

CARNAGE TABLE		D6 Defender Roll (D3 in Boarding)						
		1 or less	2	3	4	5	6	7 or more
D6 Attacker Roll (D3 in Boarding)	1 or less	1x Disorder	1x Disorder	2x Disorder	3x Disorder	1x Damage	2x Damage	2x Damage
	2	1x Disorder	2x Disorder	3x Disorder	1x Damage	2x Damage	2x Damage	3x Damage
	3	2x Disorder	3x Disorder	1x Damage	2x Damage	2x Damage	3x Damage	4x Damage
	4	3x Disorder	1x Damage	2x Damage	2x Damage	3x Damage	4x Damage	5x Damage
	5	1x Damage	2x Damage	2x Damage	3x Damage	4x Damage	5x Damage	6x Damage
	6	2x Damage	2x Damage	3x Damage	4x Damage	5x Damage	6x Damage	7x Damage
	7 or more	2x Damage	3x Damage	4x Damage	5x Damage	6x Damage	7x Damage	Target Destroyed



THE CARNAGE DAMAGE TABLE

This is an optional Damage Table for use with Firestorm: Taskforce that provides a more lethal playing experience. Additionally, some players may wish to mitigate the effects of *Damage Markers* by removing only 1 Success for every 2 *Damage Markers* present. We would recommend using this Damage Table for Tournament and Competitive Gaming.