Critical Hits p50/p187					Aerospace p180	
2d6	Mech Crit	Vehicle	Aero	DS/SC	Mod	Altitude
2	Ammo	Ammo	Fuel	KF Boom	6"	Low
3	Engine	Crw Stun	Fire Ctrl	Dock Collar	12"	Middle
4	Fire Ctrl	Fire Ctrl	Engine	No Crit	30"	High
5	No Crit	Fire Ctrl	Weapon	Fire Ctrl	48"	Extreme
6	Weapon	No Crit	No Crit	Weapon	Mod	Target
7	MP Hit	No Crit	No Crit	Thruster	+2	Airbrn AS/CF
8	Weapon	No Crit	No Crit	Weapon	-2	Airborne DS
9	No Crit	Weapon	Weapon	Door	-1	Airborne SC
10	Fire Ctrl	Weapon	Engine	No Crit	Mod	Attack
11	Engine	Crw Kill	Fire Ctrl	Engine	+0	Air-to-Air
12	Destroyed	Engine	Crw Kill	Crew Hit	+0	Bombing
					+3	Strafing
					+1	Strike

Critical Hits p50/p187					Aerospace p180	
2d6	Mech Crit	Vehicle	Aero	DS/SC	Mod	Altitude
2	Ammo	Ammo	Fuel	KF Boom	6"	Low
3	Engine	Crw Stun	Fire Ctrl	Dock Collar	12"	Middle
4	Fire Ctrl	Fire Ctrl	Engine	No Crit	30"	High
5	No Crit	Fire Ctrl	Weapon	Fire Ctrl	48"	Extreme
6	Weapon	No Crit	No Crit	Weapon	Mod	Target
7	MP Hit	No Crit	No Crit	Thruster	+2	Airbrn AS/CF
8	Weapon	No Crit	No Crit	Weapon	-2	Airborne DS
9	No Crit	Weapon	Weapon	Door	-1	Airborne SC
10	Fire Ctrl	Weapon	Engine	No Crit	Mod	Attack
11	Engine	Crw Kill	Fire Ctrl	Engine	+0	Air-to-Air
12	Destroyed	Engine	Crw Kill	Crew Hit	+0	Bombing
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2d6	Mech Crit	Vehicle	Aero	DS/SC	Mod	Altitude
2	Ammo	Ammo	Fuel	KF Boom	6"	Low
3	Engine	Crw Stun	Fire Ctrl	Dock Collar	12"	Middle
4	Fire Ctrl	Fire Ctrl	Engine	No Crit	30"	High
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6	Weapon	No Crit	No Crit	Weapon	Mod	Target
7	MP Hit	No Crit	No Crit	Thruster	+2	Airbrn AS/CF
8	Weapon	No Crit	No Crit	Weapon	-2	Airborne DS
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10	Fire Ctrl	Weapon	Engine	No Crit	Mod	Attack
11	Engine	Crw Kill	Fire Ctrl	Engine	+0	Air-to-Air
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11	Engine	Crw Kill	Fire Ctrl	Engine	+0	Air-to-Air
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12	Destroyed	Engine	Crw Kill	Crew Hit	+0	Bombing
					+3	Strafing
					+1	Strike

Mod	Target	Mod	Indirect Fire p41	Mod	Physical Attack
+X	TMM (BA +1)	+1	Indirect Fire	+1	AM from BA
+1*	Jump/Airborne	+1	Spotter Attacked	+4	AM from CI
-4	Immobile	+X	Spotter Terrain	+3	AM Trnsprt w/BA
+1	Hull Dwn/Dig In	Mod	Artillery p47	+0	Physical/MEL
* Except JMPS/JMPW		+4	Without AOE	+1	Charge/DFA
Mod	Range	+5	With AOE	Motive Damage p51	
+0	Short	-1	Spotter w/TAG	Mod	Motive Type
+2	Medium	TP	Stealth Mod	+0	T or N
+4	Long	BA	+1/+1/+2	+1	W or H
Mod	Attacker	BM	+0/+1/+2	+2	V or G
+X	Skill	CV	+0/+1/+2	2d6	Effect
+2	Jumped	Mod	Infantry	9-10	−2MV, −1TMM
-1	Stand Still	+1	Hit the Deck	11	−50% MV, TMM
+1	Is Spotting	+3	Units as Cover	12+	Immobile

