JOSTLED
A small explosion or impact rocks the vehicle. All crew members suffer 1 strain and are disoriented for one round.

SEVERITY: Easy

LOOSING POWER TO SHIELDS
Decrease defense in affected defense zone by 1 until the Critical Hit is repaired. If the ship or vehicle has no defense, suffer 1 point of system strain.

SEVERITY: Easy

KNOCKED OFF COURSE
A particularly strong blast or impact sends the ship or vehicle careening off in a new direction. On his next turn, the pilot cannot execute any maneuvers and must make a Piloting check to regain control. The difficulty of this check depends on his current speed.

SEVERITY: Easy

FIRE!
The ship or vehicle immediately takes 2 points of system strain, and anyone caught in the fire takes damage (see page 220). A fire can be put out with some quick thinking and appropriate skill, Vigilance, and/or Cool checks at the Game Master’s discretion. Once going, a fire takes one round per 2 of the ship’s silhouette points to extinguish.

SEVERITY: Daunting

BREAKING UP
The vehicle or ship begins to come apart at its seams, disintegrating around the crew. At the end of the following round, the ship is completely destroyed and the surrounding environment is littered with debris. Anyone aboard the ship or vehicle has one round to get to an escape pod, bail out, or dive for the nearest hatch before they are lost.

SEVERITY: Daunting

VAPORIZED
The ship or vehicle is completely destroyed, consumed in a particularly large and dramatic fireball. Nothing survives.

SEVERITY: N/A

MAJOR SYSTEM FAILURE
One component of the attacker's choice is heavily damaged, and is inoperable until the Critical Hit is repaired. 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: Hard

MAJOR HULL BREACH
Ships and vehicles of silhouette 4 and smaller depressurize in a number of rounds equal to the ship's silhouette. Ships and vehicles of silhouette 5 and larger don't completely depressurize, but parts do (GM's discretion) in a number of rounds equal to the vehicle's silhouette. Vehicles and ships operating in an atmosphere suffer the Destabilized Critical Hit instead.

SEVERITY: Daunting

DESTABILIZED
The ship or vehicle’s structural integrity is seriously damaged. Reduce the ship or vehicle’s hull trauma threshold and system strain threshold to half their original values until repaired.

SEVERITY: Daunting
TAILSPIN

All firing from the ship or vehicle suffers □ until the end of the pilot’s next turn. All crewmembers are immobilized until the end of the pilot’s next turn.

SEVERITY: Easy