

FUTURE

STARSHIP CRITICAL HIT CARDS

BY PHILIP REED

Based on the optional critical hit rules found the future SRD, the cards in this PDF open criticals to more than just extra damage. If this system is used it completely replaces the optional critical hit rules found in the future SRD.

CREATING THE DECK

Print three copies of page 2, two copies of page 3, one copy each of pages 4 and 5. Cut out the cards and shuffle them together to create a 63-card deck.

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USING THE DECK

Whenever a critical hit is rolled on a starship draw a single card from the deck and apply the results to the targeted starship.

If GMs want criticals to be more deadly they can choose to draw one card for every five dice of damage that the weapon causes. A mass reaction missile, then, would deal 4 critical hit cards on a critical.

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Lesser Critical Hit

Engines

The starship's tactical speed decreases by 500 feet until the engines are repaired.

If another engine critical is drawn before the damage is repaired then the effect is cumulative.

If the ship's tactical speed has already been reduced to 0 feet due to engine damage, the engine is destroyed and must be replaced, not merely repaired.

Lesser Critical Hit

Sensors

The starship is partially blinded until repaired.

All the ship's targets gain the equivalent of one-half concealment (20% miss chance).

If the ship's sensors have already been hit the miss chance percentage stacks (though the total miss chance percentage may never exceed 90%).

Lesser Critical Hit

Targeting System

The starship's targeting system is damaged.

The starship's targeting system's equipment bonus on attack rolls is decreased by 1 until the system is repaired.

If the ship's targeting system has already been hit the equipment bonus decrease stacks (though the total modifier may never be decreased below 0).

Lesser Critical Hit

Weapon

One of the starship's beam weapons, projectile weapons, or missile launchers (attacker's choice) is damaged.

The weapon's damage is reduced to one-half (round down) until it is repaired.

If this weapon suffers another critical hit it is destroyed and may not be used again until it is repaired.

Lesser Critical Hit

Artificial Gravity

The starship's artificial gravity is disabled for 1d6 rounds.

During this time, an untrained crew takes a -4 penalty on all attack rolls and skill checks while coping with the zero-gravity conditions.

Trained, expert, or ace crews take no penalties, as they are assumed to have the Zero-G Training feat.

Lesser Critical Hit

Comm System

One communications system of the attacker's choice is disabled for 1d6 rounds.

If the comm system suffers another critical hit it is destroyed completely and cannot be repaired – it must be replaced.

Lesser Critical Hit

Defense System

One defense system of the attacker's choice is disabled for 1d6 rounds.

If the defense suffers another critical hit it is destroyed completely and cannot be repaired – it must be replaced.

Lesser Critical Hit

Cargo Hold

A lucky shot penetrates the ship's cargo hold and completely destroys 20% of the ship's carried cargo (randomly selected).

If the ship's cargo hold has already been hit this critical still effects the remaining cargo.

Lesser Critical Hit

Crew Compartment

A number of crewmembers and passengers are killed (this effect applies only if the ship isn't destroyed).

Roll 1d6 to determine the number of crew fatalities and, if the ship carries passengers, 1d6 to determine the number of passenger casualties.

Only supporting GM characters are affected.

Normal Critical Hit

Engines

The starship's tactical speed decreases by 1,000 feet until the engines are repaired.

If another engine critical is drawn before the damage is repaired then the effect is cumulative.

If the ship's tactical speed has already been reduced to 0 feet due to engine damage, the engine is destroyed and must be replaced, not merely repaired.

Normal Critical Hit

Sensors

The starship is partially blinded until repaired.

All the ship's targets gain the equivalent of three-quarters concealment (30% miss chance).

If the ship's sensors have already been hit the miss chance percentage stacks (though the total miss chance percentage may never exceed 90%)

Normal Critical Hit

Targeting System

The starship's targeting system is damaged.

The starship's targeting system's equipment bonus on attack rolls is decreased by 2 until the system is repaired.

If the ship's targeting system has already been hit the equipment bonus decrease stacks (though the total modifier may never be decreased below 0).

Normal Critical Hit

Weapon

One of the starship's beam weapons, projectile weapons, or missile launchers (attacker's choice) is destroyed.

The weapon no longer functions and may not be used again until it is repaired.

If this weapon suffers another critical hit it is completely destroyed and cannot be repaired – it must be replaced.

Normal Critical Hit

Artificial Gravity

The starship's artificial gravity is disabled for 1d10 rounds.

During this time, an untrained crew takes a –4 penalty on all attack rolls and skill checks while coping with the zero-gravity conditions.

