Power Plant (Ace)
♣ The power plant produces one point less power
♦ The power plant can't feed the batteries
♥ -2 to all Astrogation checks
♠ The power plant produces 50% less power

Jump Drive (King)
♣ The drive requires 150% times the amount of power to build an FTL solution
♦ All power spent to build an FTL solution is lost
♥ The Astrogation roll is at -4 for an FTL jump
♠ Jump engines go offline

Maneuver Drive (Queen)
♣ When routing power to maneuvering, the first point of power is immediately lost - (i.e. if three points of power are routed, one is immediately lost and only two may be used)
♦, ♥ -2 to all piloting checks
♠ -4 to all piloting checks

Shields (Jack)
♣ Max shield power lowered by 1
♦, ♥ Max shield power lowered by 50%
♠ Can't put any more power to shields until repaired

Beam Weapons (10)
♣ Shooting a random beam weapon requires an extra point of power
♦, ♥ Shooting -2 for a particular random beam weapon
♠ A random beam weapon is unable to fire until repaired

Grappler / Tractor Beam / Board Pod (9)
♣,♦,♥, ♠ A random device becomes unusable until repaired

Mauler / Point Defense / Mining Drill (8)
♣ A random weapon of this type may not change targets until it is repaired
♦, ♥ A random weapon of this type may only fire every other round
♠ A random weapon of this type may not be fired

Repair (7)
♣ One less power may be devoted to repair
♦, ♥ -2 to all Repair rolls
♠ -4 to all Repair rolls

Cargo (6)
Randomly choose one choice
Landing bay damaged/destroyed
Cargo bay damaged/destroyed
Crew quarters damaged/destroyed

Computers (5)
♣ -2 to all Astrogation checks
♦ -2 to all Ship's Ops checks
♥ -2 to all Piloting checks
♠ -2 to all Shooting checks

Scanners / Sensors (4)
♣ Max power to sensors lowered by 50%
♦ Unable to use Sensors / Scanners
♥ -2 to all Shooting checks until fixed
♠ Blinded, can't use the ship's Smarts die for Shooting until fixed

Batteries (3)
♣ The batteries hold one less point of power
♦, ♥ The power in all the batteries is lost
♠ The batteries no longer hold power, all power lost

Life Support (2)
♣ All characters on board without completely enclosed suits must make a Vigor check at the start of each round or get a -2 to all checks until Life Support is restored
♦ Additionally, one random control panel on the ship becomes nonfunctional
♥ Additionally, one room on the ship with two or more control panels is made nonfunctional
♠ Additionally, a giant hole makes all control of the ship impossible until Life Support can be restored through a series of four or more Repair successes + raises