

Minor Secondary Hull Fractured

1. Order Emergency Repair Crews to Location of Fault.
Pres + Comm or Eng with a difficulty 0.

2. Scan Fracture.
Rea + Eng with a difficulty of 2.

3. Use Repair Materials.

Cont + Eng with a difficulty of 2.

Total Threat Spend = 4

Major Secondary Hull Fractured

1. Order Emergency Repair Crews to Location of Fault.
Pres + Comm or Eng with a difficulty 0.

2. Scan Fracture.
Rea + Eng with a difficulty of 2.

3a. Initiate Emergency Containment Field Procedures.

Cont + Eng with a difficulty of 2.

3b. Use Repair Materials.
Cont + Eng with a difficulty of 2.

Total Threat Spend = 6

Severe Secondary Hull Fractured

1. Order Emergency Repair Crews to Location of Fault.
Pres + Comm or Eng with a difficulty 0.

2. Scan Fracture.
Rea + Eng with a difficulty of 2.

3a. Initiate Emergency Containment Field Procedures.

Cont + Eng with a difficulty of 2.

3b. Use Repair Materials.
Cont + Eng with a difficulty of 3.

Total Threat Spend = 9

Superstructure Infiltrated by Polaron Particles

1. Complete Full Structural Scan.
Rea + Eng or Sci with a difficulty 2.

2. Prepare Inversive Particle Pulse from Main Deflector.
Control + Eng or Sci with a difficulty of 2.

3. Initiate Pulse to Purge Particles.

Rea+ Eng or Sci with a difficulty of 2.

Total Threat Spend = 6

Atmospheric Containment Lost on Deck

1. Emergency Evacuation of Affected Decks.
Pres + Comm with a difficulty of 2.

2. Erect Emergency Containment Fields.
Cont or Pres + Eng or Sec with ships Struc + Eng with a difficulty of 2

3. Send in Repair Crews.

Cont or Pres + Comm or Eng with a difficulty of 2.

4. Activate Secondary Controls Systems.
Rea + Eng with a difficulty of 2.

5. Effect Repairs.
Dar or Rea + Eng with a difficulty of 2.

Total Threat Spend = 10

Artificial Gravity Grid Offline on Decks

1. Initiate Emergency Procedures for Non-Gravity.
Pres + Comm with a difficulty 1, assisted by ships Struc + Eng.

2. Evacuate Affected Sections.
Pres + Comm with a difficulty of 0.

3. Send in Emergency Repair Crews.

Pres + Eng with a difficulty of 1.

4a. Reroute Power to EPS Regulators.
Rea + Eng with a difficulty of 2.

4b. Access Gravity Grid Controls.
Rea + Eng with ships Struc + Eng with a difficulty of 2.

5. Recalibrate Artificial Gravity Grid and Restore Gravity.
Cont + Eng with a difficulty of 3.

Total Threat Spend = 9

Subspace Differential Pulse Rendering Sensors Inert

1. Stabilize Forward Sensor Array.
Cont + Eng or Sci with a difficulty 2.

2. Align Deflector Matrix with Sensor Grid.
Rea + Eng with a difficulty of 2.

3. Reboot Sensor Array.

Cont + Eng or Sci with a difficulty of 2.

Total Threat Spend = 6

Crashed Class 5 Probe that cannot be transported due to Prime Directive

1. Locate Probe on Surface.
Cont + Conn with ships Sens + Conn or Sci with a difficulty 3.

2a. Form Strategic Plan to Retrieve Probe.
Rea + Comm or Sec with a difficulty of 2.

2b. Disguise Away Team for Insertion on Planet.

Dar + Comm or Med or Sec with a Difficulty of 2.

3. Transport to Planet Surface.
Contl + Eng Task with a Difficulty of 3, assisted by the ships Sens + Eng.

4. Travel to Probe Location.
Dar + Conn or Sec with a difficulty of 3.

5. Set Up Transporter Enhancers and Return with Probe to
Cont + Eng or Sci with a Difficulty of 2, assisted by the ships Sens + Eng.

Total Threat Spend = 15

Neutrino Imaging Scan Needs Fine Tuning

1. Take Neutron Scanning Array Offline.
Rea + Eng or Sci with a difficulty 2.

2. Perform Manual Diagnostics.
Cont + Eng or Sci with a difficulty of 2.

3. Reinitialize Scanner.

Rea + Eng or Sci with a difficulty of 2.

Total Threat Spend = 6

Using sensor suite to locate Cloaked Vessels

- 1a. Order all Stations to Red Alert.
Cont + Comm with a difficulty of 2.
 - 1b. Access sensor suite to Detect Anomalies.
Cont + Eng or Sci with a difficulty of 3.
 - 2a. Engage Auxiliary Sensors.

