



Attack Table		System Table		Crew Quality	
1	Bulkhead	1-2	Impulse Drive	Elite	6
2-5	Solid Hit	3	Dilithium Chamber	Veteran	5
6	Critical Hit	4	Weapons	Military	4
		5	Crew	Green	3
		6	Shields	Trainees	2
				Ship of Fools	1

Special Actions Pg. 13-15			Special Actions Pg. 13-15		
All Hands on Deck! +2 to CQC on Damage Control rolls, can attempt to repair any number of critical Locations.	PD: Yes	CQC: Auto	Intensify Defensive Fire! Use Phasers/Drones in defence of friendly ship in range.	PD: No	CQC: 8
All Power to Engines! Ship may move up to move 16", up to 21" if it has the Fast trait.	PD: Yes	CQC: Auto	Launch Suicide Shuttle! Launch in move phase. Must have 1 shuttle available to perform action.	PD: Yes	CQC: Auto
Boost Energy to Shields! Boost shields by 1D6 per 10 full points of starting shield total.	PD: Yes	CQC: Auto	Maximum Warp Now! No turns, Speed 6". Leave table in End Phase. Can't be crippled, or have critical 5 or 6 on Dilithium Chamber.	PD: No	CQC: Auto
Close Blast Doors! Roll 5+ to ignore damage taken this turn	PD: Yes	CQC: Auto	Overload Weapons! Max speed 6", Kill Zone 6, Photon Torpedoes and Disruptors only.	PD: No	CQC: Auto
Engage/Disengage Cloaking Device Cloak: Maximum Speed 6", No firing, no defensive fire, stealth 4+. Cloaked: subsequent turns Stealth 2+, Maximum Speed 6", No fire, only Cloak/reload orders allowed. De-cloaking: Maximum Speed 6", one 45° turn, no Stealth, may fire all weapons.	PD: Yes	CQC: Auto	Reload Weapons! Used to reload weapons with the Reload trait.	PD: Yes	CQC: Auto
Enage Tractor Beam! Defensive Fire: CQC 8 per beam vs drone/shuttle. Scenario Objectives: 2" range, vs highest tractor wins or CQC dice off. Vs Ships: 2" range, can't move unless bigger, to break free each makes a CQC check adding current damage /10 (rounded down). Highest wins.	PD: No	CQC: 8	Take Evasive Action! Maximum speed 6", enemy -1 to hit ship. CQC vs CQC to avoid Seeking weapons.	PD: No	CQC: 8
High Energy Turn! +180° turn, or extra 180° turn, Failed turn: each 45° turn = +1 Auto Impluse Drive Critical.	PD: No	CQC: 8	Transport Marines! Be within 2", target no shields, transporter rank = No. of marines per turn. 1-2 = No effect, marine lost. 5 = roll for critical, marine lost. 3-4 = No effect, marine lives. 6 = roll for critical, marine lives.	PD: No	CQC: Auto
			*** Power Drain ***		
			1. May only move 6", can't use if you have a speed penalty. 2. May only fire phasers this turn. 3. May only fire one weapon system. (if only one system, can't fire).		

1-2 Impulse Drive						
Critical Score	1	2	3	4	5	6
Extra Damage	0	1	2	3	D6	2D6
Description	Power Relays Destroyed	Thrusters Damaged	Multiple Fire	Drive Disabled	Dilithium Chamber Feedback	Power Systems Ruptured
Effects	Max. Speed 10	Max Speed. 8	Escalate, Crew Critical +1	Adrift	Dilithium Chamber Critical +1	Damage Control rolls at -1

3 Dilithium Chamber						
Critical Score	1	2	3	4	5	6
Extra Damage	0	1	2	3	D6	0
Effect	Capacitors Damaged	Power Feedback	Shield Failure	Toxic Leak	Dilithium Chamber Overload	Dilithium Chamber Breach
Penalty	Max. Speed 10, -5 Shields	-1 trait, -5 Shields, Escalate	Shields to 0	Max. Speed 4, -1 random trait, -1 Marines	Adrift, CQC 9 or Explode	Ship Explodes

4 Weapons						
Critical Score	1	2	3	4	5	6
Extra Damage	0	1	2	3	D6	D6
Effect	Target Systems Damaged	Power Disruption	Weapons Offline	Power Fluctuations	Weapons Control	Weapons Offline
Penalty	All Weapons -1 to attack	Random weapon cannot fire	4+ per weapon to fire, Escalate	CQC 9 or +1 Dilithium Chamber Crit.	-1 AD on all weapons	No weapons may fire

5 Crew						
Critical Score	1	2	3	4	5	6
Extra Damage	0	1	2	3	D6	D6
Effect	Fires	Multiple Fires	Localised Decompression	Secondary Explosions	Crew Shaken	Hull Breach
Penalty	-1 Marine	-2 Marines, Escalate	All CQC -1	No Special Actions, -2 Marines	Roll 4+ to fire any weapon	-3 Marines, no Damage Control or Special Actions, -1 Random. Trait

6 Shields						
Critical Score	1	2	3	4	5	6
Extra Damage	0	1	2	3	D6	2D6
Effect	Shield Relays Damaged	Power Feedback	Deflector Dish Damaged	Shield Fluctuating	Shields Down	Shields Offline
Penalty	-5 Shields	-5 Shields, CQC 9 or Dilithium Chamber Critical	-5 Shields, Escalate	Ignore Shields on a 4+	Shields 0	Shields 0