















































	SECONDARY SYSTEMS			            		
	Engineering Systems Disrupted: Disable 1: Teleporter, Grappler, Gravity Well Projector	Secondary Command Net Disrupted: Disable 1: Hangar Bay, Combat Information Centre, Starfighter Operation Command	Standoff Systems Disrupted: Disable 1: Shield Generator, Deflector	Engineering Systems Failure: Disable All: Teleporter, Grappler, Gravity Well Projector	Secondary Command Net Failure: Disable All: Hangar Bay, Combat Information Centre, Starfighter Operation Command	Standoff Systems Failure: Disable All: Shield Generator, Deflector
	ELECTRONIC WARFARE SYSTEMS			       		
	Secondary EW Overload: Disable All: Cloak Generator, Stealth Generator	Defence Array Overload: Disable 1D2: Electronic Warfare Array, Electronic Countermeasure Array, Countermeasure Pod	Sensor Node Overload: Disable 1D2: Sensor, Electronic Intelligence Array, Targeting Array, Ansible	Defence Array Failure: Disable 1D4: Electronic Warfare Array, Electronic Countermeasure Array, Countermeasure Pod	Sensor Node Failure: Disable 1D4: Sensor, Electronic Intelligence Array, Targeting Array, Ansible	Massive EW Systems Failure: Disable 1D8: Electronic Warfare Systems
	PROPULSION SYSTEMS			        		
	Drive Housing Damage: Disable 1D3: STL	Thruster Manifold Damage: Disable 1D3: Thruster	FTL Core Disruption: Disable 1: FTL	Catastrophic Drive Damage: Disable All: STL	Massive Thruster Damage: Disable All: Thruster	FTL Core Implosion: Disable Largest: FTL & EMS×1 hull hits
	WEAPON SYSTEMS					
	Mounting Damaged: Disable 1: Weapon	Minor Power Loss: Disable EMS×1: Weapon(s)	Containment Failure: Disable 2: Weapons & EMS×1 hull hit(s)	Power Node Burnout: Disable EMS×2: Weapons	Weapon Feed Detonation: Disable 3: Weapons & EMS×2 hull hits	Cascade Power Failure: Disable EMS×3: Weapons
	CREW SYSTEMS			 		
	Minor Bulkhead Failure: Lose 1× Life Support Rating in crew and marine parties evenly	Minor Atmospheric Venting: Lose 2× Life Support Rating in crew and marine parties evenly	Major Bulkhead Failure: Lose 3× Life Support Rating in crew and marine parties evenly	Major Atmospheric Venting: Lose 4× Life Support Rating in crew and marine parties evenly	Catastrophic Bulkhead Failure: Lose 5× Life Support Rating in crew and marine parties evenly	Complete Atmospheric Evacuation: All crew and marine parties lost
	PRIMARY SYSTEMS			  		
	Power Fluctuation: Disable until end of turn: Reactor	Bridge Damage: Disable 1: Bridge	Coolant Leak: Disable: Reactor	Internal Systems Malfunction: Disable: Life Support	Reactor Meltdown: Detonate unless fixed: Reactor	Reactor Implosion: Detonate: Reactor
	STRUCTURE			   		
	Minor Hull Breach: EMS×1 hull hit(s)	Internal Buckling: EMS×2 hull hits	Major Plasma Fire: Current hull layer destroyed	Structural Failure: EMS×3 hull hits	Major Hull Breach: EMS×4 hull hits	Cascade Structural Collapse: Section destroyed
	COMPOUND CRITICALS					
	Engineering Systems Disrupted: Roll a critical for: Secondary Systems & Electronic Warfare Systems	Secondary Command Net Disrupted: Roll a critical for: Secondary Systems & Propulsion Systems	Major Combat Systems Damage: Roll a critical for: Electronic Warfare Systems & Weapon Systems	Cascade Weapon Destruction: Roll a critical for: Weapon Systems & Structure	Critical Structural Failure: Roll a critical for: Crew Systems & Structure	Internal Explosions: Roll a critical for: Primary Systems & Structure