

Training Value: 6

Critical Hit Table

D10 Result	Front	Rear	Sides
1	Secondary systems – No additional effects		
2	Sweeping fires – Either remove one crew counter, or take one additional hit to the relevant aspect		
3			
4	Structural damage – One additional automatic hit to the relevant aspect		
5			
6	Armour damage – Reduce the armour value by one on the relevant aspect		
7			
8	Prow weapons – One randomly determined weapon system with a front firing aspect is destroyed	Main thrusters – Double RP to accelerate	Broadside weapons – One randomly determined weapon system with the relevant firing aspect is destroyed
9			
10	Cascading criticals – Roll twice on this table		