crash-landing.

When a crash landing occurs, the pilot can make an AGI (*piloting*) check to mitigate the damage. If nobody is piloting the ship, then the check is assumed to be a roll of zero. It is very unlikely that a crash-landing will result in no damage.

A crashed ship takes 1d6 damage multiplied by its class. For example, the *Murphy*, a Class V ship takes 5d6 damage if it crash-lands. This damage is applied to SS, and every system takes half damage as normal. Roll for each system separately.

If the superstructure is reduced to zero, the ship will explode as per the normal rules for ship explosions. Form a countdown pool as normal - the PCs will need to evacuate quickly!

The damage can be mitigated by good piloting. The AGI (*piloting*) check indicates how much damage is mitigated - divide the check by 2. If Sasha is piloting the *Murphy* and rolls 20 on her check, she mitigates the 5d6 damage it takes by 10 points. This can reduce the damage to zero in some cases.

Example of Play

The *Murphy* has crash-landed on an icy world. It's a Class V ship, so it will be taking 5d6 damage. Sasha rolls 20 on her AGI (*piloting*) check, and so mitigates the damage by 10 points.

The SS takes 19 points of damage, reduced to 9 by Sasha's piloting. It

normally has 20 SS, so it has been reduced to 11.

Each system takes 5d6 damage, halved; for simplicity you can roll once and apply the same damage to all systems, or you can roll for each individually.

- ◆ **FTL Engines** take 18 damage, less Sasha's 10, leaving 8, which is halved to 4.
- ◆ **Sub-L Engines** take 12 damage, less Sasha's 10, leaving 2, which is halved to 1.
- ◆ **Weapons** take 22 damage, less Sasha's 10, leaving 12, which is halved to 6.
- ◆ **Shields** take 19 damage, less Sasha's 10, leaving 9, which is halved to 4.
- ◆ **Sensors** take 18 damage, less Sasha's 10, leaving 8, which is halved to 4.
- ◆ **Comms** takes 24 damage, less Sasha's 10, leaving 14, which is halved to 7.
- ◆ **Environmental** takes 18 damage, less Sasha's 10, leaving 8, which is halved to 4.
- ◆ **Casualties** take 25 damage, less Sasha's 10, leaving 15, which is halved to 7.

The *Murphy*, therefore is left with (out of 20 for each category, and, coincidentally, 20 crew):

- ◆ **SS:** 11
- ◆ **FTL:** 16
- ◆ **SUB-L:** 19
- ◆ **Weapons:** 14
- ◆ **Shields:** 16
- ◆ **Sensors:** 16
- ◆ **Comms:** 13
- ◆ **Environmental:** 16
- ◆ **Crew:** 13

Each system can take 20 damage total (the same as the ship's SS) so the damage report might read something like this:

- ◆ SS down to 55%.
- ◆ FTL down to 80%.
- ◆ SUB-L down to 95%.
- ◆ Weapons down to 70%.
- ◆ Shields down to 80%.
- ◆ Sensors down to 80%.
- ◆ Comms down to 65%.
- ◆ Environmental/life-support down to 80%.
- ◆ 35% casualties.

The players don't need to track the percentages that accurately; their Damage Control Sheet will indicate how much damage is equal to the breaks at 10%, 50%, and 75% for die penalty purposes. The figures are available should you wish to emulate the language used in your favorite sci-fi TV show, however.

The PCs would undoubtedly need to start repairs immediately. Luckily, nothing has been damaged too seriously, and the ship will be up and running in short order

- at those levels of damage it takes an hour to repair 2 points of damage, and the ship has taken 46 damage across all systems. That's just 23 hours of repairs, assuming the repair dice rolls go well. The sick bay has a capacity of 5, so it will take 3 days to restore the 13 crew members to active duty, assuming all LOG checks go well.

Note that a failed LOG check on a crew member means that crew member is deceased.

