

	Bridge Hit	
Damage		
STRUCTURE -20%. Does not get any power bonuses.		
Power	-1	
(C) 2011 Nick Prueths.		
	Bridge Hit	
Damage		
STRUCTURE -20%. Does not get any power bonuses.		
Power	-1	
(C) 2011 Nick Prueths.		
	Cargo Bay Hit	
Damage		
STRUCTURE -30%. Randomly discard an equipment aboard.		
	Capacity	-1
(C) 2011 Nick Prueths.		

	Bridge Hit	
Damage		
STRUCTURE -20%. Does not get any power bonuses.		
Power	-1	
(C) 2011 Nick Prueths.		
	Bridge Hit	
Damage		
STRUCTURE -20%. Does not get any power bonuses.		
Power	-1	
(C) 2011 Nick Prueths.		
	Cargo Bay Hit	
Damage		
STRUCTURE -30%. Randomly discard an equipment aboard.		
	Capacity	-1
(C) 2011 Nick Prueths.		

	Bridge Hit	
Damage		
STRUCTURE -20%. Does not get any power bonuses.		
Power	-1	
(C) 2011 Nick Prueths.		
	Cargo Bay Hit	
Damage		
STRUCTURE -30%. Randomly discard an equipment aboard.		
	Capacity	-1
(C) 2011 Nick Prueths.		

	Cargo Bay Hit	
Damage		
STRUCTURE -30%. Randomly discard an equipment aboard.		
	Capacity	-1
(C) 2011 Nick Prueths.		
	Cloaking Device Hit	
Damage		
STRUCTURE -25%. Can't cloak.		
Power	-1	Capacity -1
(C) 2011 Nick Prueths.		
	Direct Hit	
Damage		
STRUCTURE -35%.		
Power	-1	Capacity -1
(C) 2011 Nick Prueths.		

	Cloaking Device Hit	
Damage		
STRUCTURE -25%. Can't cloak.		
Power	-1	Capacity -1
(C) 2011 Nick Prueths.		
	Cloaking Device Hit	
Damage		
STRUCTURE -25%. Can't cloak.		
Power	-1	Capacity -1
(C) 2011 Nick Prueths.		
	Direct Hit	
Damage		
STRUCTURE -35%.		
Power	-1	Capacity -1
(C) 2011 Nick Prueths.		

	Cloaking Device Hit	
Damage		
STRUCTURE -25%. Can't cloak.		
Power	-1	Capacity -1
(C) 2011 Nick Prueths.		
	Cloaking Device Hit	
Damage		
STRUCTURE -25%. Can't cloak.		
Power	-1	Capacity -1
(C) 2011 Nick Prueths.		
	Direct Hit	
Damage		
STRUCTURE -35%.		
Power	-1	Capacity -1
(C) 2011 Nick Prueths.		

	Direct Hit	
Damage		
STRUCTURE -35%.		
Power	-1	Capacity -1
<small>(C) 2011 Nick Proehs.</small>		
	Engine Room Hit	
Damage		
STRUCTURE -30%. Can't overload.		
Power	-1	Capacity -1
<small>(C) 2011 Nick Proehs.</small>		
	Engine Room Hit	
Damage		
STRUCTURE -30%. Can't overload.		
Power	-1	Capacity -1
<small>(C) 2011 Nick Proehs.</small>		
	Engines Hit	
Damage		
STRUCTURE -30%. Can't overload.		
Power	-1	Capacity -1
<small>(C) 2011 Nick Proehs.</small>		

	Direct Hit	
Damage		
STRUCTURE -35%.		
Power	-1	Capacity -1
<small>(C) 2011 Nick Proehs.</small>		
	Engine Room Hit	
Damage		
STRUCTURE -30%. Can't overload.		
Power	-1	Capacity -1
<small>(C) 2011 Nick Proehs.</small>		
	Engines Hit	
Damage		
STRUCTURE -25%. UPKEEP (1).		
Power	-1	
<small>(C) 2011 Nick Proehs.</small>		

	Engine Room Hit	
Damage		
STRUCTURE -30%. Can't overload.		
Power	-1	Capacity -1
<small>(C) 2011 Nick Proehs.</small>		
	Engine Room Hit	
Damage		
STRUCTURE -30%. Can't overload.		
Power	-1	Capacity -1
<small>(C) 2011 Nick Proehs.</small>		
	Engines Hit	
Damage		
STRUCTURE -25%. UPKEEP (1).		
Power	-1	
<small>(C) 2011 Nick Proehs.</small>		

	Engines Hit	
Damage		
STRUCTURE -25%. UPKEEP (1).		
Power	-1	
(C) 2011 Nick Proehs.		
	Sickbay Hit	
Damage		
STRUCTURE -25%. Randomly discard a character aboard.		
	Capacity	-1
(C) 2011 Nick Proehs.		
	Sickbay Hit	
Damage		
STRUCTURE -25%. Randomly discard a character aboard.		
	Capacity	-1
(C) 2011 Nick Proehs.		

	Engines Hit	
Damage		
STRUCTURE -25%. UPKEEP (1).		
Power	-1	
(C) 2011 Nick Proehs.		
	Sickbay Hit	
Damage		
STRUCTURE -25%. Randomly discard a character aboard.		
	Capacity	-1
(C) 2011 Nick Proehs.		
	Sickbay Hit	
Damage		
STRUCTURE -25%. Randomly discard a character aboard.		
	Capacity	-1
(C) 2011 Nick Proehs.		

	Engines Hit	
Damage		
STRUCTURE -25%. UPKEEP (1).		
Power	-1	
(C) 2011 Nick Proehs.		
	Sickbay Hit	
Damage		
STRUCTURE -25%. Randomly discard a character aboard.		
	Capacity	-1
(C) 2011 Nick Proehs.		
	Weapon Systems Hit	
Damage		
STRUCTURE -25%.		
Power	-2	
(C) 2011 Nick Proehs.		

	Weapon Systems Hit	
Damage		
STRUCTURE -25%.		
Power	-2	
<small>(C) 2011 Nick Pruett.</small>		
	Weapon Systems Hit	
Damage		
STRUCTURE -25%.		
Power	-2	
<small>(C) 2011 Nick Pruett.</small>		

	Weapon Systems Hit	
Damage		
STRUCTURE -25%.		
Power	-2	
<small>(C) 2011 Nick Pruett.</small>		

	Weapon Systems Hit	
Damage		
STRUCTURE -25%.		
Power	-2	
<small>(C) 2011 Nick Pruett.</small>		