

Canvas Eagles: (Optional) Damage Result Table

This die roll chart is designed for those players who do not want to use "Damage Chits". Roll 2d6 (1 Red d6 and 1 White six-sided dice) and consult the below table. Roll once "Per" hit. All Damage rolls are rolled without the knowledge of the opposing players, but must be witnessed by a player on the same side. The damage listed

D6 ROLL RED/ WHITE	BLUE DAMAGE	RED DAMAGE
	1-1	Pilot Wound? Straight maneuver next turn: 1 Fuesalage
1-2	SMOKE	FIRE
1-3	3 Fuselage - Crew Wound?	7 Fuselage - Crew Wound?
1-4	2 Fuselage - Crew Wound?	6 Fuselage - Crew Wound?
1-5	2 Fuselage - 1 Gun Destroyed	Rudder Jammed - Must only do LEFT maneuvers for next 2 turns - 1 Tail
1-6	4 Fuselage	8 Fuselage - Crew Wound?
2-1	1 Engine	3 Engine
2-2	3 Fuselage - Crew Wound?	7 Fuselage - Crew Wound?
2-3	1 Wing	5 Wing - Make a Spin Check
2-4	2 Engine	4 Engine
2-5	1 Fuesalge	5 Fuselage
2-6	2 Engine	4 Engine
3-1	Observer Wound? May not fire for 3 turns - 3 Fuselage	Observer Killed - 4 Fusealge
3-2	Observer Wound? May not fire for 3 turns - 3 Fuselage	4 Wing - Make a Spin Check
3-3	3 Wing	7 Wing - Make a Spin Check
3-4	2 Tail	4 Tail - Make a Spin Check
3-5	1 Engine	3 Engine
3-6	1 Tail	3 Tail - Make a Spin Check
4-1	4 Fuselage - Crew Wound?	8 Fuselage
4-2	4 Wing	8 Wing - Make a Spin Check
4-3	3 Wing	7 Wing - Make a Spin Check
4-4	2 Fusealge	6 Fuselage
4-5	No Smore peed 3 or 4maneuvers- 3 Engine/3 Fuselage	Fuel Tank Hit: Lose 6 Fuel - 3 Fuselage
4-6	2 Tail	4 Tail - Make a Spin Check
5-1	1 Fuselage	5 Fuselage
5-2	Struts Damaged: No restricted maneuvers - 1 Wing	Rudder Jammed: Must only do RIGHT maneuvers for next 2 turns - 1 Tail - Make a Spin Check
5-3	Fabric Tears: No restricted maneuvers - 4 Wing	Rudder Jammed: Must only do RIGHT maneuvers for next 2 turns - 1 Tail - Make a Spin Check
5-4	SMOKE	Fuel Tank Hit: Lose 6 Fuel - 2 Fuselage
5-5	4 Wing	8 Wing - Make a Spin Check
5-6	1 Wing	5 Wing - Make a Spin Check
6-1	2 Wing	6 Wing - Make a Spin Check
6-2	2 Wing	6 Wing - Make a Spin Check
6-3	1 Tail	3 Tail - Make a Spin Check
6-4	Fabric Tears: No restricted maneuvers - 4 Wing	Rudder Jammed: Must only do LEFT maneuvers for next 2 turns - 1 Tail - Make a Spin Check
6-5	1 Fuselage	5 Fuselage
6-6	Pilot Wound? Straight maneuver next turn: 1 Fuesalage	Fuel Tank Hit: EXPLODE!