

STARSHIP HIT LOCATION TABLE (1D6)

Roll Chart

- 1 Personnel Systems (table 3.1)
- 2-3 Propulsion and Power Systems (table 3.2)
- 4-5 Operations Systems (table 3.3)
- 6 Tactical Systems (table 3.4)

Table 3.1 – Personnel Systems (2d6)

Roll Subsystem

- 2-3 Environmental Systems (1d6)
 - 1 Basic Life Support
 - 2 Reserve Life Support
 - 3 Emergency Life Support
 - 4 Gravity
 - 5 Consumables
 - 6 Replicators (food storage, auto-chief, Manufacturing and Fabrication systems)
- 4-5 Cargo Holds
- 6-7 Crew Quarters
- 8 Personnel Transportation
- 9 Recreation Facilities
- 10 Medical Facilities
 - 1-5 Sickbay
 - 6 EMH
- 11 Escape Pods
- 12 Fire Suppression Systems

Table 3.2 – Propulsion and Power Systems (2d6)

Roll Subsystem

- 2 Reaction Control System
- 3-6 Power System (1d6)
 - 1-2 Auxiliary Power
 - 3 Emergency Power
 - 4-6 EPS
- 7-10 Engineering/Warp Drive Systems (1d6)
 - 1 Plasma Injector System
 - 2 Power Transfer Conduit
 - 3-4 Warp Engine (or Primary Power Systems)
 - 5-6 Warp Nacelles (Faster Than Light Drive Systems)
(Star Wars & Andromeda systems 1d6)
 - 1-3 Faster than Light Drive
 - 4-6 Repulser Drive/Antigravity Drive
- 11-12 Impulse Engines

Table 3.3 – Operations Systems (3d6)

Roll Subsystem

- 3-4 Science Systems
- 5 Security Systems
- 6 Separation systems
- 7 Battle Bridge/auxiliary control room
- 8 Main Bridge (a space station Ops)
- 9-10 Computer systems (1d6)
 - 1-2 Computer Core
 - 3-6 ODN System
- 11-12 Flight Control Systems (2d6)

- 2 Captain's Yacht
- 3 Autopilot
- 4-5 Attitude Control
- 6 Internal Damping Field
- 7-8 Navigational Computers
- 9 Shuttlebay (aka *The Flight Pods*) (1d6)
 - 1-2 Landing deck
 - 3-4 Launch bay (aka launch tubes)
 - 5-6 Hanger bay
- 10-11 SIF Generators
- 12 Specialized Steering
- 13 Sensor Systems (1d6)
 - 1 Long-Range Sensors
 - 2 Optional Sensor
 - 3 Lateral Sensors
 - 4 Navigational Sensors
 - 5 Temporal Sensors
 - 6 Probes
- 14 navigational Deflector
- 15 Communications Systems
- 16 Tractor Beams
- 17 Transporters (1d6) (note some vessels do not have Transporter Systems)
 - 1-2 Personnel Transporters
 - 3-4 Emergency Transporters
 - 5-6 Cargo Transporters
- 18 Cloaking Device (1d6)
 - 1-3 ECM Systems
 - 4-6 any other systems

Table 3.4 – Tactical Systems (2d6)

Roll Subsystems

- 2 Auto-destruct Systems
- 3-6 Beam Weapons
(Star Wars 1d6)
 - 1-2 Turbolaser turrets
 - 3-4 Laser turrets
 - 5 Ion Cannon Turret
 - 6 Exotic weapon system
(Babylon 5 1d6)
 - 1-2 Primary Weapons Systems
 - 3-4 Secondary Weapons Systems
 - 5-6 Tertiary Weapons Systems (if available in the systems)
- 7-8 Shields (1d6)
 - 1 Shield Generators
 - 2-3 Shield Grid
 - 4 Distortion Amplifiers
 - 5-6 Recharging Systems
- 9-10 Torpedo Launcher (or mine laying systems)
- 11 TA/T/TS
- 12 Torpedo Storage (or mine storage systems)

Note: if the system is not a part of the ship round up to the next available systems that the ship does have.