Vehicle Hit Chart Version 3.0

Roll	Landship	Walker	Flyer
1	The vehicle bursts into flames and is destroyed		
2	Steering Damaged - each move SUSTAIN, then roll 1d6, 1-2 SPIN left, move full 3-4 straight move full, 5-6 SPIN Right move full		
3	Engine springs a leak! -1d6 to SUSTAIN for remainder of game		
4	Commander is killed! Immediate morale check at next lowest commad level (if Hero, check as Adventurer etc..)		
5	Armor blown off! -1d6 to SAVE		
6	Track Damaged -1d6 to SPEED	Legs Damaged -1d6 to SPEED	Propellor Damaged -2d6 to SPEED
7	Gun crew hit! -1d6 to SHOOT for game Duration to all weapons		
8	Hearing a big *CLANG!* The crew is shaken - Immediate Morale Check +2		
9	Stoker is Stoked by adrenaline of combat! +1d6 to SUSTAIN		
10	Driver is shaken - Vehicle makes full move away from enemy (ends facing away)		
11	"That didn't sound good…" Vehicle has thrown a rod; -2d6 to SPEED		
12	Inside of Vehicle fills with smoke - crew bails out for 1d6 turns		Smoke filled cabin forces a landing for 1d6 turns
13	Rivets zing around inside of vehicle wounding esential crew. -1d6 to SUSTAIN		
14	Running Gear Jammed - SPIN Halved		
15	Engine Explodes!!!! Vehicle is Destroyed!!!		
16	Round bounces around but kills no one, Immediate Morale Check +2		
17	Engine Stops, Vehicle cannot move until repaired		Engine stops, SAVE (-4) or crash
18	Gun damaged Range Halved for remainder of game (if more than one gun, determine at random)		
19	Main Gun Fires straight ahead. Everyone in Line of Fire makes save, first to fail gets hit (Extras Save 8)		
20	Armor plating damaged, -1d6 to SAVE		
21	Gun Damaged, Reload time doubled (if rated "NO", becomes "YES")		
22	Vehicle leaps into reverse for a full move immediately and cannot move in next turn		
23	Noxious Gasses incapacitate crew for 1d6 turns		
24	Minor engine failure. Next move must pass START -3		Engine stops, SAVE or crash
25	Black Gang takes some hits, SPEED halved for remainder of game		
26	Driver is hit - next turn must move straight ahead if SUSTAIN is passed (this is vehicle's action for turn)		
27	"Don't hit that dog!" cries out the commander, causing the driver to immediately SPIN, 1-3 Spin Right, 4-6 Spin Left		
28	Structural damage taken! -1d6 to SAVE		
29	Fireman Hit! -1/2d6 to START & -1/2d6 to SUSTAIN (round up)		
30	"Become a Bunker!" Vehicle's ability to move stopped until repaired		Engine stops, SAVE (+5) or crash
31	Running Gear Jammed - SPIN Halved	Legs Severely Damaged! SAVE or topple over	Propellor Damaged -1d6 to SPEED
32	Secondary Weapon destroyed! (If no secondary weapon, -1/2d6 to SHOOT)		
33	All systems fail instantly, but crew survives! Vehicle disabled for remainder of game		
34	Gunner wounded! Reload level changed by 1 (if NO, now YES, if YES it is 2 turns to reload, etc…)		
35	-1d6 to SUSTAIN		
36	Communications breakdown! No Action next turn of any kind while the commander figures out what to do		
37	Ammunition Explodes! Vehicle is destroyed!		
38	BOUNCE!!! The Round bounces off the vehicle and hits (randomly) the nearest unit or vehicle		
39	-1d6 to SAVE		
40	FULL SPEED AHEAD!!! Vechile moves a full move straight ahead		
41	Return Fire! Vehicle, if loaded, immediately returns fire at the weapon/person/vehicle that hit it!		
42	Vehicle lurches violently and then stops. Crew is shook up, Morale check and -1d6 SUSTAIN	Engine stops, SAVE or crash	
43	Armor plating damaged, -1d6 to SAVE		
44	Driver Hit: 1 turn must full move straight ahead if SUSTAIN is passed		
45	Smoke pours out of vehicle: 1d6 turn lasting 3" Smoke cloud in front of the vehicle that blocks LOS		Smoke filled cabin forces a landing for 1d6 turns
46	Overheat!!! SPEED lowered by -1d6+2 for remainder of game		
47	Gunner Smith is Hit! But as a last heroic effort he fires the main weapon at his killer. -1d6 to SHOOT		
48	Out of Control! Roll 1d6 each turn, then move full: 1. Straight - 2. Spin Left - 3. Spin Right- 4. Backwards - 5. Shut Down - 6. EXPLODES!		
