

Vehicle	Damage	< 10	< 20	< 30	< 40	< 50	>=50
2-3	Fuel	Leak – will run dry in 2D hours	Leak – will run dry in 1D hours	Leak – will run dry in 1D minutes	Leak – will run dry in 1D rounds	Fuel explodes, Hull Severity increased by +1D	Fuel explodes, Hull Severity increased by +1D
4	Power Plant	Speed reduced by one Band	Speed reduced by D3 Bands	Speed reduced by 1D Bands	Speed reduced to zero	Speed reduced to zero, Hull Severity increased by +1	Speed reduced to zero, Hull Severity increased by +1D
5	Weapon	Random weapon suffers DM-2 when used	Random weapon disabled	Random weapon destroyed	Random weapon explodes, Hull Severity increased by +1	Random weapon explodes, Hull Severity increased by +1	Random weapon explodes, Hull Severity increased by +1
6	Armour	Armour on the facing hit reduced by -1	Armour on the facing hit reduced by -1D	Armour on the facing hit reduced by -1D	Armour on the facing hit reduced by -2D	Armour facing hit reduced by -2D, Hull Severity increased by +1	Armour facing hit reduced by -2D, Hull Severity increased by +1
7	Hull	Vehicle suffers 1D damage	Vehicle suffers 2D damage	Vehicle suffers 3D damage	Vehicle suffers 4D damage	Vehicle suffers 5D damage	Vehicle suffers 6D damage
8	Cargo	10% of cargo destroyed	1D x 10% of cargo destroyed	2D x 10% of cargo destroyed	All cargo destroyed	All cargo destroyed, Hull Severity increased by +1	All cargo destroyed, Hull Severity increased by +1
9	Occupants	Random occupant takes 1D damage	Random occupant takes 2D damage	D3 occupants take 2D damage	1D occupants take 2D damage	1D occupants take 3D damage	All occupants take 4D damage
10	Drive System	All checks to control vehicle suffer DM-1	All checks to control suffer DM+2, and speed reduced by one Band	All checks to control vehicle suffer DM-3, and speed reduced by D3 Bands	All checks to control vehicle suffer DM-4, and speed reduced by 1D Bands	Speed reduced to zero	Speed reduced to zero, Hull Severity increased by +1
11-12	Systems	All checks to use comms, sensors and computers suffer DM-2	1D. Lose the use of 1-2: Comms, 3-4: Sensors, 5-6: Computer	1D. Lose the use of 1-2: Comms, 3-4: Sensors, 5-6: Computer	1D. Lose the use of 1-2: Comms, 3-4: Sensors, 5-6: Computer	Hull Severity increased by +1	Hull Severity increased by +1

Spaceship	Damage	< 10	< 20	< 30	< 40	< 50	>=50
2	Sensors	All checks to use sensors suffer DM-2	Sensors inoperative beyond Medium range	Sensors inoperative beyond Short range	Sensors inoperative beyond Close range	Sensors inoperative beyond Adjacent range	Sensors disabled
3	Power Plant	Thrust reduced by -1. Power reduced by 10%	Thrust reduced by -1. Power reduced by 10%	Thrust reduced by -1. Power reduced by 50%	Thrust reduced to zero. Power reduced to 0	Thrust zero, Hull Severity increased by +1. Power 0	Thrust zero, Hull Severity increased by +1D. Power 0
4	Fuel	Leak – lose 1D tons of fuel per hour	Leak – lose 1D tons of fuel per round	Leak – lose 1D x 10% of fuel	Fuel tank destroyed	Fuel tank destroyed, Hull Severity increased by +1	Fuel tank destroyed, Hull Severity increased by +1D
5	Weapon	Random weapon suffers Bane when used	Random weapon disabled	Random weapon destroyed	Random weapon explodes, Hull Severity increased by +1	Random weapon explodes, Hull Severity increased by +1	Random weapon explodes, Hull Severity increased by +1
6	Armour	Armour reduced by -1	Armour reduced by -D3	Armour reduced by -1D	Armour reduced by -1D	Armour reduced by -2D, Hull Severity increased by +1	Armour reduced by -2D, Hull Severity increased by +1
7	Hull	Spacecraft suffers 1D damage	Spacecraft suffers 2D damage	Spacecraft suffers 3D damage	Spacecraft suffers 4D damage	Spacecraft suffers 5D damage	Spacecraft suffers 6D damage
8	M-Drive	All checks to control spacecraft suffer DM-1	All checks to control suffer DM-2, and Thrust reduced by -1	All checks to control suffer DM-3, and Thrust reduced by -1	All checks to control suffer DM-4, and Thrust reduced by -1	Thrust reduced to zero	Thrust reduced to zero, Hull Severity increased by +1
9	Cargo	10% of cargo destroyed	1D x 10% of cargo destroyed	2D x 10% of cargo destroyed	All cargo destroyed	Cargo destroyed, Hull Severity increased by +1	Cargo destroyed, Hull Severity increased by +1
10	J-Drive	All checks to use jump drive suffer DM-2	Jump drive disabled	Jump drive destroyed	Jump drive destroyed, Hull Severity increased by +1	Jump drive destroyed, Hull Severity increased by +1	Jump drive destroyed, Hull Severity increased by +1
11	Crew	Random occupant takes 1D damage	Life support fails within 1D hours	1D occupants take 2D damage	Life support fails within 1D rounds	All occupants take 3D damage	Life support fails
12	Computer	All checks to use computers suffer DM-2	Computer rating reduced by -1	Computer rating reduced by -1	Computer rating reduced by -1	Computer disabled	Computer destroyed