



- **AUXILIARY LIFE SUPPORT \***

This is a critical system. It monitors and maintains a ship environment suitable for the following locations on the ship. If this system is damaged, destroyed or has no power assigned, all personnel in those locations will be affected. Their Life Factor will be reduced by 1 unit every minute. If the problem is not resolved, all personnel at these locations will eventually die.

Affected Personnel at the following locations:  
Transporter Room  
Personnel Quarters 1 & 2  
Troop Quarters 1 & 2  
Troop Deployment Bay  
Interceptor Bays 1, 2, 3 & 4  
Flight Deck  
Operations

- **TRANSPORTER ROOM \***

The ship's transporter is a very sophisticated system used for transporting personnel to off ship locations. Any type of damage to this system will compromise the integrity of the anti-matter conversion unit thereby making the system incapable of regenerating the input data. This means that personnel may be injured by having their Life Factor reduced by as much as when transported. In extreme cases, they may even die. If this system is destroyed while personnel are in transit, they will all die. It cannot be operated if it is badly damaged or destroyed.

Affected Personnel at this location

- **PERSONNEL QUARTERS 1 \***

When combat pilots and guests are not on station, they reside in their quarters. If this location is damaged, they may be injured by having their Life Factor reduced and their Fatigue Factor increased. If this location is destroyed, everyone will die.

Affected Personnel at this location

- **PERSONNEL QUARTERS 2 \***

When systems and flight engineers are not on station, they reside in their quarters. If this location is damaged, they may be injured by having their Life Factor reduced and their Fatigue Factor increased. If this location is destroyed, everyone will die.

Affected Personnel at this location

- **TROOP QUARTERS 1 \***

When combat troops are not on station, they reside in their quarters. If this location is damaged, they may be injured by having their Life Factor reduced and their Fatigue Factor increased. If this location is destroyed, everyone will die. This location can house up to twenty marines.

Affected Personnel at this location

- **TROOP QUARTERS 2 \***

When combat troops are not on station, they reside in their quarters. If this location is damaged, they may be injured by having their Life Factor reduced and their Fatigue Factor increased. If this location is destroyed, everyone will die. This location can house up to twenty marines.

Affected Personnel at this location

- **OPERATIONS \***

This is where all mission briefing and debriefing occurs. Before every launch or during strategic planning, combat pilots, marines and other support personnel will meet here. If personnel are located here during a hull integrity breach, they will be injured and possibly die.

Affected Personnel at this location

## BATTLECRUISER : DECK NUMBER TWO

- **TACTICAL COMPUTER**

This computer is used primarily for weapons arming, personnel deployment and assignment and all other tactical and personnel operations. If this computer is damaged, it will malfunction. If destroyed, it must be repaired before it can be used.

Affected Tactical Computer \*  
CVD Mode 3 (Interceptor Info)  
CVD Mode 4 (Personnel Info)

- **WEAPONS COMPUTER**

The weapons computer is a separate system which handles the processing of all target acquisition and launch data. The ship will literally be a sitting duck if this computer goes off-line. Symptoms of a possible malfunction include inaccurate tactical data displayed in the HUD when targets are selected and tracked; missiles not launching or losing tracking information.

If this system is destroyed, the weapon systems cannot be armed.

Affected The following sub-systems linked to this system :  
IOD : recharge and firing rates affected.  
FATAL : malfunctions or cannot be activated  
PTA : malfunctions or cannot be activated  
CLOAK : malfunctions or cannot be activated  
TURRETS : will not fire or will fire at wrong target

- **MAIN LIFE SUPPORT \***

This is a critical system. It monitors and maintains a ship environment suitable for the following locations on the ship. If this system is damaged, destroyed or has no power assigned, all personnel in those locations will be affected. Their Life Factor will be reduced and Fatigue Factor increased. If the problem is not resolved, all personnel at these locations will eventually die.

Affected Personnel at the following locations:  
Bridge  
Officers Quarters  
Medibay  
Detention Hold  
Corridors  
Turbo-Shafts

- **LOGISTIX COMPUTER**

This computer is used primarily for scheduling engineering repairs, checking cargo and spare parts availability etc. If this computer is damaged, it will malfunction. If destroyed, it must be repaired before it can be used.

