

- 4- Torp Rack Hit. Lose 1d6 random torps.
- 5- Too Tough! No effect.
- 6- Ion Ram Loses Power. May not fire until after next turn.
- 7- Pilot's Missile Launcher Hit. Lose 1d10 missiles.
- 8- Pilot Killed. Beagle's DV drops to 5.

- until after next turn.
- 4- Shields Damaged. DV -1.
- 5- Left Wing Hit. Can't turn left.
- 6- Missile Launcher C Hit. Lose 1d10 missiles.
- **7-** Structural Damage. Take 1d12 more hits on this track.
- 8- EW out. Can't jam torps, DV -2.

- until after next turn.
- 4- Shields Damaged. DV
- **5-** Right Wing Hit. Can't turn right.
- 6- Missile Launcher C Hit. Lose 1d10 missiles.
- 7- Structural Damage. Take 1d12 more hits on this track.
- 8- EW out. Can't jam torps, DV -2.

- Energizers hit. May not fire until after next turn.
- 4- Shields Damaged. Reduce DV by 1.
- 5- Engine Chokes. Drive reduced to 2 until after next turn.
- 6- Splattergun Energizers Hit. None may fire until after next turn.
- 7- Gunner G Killed.
- 8- KABOOM!