

APPENDIX: CRITICAL HIT SUMMARY

Note: Add +1 to the die roll for each point of damage the system has suffered.

C&C CRITICALS

- 1-8 Sensor Disruption: Cannot change EW next turn
 - 9-11: Comm Disruption: -1 initiative
 - 12-14: Fire Control Scrambled: -1 to hit
 - 15-17: Sensor Controls Damaged: -2 EW and no more than half EW can be allocated offensively
 - 18-20: Major Comm Disruption: -4 initiative next turn and -2 initiative thereafter
 - 21-23: Sever Comm Scramble: 15-17 & 18-20
 - 24+: Power Loss: Cannot maneuver, use sensors or fire weapons next turn, plus 12-14, 15-17, and 18-23 apply
- Note: If C&C is destroyed, use 24+ thereafter

ENGINE CRITICALS

- 1-14: No Critical
- 15-20: Thrust Reduced: -2 thrust
- 21-27: Engine Short: Roll a d20
 - 1-14: No thrust next turn
 - 15+: Max thrust must be applied next turn through main thruster (see rules)
- 28+: Apply both of the above

HANGAR CRITICALS

- 1-12: No Critical
- 13-18: Docking Links Damaged: Double bay activity time requirements
- 19-24: Partial Bay Collapse: Launch/recover rate reduced by half
- 25+: Apply both of the above

JAMMER CRITICALS

- 1-15: No Critical
- 16-22: Partial Burnout: Jammer only increases the range penalty by 50%
- 23+: Complete Burnout: Jammer disabled

JUMP DRIVE CRITICALS

No criticals. However, if the jump drive is activated while damaged, there is a chance equal to the percentage of destroyed boxes that the ship will explode. E.g., a jump drive with 20 boxes which had 5 destroyed would have a 25% chance of going critical on activation.

REACTOR CRITICALS

- 1-10: No Critical
- 11-14: Minor Power Loss: -2 power
- 15-18: Moderate Power Loss: -4 power
- 19-26: Major Power Loss: -8 power
- 27+: Containment Breach: -10 power and there is a chance of explosion each turn. The percentage chance is equal to the number of destroyed boxes (e.g., 10 destroyed boxes = 10% chance of explosion). See the Combat Sequence for timing

SENSOR CRITICALS

- 1-14: No Critical
- 15-18: Output Slightly Reduced: -1 EW
- 19-22: Output Noticeably Reduced: -2 EW
- 23-26: Output Significantly Reduced: -3 EW
- 27+: Output Severely Reduced: -4 EW

THRUSTER CRITICALS

- 1-14: No Critical
- 15-19: Outlet Failure: -1 thrust rating and the first point of thrust applied is lost
- 20-24: Efficiency Reduced: 2 thrust required to produce 1 point (gravitic ships ignore the first critical of this type)
- 25+: Apply both of the above

STANDARD WEAPON CRITICALS

- 1-13: No Critical
- 14-18: Range Reduced: -1 range bracket, e.g., -1 per 3 hexes becomes -1 per 2, -1 per hex becomes -2 per hex. Weapons with no range penalty lose 20% of their maximum launch range (round fractions up).
- 19-24: Damaged Reduced: -2 per die of damage, pulse weapons lose 2 damage from each pulse. Ballistic weapons add 1 turn to the rate of fire. Multi-weapon turrets (twin arrays, quad arrays, dual plasma streams, etc) might lose one of their guns, see the individual weapon description for more details
- 25+: Apply both of the above

ANTIMATTER WEAPON CRITICALS

- 1-13: No critical
 - 14-18: Range Reduced: Add +3 to all range calculations.
 - 19-24: Damage Reduced: Reduce the "X" in any formula by 2 (however, X may not drop below zero)
 - 25+: Apply both of the above
- Note: Multiple applications of the same criticals have no effect

PLASMA BATTERY CRITICALS

- 1-12: No critical
- 13+: Battery Emptied: Lose all current power in the battery

SHIELD CRITICALS

- 1-15: No Critical
- 16-19: Strength Reduced: -1 to shield factor
- 20-24: Effectiveness Reduced: The shield no longer absorbs the incoming damage, but still lowers the ship's defense rating
- 25+: Apply both of the above