Affected Logistix Computer \*  
CVD Mode 2 (Systems Status)

- **OFFICERS QUARTERS \***

The ship's bridge personnel are all officers who reside in their own quarters when not on station. If this location is damaged, they may be injured by having their Life Factor reduced and their Fatigue Factor increased. If this location is destroyed, they will all die.

Affected Personnel at this location

- **MEDIBAY \***

This is the ship's version of an ER. This section of the ship houses very advanced medical systems. The Medical Officer, with the assistance of cybernetic droids and other systems can cure ailments that range from a simple migraine to advanced surgical procedures and even DNA cloning. This location is a self contained unit which contains it's own life support and computer systems, completely isolated from the rest of the ship's systems. Personnel brought here are treated for their injuries and then released. If this location is damaged, personnel located here will also be injured and even killed.

Affected Personnel and systems at this location

- **RESEARCH LAB \***

The research lab is off limits to practically every member of the crew excluding research personnel. It is here that all experiments are performed. These include alien artifact analysis, the studies of alien lifeforms and culture, cartographic studies etc. Any damage to this location will not only damage it's systems but also any valuable artifacts and systems brought here for analysis. Personnel working here at the time will also be injured.

Affected Personnel and systems at this location

- **DETENTION HOLD \***

Every military platform that is expected to encounter hostile forces must have a detention hold. All captured hostile personnel brought on board the ship are detained here. Disobedient and insubordinate crew members can also be detained here. If this location is damaged, anyone located here will also be injured or even die. During a severe breach, prisoners will escape if the force field enclosing the containment area is compromised.

Affected Personnel at this location

- **CLOAKING SYSTEM \***

The technology used for this system is still classified. However, it is safe to say that it is this system that makes the Battlecruiser one of the most powerful ships in the Galactic Command fleet. In addition to it's own computer system, it is linked directly to the ship's tactical and weapons computers. If this system is damaged, it may malfunction causing it to use an excessive amount of Iridium, de-cloak the ship at random, display an invalid cloak elapse time or emit a high amount of Tacyon thereby making the ship's signature detectable on advanced radar systems.

Affected Cloaking System

- **CARGO BAY 1 \***

The ship's cargo is stored in these bays. If a severe breach occurs some cargo may be lost and jettisoned by the emergency systems.

Affected Cargo stored in this bay

- **CARGO BAY 2 \***

The ship's cargo is stored in these bays. If a severe breach occurs some cargo may be lost and jettisoned by the emergency systems.

Affected Cargo stored in this bay

- **CLONING MODULE \***

The cloning module is used by the medibay personnel for cloning personnel from their DNA signatures. If this system is damaged, it will malfunction and cause personnel being cloned to die as soon as the cloning is complete.

Affected Cloning Module

## **BATTLECRUISER : DECK NUMBER THREE**

- **ION DISRUPTOR ARRAY**

The IOD is the Battlecruiser's primary weapon system and is also linked to the ship's weapons computer. If this system is damaged, it may malfunction which affects it's recharge rate and it's blast intensity. It may even shutdown completely and not fire at all.

Affected Ion Disruptor Array

- **WEAPONS POD 1**

The ship's missiles are transferred from the cargo bay to these pods, ready for launch. If a pod is damaged, missiles will malfunction and be removed by the weapons computer. If this pod is destroyed, no missiles can be launched.

Affected Missiles stored in this pod

- **WEAPONS POD 2**

The ship's missiles are transferred from the cargo bay to these pods, ready for launch. If a pod is damaged, missiles will malfunction and be removed by the weapons computer. If this pod is destroyed, no missiles can be launched.

Affected Missiles stored in this pod

- **MINE LAUNCH BAY**

The ship's mines are transferred from the cargo bay to these bays, ready for launch. If a pod is damaged, mines will malfunction and be removed by the weapons computer. If this pod is destroyed, no mines can be launched.

Affected Mines stored in this bay

- **FORE LASER TURRET**

If this turret is damaged, it may malfunction which affects its recharge rate and blast intensity. If it is destroyed, it will not fire until repaired.

