

## CONSOLIDATED G.A.S.L.I.G.H.T. VEHICLE HIT CHART (1d20)

Die Roll	Non-Penetrating Hit	Penetrating Hit				Catastrophic Hit
		Wheeled or Tracked Vehicles	Walking Vehicles	Flying Vehicles	Water Vehicles	
1	Roll on appropriate penetrating hit column	Roll on Catastrophic Hit column	Roll on Catastrophic Hit column	Roll on Catastrophic Hit column	Roll on Catastrophic Hit column	Ammunition explodes! All crew hit. ☹
2	Turret jammed or no effect	-1d6 <i>Sustain</i>	-1d6 <i>Sustain</i>	-1d6 <i>Sustain</i>	-1d6 <i>Sustain</i>	Ammunition explodes! All crew hit. ☹
3	-1d6 <i>Speed</i> as bent metal interferes with the movement	-1d6 <i>Start</i>	-1d6 <i>Start</i>	-1d6 <i>Start</i>	-1d6 <i>Start</i>	Ammunition explodes! All crew hit. ☹
4	-1d6 <i>Speed</i> as bent metal interferes with the movement	Engine stops – may be restarted.	Engine stops – may be restarted.	Engine stops – may be restarted.	Engine stops – may be restarted.	Engine explodes! All crew bail out. 1d6 crew hit. ☹
5	Commander takes hit, <i>Saves</i> normally	Random crewman hit as tools and shrapnel rattle around.	Random crewman hit as tools and shrapnel rattle around.	Random crewman hit as tools and shrapnel rattle around.	Random crewman hit as tools and shrapnel rattle around.	Engine explodes! All crew bail out. 1d6 crew hit. ☹
6	Door/hatch damaged and cannot be opened or closed	Door/hatch damaged and cannot be opened or closed	Door/hatch damaged and cannot be opened or closed	Door/hatch damaged and cannot be opened or closed	Door/hatch damaged and cannot be opened or closed	Engine explodes! All crew bail out. 1d6 crew hit. ☹
7	Steering damaged *	Steering damaged *	Steering damaged *	Steering damaged *	Rudder damaged *	Steam pipe bursts. 1d6 crew hit. No power for 1d6 turns.
8	Steam pipe burst, 1d6 crew hit, 1d6 turns no power	Rivets zing around the inside. 1d6 crewmen hit.	Rivets zing around the inside. 1d6 crewmen hit.	Rivets zing around the inside. 1d6 crewmen hit.	Rivets zing around the inside. 1d6 crewmen hit.	Steam pipe bursts. 1d6 crew hit. No power for 1d6 turns.
9	No effect	Wheels or tracks damaged. -1d6 to <i>Speed</i> .	Leg damaged. Commander makes a <i>Save</i> or topples over §.	Lift damaged. Make <i>Save</i> or crash land ‡.	Submarine must surface and cannot submerge until the vehicle passes two <i>Service</i> rolls.	Steam pipe bursts. 1d6 crew hit. No power for 1d6 turns.
10	Clang! Crew is shaken and must take an immediate morale check.	Random weapon broken for remainder of the game.	Random weapon broken for remainder of the game.	Random weapon broken for remainder of the game.	Random weapon broken for remainder of the game.	Commander is thrown from vehicle in random direction and takes a hit.
11	Clang! Crew is shaken and must take an immediate morale check.	Armor knocked off; -1d6 to <i>Save</i> for remainder of the game.	Armor knocked off; -1d6 to <i>Save</i> for remainder of the game.	Lift damaged. Make <i>Save</i> or crash land ‡.	Vehicle springs a leak! -1d6 <i>Speed</i> . Will sink in 1d6 turns unless the crew passes a <i>Save</i> .	Commander is thrown from vehicle in random direction and takes a hit.
12	Clang! Crew is shaken and must take an immediate morale check.	Armor knocked off; -1d6 to <i>Save</i> for remainder of the game.	Armor knocked off; -1d6 to <i>Save</i> for remainder of the game.	Armor knocked off; -1d6 to <i>Save</i> for remainder of the game.	Armor knocked off; -1d6 to <i>Save</i> for remainder of the game.	Engine destroyed. The vehicle is immobile for the rest of the game.
