

**Major Surface Combatant
(Size Class A/B)**

Die Roll	Critical Hit
01-02	Main Battery FC director destroyed
03-13	Main Battery Hit* - Turret Lost
14-15	Main Battery Hit* - Main magazine explodes, ship destroyed
16-17	Casemate Battery* FC directors destroyed
18-28	Casemate Battery* - Single gun lost
29-30	Casemate Battery* - Magazine Detonates Additional Damage = 4 x Short Range most damaging shell Roll 2d6 for additional guns lost 2-5 No additional guns lost 6-8 1 additional gun lost 9-11 2 additional guns lost 12 3 additional guns lost
31-38	Other Weapon* - Non-main battery or casemate weapon lost
39-40	Other Weapon* - Magazine explodes. AA guns - Additional Damage = 4 x Short Rh most damaging shell ASW/Torpedoes/Mines - Additional damage equal to the number of warheads/2. Minimum of 1 warhead's worth of additional damage.
41-58	Engineering* - Speed reduced to next lower level on the Damage & Speed Breakdown chart Fire critical - Lose additional (d6+1)/2% of original damage points
59-60	Engineering* - Boiler explosion. Ship takes 15% of its original damage points in additional damage. Speed is reduced to the next lower level on the Damage & Speed Breakdown chart Fire critical - Lose additional d6+1% or +2% of original damage points
61-75	Flooding critical* - Lose additional d6+1% or +2% of original damage points
76-90	Fire critical* - Lose additional d6+1% or +2% of original damage points
91-92	Sensor hit (Searchlight, sonar, DF equipment).
93-94	Communications hit (Wireless, signal light, signal halyard).
95	Bridge* - Ship turns to port.
96	Bridge* - Ship turns to starboard.
97	Bridge* - Ship maintains current course.
98	Rudder* - Jammed to port, ship circles to port.
99	Rudder* - Jammed to starboard, ship circles to starboard.
100	Rudder* - Jammed ahead, ship continues on present course. Rudder hit results takes precedence over Bridge hit.

**Minor Surface Combatant
(Size Class C/D)**

Die Roll	Critical Hit
01-02	Main Battery* FC director destroyed
03-13	Main Battery* Hit - Gun Lost
14-15	Main Battery* Hit - Main magazine explodes, ship destroyed
16-38	Other Weapon - Non-main battery or casemate weapon lost
39-40	Other Weapon - Magazine explodes. AA guns - Additional Damage = 4 x Short Rh most damaging shell ASW/Torpedoes/Mines - Additional damage equal to the number of warheads/2. Minimum of 1 warhead's worth of additional damage.
41-58	Engineering* - Speed reduced to next lower level on the Damage & Speed Breakdown chart Fire critical - Lose additional (d6+1)/2% of original damage points
59-60	Engineering* - Boiler explosion. Ship takes 15% of its original damage points in additional damage. Speed is reduced to the next lower level on the Damage & Speed Breakdown chart Fire critical - Lose additional d6+1% or +2% of original damage points
61-75	Flooding critical* - Lose additional d6+1% or +2% of original damage points
76-90	Fire critical* - Lose additional d6+1% or +2% of original damage points
91-92	Sensor hit (Searchlight, sonar, DF equipment).
93-94	Communications hit (Wireless, signal light, signal halyard).
95	Bridge* - Ship turns to port.
96	Bridge* - Ship turns to starboard.
97	Bridge* - Ship maintains current course.
98	Rudder* - Jammed to port, ship circles to port.
99	Rudder* - Jammed to starboard, ship circles to starboard.
100	Rudder* - Jammed ahead, ship continues on present course. Rudder hit results takes precedence over Bridge hit.

