

## **Critical Hits**

- **2- Pilot Killed!** Jihad may not move or fire weapons. Defensive Value drops to 5.
- **3- Engines Destroyed.** Jihad may no longer move, except for Drive Zero Turns.

Defensive Value drops to 5.

- **4- EW destroyed.** Reduce Dfensive Value by 5.
- 5- Maneuvering Thrusters Damaged. Jihad may no longer turn.
- **6- Shields Damaged.** Reduce Defensive Value by 2.
- **7- Torpedoes Jettison.** Lose all remaining torps.
- **8- Evade Thrusters hit.** Reduce Defensive Value by 3.
- 9- Hull compromised.

Reduce Defensive Value by 4.

- **10- Engines Badly Damaged.** Drive becomes 1.
  Reduce Defensive Value by 7 as well.
- **11- Pilot Dazed!** Pilot can take no actions until after next turn. Defensive Value drops to 5.
- **12- Boom!** Jihad evaporates.

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