

# Asteroid Field Chart

Roll 1d8 each turn until a result of 8 is rolled.

1:	Small Clearing-	No roll.
2 - 5:	Asteroid Cluster- Failed Roll-	Piloting Check (Full). 1d6 + 2 / Area.
6:	Intence Cluster- Failed Roll-	Piloting Check. 2d6 + 2 / Area.
7:	Scatter Field- Failed Roll-	Piloting Check. 2d8 + 4 / Area.
8:	Asteroid Cleared.	

## Failed Rolls Table

95 - 98:	Impact-	Shields down in area hit. (1d6 hours to repair).
99:	Major Impact-	Shields down in area hit & remaining shields down by 50% & $\frac{1}{2}$ damage to hull.

No shields: Engine output down by 50% &  $\frac{1}{2}$  damage to hull  
(1d6 + 4 days to repair).