Mod	Target	Mod	Indirect Fire p41	Mod	Physical Attack
+X	TMM (BA +1)	+1	Indirect Fire	+1	AM from BA
+1*	Jump/Airborne	+1	Spotter Attacked	+4	AM from CI
-4	Immobile	+X	Spotter Terrain	+3	AM Trnsprt w/BA
+1	Hull Dwn/Dig In	Mod	Artillery p47	+0	Physical/MEL
* Except JMPS/JMPW		+4	Without AOE	+1	Charge/DFA
Mod	Range	+5	With AOE	Motive Damage p51	
+0	Short	-1	Spotter w/TAG	Mod	Motive Type
+2	Medium	TP	Stealth Mod	+0	T or N
+4	Long	BA	+1/+1/+2	+1	W or H
Mod	Attacker	BM	+0/+1/+2	+2	V or G
+X	Skill	CV	+0/+1/+2	2d6	Effect
+2	Jumped	Mod	Infantry	9-10	−2MV, −1TMM
-1	Stand Still	+1	Hit the Deck	11	−50% MV, TMM
+1	Is Spotting	+3	Units as Cover	12+	Immobile

Mod	Target	Mod	Indirect Fire p41	Mod	Physical Attack
+X	TMM (BA +1)	+1	Indirect Fire	+1	AM from BA
+1*	Jump/Airborne	+1	Spotter Attacked	+4	AM from CI
-4	Immobile	+X	Spotter Terrain	+3	AM Trnsprt w/BA
+1	Hull Dwn/Dig In	Mod	Artillery p47	+0	Physical/MEL
* Except JMPS/JMPW		+4	Without AOE	+1	Charge/DFA
Mod	Range	+5	With AOE	Motive Damage p51	
+0	Short	-1	Spotter w/TAG	Mod	Motive Type
+2	Medium	TP	Stealth Mod	+0	T or N
+4	Long	BA	+1/+1/+2	+1	W or H
Mod	Attacker	BM	+0/+1/+2	+2	V or G
+X	Skill	CV	+0/+1/+2	2d6	Effect
+2	Jumped	Mod	Infantry	9-10	−2MV, −1TMM
-1	Stand Still	+1	Hit the Deck	11	−50% MV, TMM
+1	Is Spotting	+3	Units as Cover	12+	Immobile

Mod	Target	Mod	Indirect Fire p41	Mod	Physical Attack
+X	TMM (BA +1)	+1	Indirect Fire	+1	AM from BA
+1*	Jump/Airborne	+1	Spotter Attacked	+4	AM from CI
-4	Immobile	+X	Spotter Terrain	+3	AM Trnsprt w/BA
+1	Hull Dwn/Dig In	Mod	Artillery p47	+0	Physical/MEL
* Except JMPS/JMPW		+4	Without AOE	+1	Charge/DFA
Mod	Range	+5	With AOE	Motive Damage p51	
+0	Short	-1	Spotter w/TAG	Mod	Motive Type
+2	Medium	TP	Stealth Mod	+0	T or N
+4	Long	BA	+1/+1/+2	+1	W or H
Mod	Attacker	BM	+0/+1/+2	+2	V or G
+X	Skill	CV	+0/+1/+2	2d6	Effect
+2	Jumped	Mod	Infantry	9-10	−2MV, −1TMM
-1	Stand Still	+1	Hit the Deck	11	−50% MV, TMM
+1	Is Spotting	+3	Units as Cover	12+	Immobile

Mod	Target	Mod	Indirect Fire p41	Mod	Physical Attack
+X	TMM (BA +1)	+1	Indirect Fire	+1	AM from BA
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-4	Immobile	+X	Spotter Terrain	+3	AM Trnsprt w/BA
+1	Hull Dwn/Dig In	Mod	Artillery p47	+0	Physical/MEL
* Except JMPS/JMPW		+4	Without AOE	+1	Charge/DFA
Mod	Range	+5	With AOE	Motive Damage p51	
+0	Short	-1	Spotter w/TAG	Mod	Motive Type
+2	Medium	TP	Stealth Mod	+0	T or N
+4	Long	BA	+1/+1/+2	+1	W or H
Mod	Attacker	BM	+0/+1/+2	+2	V or G
+X	Skill	CV	+0/+1/+2	2d6	Effect
+2	Jumped	Mod	Infantry	9-10	−2MV, −1TMM
-1	Stand Still	+1	Hit the Deck	11	−50% MV, TMM
+1	Is Spotting	+3	Units as Cover	12+	Immobile

Mod	Target	Mod	Indirect Fire p41	Mod	Physical Attack
+X	TMM (BA +1)	+1	Indirect Fire	+1	AM from BA
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-4	Immobile	+X	Spotter Terrain	+3	AM Trnsprt w/BA
+1	Hull Dwn/Dig In	Mod	Artillery p47	+0	Physical/MEL
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Mod	Range	+5	With AOE	Motive Damage p51	
+0	Short	-1	Spotter w/TAG	Mod	Motive Type
+2	Medium	TP	Stealth Mod	+0	T or N
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Mod	Attacker	BM	+0/+1/+2	+2	V or G
+X	Skill	CV	+0/+1/+2	2d6	Effect
+2	Jumped	Mod	Infantry	9-10	−2MV, −1TMM
-1	Stand Still	+1	Hit the Deck	11	−50% MV, TMM
+1	Is Spotting	+3	Units as Cover	12+	Immobile

