

Vehicle Damage Table (d20)		
Roll	Gun	Damage to Ship
0	0	Captain's prized hunting dog is killed by shrapnel. He shakes his fist and curses the enemy ship's captain.
1	0	Rudder Damaged: Spin halved for remainder of game.
2	0	Engine Damaged: Surge and Slow halved until Serviced .
3	0	Flight Mechanism Damage: Sky reduced by 2 for remainder of game.
4	0	Elevator Damaged: Soar and Swoop reduced by 3 until Serviced .
5	0	Ballast Damaged: Minimum Sky +2 until Serviced . Ship immediately rises to maximum Sky +2
6	0	Steering Damaged: make one time d6 roll: 1-2, start each turn with a 45 Spin right; 3-4, start each turn with a 45 Spin left; 5-6, can only go straight. Results last until Serviced .
7	1	Commander is killed. Make a Save or the Second in Command vengefully orders ship to ram nearest enemy vessel. Make one immediate move at the ship's max speed toward nearest enemy. If contact is made, ramming occurs. Ship moves normally next turn.
8	1	Propulsion Damaged: Speed number is halved for remainder of game.
9	1	Massive Engine Failure: Engine conks out. Ship immediately drifts half Speed and stops. Must be Serviced before restarting.
10	1	Power plant Damaged: Sustain number halved for remainder of game.
11	1	Fire Control Damage: Shoot number is halved for remainder of game.
12	2	Damage to Bomb or Torpedo racks: Lose half of either. If there are none, lose 10% of remaining gun boxes for the remainder of game.
13	2	Damage to bomb or torpedo racks. Half of either are lost. Or, if none on board then lose half of battery closest to firer.
14	2	Severe Casualties taken: can only shoot half of remaining gun boxes in any turn for the remainder of the game.
15	2	Armor Plating Damaged: Save halved for remainder of game.
16	3	Fire! Make one roll for Damage each turn until successful Service roll.
17	3	Inside of vehicle fills with smoke. Ship must move at half speed in most direct route to nearest friendly table edge. Cannot Shoot . May make Service roll to correct problem each turn until it exits.
18	3	Ship loses all lift and makes crash-landing one-half current Speed move in front of current location. Batteries, surprisingly, are still operational at half Shoot . Ship is grounded for the remainder of the game.
19	4	Engine room mostly destroyed. Ship can no longer move but maintains Sky -4 with auxiliary power for the remainder of the game. Will drift in randomly determined direction until it exits table. Must Sustain each turn to keep auxiliary power. Can still Shoot .
20	4	Internal explosions cripple ship. All stats halved. Limp in most direct route to friendly table edge.
21	All	Internal explosions wrack the ship. Somehow it stays airborne. Cannot Shoot or maneuver. Flaming hulk sails forward at current speed losing one level each turn until exiting table or crashing. If it crashes into something, automatic hit, SRM and DRM +4.
22	All	Explosion rips ship in two and wreckage falls to the ground.
23	All	Ammo Storage hit: ship erupts in fireball with 2 inch radius. All ships it reaches roll to Save , SRM and DRM 0.
24+	All	Ammo Storage and Engines hit: ship erupts into fireball with 4 inch radius. All ships it reaches roll to Save , SRM and DRM +2