



# Battle Damage

Battle Damage disables vehicles and equipment. Depending in its severity, it may be able to be repaired.

## L1 DAMAGE LOCATION -1

2D	Vehicle	Ship	Hvy Weapons	Armor	----- Organic -----	
					Anatomical	Biological
2	Comms	Bridge	Controls	Controls	Head	Brain
3	Cargo	Hold	Mount	Interior	Head	Senses
4	Sensors	Sensors	Sights	Visor	Limb-Group-1	Circulation
5	Protections	Protections	Shields	Protections	Limb Group-2	Skeleton
6	Life Support	Life Support	Stocks	Life Support	Torso	Respiration
7	Locomotion	Drives	Barrel	Legs	Torso	Skin
8	Power Source	Power Plant	Power	Power	Torso	Digestion
9	Body Panels	Hull	Frame	Torso	Limb Group-3	Elimination
10	Weaponry	Weaponry	Ammunition	Manipulators	Limb Group-4	Muscle
11	Navigation	Astrogation	Mechanism	Navigation	Graze	Skin
12	Computer	Computer	Computer	Computer	Graze	Skin

## L2 DAMAGE LOCATION -2

1D	Device	Tool	Weapon
1	Case	Case	Frame
2	Power	Power	Ammunition
3	Input	Adjuster	Sights
4	Output	Toolhead	Barrel
5	Controls	Grip	Grip
6	Processor	Safety	Mechanism

## S SEVERITY

1D	How Severe?
1	Easy 1D
2	Average 2D
3	Difficult 3D
4	Formidable 4D
5	Staggering 5D
6	Hopeless 6D

Anatomical locations are injuries; biological locations are illnesses or infections.

### Immediate Action (Damage Control)

For any malfunction, identify the appropriate skill and

Check Skill (2D)

Success converts Severity to Easy 1D and the device remains operable (but a result of 12 is automatic failure).

### THE MALFUNCTION

The Referee determines the details of the malfunction. Some information is dictated by the situation; the remainder is generated from the charts. The three details of a malfunction are Location, Severity, and Diagnosis.

**Location.** Roll 2D on the Location Table appropriate to the device or person.

**Severity.** Roll 1D on the Severity Table. The result is the difficulty of the repair task.

**Diagnosis.** Roll 1D again on the Severity Table for the separate difficulty of the diagnosis task.

At the end of the process, the Referee knows where the problem is, the difficulty of its repair task, and the difficulty of its diagnosis task. For example,

Sensors, Difficult Repair, Easy Diagnosis,

Navigation, Easy Repair, Staggering Diagnosis.

Until the Diagnosis is successful, the repair task cannot be attempted.

### WHAT WENT WRONG?

Characters determine the details of the malfunction using the diagnosis process.

#### Fault Diagnosis

The characters first diagnose the problem (which may not be obvious). Difficulty = Diagnosis Severity.

To diagnose why this object doesn't work.  
Difficulty (nD) < Int  
Uncertain (Difficulty minus 3).  
Anyone may try to diagnose a fault.

Difficulty (nD) < Int + Skill + Diagnostic Tools  
Uncertain (Difficulty minus 1).

Apply Mod +1 for each successive diagnosis attempt.

#### LET'S FIX IT

Using the diagnosis, the appropriate components are replaced or repaired.

To replace a malfunctioning component  
Severity (nD) < Int + Skill + 1  
Item must be available as a spare.

To repair a malfunctioning component  
Severity (nD) < Int + Skill  
Uncertain (1D)

An ineffective or incorrect repair increases the Severity of the malfunction +1.

### PICKING A SKILL

Various characters can volunteer that a particular skill applies to the diagnosis and repair. Obviously wrong skills can be dismissed (the character says: "I don't understand this thing."). Proper or appropriate skills are used (with negative Mods as appropriate).

### USEFUL SKILLS

Biologics  
Craftsman  
Electronics  
Fluidics  
Gravitics  
Magnetics  
Mechanic  
Photonics  
Polymers  
Programmer

Medical