Affected Fore Laser Turret

- **TRACTOR BEAM CONTROL**

The ship's tractor beam is used to capture external entities. This system is linked to the tactical computer. If this system is damaged, it will malfunction which will either cause it to shutdown breaking any current target lock or not even come on line at all. A malfunction will also cause the tractor beam to use excess power for its operation.

Affected Tractor Beam

- **PROBE LAUNCH BAY**

The ship's probes are transferred from the cargo bay to these bays, ready for launch. If a pod is damaged, probes will malfunction and be removed by the computer. If this pod is destroyed, no probes can be launched.

Affected Probes stored in this bay

- **ENGINEERING \***

This is the heart of the ship's operation. From this facility, critical systems such as weapons, cloak, engines, reactors etc. are all monitored and maintained. Repairs orders and power management procedures are also carried out from this location. If this part of the ship is damaged, it hampers the tasks of the system engineers. This usually results in longer repair and replacement times due to loss of equipment, injuries etc. If this location is extremely damaged, it could cause all repair and other critical operations to come to grinding halt.

Affected Personnel and systems at this location

- **INTERCEPTOR CHARGER 1 \***

The Interceptor uses power stored in battery cells charged from the Battlecruiser. When the Interceptors are retrieved, they are immediately recharged and put back on ready status. The status of this system determines the recharge time and the maximum amount of charge applied. This system is used for charging interceptors. If damaged, these crafts will not be recharged. This charger is powered by the central charging unit.

Affected Interceptor Charger 1

- **INTERCEPTOR CHARGER 2 \***

The Interceptor uses power stored in battery cells charged from the Battlecruiser. When the Interceptors are retrieved, they are immediately recharged and put back on ready status. The status of this system determines the recharge time and the maximum amount of charge applied. This charger is used for Interceptor 2 & 3 and if damaged, these crafts will not be recharged. This charger is powered by the central charging unit.

Affected Interceptor Charger 2

- **INTERCEPTOR BAY 1 \***

Each Interceptor has its own bay which facilitates rapid launch and retrieval operations. If this bay is damaged, it could delay the launch and retrieval of the craft. If destroyed, this Interceptor will not be able to be moved to the flight deck for deployment. If this location is damaged, personnel located here will also be injured.

Affected Personnel and Interceptors at this location

- **INTERCEPTOR BAY 2 \***

Each Interceptor has its own bay which facilitates rapid launch and retrieval operations. If this bay is damaged, it could delay the launch and retrieval of the craft. If destroyed, this Interceptor will not be able to be moved to the flight deck for deployment. If this location is damaged, personnel located here will also be injured.

Affected Personnel and Interceptors at this location

- **INTERCEPTOR BAY 3 \***

Each Interceptor has its own bay which facilitates rapid launch and retrieval operations. If this bay is damaged, it could delay the launch and retrieval of the craft. If destroyed, this Interceptor will not be able to be moved to the flight deck for deployment. If this location is damaged, personnel located here will also be injured.

Affected Personnel and Interceptors at this location

- **INTERCEPTOR BAY 4 \***

Each Interceptor has its own bay which facilitates rapid launch and retrieval operations. If this bay is damaged, it could delay the launch and retrieval of the craft. If destroyed, this Interceptor will not be able to be moved to the flight deck for deployment. If this location is damaged, personnel located here will also be injured.

Affected Personnel and Interceptors at this location

- **NUCLEAR REACTOR COOLING SYSTEM \***

Due to the vast amount of power generated by the reactor, this cooling system is required to keep its temperature within the valid operational specs. If the cooling system is damaged, it could eventually cause the reactor to overheat and reach fusion temperature threshold. This is simply bad news and often leads to a core breach if it is not repaired.

Affected Nuclear Reactor Cooling System  
Nuclear Reactor

- **NUCLEAR REACTOR**

The ship's nuclear reactor is the most critical system. It has a very advanced core system which uses Radine crystals for fuel conversion. The power produced is distributed among the ship's systems on an as needed basis. The status condition of the nuclear reactor determines its efficiency. Any damage to this reactor should be immediately repaired otherwise a core breach will eventually occur. Damage can also result in a malfunction of the power conversion system which results in poor Radine usage. The nuclear reactor can be upgraded.