13	Random crewman hit by flying debris; <i>Saves</i> normally	Speed! The vehicle must move at max speed each turn until the commander passes it's <i>Save</i> .	Speed! The vehicle must move at max speed each turn until the commander passes it's <i>Save</i> .	Speed! The vehicle must move at max speed each turn until the commander passes it's <i>Save</i> .	Speed! The vehicle must move at max speed each turn until the commander passes it's <i>Save</i> .	All systems fail simultaneously and catastrophically. The vehicle is destroyed, but no one is hurt.
14	Random crewman hit by flying debris; <i>Saves</i> normally	Speed! The vehicle must move at max speed each turn until the crew passes it's <i>Save</i> .	Spin! Walker spins in random direction and moves maximum movement distance.	Soar! Vehicle climbs maximum each turn until crew passes it's <i>Save</i> .	Dead in the water. No movement for 1d6 turns.	All systems fail simultaneously and catastrophically. The vehicle is destroyed, but no one is hurt.
15	Inside of vehicle fills with smoke. Crew bails out for 1d6 turns.	Main weapon damaged†. <i>Shoot</i> number reduced by 1d6 for remainder of the game.	Main weapon damaged†. <i>Shoot</i> number reduced by 1d6 for remainder of the game.	Main weapon damaged†. <i>Shoot</i> number reduced by 1d6 for remainder of the game.	Main weapon damaged†. <i>Shoot</i> number reduced by 1d6 for remainder of the game.	Vehicle leaps into full reverse next turn.
16	No effect	Turret jammed or no effect.	Legs jam. No movement this turn.	For balloons, sudden drop of two altitude bands.	Maximum negative <i>Surge</i> this turn.	Noxious gasses incapacitate occupants for 1d6 turns.
17	-2 to vehicle <i>Save</i> number	Main gun fires. Everyone in line of fire makes <i>Save</i> . First to fail gets hit.				
18	Something knocked off or no effect	Special equipment is hit or no effect.	Vehicle shudders. Commander makes ½ <i>Save</i> or vehicle topples.	If lighter-than air ship, flyer loses one altitude each turn until it touches down softly. Cannot fly again for remainder of game.	For submarines, periscope or other viewer damaged. -1d6 to <i>Speed</i> and <i>Shoot</i> numbers. For surface ship, -1d6 <i>Speed</i> .	Vehicle explodes, killing everyone inside. A fireball shoots 12" in random direction. Everyone in 30 degree cone is hit. ☹
19	-1d6 to <i>Save</i> as armor is knocked off	Round comes in one side, rattles around a bit, and passes out the other side without doing any damage.	Walker trips. Commander <i>Saves</i> or it topples over. If the vehicle topples, 1d6 crewmen are hit.	Swoop! Vehicle dives maximum each turn until commander passes it's <i>Save</i> .	Dive, dive, dive! Submarine dives maximum each turn until the commander passes it's <i>Save</i> . No effect for surface ships.	Vehicle explodes, killing everyone inside. A fireball shoots 12" in random direction. Everyone in 30 degree cone is hit. ☹
20	-1d6 to <i>Save</i> as armor is knocked off	Round comes in one side, rattles around a bit, and passes out the other side without doing any damage.	Round comes in one side, rattles around a bit, and passes out the other side without doing any damage.	Round comes in one side, rattles around a bit, and passes out the other side without doing any damage.	Round comes in one side, rattles around a bit, and passes out the other side without doing any damage.	All crew are killed by flying shrapnel, gas, etc. Vehicle can be used by another crew after three successful <i>Service</i> rolls.
