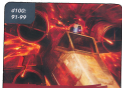


d100:
91-99



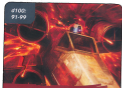
ENGINE DAMAGED

The ship or vehicle's maximum speed is reduced by 1 point, to a minimum of 1, until the Critical Hit is repaired.

SEVERITY: Hard (D)(D)(D)

11/19

d100:
100-108



SHIELD OVERLOAD

The ship's shields completely fail. Decrease the defense of all defense zones to 0. This Critical Hit cannot be repaired until the end of the encounter, and the ship suffers 2 points of system strain. If the ship or vehicle is without defense, reduce armor by 1 until the Critical Hit is repaired.

SEVERITY: Hard (D)(D)(D)

12/18

d100:
109-117



ENGINES DOWN

The ship or vehicle's maximum speed is reduced to 0 until the Critical Hit is repaired, although it continues on its present course thanks to momentum. In addition, the ship cannot execute any maneuvers until the Critical Hit is repaired.

SEVERITY: Hard (D)(D)(D)

13/18

d100:
55-63



SHIELDS FAILING

Reduce defense in all defense zones by 1 point until the Critical Hit is repaired. If the ship or vehicle has no defense, suffer 2 points of system strain.

SEVERITY: Average (D)(D)

11/19

d100:
64-72



NAVICOMPUTER FAILURE

The navicomputer (or in the case of a ship without a navicomputer, its R2) and fails and the ship cannot make the jump to hyperspace until the Critical Hit is repaired. If the ship or vehicle is without a hyperdrive, the vehicle or ship's navigation systems fail, leaving it flying or driving blind, unable to tell where it is or where it's going.

SEVERITY: Average (D)(D)

8/19

d100:
82-90



SHIELDS DOWN

Decrease defense in affected defense zone to 0, and decrease defense in all other defense zones by 1 until repaired. While the defense of the affected defense zone cannot be restored until repaired, defense can be assigned to protect that defense zone from other zones as usual. If the ship or vehicle is without defense, suffer 4 points of system strain.

SEVERITY: Hard (D)(D)(D)

12/18

d100:
46-54



COMPONENT HIT

One component of the attacker's choice is knocked offline, and is rendered inoperable until the end of the following round. For a list of ship components, see **Table 7-10: Small Ship or Vehicle Components** or **Table 7-11: Large Ship or Vehicle Components** found in any Star Wars Roleplaying Core Rulebook.

SEVERITY: Easy (D)

6/19

d100:
01-09



MECHANICAL STRESS

The ship or vehicle suffers 1 point of system strain.

SEVERITY: Easy (D)

1/19

d100:
73-81



POWER FLUCTUATIONS

The ship or vehicle is beset by random power surges and outages. The pilot cannot voluntarily inflict system strain on the ship to gain an extra starship maneuver, for example, until this Critical Hit is repaired.

SEVERITY: Average (D)(D)

5/19