Mod	Target	Mod	Indirect Fire p41	Mod	Physical Attack
+X	TMM (BA +1)	+1	Indirect Fire	+1	AM from BA
+1*	Jump/Airborne	+1	Spotter Attacked	+4	AM from CI
-4	Immobile	+X	Spotter Terrain	+3	AM Trnsprt w/BA
+1	Hull Dwn/Dig In	Mod	Artillery p47	+0	Physical/MEL
* Except JMPS/JMPW		+4	Without AOE	+1	Charge/DFA
Mod	Range	+5	With AOE	Motive Damage p51	
+0	Short	-1	Spotter w/TAG	Mod	Motive Type
+2	Medium	TP	Stealth Mod	+0	T or N
+4	Long	BA	+1/+1/+2	+1	W or H
Mod	Attacker	BM	+0/+1/+2	+2	V or G
+X	Skill	CV	+0/+1/+2	2d6	Effect
+2	Jumped	Mod	Infantry	9-10	−2MV, −1TMM
-1	Stand Still	+1	Hit the Deck	11	−50% MV, TMM
+1	Is Spotting	+3	Units as Cover	12+	Immobile

Mod	Target	Mod	Indirect Fire p41	Mod	Physical Attack
+X	TMM (BA +1)	+1	Indirect Fire	+1	AM from BA
+1*	Jump/Airborne	+1	Spotter Attacked	+4	AM from CI
-4	Immobile	+X	Spotter Terrain	+3	AM Trnsprt w/BA
+1	Hull Dwn/Dig In	Mod	Artillery p47	+0	Physical/MEL
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Mod	Range	+5	With AOE	Motive Damage p51	
+0	Short	-1	Spotter w/TAG	Mod	Motive Type
+2	Medium	TP	Stealth Mod	+0	T or N
+4	Long	BA	+1/+1/+2	+1	W or H
Mod	Attacker	BM	+0/+1/+2	+2	V or G
+X	Skill	CV	+0/+1/+2	2d6	Effect
+2	Jumped	Mod	Infantry	9-10	−2MV, −1TMM
-1	Stand Still	+1	Hit the Deck	11	−50% MV, TMM
+1	Is Spotting	+3	Units as Cover	12+	Immobile

Critical Hits p50/p187

2d6	Mech Crit	Vehicle	Aero	DS/SC
2	Ammo	Ammo	Fuel	KF Boom
3	Engine	Crw Stun	Fire Ctrl	Dock Collar
4	Fire Ctrl	Fire Ctrl	Engine	No Crit
5	No Crit	Fire Ctrl	Weapon	Fire Ctrl
6	Weapon	No Crit	No Crit	Weapon
7	MP Hit	No Crit	No Crit	Thruster
8	Weapon	No Crit	No Crit	Weapon
9	No Crit	Weapon	Weapon	Door
10	Fire Ctrl	Weapon	Engine	No Crit
11	Engine	Crw Kill	Fire Ctrl	Engine
12	Destroyed	Engine	Crw Kill	Crew Hit

Aerospace p180

Mod	Altitude
6"	Low
12"	Middle
30"	High
48"	Extreme

Mod	Target
+2	Airbrn AS/CF
-2	Airborne DS
-1	Airborne SC

Mod	Attack
+0	Air-to-Air
+0	Bombing
+3	Strafing
+1	Strike

Mod	Target
+X	TMM (BA +1)
+1*	Jump/Airborne
-4	Immobile
+1	Hull Dwn/Dig In
* Except JMPS/JMPW	

Mod	Range
+0	Short
+2	Medium
+4	Long

Mod	Attacker
+X	Skill
+2	Jumped
-1	Stand Still
+1	Is Spotting

Mod	Indirect Fire p41
+1	Indirect Fire
+1	Spotter Attacked
+X	Spotter Terrain

Mod	Artillery p47
+4	Without AOE
+5	With AOE
-1	Spotter w/TAG

TP	Stealth Mod
BA	+1/+1/+2
BM	+0/+1/+2
CV	+0/+1/+2

Mod	Infantry
+1	Hit the Deck
+3	Units as Cover

Mod	Physical Attack
+1	AM from BA
+4	AM from CI
+3	AM Trnsprt w/BA
+0	Physical/MEL
+1	Charge/DFA

Motive Damage p51

Mod	Motive Type
+0	T or N
+1	W or H
+2	V or G

2d6	Effect
9-10	−2MV, −1TMM
11	−50% MV, TMM
12+	Immobile