Trained, expert, or ace crews take no penalties, as they are assumed to have the Zero-G Training feat.

Normal Critical Hit

Comm System

One communications system of the attacker's choice is disabled for 1d10 rounds.

If the comm system suffers another critical hit it is destroyed completely and cannot be repaired – it must be replaced.

Normal Critical Hit

Defense System

One defense system of the attacker's choice is disabled for 1d10 rounds.

If the defense system suffers another critical hit it is destroyed completely and cannot be repaired – it must be replaced.

Normal Critical Hit

Cargo Hold

A lucky shot penetrates the ship's cargo hold and completely destroys 40% of the ship's carried cargo (randomly selected).

If the ship's cargo hold has already been hit this critical still effects the remaining cargo.

Normal Critical Hit

Crew Compartment

A number of crewmembers and passengers are killed (this effect applies only if the ship isn't destroyed).

Roll 1d10 to determine the number of crew fatalities and, if the ship carries passengers, 1d10 to determine the number of passenger casualties.

Only supporting GM characters are affected.

Severe Critical Hit

Engines

The starship's tactical speed decreases by 1,500 feet until the engines are repaired.

If another engine critical is drawn before the damage is repaired then the effect is cumulative.

If the ship's tactical speed has already been reduced to 0 feet due to engine damage, the engine is destroyed and must be replaced, not merely repaired.

Severe Critical Hit

Sensors

The starship is blinded until repaired.

All the ship's targets gain the equivalent of total concealment (50% miss chance).

If the ship's sensors have already been hit the miss chance percentage stacks (though the total miss chance percentage may never exceed 90%)

Severe Critical Hit

Targeting System

The starship's targeting system is destroyed.

The starship loses the targeting system's equipment bonus on attack rolls until the system is repaired.

If the ship's targeting system has already been hit the system has been completely destroyed and must be replaced; it may not be repaired.

Severe Critical Hit

Weapon

One of the starship's beam weapons, projectile weapons, or missile launchers (attacker's choice) is completely destroyed.

The weapon no longer functions and cannot be repaired – it must be replaced.

Severe Critical Hit

Artificial Gravity

The starship's artificial gravity is disabled for 2d8 rounds.

During this time, an untrained crew takes a –4 penalty on all attack rolls and skill checks while coping with the zero-gravity conditions.

Trained, expert, or ace crews take no penalties, as they are assumed to have the Zero-G Training feat.

Severe Critical Hit

Comm System

One communications system of the attacker's choice is destroyed completely.

The comm system cannot be repaired – it must be replaced.

Severe Critical Hit

Defense System

One defense system of the attacker's choice is destroyed completely.

The defense system cannot be repaired – it must be replaced.

Severe Critical Hit

Cargo Hold

A lucky shot penetrates the ship's cargo hold and completely destroys 60% of the ship's carried cargo (randomly selected).

If the ship's cargo hold has already been hit this critical still effects the remaining cargo.

Severe Critical Hit

Crew Compartment

A number of crewmembers and passengers are killed (this effect applies only if the ship isn't destroyed).

Roll 2d8 to determine the number of crew fatalities and, if the ship carries passengers, 2d8 to determine the number of passenger casualties.

Only supporting GM characters are affected.

**Lesser Critical Hit
Hull Damage**

The attack inflicts damage.

Roll critical hit
damage normally.

**Normal Critical Hit
Hull Damage**

The attack inflicts damage.

Roll critical hit damage using a
x6 multiplier instead of the
weapon's normal multiplier.

In addition, the ship and its crew
are shaken for 1 round.

**Severe Critical Hit
Hull Damage**

The attack inflicts damage.

Roll critical hit damage using a
x10 multiplier instead of the
weapon's normal multiplier.

In addition, the ship and its crew
are shaken for 2d4 rounds.

**Lesser Critical Hit
Hull Damage**

The attack inflicts damage.

Roll critical hit
damage normally.

**Normal Critical Hit
Hull Damage**

The attack inflicts damage.

Roll critical hit damage using a
x6 multiplier instead of the
weapon's normal multiplier.

In addition, the ship and its crew
are shaken for 1 round.

**Normal Critical Hit
Devastating Attack**

The attack inflicts
normal damage.

In addition, the ship and its crew
are stunned for 1d4 rounds.

**Lesser Critical Hit
Hull Damage**

The attack inflicts damage.

Roll critical hit
damage normally.

**Lesser Critical Hit
Hull Damage**

The attack inflicts damage.

Roll critical hit
damage normally.

**Lesser Critical Hit
Hull Damage**

The attack inflicts damage.

Roll critical hit
damage normally.