

SUPER-HEAVY FLYERS DAMAGE TABLES

GLANCING HIT (S+D6 ROLL EQUALS ARMOUR VALUE)

1 Gun Crew Shaken	One weapon may not shoot (chosen by opponent).
2 Gun Crew Shaken	One weapon may not shoot (chosen by opponent).
3 Pilot Shaken	Roll 1D6 immediately. On a 1-3 the aircraft turns 45O left, On a 4-6 the aircraft turns 45O right. The flyer may not turn again for the remainder of this turn, and must remain facing in this direction when it shoots and moves off the table.
4 Engines Damaged	From now on there is a –1 modifier to the dice roll made to see if this flyer returns to the table after each attack run. The modifier is cumulative, so a flyer which suffered two engine damaged result would suffer a –2 modifier, etc.
5 Field or Weapon Destroyed	One weapon or field chosen by opponent is destroyed.
6 Major Damage	Loose one structure point and roll again on the penetrating hit table. If reduced to ‘0’ damage points then roll on the Catastrophic Damage table instead.

PENETRATING HIT
(S+D6 ROLL BEATS ARMOUR VALUE)

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| 1 Pilot Shaken | Roll 1D6 immediately. On a 1-3 the aircraft turns 45O left, On a 4-6 the aircraft turns 45O right. The flyer may not turn again for the remainder of this turn, and must remain facing in this direction when it shoots and moves off the table. |
| 2 Engines Damaged | From now on there is a -1 modifier to the dice roll made to see if this flyer returns to the table after each attack run. The modifier is cumulative, so a flyer which suffered two engine damaged result would suffer a -2 modifier, etc. |
| 3 Field or Weapon Destroyed | One weapon or field chosen by opponent is destroyed. |
| 4 Major Damage | Lose one structure point and roll again on the Glancing Hit table. If reduced to '0' damage points, roll on the Catastrophic Damage table instead. |
| 5 Major Damage | Lose one structure point and roll again on the Glancing Hit table. If reduced to '0' structure points, roll on the Catastrophic Damage table instead. |
| 6 Chain Reaction | Lose one structure point and roll again on this table. If reduced to '0' structure points, roll on the Catastrophic Damage table instead. |

**CATASTROPHIC DAMAGE HIT
(S+D6 ROLL BEATS ARMOUR VALUE)**

1 Damage Control

The player controlling the vehicle must take a Ld test for it (use the 'standard' Ld for the army, i.e. 7 for Imperial Guard). If the Ld test is passed then the damage control systems on the super-heavy flyer have contained the damage, and 1 structure point is 'repaired'. If the test is failed your opponent must roll again on this table (which may give you another damage control test, if you're lucky!).

2-5 Crash

The flyer crashes into the table 2D6" away in a random direction and then explodes. Models within D6" suffer one wound on a D6 roll of 4+ (saving throws allowed). Vehicles are unaffected.

6 Huge Explosion

The flyer is vapourised in a huge explosion. This does not effect units on the ground, but other flyers within D6" suffer a glancing hit. Remove the flyer from play.