

## Critical Hit Chart

<b>Weapons:</b>	1-13: no critical 14-18: -1 distance factor 19-24: -2 damage per die 25+: both	<b>exceptions:</b>	TA/QA: 20+: ROF -1 magazine crits: see rack description particle impeder: 17+: intercept -1, EW benefit halved Dual Plasma Stream: Damage reduced: damage halved EP gun: damage reduced: roll D6-2: <1: no dropout Comm. Disruptor: 1-16: no effect 17+: jamms only initiative anymore
<b>Antimatter:</b>	1-13: no critical 14-18: add +3 range 19-24: reduce X by 2 25+: both		
<b>Thrusters:</b>	1-14: no critical 15-19: -1 thruster rating, 1 <sup>st</sup> point of thrust lost 20-24: requires 2 points of thrust to produce 1 (gravitic drives may ignore the first result on each of its thrusters)	<b>Vree Turrets:</b>	17-20 (no damage modifiers): arc restricted to front 60°
		<b>Engine:</b>	1-14: no critical 15-20: -2 thrust 21-27: roll d20 1-14: next turn no thrust 15-20: next turn max. accel. 28+: both
<b>Sensors:</b>	1-14: no critical 15-18: -1 EW 19-22: -2 EW 23-26: -3 EW 27+: -4 EW	<b>AEGIS pod:</b>	1-15: no critical 16+: ceases to function
<b>Jammer:</b>	1-15: no critical 16-22: increase range penalty by 50% 23+: ceases to function	<b>Reactor:</b>	1-10: no critical 11-14: -2 power 15-18: -4 power 19-26: -8 power 27+: -10 power, can explode (chance equal to number of destroyed boxes in %)
<b>Shields:</b>	1-15: no critical 16-19: -1 shield factor 20-24: no more damage reduction 25+: both	<b>Sh. Generator:</b>	1-15: no critical 16-21: needs +2 power 22-26: -1 shield powered 27+: both
<b>Hangar:</b>	1-12: no critical 13-18: hangar ops. need double time 19-24: launch rate halved 25+: both	<b>Fighter rails:</b>	roll d20 (no damage modifier): 16-20: 1 entire rail destroyed
<b>Jump Drive:</b>	chance to explode when activated equal to the factor destroyed boxes/total boxes (drop fractions)	<b>C&amp;C:</b>	1-8: EW not changed next turn 9-11: -1 initiative 12-14: -1 to hit 15-17: -2 EW, only halve EW may be used offensively 18-20: -4 initiative next turn, -2 rest of the game 21-23: combine 15-17 & 18-20 24+: apply 12-14, 15-17 & 18-20
<b>Plasma Batt.:</b>	13+: loses current power		