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**(Z3.0) SYSTEM REPAIR REFERENCE**

System	Repair	Special
Reactor, Standard	T,S,D	None
Reactor, Civilian	T,S,D	None
MHD System	S,D	-3 to roll
Solar Array	S,D	None
Chemical Battery	T,S,D	-1 to roll
Battery (any other)	T,S,D	-1 to roll
Heat Sink (metal)	T,S,D	-2 to roll
Heat Sink (water)	T,S,D	None
Radiator	T,S,D	-2 to roll
Engine Hit, per box	T,S,D	-1 to roll
Mast Hit, per box	T,S,D	None
Cargo, Fuel, Quarters	T,S,D	See (G2.344)
Life Support	S,D	None
Sensors, per region	S,D	None
Weapons	T,S,D	None
Bridge, Flag Bridge	T,S,D	None
Gamma Hyperdrive	S,D	None
Delta Hyperdrive	S,D	two repairs
Epsilon Hyperdrive	S,D	-1 to roll, two repairs
Structural Integrity per box	D	None
Armor, per level/region	D	None
Communications gear	T,S,D	None
Sensor, per box	T,S,D	None
HIRTS, ECM, ECCM	T,S,D	-3 per roll