
Damage effects and facility repairs

naval damage

Damage Level	AF / AA	Speed	Capacity
D1	Full	Full	Full
D2	-50%	3=2	-50%
D3	-100%	1	-50%
D4	-100%	0	-100%

airbase damage

Damage Level	AP Loss	Strike	Operating
D1	-20%	Full	Yes
D2	-30%	-1	Yes
D3	-40%	-1	Yes
D4	-50%	NA	No

port, industry, resource damage

Damage Level	Capacity Loss	Operating
D1	-25%	Yes
D2	-50%	Yes
D3	-75%	Yes
D4	-100%	No

facility repair

Facility	SP Cost	Phase	Chance	Restrictions
Airbase	5	Ground	Automatic	Not New, 1/Week
Port	15	Ground	Automatic	Not New, 1/Week
Industry	0	Strategic	D6<DamageLevel	1/Cycle
Resource	25	Strategic	D6<DamageLevel	1/Cycle