

Generic Vehicle Damage Tables

For use with Warhammer 40,000 2nd edition.

Vehicle Location (d6 Roll)	
Arm	
1	The arm is hit & partially paralysed. Any ranged weapons incorporated into the arm may still be used, but the arm cannot be used to fight in hand-to-hand combat. Reduce the model's Attack characteristic by 1 point.
2	Any weapons mounted on the arm are jammed or partially damaged & can only be used if you first roll a 4+ on a d6.
3 - 5	The arm is torn off. Any weapons mounted on it are destroyed, & the model's Attack characteristic is reduced by 1 point.
6	The arm is destroyed and any weapon on it explodes! The explosion causes a flashback resulting in a secondary explosion. Roll on the damage table representing the vehicle's main body, hull or engine.
Body or Head (Dreadnought, Wraithlord)	
1	The vehicle's controls are damaged making it difficult to control. The vehicle may only move or attack if you first roll a 4 or more on a d6. It may still shoot normally.
2	The controlling entity is badly damaged. All the vehicle's characteristics are halved for the rest of the game.
3 - 4	The engine bursts into flames & the vehicle is immobilised, though it may still shoot normally. Roll a d6 at the beginning of each player's turn. On a 1 or 2 the vehicle explodes. Any models within 3" suffer d6 S10 hits with a -3 save.
5	The entity controlling the vehicle is destroyed. The vehicle staggers d3" in a random direction, colliding with anything moved into, & then collapses to the ground.
6	The vehicle's ammunition explodes! The vehicle is destroyed & any models within 3" suffer d6 S10 hits with a -3 save.
Bike, or Warbike	
1	The vehicle's mounted weapon, (the weapon fired by the pilot) is destroyed & may no longer be used. If it has no such weapon then the vehicle itself is damaged. From now on the vehicle's maximum speed is reduced to its slow rate only.
2	The vehicle's mounted heavy weapon, (the weapon fired by the gunner) is destroyed and may no longer be used. If it has no such weapon then the vehicle itself is damaged. From now on the vehicle's maximum speed is reduced to its slow rate only.
3	The controls are damaged making it difficult to control. Roll a d6 at the start of each of the vehicle's movement phases. On a 4,5 or 6 the rider is able to keep control and the vehicle moves normally. On a 1,2 or 3 the vehicle moves out of control for that turn.
4	The vehicle's wheel is blown off and it flips over, killing the rider. The wreck comes crashing to the ground d6" away in a random direction. Anything under it when it lands takes d3 S6 hits with a -2 saving throw modifier.
5	The engine explodes, killing the rider. The wreck hurtles out of control next turn before coming to a permanent halt.
6	The vehicle's fuel catches fire, killing the rider. The flaming wreck hurtles out of control next turn then explodes, causing d3 S8 hits with a -3 saving throw modifier on all models within 3".
Crew or Cockpit	
1 - 6	Roll to see if the crewman is damaged using the normal shooting rules. If the driver/pilot is killed the vehicle will move out of control for the remainder of the game unless another crew member takes over, or until it hits terrain it cannot cross, collides with another vehicle or building, or leaves the table. If a gunner is killed then his weapon may no longer be fired unless another crewman takes over.
Engine	
1	The vehicle's controls are damaged making it difficult to control. The vehicle may only move or attack if you first roll a 4 or more on a d6. It may still shoot normally.
2 - 3	The cooling system for the engine is damaged and the vehicle starts to overheat. Roll a d6 at the beginning of each player's turn. On a roll of 1 or 2 the vehicle explodes. Any models within 3" suffer d6 S10 hits with a -3 saving throw modifier.
4 - 6	The engine explodes, destroying the vehicle & causing d3 S8 hits with a -3 saving throw modifier on all models within 3".
Leg	
1	The leg holds, but the force of the blow slows it down. The vehicle may not move in it's next turn.
2	The vehicle is knocked sprawling. It staggers d3" in a random direction, colliding with anything it moves into.
3 - 4	The leg is seriously damaged. The vehicle may now only limp 1d3" per turn.
5 - 6	The leg is blown off and the vehicle crashes to the ground. It may not move or attack for the rest of the game, and is effectively destroyed.

