	Bridge Hit			Bridge Hit			Bridge Hit	
	•	•					•	
	Damaga			Damaga			Damaga	
STRUC	Damage TURE -20%. Does not get a	ny power bonuses.	STRUC	Damage TURE -20%. Does not get any powe	er bonuses.	STRUC	Damage CTURE -20%. Does not get any pow	er bonuses.
Powe			Powe			Powe		
	Bridge Hit		(C) 2011 NIO	Bridge Hit		(C) 2011 Ni	Cargo Bay Hit	
							,	
STRUC	Damage TURE -20%. Does not get a	ny nower honuses	STRUC	Damage TURE -20%. Does not get any powe	er honuses	STRUC	Damage CTURE -30%. Randomly discard an e	equipment
511100	TORE 20%. DOES HOT GET U	ny power bonuses.	311.00	TONE 2070: Does not get any point	or bornascs.	aboar	d.	эчиртен
Powe	r -1		Powe	-1			Capacity	-1
(C) 2011 Nick	Pruehs.		(C) 2011 Nick	Pruehs.		(C) 2011 Ni	ck Pruehs.	
	Cargo Bay Hit			Cargo Bay Hit			Cargo Bay Hit	
	Damage			Damage			Damage	
STRUC aboard	TURE -30%. Randomly disca l.	ard an equipment	STRUC aboard	TURE -30%. Randomly discard an e	quipment	STRU0 aboar	CTURE -30%. Randomly discard an ed.	equipment
				r				
(C) 2011 Nick	Capac	city -1	(C) 2011 Nici	Capacity	-1	(C) 2011 Ni	Capacity	-1

	Cargo Bay Hit			Cloaking De	vice Hit			Cloaking De	evice Hit	
	Damage				Damage				Damage	
STRUC [*] aboard	TURE -30%. Randomly discard an	equipment	STRU	CTURE -25%. Ca			STRUC	TURE -25%. Ca		
	Capacity	-1	Powe		-1 Capacity	-1	Power		-1 Capacity	-1
(C) 2011 Nick			(C) 2011 N	Cloaking De	-		(C) 2011 Nick	Cloaking De		
	cloaking Device inc		\vdash	Clouring De				Clouking De		
STRUC	Damage TURE -25%. Can't cloak.		STRU	CTURE -25%. Ca	Damage n't cloak.		STRUC	TURE -25%. Ca	Damage n't cloak.	
Power		-1	(C) 2011 N	er ick Pruehs.	-1 Capacity	-1	Power		-1 Capacity	-1
	Direct Hit			Direct Hit				Direct Hit		
	Damage				Damage				Damage	
STRUC	TURE -35%.		STRU	CTURE -35%.			STRUC	TURE -35%.		
Power	-1 Capacity	-1	Powe	er	-1 Capacity	-1	Power		-1 Capacity	-1
(C) 2011 Nick	Pruehs.		(C) 2011 N	ick Pruehs.	-1 -1 -1		(C) 2011 Nick	Pruehs.	-1 -1 -131-7	

	Direct Hit		Dir	rect Hit			Engine Room H	lit	
		,							
STRUC	Damage FURE -35%.		STRUCTUR	Damage RE -35%.		STRUC	Dar TURE -30%. Can't (nage overload.	
Power		-1	Power	-1 Capacity	-1	Powe	r –	1 Capacity	-1
	Engine Room Hit		En	gine Room Hit			Engine Room H	lit	
		'							
STRUC	Damage FURE -30%. Can't overload.		STRUCTUR	Damage RE -30%. Can't overload.		STRUC	Dar TURE -30%. Can't o	nage overload.	
Power	-1 Capacity	-1	Power	-1 Capacity	-1	Powe	r –	1 Capacity	-1
	Engine Room Hit		En	gines Hit			Engines Hit		
CTDLIC	Damage		CTRUCTUR	Damage		STRUC		mage	
SIKUC	TURE -30%. Can't overload.		STRUCTUR	RE -25%. UPKEEP (1).		STRUC	TURE -25%. UPKEE	r (1).	

	Engines Hit			Engines Hit			Engines Hit	
	D			Damaga			Damasa	
STRUC	Damage TURE -25%. UPKEEP (1).		STRUC	Damage CTURE -25%. UPKEEP (1).		STRUC	Damage TURE -25%. UPKEEP (1).	
Dawa			Davis			Daws		
Powe	Pruehs.		(C) 2011 Nic	k Pruehs.		(C) 2011 Nic	k Pruehs.	$\overline{}$
	Sickbay Hit			Sickbay Hit			Sickbay Hit	
	Damage			Damage			Damage	
STRUC aboard	TURE -25%. Randomly discard	l a character	STRUC aboard	CTURE -25%. Randomly discard a c d.	haracter	STRUC aboard	TURE -25%. Randomly discard a d.	character
	Capacit	у -1		Capacity	-1		Capacity	-1
(C) 2011 Nick	Sickbay Hit		(C) 2011 Nic	Sickbay Hit		(C) 2011 Nic	Weapon Systems Hit	
					1			
STRUC	Damage TURE -25%, Randomly discare	l a character	STRIK	Damage TURF -25%, Randomly discard a c	haracter	STRIF	Damage	
STRUC	Damage TURE -25%. Randomly discard	d a character	STRUC	TURE -25%. Randomly discard a c	haracter	STRUC	Damage CTURE -25%.	
STRUC	Damage TURE -25%. Randomly discard	d a character	STRUC	TURE -25%. Randomly discard a c	haracter	STRUC		
STRUC	Damage TURE -25%. Randomly discard	d a character	STRUC	TURE -25%. Randomly discard a c	haracter	STRUC		

	Weapon Systems Hit		Weapor	n Systems Hit			Weapon	Systems Hit
			_		<u> </u>		•	
	Damage	l ⊢		Damage		l ⊨		Damage
STRUC	TURE -25%.	STE	RUCTURE -25°			STRU	JCTURE -25%	Damage
Powe	r -2	Po	wer	-2		Pow	er	-2
(C) 2011 Nic	k Pruehs.		11 Nick Pruehs.				Nick Pruehs.	
	Weapon Systems Hit							
	Damas							
CTDUC	Damage TURE -25%.							
STRUC	TURE -25%.							
	1							
Powe								
(C) 2011 Nic	x ruens.							