

Torpedo:	Damage = <b>1D6</b>	Power required = <b>1</b>
Laser:	Damage = <b>1D6 + 1</b>	Power required = <b>3</b>
Atomic rocket:	Damage = <b>Auto-kill</b>	Power required = <b>10</b>

When moving around the Submarine you may not enter a section that has been destroyed.

If either the lower or upper atomic ballistics chambers are destroyed, then both are destroyed. Neither may be entered and you no longer have any atomic missiles to fire. Remove any remaining atomic missiles from your journal.

If the hold is destroyed, you can no longer operate the mechanical claw. (Assuming you had that function). Remove the mechanical claw from your journal.

If the laser ops are destroyed, you can no longer fire your lasers. (Assuming you had that function). Remove the lasers from your journal.

If the torpedo ops are destroyed, you can no longer fire your torpedoes. (Assuming you had that function). Remove the torpedoes from your journal.

If the oxygen generator is destroyed, the submarine is no longer pressurised, and you must enter **Evacuation Mode** immediately.

If the engine room or the engine control is destroyed, the submarine is no longer pressurised depressurised, and you must enter **Evacuation Mode** immediately.

If the atomic reactor chamber is destroyed, the submarine is no longer pressurised and you must enter **Evacuation Mode** immediately.

If the control room is destroyed, the submarine is no longer pressurised and you must enter **Evacuation Mode** immediately.