

Star Trek Adventures

Effect of Ship Breaches

	IMPACTED	DAMAGED	DISABLED	DESTROYED
COMMS p. 227	Functions disrupted until communications officer performs the <i>Restore</i> Minor Action. Cannot be used to perform or assist any Tasks and any ongoing tasks are halted.	The Difficulty of all Tasks that involve or are assisted by the ship's Communications System is increased by +2 until repaired. The Difficulty to repair this is 3.	System cannot be used until it is repaired: Diff 4 Task or (at GM's discretion) an Extended Task (Work 8, Magnitude 2, Resistance 0, base Diff 2).	System is destroyed and must be replaced; same as "Disabled" but cannot be repaired. Further hits damage Computers instead.
COMPUTERS p. 227-228	Functions disrupted until internal systems officer performs a <i>Restore</i> Minor Action. Cannot be used to assist with any Tasks and all other ship Tasks have their Complication range increased by 2.	The Difficulty of all Tasks that involve or are assisted by the ship's Computers is increased by +2 until repaired. Tasks have +3 Comp range (total). The Difficulty to repair this is 3.	Same as "Damaged" but all Tasks assisted by the ship are at +3 Comp. The Difficulty to repair this is 4 or (at GM's discretion) an Extended Task (Work 10, Magnitude 2, Resistance 1, base Difficulty 2).	System is destroyed and must be replaced; same as "Disabled" but cannot be repaired. Further hits damage Communications instead.
ENGINES p. 228	Ship loses 2 Power immediately and all Tasks assisted by the Engines or have a Power requirement are at +1 Diff and +1 Comp range. This lasts until the internal systems officer (or someone in engineering) performs a <i>Restore</i> .	The Difficulty of all Tasks that involve or are assisted by the ship's Engines is increased by +2 until repaired. Also, ship loses 1 Power at the end of every Round. The Difficulty to repair this is 3.	The Engines System cannot be used to perform or assist any Task (even Diff 0) and ship loses 2 Power at the end of every Round. Diff 5 to repair or (at GM's discretion) an Extended Task (Work 10, Magnitude 3, Resistance 2, base Difficulty 2).	The system is destroyed and ship is dead in the water. It loses 3 Power at the end of every Round and has Power capacity 0 (will begin subsequent scenes with no Power). Roll ♠ equal to Breaches - Scale. Any Effects mean loss of warp containment.*
SENSORS p. 229	Functions disrupted until sensor operations officer performs the <i>Restore</i> Minor Action. Cannot be used to perform or assist any Task and Attacks by the ship are at +1 Diff.	The Difficulty of all Tasks that involve or are assisted by the ship's Sensors is increased by +2 until repaired. The Difficulty to repair this is 3.	The Sensors System cannot be used to perform or assist any Task (even Diff 0) and ship loses 2 Power at the end of every Round. Diff 4 to repair or (at GM's discretion) an Extended Task (Work 10, Magnitude 2, Resistance 1, base Difficulty 2).	System is destroyed and must be replaced; same as "Disabled" but cannot be repaired. Further hits damage Weapons instead.
STRUCTURE p. 229-230	Roll 1♠; if an Effect is rolled then a random character (PC or important NPC) gets a lethal Injury (may Avoid as normal). <i>For NPC ships, one fewer Turns during next Round (non-cumulative).</i>	Vessel suffers fires and/or minor hull breaches, forcing an area/deck to be sealed off. All Engineering Tasks to repair Systems are +2 Comp range and Resistance is -1. The Difficulty to repair this is 3.	Vessel suffers many fires and serious hull breaches, as well as sections losing life support. All Engineering Tasks to repair ship are at +3 Comp range and all Engineering Tasks are +1 Diff. Diff 5 to repair (includes above) or Extended Task (Work 10, Mag 3, Res 2, Diff 1).	Ship is crippled: fires across the ship, hull breaches everywhere, lie support failing. Resistance is 0, no repair Tasks until combat is done, and only thruster movement possible. Further hits damage Engines instead.
WEAPONS p. 230	Ship cannot make any attacks until the tactical officer performs the <i>Restore</i> Minor Action or make other Tasks assisted by the Weapons Systems.	The Difficulty of all Tasks that involve or are assisted by the ship's Weapons is increased by +2 until repaired. The Difficulty to repair this is 3.	The Weapons System cannot be used to perform or assist any Task (even Diff 0) and so <i>cannot make Attacks</i> . Diff 4 to repair or (at GM's discretion) an Extended Task (Work 8, Magnitude 2, Resistance 1, base Difficulty 2).	System is destroyed and must be replaced (cannot be repaired). If weapons were fired this Turn roll 1♠: any Effects mean weapons discharge unsafely and ship takes one hit from its own weapon. Further hits damage Sensors instead.

WARP CORE BREACH!

At the end of each round, roll ♠ (starts at one and then +1♠ for each subsequent round).

Any Effects mean ship explodes: everyone dies and ships within Close range take (3+Scale)♠ Piercing 2 damage.

Stabilize Reactor: Extended Engineering Task (Work 8, Magnitude 3, Resistance 2, and Base Diff 3). Commonly Daring or Control.

Eject the Reactor: Daring + Engineering Task (Diff 2) to eject. Keep rolling; if it explodes, deal damage to Close ships (including this one) as normal.