Damage Decks

Wings of War Equivalents

I've not yet made proper damage decks for each category, but some cards from the original Wings of War can be used as substitute decks in the meantime-

Dragons of War	Wings of War
Acid and Fire	C
Venom	A
Divine Wind and Bombs	D
Riflemen	B

Special Damage results

- **Explosion** - (Captain killed) - dragon is immediately eliminated. Ships and planes are destroyed.
- **Gun Jam** - reveal to firing player - (Misfire) - Riflemen miss. (Choke) - Dragon counts it as a stall manoeuvre, breath weapon fails to work.
- **Rudder Jam (left)** - (Left wing damaged) - secret; dragon can not manoeuvre right during next game turn.
- **Rudder Jam (right)** - (Right wing damaged) - secret; dragon can not manoeuvre left during next game turn.
- **Engine Damage** - (Harness damaged) - secret; dragon must do at least one stall manoeuvre each game turn for remainder of game; second harness damage eliminates dragon (captain and all crew fall off).
- **Smoke** - (Smoke) - Ignore if not a plane, otherwise announce that plane smokes; plane can not tail other planes for the remainder of this game turn and the two following turns. (Blinded) - Venom attack blinds dragon and target may not use breath weapon for remainder of battle.
- **Fire** - (Fire) - Ignore if not a wooden object, otherwise announce that you are on fire; planes can not tail other planes for the remainder of this game turn and the two following turns; planes and ships take extra damage from “A” deck at beginning of next three game turns, counting only damage points and explosions.
- **Observer Incapacitated** - (Captain wounded) - secret; Dragon is now more cautious and will not use any offensive special ability or breath weapon for the next turn.

Acid

- 0 damage x 9
- 0 damage + choke x 2
- 1 damage
- 2 damage
- 2 damage + harness damaged
- 3 damage + left wing wounded
- 3 damage + right wing wounded
- 4 damage
- 6 damage + captain wounded

- 6 damage + harness damaged
- 8 damage + smoke
- 10 damage
- captain killed

Fire

- 0 damage x 9
- 0 damage + choke x 2
- 1 damage
- 2 damage
- 2 damage + fire
- 3 damage + left wing wounded
- 3 damage + right wing wounded
- 4 damage + fire
- 6 damage + captain wounded
- 6 damage + harness damaged
- 8 damage + smoke
- 10 damage
- captain killed

Venom

- 0 damage x 9
- 0 damage + choke x 2
- 1 damage x 5
- 1 damage + left wing wounded
- 1 damage + right wing wounded
- 2 damage
- 2 damage + blinded
- 2 damage + choke x 2
- 2 damage + left wing wounded
- 2 damage + right wing wounded
- 3 damage x 3
- 3 damage + captain wounded
- 4 damage x 2
- 4 damage + blinded
- 5 damage
- 5 damage + captain wounded
- captain killed

Divine Wind

- 0 damage x 3
- 0 damage + choke
- 1 damage x 5
- 1 damage + left wing wounded
- 1 damage + right wing wounded

- 2 damage x 3
- 3 damage + captain wounded
- 4 damage x 2
- 6 damage + captain wounded
- 6 damage + harness damaged
- 8 damage + smoke
- 9 damage + captain wounded
- 10 damage
- captain killed x 2

Bombs

- 0 damage x 3
- 3 damage + captain wounded
- 4 damage + fire
- 6 damage + harness damaged
- 6 damage + captain wounded
- 8 damage + smoke
- 9 damage + captain wounded
- 10 damage
- captain killed x 2

Riflemen

- 0 damage x 13
- 0 damage + misfire x 4
- 1 damage x 6
- 1 damage + misfire x 2
- 1 damage + smoke
- 1 damage + captain wounded
- 1 damage + left wing wounded
- 1 damage + right wing wounded
- 2 damage x 5
- 2 damage + harness damaged
- 2 damage + smoke
- 2 damage + left wing wounded
- 2 damage + right wing wounded
- 3 damage x 3
- 3 damage + captain wounded
- 4 damage
- captain killed

0
0
Choke
1

2
2
Harness
3
Left Wing

3
Right Wing
4
6
Captain

6
Harness
8
Smoke
10

Captain
Killed
Choke

1
1
Left Wing
1
Right Wing

2
3
Captain
4

6
Captain
6
Harness
8
Smoke

9
Captain
10
Captain
Killed

0
0
Choke
1

2
2
3
Left Wing

3
Right Wing
4
6
Captain

6
Harness
8
Smoke
10

Captain
Killed
U
U
Misfire

1
1
Captain
1
Left Wing

1
Misfire
1
Right Wing
1
Smoke

2
2
Harness
2
Left Wing

2
Right Wing
2
Smoke
3

3
Captain
4
Captain
Killed

0
0
Choke
1

1
Left Wing
1
Right Wing
2

2
Blind
2
Choke
2
Left Wing

2
Right Wing
3
3
Captain

4
4
Blind
5

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