Aviation Ship

<u>Die Roll</u>	<u>Critical Hit</u>
01-12	Flight Deck Hit* (Fwd/Mid/Aft – Possible Aircraft Critical)
13-15	Elevator Hit
16-28	Weapon* – Mount Lost
29-30	Weapon* - Magazine Detonates AA guns - Additional Damage = 4 x Short Rh most damaging shell ASW/Torpedoes/Mines - Additional damage equal to the number of warheads/2. Minimum of 1 warhead's worth of additional damage.
31-34	Aviation Ammo* - Aviation ordnance magazine hit.
35	Aviation Ammo* - Aviation ordnance magazine explodes, destroys ship.
36-40	Aviation Fuel* - Aviation fuel tank hit. Fire Critical – Lose additional d6+4% of original damage
41-58	Engineering* - Speed reduced to next lower level on the Damage & Speed Breakdown chart Fire Critical - Lose additional (d6+1)/2% of original damage points
59-60	Engineering* - Boiler explosion. Ship takes 15% of its original damage points in additional damage. Speed is reduced to the next lower level on the Damage & Speed Breakdown chart Fire Critical - lose additional d6+1% or +2% of original damage points
61-75	Flooding critical* - Lose additional d6+1% or +2% of original damage points
76-90	Fire critical* - Lose additional d6+1% or +2% of original damage points
91-92	Sensor hit (Searchlight, sonar, DF equipment).
93-94	Communications hit (Wireless, signal light, signal halyard).
95	Bridge* - Ship turns to port.
96	Bridge* - Ship turns to starboard.
97	Bridge* - Ship maintains current course.
98	Rudder* - Jammed to port, ship circles to port.
99	Rudder* - Jammed to starboard, ship circles to starboard.
100	Rudder* - Jammed ahead, ship continues on present course. Rudder hit results takes precedence over Bridge hit.

Merchant Ship/Auxiliary

<u>Die Roll</u>	<u>Critical Hit</u>
01-09	Weapon – Mount Lost
10	Weapon - Magazine Detonates AA guns - Additional Damage = 4 x Short Rh most damaging shell ASW/Torpedoes/Mines - Additional damage equal to the number of warheads/2. Minimum of 1 warhead's worth of additional damage.
11-45	Cargo (See <i>FG&DN</i> Rule 8.3)
46-58	Engineering - Speed reduced to next lower level on the Damage & Speed Breakdown chart Fire Critical - Lose additional (d6+1)/2% of original damage points
59-60	Engineering - Boiler explosion. Ship takes 15% of its original damage points in additional damage. Speed is reduced to the next lower level on the Damage & Speed Breakdown chart Fire Critical - lose additional d6+1% or +2% of original damage points
61-75	Flooding critical - Lose additional d6+1% or +2% of original damage points
76-90	Fire critical - Lose additional d6+1% or +2% of original damage points
91-92	Sensor hit (Searchlight, sonar, DF equipment).
93-94	Communications hit (Wireless, signal light, signal halyard).
95	Bridge - Ship turns to port.
96	Bridge - Ship turns to starboard.
97	Bridge - Ship maintains current course.
98	Rudder - Jammed to port, ship circles to port.
99	Rudder - Jammed to starboard, ship circles to starboard.
100	Rudder - Jammed ahead, ship continues on present course. Rudder hit results takes precedence over Bridge hit.

Torpedo Attacks

<u>Die Roll</u>	<u>Critical Hit</u>
01-19	Weapon - A gun/other weapon is lost.
20	Weapon - Magazine explodes. Main magazine - ship is destroyed AA guns - Additional Damage = 4 x Short Rh most damaging shell ASW/Torpedoes/Mines - Additional damage equal to the number of warheads/2. Minimum of 1 warhead's worth of additional damage.
21-43	Engineering - Speed reduced to next lower level on the Damage & Speed Breakdown chart Fire Critical - Lose additional (d6+1)/2% of original damage points
44-45	Engineering - Boiler explosion. Ship takes 15% of its original damage points in additional damage. Speed is reduced to the next lower level on the Damage & Speed Breakdown chart Fire Critical - lose additional d6+1% or +2% of original damage points
46-60	Fire critical - Lose additional d6+1% or +2% of original damage points
61-95	Flooding critical - Lose additional d6+1% or +2% of original damage points
96	Sensor hit (Searchlight, sonar, DF equipment).
97	Communications hit (Wireless, signal light, signal halyard).
98	Rudder - Jammed to port, ship turns slowly to port.
99	Rudder - Jammed to starboard, ship turns slowly to starboard.
100	Rudder - Jammed ahead, ship continues on present course.

Torpedo/Mine/Ramming Automatic Flooding

1907 or earlier: 2D6+4%

1908 – 24: D6+4%

If torpedo damage is less than twice the torpedo protection, halve flooding damage
FG&DN Rule 8.1.7.2.