Cont or Rea + Sec or Sci with a difficulty of 3.
 - 2b. Reboot Imaging Computers to Original Settings.
Cont or Rea + Conn or Eng with a difficulty of 2.
 - 3. Stand Down Red Alert.
Cont or Rea + Comm or Eng with ships Sens + Sci a difficulty of 2.
- Total Threat Spend = 12

Locating Micro-Wormhole that Threatens to Destroy Colony

- 1. Fine Tune Resonance Scanners.
Cont + Eng or Sci with a difficulty 2, assisted by ships Comp + Sci.
 - 2. Bring Ship Into Range to Effect Micro-Wormhole.
Cont + Conn with a difficulty of 2.
 - 3. Remodulate Deflector to Appropriate Frequency.

Cont + Eng or Sci with a difficulty of 2.
 - 4a. Direct Colonists to Shelter in Place.
Pres + Comm with a difficulty of 2.
 - 4b. Maximize Power to Deflector Grid.
Rea + Eng or Sci with ships Struct + Eng with a difficulty of 2.
 - 5. Seal Micro-Wormhole with Graviton Pulse.
Cont + Eng or Sci with ships Weap + Sci with a difficulty of 3.
- Total Threat Spend = 13

Impulse Reaction Chambers Clogged with Veteron Particles

- 1. Shutdown Impulse Drive.
Dar + Eng or Sci with a difficulty 2.
- 2. Decouple the Deuterium Fuel Supply.
Rea + Eng with a difficulty of 2.
- 3. Unclog the Reaction Chambers and Vent the Veteron Particles.

Cont + Eng or Sci with a difficulty of 2.
- 4. Reconnect the Deuterium supply lines.
Total Threat Spend = 6

Driver Coil Assemblies have Micro-Fractures

- 1. Reroute Energy Distribution to Backup Generators.
Rea + Eng with ships Struc + Eng with a difficulty 2.
 - 2a. Scan Port Drive to Locate Micro-Fractures.
Contl + Comm or Eng with a difficulty of 2.
 - 2b. Scan Starboard Drive to Locate Micro-Fractures.

Cont + Comm or Eng with a Difficulty of 2.
 - 3. Repair Fractures Using Quartz Harmonizer.
Rea + Eng with a difficulty of 3.
 - 4. Reinforce Driver Coil Assemblies.
Rea + Eng with a difficulty of 3.
- Total Threat Spend = 12

Load Balancing and Emergency Circuits Fused

- 1. Nullify Polynodal Ionic Induction Relay.
Dar + Eng with a difficulty 2.
 - 2. Reconfigure Linear Thermionic Flux Inhibitors.
Cont + Eng or Sci with a difficulty of 3.
 - 3. Reset Secondary and Tertiary Thermal Displacement Stabilizers.
Rea + Eng or Sci with a difficulty of 2.
- Total Threat Spend = 7

Restoring Impulse Power Due to Sabotage

- 1a. Amplify Nano-Resonating Conversion Catalyst.
Rea + Eng with a difficulty of 2.
 - 1b. Nullify Invasive Computer Lockdown Program.
Cont or Dar + Sec with a difficulty of 3.
 - 2a. Trace and Isolate Virulent Source Code Back to Source.

Cont or Rea + Sec or Sci with a difficulty of 3.
 - 2b. Prep Impulse Engines for Emergency Start.
Cont or Reason + Conn or Eng with a difficulty of 2.
 - 3. Actuate Master Osmotic Reaction Sustainer and Restart
Cont or Rea + Conn or Eng with ships Eng + Conn or Eng a difficulty of 2.
- Total Threat Spend = 12

Dilithium Fractures in Main Warp Drive Manifold

- 1. Order Emergency Shutdown of Warp Drive.
Cont + Comm with a difficulty 2.
 - 2. Evacuate Non-Essential Personnel.
Contl + Comm or Sec with a difficulty of 2.
 - 3. Erect Emergency Force Fields Around Engineering.

Cont + Comm or Sec with ships Struc + Sec with a difficulty of 2.
 - 4a. Perform Localized Baryon Sweep.
Ins or Rea + Conn or Eng with ships Struc + Sci with a difficulty of 2.
 - 4b. Seal Tachyon Fissure using an Inverse Resonance Pulse.
Rea + Eng or Sci with ships Struc + Eng with a difficulty of 3.
 - 5. Isolate Faulty Dilithium Crystals.
Rea + Eng or Sci with ships Comp + Sci with a difficulty of 3.
- Total Threat Spend = 14