



## **Critical Hits**

- **2- Pilot Killed!** Boxer may not move or fire weapons. Defensive Value drops to 5.
- **3- Pulse laser Targeting Hit!** -4 to hit.
- **4- EW Knocked out!** Boxer may no longer jam torps. Reduce Defensive Value by 3.
- 5- Major Structural Damage!
  Boxer takes 1d6 more hits.
- **6- Shields Damaged!** Reduce Defensive Value by 2.
- **7- Targeting computer Hit!** -2 to hit with Disintegrators.
- **8- Engine Surge!** Boxer must move straight ahead at max speed next turn.
- **9- Disintergrator Jams!** Weapon may not be fired until after next turn.
- **10- Engines Sputter!** Reduce Drive Value to 2 for next Movement Phase only.
- **11- Pilot Dazed!** Boxer may not move or fire, and DV drops to 5, until after next turn.
- **12- Nuclear Powerplant Melts Down!** Boxer becomes the world's most powerful microwave oven, then explodes.

- \* Ignores target DR.
- \* -1 to hit until target DV reduced by a critical hit.

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