49	"We're out of Ammo! Ramming Speed!" - Vehicle's guns are empty - commander moves at full speed to Ram nearest enemy unit		
50	Vehicle explodes sending a fireball 12" long 30 Degrees wide to front - all units must save (Extras at 8) in Cone		
51	*THUNK!* Armor plating blown off, -1d6 to SAVE		
52	"How did we survive that sir?" -1d6 to SAVE, START, SUSTAIN, SPEED and SHOOT, plus SPIN Halved		
53	Crewman horribly killed - Morale Check +3		
54	Vehicle slides into Shell hole, no move or fire for 1 turn while crew works it free		Engine stops, SAVE (+1) or crash
55	Armor plating damaged, -1d6+2 to SAVE		

Roll	Landship	Walker	Flyer
56	Stoker is wounded. -1d6 to START		
57	Steam Pipe Bursts! SPEED -1d6		Steam Pipe Bursts! SPEED -2d6
58	Commander is shaken by shot and orders a retreat - how does the crew respond? Morale Check (+2)		
59	"I need more power!" cries the Commander…you know the response… -1d6 SUSTAIN		
60	Roll over! Vehicle is out of action but with dying breath gunner gets off one last shot at +3 to the die roll		
61	Black Gang loses a member, -1d6 to SUSTAIN		
62	Shot bounces and dents the Armor so as to accidentally invent sloped armor! +1d6 to SAVE		
63	Vehicle is destroyed so violently that the nearest friendly unit is freaked out too - they take a Morale Check (+4)		
64	The death of the Main Gun's commander promotes a new gunner who is better, +1d6/2 to SHOOT		
65	Armor Plating is ripped from the sides, -1d6 to SAVE		
66	"It's jammed sir!" Running gear is hit and vehicle loses ability to SPIN until SERVICED		
67	"We're running low on ammo sir!" Add 1 turn to reload time for remainder of game		
68	"Is that a fire Percy?" Vehicle is on fire. Fire consumes vehicle in 3 Turns unless SAVE (-5) is passed (only action per turn as well)		
69	Engine is damaged! Steam Cloud shoots to Right Side creating Column C Damage to any unit there		Steam Pipe Bursts! SPEED -1d6
70	-1d6 to SUSTAIN		
71	-1d6 to START		
72	"I don't know how much more we can take sir!" Morale Check (+2)		
73	"Abandon Shi…" Commander is cut off as the vehicle erupts in flames and is destroyed		
74	"I want Fire AND Movement, NOW!!!" Crew is inspired to be able to both Move (3/4 SPEED) and SHOOT (-2) in same turn for rest of game!		
75	Steam fills the inside of the vehicle, wounding crew and doing damage, -1d6 to SUSTAIN and -1d6 to SAVE		
76	Track Damaged -1d6 to SPEED	Leg damaged, SAVE or fall over	Engine Damaged, -1d6 to SPEED
77	Out of Control! Roll 1d6 each turn, then move full: 1. Straight - 2. Spin Left - 3. Spin Right- 4. Backwards - 5. Shut Down - 6. EXPLODES!		
78	*KA-RASH!* Vehicle is shook by shot, immediate Morale check and vehicle must pass START next turn		
79	Armor damaged, -1d6 to SAVE		
80	Driver is killed, if SUSTAIN is passed next turn, vehicle moves straight ahead full move		
81	"Back it up!!!" Vehicle is stuck. No action for 1 turn as crew works it free		
82	"Now that is Shooting!" Vehicle is undamaged, but the unit/gun that fired at it is so inspired by the shot that their SHOOT is increased 1d6 for remainder of game		
83	Stoker is severly wounded. SUSTAIN -1d6		
84	Panic strikes the crew. Morale Check (+6)		
85	FULL SPEED AHEAD!!! Vechile moves a full move straight ahead		
86	Loose rivet imbeds itself in the Gunners head. Ouch. -1d6 to SHOOT		
87	Fuel is consumed by fire. The Crew manages to put it out, but it can no longer move this game		Crash. (Flyer is destroyed)
88	"Patch that hole!" Armor damage is substantial. -2d6 to SAVE		
89	"Disembark - NOW!!!" Any unit that is riding in/on vehicle is forced to abandon due to damage and takes a hit on Column K; if no unit, -1d6 SUSTAIN		
90	Vehicle is rocked by shot, crew is thrown everywhere. Driver stands up holding a piece of metal and asks: "Was this important?" -1d6 to SUSTAIN		
91	"Move this thing now or we die!" The Driver SPINS and moves forward full move (1-3 SPIN Right, 4-6 SPIN Left)		
92	"Wow, that was close. The only thing that can go wrong now is the transmission…" It does. No more move, if Flyer: Crash		
93	-1d6 to SPEED		
94	Gun is hit! Barrel bent, -1d6 to SHOOT & RELOAD time doubled		
95	Gun Range HALVED (if more than one gun, determine at random which		
96	Round passes directly through vehicle, if another unit or vehicle in what would have been LOS for firer, that becomes Target for shooter		
97	"Sir! They've damaged the Flux Capacitor!" -1d6 to SUSTAIN		
98	Calmly standing admist the smoke and severe damage, the Commander orders the vehicle to retire from the field		
99	"EAT THIS!!!" Gun crew inspired to fire back at shooter, and accurately at that! (fire with SHOOT +10/5 for this shot only)		
100	The Vehicle is spectacularly destroyed - set out the Medium Gun damage template and all vehicles/units in affected area check as if hit by Med. Gun SRM 0		