Affected Nuclear Reactor

- **ENGINE**

The ship's primary propulsion system is directly linked to the ship's reactors for power allocation, therefore the state of the reactors affects the performance of the engine. If the integrity of the engine itself is compromised, this will also affect its performance which includes its ability to reach high speeds and using poor power management. The engine can be upgraded.

Affected Engine

- **SOLAR REACTOR**

This is the ship's auxiliary source of power. This reactor converts solar energy gathered by the solar panels to raw power used by the ship's systems. The amount of solar energy converted is affected by the amount of damage to this system.

Affected Solar Reactor

- **NUCLEAR REACTOR CORE \***

This is the heart of the nuclear reactor, without it, the system is useless. It is basically a generic unit used for a number of different nuclear reactors. If this core is breached, the reactor's ability to produce power is affected. Once a breach occurs, its integrity will continue to deteriorate until a total core breach occurs. Once this happens, the core must be jettisoned or the ship will be destroyed.

Affected Nuclear Reactor Core  
Nuclear Reactor

- **FLIGHT DECK \***

This is where Interceptors are inspected, armed and prepared for launch. The Flight Engineers and Combat Pilots hang around here a lot even though other personnel may also come here from time to time. If this location is damaged, the launch preparation time for Interceptors can be extended. If severely breached, no launch or retrieval operations for Interceptors can be performed. If this location is damaged, personnel located here will also be injured.

Affected Personnel and systems at this location

## BATTLECRUISER : SUB-DECK

- **SOLAR PANEL 1**

The solar panels are used for storing solar energy later converted to raw power by the solar reactor. If the integrity of this system is compromised the amount of solar energy collected will also be affected. In theory, the amount of energy collected is affected by the amount of damage to this unit.

Affected Solar Panel 1

- **SOLAR PANEL 2**

The solar panels are used for storing solar energy later converted to raw power by the solar reactor. If the integrity of this system is compromised the amount of solar energy collected will also be affected. In theory, the amount of energy collected is affected by the amount of damage to this unit.

Affected Solar Panel 2

- **SHUTTLE LAUNCH BAY \***

This is where shuttle craft and ATVs are inspected, armed and prepared for launch. The Flight Engineers, marines and any other personnel that are part of a shuttle deployment routine hang around here a lot. Other personnel may also come here from time to time. If this location is damaged, the launch preparation time for shuttles can be extended. If severely breached, no launch or retrieval operations for shuttle craft can be performed. If this location is damaged, personnel located here will also be injured.

Affected Personnel and systems at this location

- **TROOP DEPLOYMENT BAY \***

The troop deployment bay serves as a final preparation area for marines about to be deployed. Once deployment orders are given, personnel will come here where they are given weapons, survival kits etc. Once this is completed, they then proceed to Operations where they receive briefing orders. If this location is damaged or destroyed, the time it takes to prepare for deployment may be extended and sometimes the operation may not be completed preventing marines from being deployed. If this location is damaged, personnel located here will also be injured.

Affected Personnel and systems at this location

- **MID LASER TURRET**

If this turret is damaged, it may malfunction which affects it's recharge rate and blast intensity. If it is destroyed, it will not fire until repaired.

Affected Mid Laser Turret

- **AFT LASER TURRET**

If this turret is damaged, it may malfunction which affects it's recharge rate and blast intensity. If it is destroyed, it will not fire until repaired.

Affected Aft Laser Turret

- **AUXILIARY CHARGER**

The shuttles and ATVs use power stored in battery cells charged from the Battlecruiser. When these crafts are retrieved, they are immediately recharged and put back on ready status. The status of this system determines the recharge time and the maximum amount of charge applied. This charger is used for all shuttles and ATVs. If damaged, these crafts will not be recharged. This charger is powered by the central charging unit.

Affected Auxiliary Charger

- **HULL/ARMOR**

The ship's hull is protected by a thick armor layer. If this armor plating is breached, it could result in personnel injury and systems malfunction. A severely breached hull can lead to the ship's ultimate destruction. The ship's hull can be upgraded.

Affected Personnel and systems located throughout the ship

- **SHIELD**

The ship also has a shield force field which provides an extra layer of protection to the ship's hull. If the shield is breached, then the hull armor plating can also be breached resulting in personnel injury and systems malfunction. The ship's shields can be upgraded.

Affected Shield