Notes	* Roll 1d6 once. 1-2 must turn left 45 degrees; 3-4 must go straight; 5-6 must turn right 45 degrees. May be <i>Serviced</i> if stationary.	† If weapon has already been damaged, it is destroyed. If no main weapon, randomly choose weapon. No weapon = no effect	§ If the vehicle topples, all crew are hit; otherwise, 1d6 crew are hit.	‡ Pilot makes a <i>Save</i> . If fail, roll for damage on Catastrophic Hit column. If pass, roll again on Penetrating Hit column.	Whenever a crew must make a <i>Save</i> , if there are no Main Characters, use 8 for <i>Save</i> number.	☹ Vehicle is destroyed

## CONSOLIDATED BATTLES BY G.A.S.L.I.G.H.T. VEHICLE HIT CHART (1d20)

Die Roll	Wheeled or Tracked Vehicles	Walking Vehicles	Flying Vehicles	Water Vehicles
1	Turret jammed and cannot rotate. If there is no turret, <i>Save</i> number is halved for remainder of game.	Turret jammed and cannot rotate. If there is no turret, commander rolls <i>Save</i> or the vehicle topples §.	Propulsion damage; <i>Speed</i> number is halved for remainder of the game.	Propulsion damage; <i>Speed</i> number is halved for remainder of the game.
2	Random crewman hit.	Random crewman hit.	Random crewman hit.	Random crewman hit.
3	Power damaged; no power for 1d6 turns.	Power damaged; no power for 1d6 turns. Commander <i>Saves</i> or vehicle topples §.	Power damaged; no power for 1d6 turns. ‡	Power damaged; no power for 1d6 turns.
4	Random weapon damaged. Cannot fire until <i>Serviced</i> .	Random weapon damaged. Cannot fire until <i>Serviced</i> .	Random weapon damaged. Cannot fire until <i>Serviced</i> .	Random weapon damaged. Cannot fire until <i>Serviced</i> .
5	Targeting damaged; -1d6 <i>Shoot</i> number until <i>Serviced</i> .	Targeting damaged; -1d6 <i>Shoot</i> number until <i>Serviced</i> .	Targeting damaged; -1d6 <i>Shoot</i> number until <i>Serviced</i> .	Targeting damaged; -1d6 <i>Shoot</i> number until <i>Serviced</i> .
6	Steam pipe bursts; no power for 1d6 turns.	Steam pipe burst; no power for 1d6 turns. Commander must <i>save</i> or vehicle topples §.	Inside of vehicle fills with smoke; commander must <i>Save</i> or vehicle must land.	Inside of vehicle fills with smoke; if submarine, commander must <i>Save</i> or vehicle must surface.
7	Steering damaged.*	Steering damaged.*	Steering damaged.*	Steering damaged.*
8	Massive engine failure; engine conks out and cannot be <i>Started</i> until <i>Serviced</i> .	Massive engine failure; engine conks out and cannot be <i>Started</i> until <i>Serviced</i> .	Massive engine failure; engine conks out and cannot be <i>Started</i> until <i>Serviced</i> .	Massive engine failure; engine conks out and cannot be <i>Started</i> until <i>Serviced</i> .
9	Armor plating damaged; <i>Save</i> number halved for remainder of game.	Armor plating damaged; <i>Save</i> number halved for remainder of game.	Armor plating damaged; <i>Save</i> number halved for remainder of game.	Armor plating damaged; <i>Save</i> number halved for remainder of game.
10	Round bounces off armor plating with a massive CLANG; crew takes an immediate +4 Morale check.	Round bounces off armor plating with a massive CLANG; crew takes an immediate +4 Morale check.	Situation seems more critical than it is; crew takes and immediate +4 Morale check.	Hull creaking and making strange noises; crew takes an immediate +4 Morale check
11	Damage panics crew and they fire wildly; roll to hit nearest vessel with random weapon in that firing arc of vehicle.	Damage panics crew and they fire wildly; roll to hit nearest vessel with random weapon in that firing arc of vehicle.	Damage panics crew and they fire wildly; roll to hit nearest vessel with random weapon in that firing arc of vehicle.	Damage panics crew and they fire wildly; roll to hit nearest vessel with random weapon in that firing arc of vehicle.