SHIELD GENERATOR CRITICALS

- 1-15: No critical
- 16-21: Power Deficiency: Increases the power requirement of the generator by 2
- 22-26: Control Loss: Reduce the number of shields that can be powered by 1
- 27+: Apply both of the above

LAUNCH CATAPULT CRITICALS

This system does not suffer from critical hits

EXTERNAL FIGHTER RAIL CRITICALS

- If structure with attached rail is hit roll an unmodified d20
- 1-15: No critical
- 16-20: One Fighter Rail is completely destroyed along with carried fighters. Owner chooses which rail is lost.

MOVEMENT-RELATED WEAPON CRITICALS

1-13: No critical

14-18: Range Reduced: -1 range bracket, e.g., -1 per 3 hexes becomes -1 per 2, -1 per hex becomes -2 per hex

19-24: Effect Reduced: Weapons which move the target (e.g., plasma nets) can move them 1 less hex than normal.

Weapons which force a unit to turn (e.g., gravitic shifters) suffer -2 to hit. Combination weapons suffer both effects

25+: Apply both of the above

MISSILE RACK/RELOAD RACK CRITICALS

Use the standard weapon critical chart except as listed below:

Natural "20": Magazine Critical: Multiply the number of missiles in the rack by their warhead strength and divide the result by 4. Apply this total as a raking volley against the side holding the rack. Normal armor applies, but other defenses do not.

PARTICLE IMPEDER CRITICALS

1-16: No critical

17+: Partially Disabled: Reduce the intercept rating by 1, and its EW benefit is limited to half (round fractions up) of any electronic warfare put into it

COMM DISRUPTOR CRITICALS

1-16: No critical

17+: Effectiveness Limited: The ability to affect the target's EW is lost, though it still reduces initiative

PLASMA WEB CRITICALS

1-16: No critical

17+: Efficiency Lost: Reduce intercept rating by 1 and lower the antifiighter range to 1 hex

TURRET CRITICALS

Roll on this chart whenever a turret system has been hit (in addition to any normal critical for that system)

1-16: No critical

17+: Turret Locked: The turret is restricted to the 60° arc in front of the ship for the remainder of the scenario

LIGHTNING ARRAY CRITICALS

1-17: No critical

18+: Lose one of the weapon's shots per turn

ENERGY ABSORPTION FIELD CRITICALS

1-20: No critical

21+: Radius reduced by 1 hex (minimum size 1 hex)

HYPERPLASMA CUTTER CRITICALS

1-23: No critical

24-29: Lose 1d10 damage

30+: Lose 2d10 damage

Note: Each lost d10 is treated as a separate "critical" for purposes of self-repair.

ENERGY DIFFUSER CRITICALS

1-10: No critical

11-15: No effect to diffuser, however, one of the attached tendrils is destroyed (player's choice). mark an X in its box to indicate this. The pilot suffers "pain" on the next turn equal to the tendril's absorption capacity (treated as damage, even though no damage points are actually marked off anywhere on the ship)

16-19: Lose a tendril as described under 11-15, and reduce the diffuser's discharge rating by 1

20+24: Lose a tendril, reduce the discharge rating by 2 and lower the absorption ratings of all tendrils by 2

25+: Lose two tendrils, reduce the discharge rating by 3 and lower the absorption ratings of all tendrils by 4

SELF-REPAIR CRITICALS

1-18: No critical

19+: Partially disabled: reduce the repair rate by 50%

CAPACITOR CRITICALS

1-17: No critical

18-22: -1 to recharge rate

23-27: -2 to recharge rate and the capacitor loses one-half (drop fractions) of the energy it is holding

28+: -4 to recharge rate and the capacitor is completely emptied

SHADING FIELD CRITICALS

1-25: No critical

26+: Lose 1 point of shield protection

MISCELLANEOUS CRITICALS - SEE RULES

Vorlon Lightning Cannon, Planet Cracker

Twin, Heavy, Quad Array & Quad Particle Beam Array

Dual Plasma Stream

Electro Pulse Gun

Tractor Beam

Gravitic Bolt, Graviton Pulsar

Class-R Missile Rack