

# BATTLECRUISER 3000AD™

## SHUTTLE DAMAGE SPECIFICATIONS

During combat some of the ship systems will become damaged. When this occurs, they will malfunction. This section details what you can expect to happen as a result of damage to the systems. All repairs are performed in LOGISTIX.

\* handled by AI api.

- **Heads Up Display**

If the HUD is damaged, some the data displayed will be corrupted.  
If destroyed, nothing will be displayed.

- **Computer Video Display**

If the CVD is damaged, the display will malfunction.  
If destroyed, it will not operate

- **Communications**

If the auxiliary COMMLINK is damaged, the display will malfunction.  
If destroyed, it will not operate

- **Nuclear Reactor**

If the reactor is damaged, it may deplete more power than requested by the systems and exhibit other poor power management problems.

If destroyed, all power will be depleted and all systems will shutdown.

- **Engine**

If the engine is damaged, it will affect the ship's performance and exhibit poor power management problems.

If destroyed, the pilot will lose control of the craft.

- **Navigation Computer**

If the navigation computer is damaged, only the NID and navigation data displayed in the HUD are affected and will malfunction. This system will also malfunction based on the status of the main computer.

If destroyed, it will not operate.

- **Hull Integrity Display**

The HID monitors the status of the ship's hull and armor. If damaged, it will malfunction.

If destroyed, it will not function.

- **TACSCAN computer**

If the TACSCAN computer is damaged, only the TACSCAN and it's threat data displayed in the HUD are affected and will malfunction. This system will also malfunction based on the status of the main computer.

If destroyed, it will not operate.

- **Main Computer**

The system is the brain of the ship. If damaged, all of the computer systems such as NID, TACSCAN, CVD, COMMLINK, ILD, EMD and even the HUD will malfunction.

If destroyed, none of the ship's systems will function.

- **Main Life Support \***

If the ship's life support is compromised, the Life Factor and Fatigue Factor of the pilots is affected

- **Tractor Beam**

If the tractor beam is damaged it may drop it's target at random.

If destroyed, it will not operate.

- **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.