12	Ammunition explodes! ☼	Ammunition explodes! ☼	Ammunition explodes! ☼	Ammunition explodes! ☼
13	Vehicle leaps into full reverse until the commander makes a <i>Save</i> .	Vehicle leaps into full reverse. Commander makes a <i>Save</i> or the vehicle topples§. The vehicle continues to move in full reverse until the commander makes a <i>Save</i>	Situation critical; smoke trails from the vehicle as it runs for the edge of the table and a safe place to land. The ship is removed from the game once it reaches the table edge.	Hull breached and leaking in numerous places; <i>Save</i> number halved for rest of game; vehicle runs for the edge of the table and a safe place to dock. The ship is removed from the game once it reaches the table edge.
14	Engine explodes. Crew bails out and 1d6 crew are hit. Vehicle destroyed.	Engine explodes. Crew bails out and 1d6 crew are hit. Vehicle destroyed.	Vehicle explodes. All crew killed. Treat targets on the ground directly beneath the flyer as if they were hit by a Large gun.	Vehicle explodes. All crew killed. Treat the explosion as a Large gun to see if debris effects men in the water nearby.
15	Wheels or tracks completely destroyed; weapons may still fire.	Legs fly off. The body of the walker crashes to the ground, but miraculously no one is hit; weapons may still fire.	Flight mechanism destroyed, but the vehicle coasts safely to the ground and may continue to fire.	Engine completely seizes up from damage; boat is dead in the water for the rest of the game but may still fire its weapons.
16	Gaping hole blown in the side of the vehicle. 1d6 crewmen survive. ☼	Gaping hole blown in the side of the vehicle. 1d6 crewmen survive. ☼	Vehicle cracks cleanly down the middle and both halves fall to the earth. ☼	Vessel cracks cleanly in half and sinks; only 1d6 crew survives for 1d6 turns or until they reach the surface. ☼
17	All systems fail totally and instantly, but the crew is not killed and may bail out. ☼	All systems fail totally and instantly, but the crew is not killed and may bail out. ☼	Ship makes a hard landing, but after <i>Servicing</i> , it may restart and take off.	All systems fail totally and instantly, but the crew is not killed and may abandon ship. ☼
18	Vehicle explodes, but the commander strolls nonchalantly from the smoking wreckage. ☼	Vehicle explodes, but the commander strolls nonchalantly from the smoking wreckage. ☼	Vehicle explodes, but the commander strolls nonchalantly from the smoking wreckage. ☼	Vehicle explodes, but the commander swims nonchalantly from the smoking wreckage. ☼
19	Vehicle stops violently, disabled until <i>Serviced</i> . 1d6 crew hit.	Vehicle stops violently. Commander rolls ½ <i>Save</i> or the vehicle topples §.	Out of control! Each turn roll 1d6: 1, vehicle crashes and is destroyed; 2, Spin left 90 degrees; 3, maximum speed straight ahead; 4, Spin right 90 degrees; 5, maximum speed backward; 6, same as result 17. Pass ½ <i>Save</i> to regain control.	Out of control! Each turn roll 1d6: 1, vehicle crashes and is destroyed; 2, Spin left 90 degrees; 3, maximum speed straight ahead; 4, Spin right 90 degrees; 5, maximum speed backward; 6, same as result 17. Pass ½ <i>Save</i> to regain control.
20	Vehicle explodes in a massive fireball; all vehicles within four inches roll for <i>Save</i> (SRM +3) or take damage. Treat as Large gun impact against personnel.	Vehicle explodes in a massive fireball; all vehicles within four inches roll for <i>Save</i> (SRM +3) or take damage. Treat as Large gun impact against personnel.	Vehicle explodes in a massive fireball; all vehicles within four inches roll for <i>Save</i> (SRM +3) or take damage. Treat as Large gun impact against personnel.	Vehicle explodes in a massive fireball; all vehicles within four inches roll for <i>Save</i> (SRM +3) or take damage. Treat as Large gun impact against personnel.
Notes	* Roll 1d6 once. 1-2 must turn left 90 degrees; 3-4 must go straight; 5-6 must turn right 90 degrees. May be <i>Serviced</i> if stationary.	§ The vehicle topples in random direction, 1d6 crew are hit.	‡ When a flying vehicle loses power it drops two altitude levels each turn until power is restored. This may cause a crash landing.	☼ Vehicle is destroyed. All crew killed. (1d6 crew bail out; others killed.) If a walker, the vehicle automatically topples in random direction.