Hull	
1	Any hull mounted weapon is destroyed and may not be fired for the rest of the game. If there are no weapons mounted on the hull, count this result as 2-3 instead.
2 - 3	A large explosion tears through the crew compartment. Roll a D6 for each crew member: On a roll of 4+ they killed.
4	The vehicle's engine explodes, killing the crew. The vehicle is spun around to face in a random direction by the force of the blast and then comes to a permanent halt.
5	A spark ignites the fuel tank and it bursts into flames, killing all of the crew. The flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering D6 S10 hits with a -3 save modifier.
6	The vehicle's ammunition or fuel tank explodes, destroying it and all models on board. Any models within 3" D6 S10 hits with a -3 save modifier.
Skimmer Body (Land Speeder, Jetbike, Vyper, Valkyrie)	
1	The vehicle's mounted weapon, (the weapon fired by the pilot) is destroyed and may no longer be used. If it has no such weapon then the vehicle itself is damaged. From now on the vehicle's maximum speed is reduced to its slow rate only.
2	The vehicle's mounted heavy weapon, (the weapon fired by the gunner) is destroyed and may no longer be used. If it has no such weapon then the vehicle itself is damaged. From now on the vehicle's maximum speed is reduced to its slow rate only.
3	The controls are damaged making it difficult to control. Roll a d6 at the start of each of the vehicle's movement phases. On a 4,5 or 6 the rider is able to keep control and the vehicle moves normally. On a 1,2 or 3 the vehicle moves out of control for that turn.
4	The engine cuts out and it crashes to the ground 2d6" away in a random direction. Anything under it when it lands takes d3 S6 hits with a -2 saving throw modifier. The crew are able to leap to the ground before it crashes, but will suffer damage if the vehicle was moving at more than 10" in its previous move.
5	The vehicle's engine blows up, killing the crew. The wreck plummets to the ground 2d6" away in a random direction. Anything under it when it lands takes d3 S6 hits with a -2 saving throw modifier
6	The vehicle's fuel explodes, killing the crew. The wreck plummets to the ground 2d6" away in a random direction. When it hits the ground its ammunition explodes, causing d3 S8 hits with a -3 saving throw modifier on all models within 3".
Track or Wheel	
1	The track is damaged, but keeps running. The vehicle may only move at slow speed for the rest of the game.
2 - 5	The track is blown off. The vehicle moves out of control next turn and then comes to a permanent halt.
6	The track is blown off and the resulting damage smashes the vehicle's drive shaft causing it to flip over. The wreck comes to rest D6" away in a random direction, and any model it lands on takes D6 S7 hits with a -2 save modifier. Roll a D6 for each model on board, they are killed on a 4,5 or 6. Surviving models may dismount using the normal rules.
Turret	
1	The weapon mounted in the turret is damaged and may only be fired if you first roll a 4 or more on a d6.
2	The turret is jammed and may no longer rotate. Any weapon mounted in it may only fire in a straight line at targets that are directly in front of it.
3	The turret gunner is killed. Unless manned by another crew member any turret weapons may no longer be fired.
4 - 6	The ammunition stored in the turret explodes and the vehicle is destroyed. All the crew and passengers are killed and the turret is blown off, flying 2d6" in a random direction before it crashes to the ground. Anything under the spot where it lands takes d6 S9 hits with a -6 saving throw modifier.
Weapon or Sponson	
1	The weapon is damaged and may only be fired if you first roll a 4 or more on a d6.
2 - 5	The weapon is destroyed, and may not be fired for the rest of the game.
6	The weapon is destroyed as above, but the explosion causes a flashback resulting in a secondary explosion. Roll on the damage table representing the vehicle's main body, hull or engine.
Wing or Tail	
1	The wing is clipped, making movement difficult. The vehicle may only travel at slow speed from now on.
2 - 3	The vehicle's tail is damaged making it difficult to control. Roll a D6 at the start of each movement phase. On a roll of 4 - 6 the vehicle moves normally. On a roll of 1 - 3 it moves out of control for that turn.
4	The tail is badly damaged. The vehicle makes an emergency crash landing 2D6" away in a random direction. Anything under it when it lands takes D3 S6 hits with a -2 save. The crew can leap to the ground before it crashes, but if the vehicle moved over 10" in its last turn they suffer damage as normal.
5 - 6	The vehicle's wing is blown off. The wreck plummets to the ground 2D6" away in a random direction. When it hits the ground it's ammunition explodes, causing D3 strength 8 hits with a -3 save to all models within 3".