

SHIPS AND STATIONS

"It's an alien ship, a design I've never seen before."
– U.S.S. HURON HELMSMAN

GENERATING SHIP DAMAGE

USE THESE PROBABILITY MATRIXES TO DETERMINE what kind of damage your ship takes after sustaining a hit. The System Hit Matrix is a quick way to determine which system is adversely affected by damage. The Minor to Catastrophic Ship Damage probability matrix allows for more detailed prompts to explain ship damage.

System Hit Matrix

d20	System Hit
1	Communications
2	Computers
3-6	Engines
7-9	Sensors
10-17	Structure
18-20	Weapons



Minor to Catastrophic Ship Damage

d20	Damage to Ship
1-5	Minor Damage: Computer Glitches, Strained Power Network, Temporarily Disabled, Negligible Damage
6-10	Moderate Damage: Minor Hull Breach, EPS Grid Overloaded, Subspace Field Disabled, Minor Repair
11-15	Critical Damage: Exposure to Space, EPS Grid Failure, Major System Offline, Major Repair
16-20	Catastrophic: Critical System Destruction, Life Support Failure, Ruined Hull, Repair Necessitating Spacedock

Minor Damage

d20	Damage
1-5	Temporarily Disabled: A random system has been knocked offline by the damage. Internal sensors, the ship's astrometric lab, or even replicators may be knocked offline.
6-10	Strained Power Network: The ship's EPS grid is not functioning at 100%. Until repaired, the crew cannot use the ship to attempt any tasks.
11-15	Computer Glitches: The damage has knocked several processors offline. Until repaired, all tasks requiring the ship's technical systems will be at one step greater Difficulty.
16-20	Negligible Damage: The damage appears more serious than it is, and does not affect any critical system.

Moderate Damage

d20	Damage
1-5	Minor Hull Breach: A minor hull breach has sealed off small portions of the ship's decks. Until repaired, any further results of Moderate Damage become Critical Damage.
6-10	Subspace Field Disabled: The ship is currently unable to maintain a stable warp bubble. The ship is unable to go to warp, though its impulse drive is not affected.
11-15	EPS Grid Overloaded: The ship's power grid is going critical. Until repairs are made, no traits can be used to affect any tests.
16-20	Minor Repair: The ship has suffered extensive damage that requires multiple crewmembers to repair. Until the ship takes time to repair this damage, you are not allowed to spend Momentum for advantages related to the ship's tasks.

Critical Damage

d20	Damage
1-5	Exposure to Space: The damage has exposed sections of the ship's inner hull to space. As the crew works to seal the breaches, all tasks take twice as long to accomplish.
6-10	EPS Grid Failure: The ship's power grid has completely failed. The ship is unable to move, raise shields, initiate comms, or use any other system until it is repaired.
11-15	Major System Offline: A major ship system is knocked offline, such as life support, artificial gravity, shields, weapons, propulsion, or main power. Until it is repaired, that system is not available for use.
16-20	Major Repair: The ship has suffered serious damage that affects multiple key systems. Until the ship is repaired, it rolls one fewer d20 on all tests.

Catastrophic Damage

d20	Damage
1-5	Critical System Destruction: The ship has sustained enough damage that a key system is permanently offline until repaired. Roll 1d20 to determine the system. 1-5 Transporters, 6-10 Engines, 11-15 Shields and Weapons, 16-20 Sensors.
6-10	Life Support Failure: The ship's inertial dampers, environmental controls, and air purification systems have been taken offline. Until repaired, all tests rolled aboard the ship are made at one step greater Difficulty, and for each hour life support has been offline the crew complement is reduced by 10.
11-15	Ruined Hull: The ship's hull has been so egregiously damaged that next time damage is generated for the ship, re-roll any result that is Minor or Moderate damage.
16-20	Repair Necessitating Spacedock: The damage is too extensive to be repaired on its own. Until the ship is returned to a spacedock it can only operate at minimal power, and multiple systems are offline.

DOWNTIME FOR MAINTENANCE

USE THIS RANDOM TABLE TO GENERATE SYSTEM errors when a new system is installed or upgraded. This can also be used when a ship is fresh off the line or when you need to decide how long it will take to repair damage. Roll a **d20** twice; first to indicate which system breaks down, second to determine how long it will take to restore.

d20	System Down	How long?
1-4	Comms	1 hour
5-8	Computers	3 hours
9-11	Engines	6 hours
12-14	Sensors	12 hours
15-17	Structure	24 hours
18-20	Weapons	48 hours

DETERMINING CREW CASUALTIES

IF YOU WISH TO KNOW AN ESTIMATE OF CREW casualties following a battle or other cataclysmic event, you may roll on the tables below for each

department that suffered a breach. The first table determines the loss of life in the department, while the second determines the status of the survivors.

d20	Fatalities
1-6	None
7-11	A handful of fatalities or less
12-15	Roughly half the department lost
16-18	Majority of the department lost
19-20	Loss of the entire department (no need to roll for survivors)

d20	Survivors
1-6	No injuries
7-11	A handful of minor injuries
12-15	Many minor injuries, a handful of major injuries
16-18	All survivors injured, a mix of major and minor
19-20	All survivors have major injuries