

Command at Sea 5th Edition Expanded Critical Hit Tables

Major Surface Combatant (Size Class A/B)

<i>Percentage</i>	<i>Critical Hit</i>
<i>Die Roll</i>	
01-02	Main Battery FC director destroyed
03-14	Main Battery Hit* - Turret Lost
15	Main Battery Hit* - Main magazine explodes, ship destroyed
16-17	Area AA/Secondary Battery FC directors destroyed
18-24	Area AA/Secondary Battery* – Mount Lost
25	Area AA/Secondary Battery* - Magazine Detonates Additional Damage = 4 x Short Range HE
26-34	Other Weapon* - Non-main battery or Area AA weapon lost Light AA guns - Lose 0.5 from Light AA Rating
35	Other Weapon* - Magazine explodes ASW/Torpedoes/Mines - Additional damage equal to the number of warheads/2 Minimum of 1 warhead's worth of additional damage
36-45	Light AA guns - Lose 0.5 from Light AA Rating
46-59	Engineering* - Speed reduced to next lower level on the Damage & Speed Breakdown chart Roll D6 for the electrical load (see note) Fire Critical - Lose additional D6/2% of original damage points
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 D6/2% of original damage points
61-75	Flooding critical* - Lose additional D6% of original damage points
76-90	Fire critical* - Lose additional D6% of original damage points
91-93	Sensor hit
94	Communications hit.
95	Bridge* - Ship maintains current movement
96	Bridge* - Ship circles to starboard at current speed
97	Bridge* - Ship circles to port at current speed
98	Rudder* - Jammed to port, ship turns to port/disabled 1-3 on D6: Rudder jammed 4-6 on D6: Rudder disabled. Limited to 1/3 max speed, 15° turns
99	Rudder* - Jammed to starboard, ship turns to starboard 1-3 on D6: Rudder jammed 4-6 on D6: Rudder disabled. Limited to 1/3 max speed, 15° turns
100	Rudder* - Jammed ahead, ship maintains present course 1-3 on D6: Rudder jammed 4-6 on D6: Rudder disabled. Limited to 1/3 max speed, 15° turns

Notes: Rudder hit results takes precedence over Bridge hit.

For the first Engineering critical, a roll of 1 means the electrical load has been lost for D6 Intermediate Turns.

For the second Engineering critical, it's 1-3 on a D6, and 1-5 for the third and all successive Engineering critical hits.

* = armor penetration required

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

Command at Sea 5th Edition Expanded Critical Hit Tables (cont)

<u>% Die Roll</u>	<u>Critical Hit</u>
01-02	Main Battery FC director destroyed
03-14	Main Battery Hit - Gun Lost
15	Main Battery Hit - Main magazine explodes, ship destroyed
16-34	Other Weapon - Non-main battery weapon lost Light AA guns - Lose 0.5 from Light AA Rating
35	Other Weapon - Magazine explodes ASW/Torpedoes/Mines - Additional damage equal to the number of warheads/2 Minimum of 1 warhead's worth of additional damage.
36-45	Light AA guns - Lose 0.5 from Light AA Rating
46-59	Engineering - Speed reduced to next lower level on the Damage & Speed Breakdown chart Roll D6 for the electrical load (see note) Fire Critical - Lose additional D6/2% of original damage points
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 Roll D6 for the electrical load (see note) Fire Critical - Lose additional D6%/2 of original damage points
61-75	Flooding critical - Lose additional D6% of original damage points
76-90	Fire critical - Lose additional D6% of original damage points
91-93	Sensor hit
94	Communications hit.
95	Bridge - Ship maintains current movement
96	Bridge - Ship circles to starboard at current speed
97	Bridge - Ship circles to port at current speed
98	Rudder* - Jammed to port, ship turns to port/disabled 1-3 on D6: Rudder jammed 4-6 on D6: Rudder disabled. Limited to 1/3 max speed, 15° turns
99	Rudder* - Jammed to starboard, ship turns to starboard 1-3 on D6: Rudder jammed 4-6 on D6: Rudder disabled. Limited to 1/3 max speed, 15° turns
100	Rudder* - Jammed ahead, ship maintains present course 1-3 on D6: Rudder jammed 4-6 on D6: Rudder disabled. Limited to 1/3 max speed, 15° turns

Note: Rudder hit results takes precedence over Bridge hit.

For the first Engineering critical, a roll of 1 means the electrical load has been lost for D6 Intermediate Turns.

For the second Engineering critical, it's 1-3 on a D6, and 1-5 for the third and all successive Engineering critical hits.

* = armor penetration required

Command at Sea 5th Edition Expanded Critical Hit Tables (cont)

Small Craft Combatant (Size Class F/G)

<u>% Die Roll</u>	<u>Critical Hit</u>
01-09	Weapon - Mount lost Light AA guns - Lose 0.5 from Light AA Rating
10	Weapon - Magazine explodes. ASW/Torpedoes/Mines - ship lost For guns - 4 x Largest Short Range damage.
11-25	Personnel hit
26-35	Fuel tank hit
36-50	Engineering - Speed reduced to next lower level on the Damage & Speed Breakdown chart Roll D6. For the first Engineering critical, a roll of 1 means the electrical load has been lost for D6 Intermediate Turns. For the second Engineering critical, it's 1-3 on a D6, and 1-5 for the third and all successive Engineering critical hits. Fire Critical - Lose additional D6/2% of original damage points
51-75	Flotation hit
76-90	Fire critical - Lose additional D6% of original damage points
91-92	Sensor hit
93	Communications hit.
95	Bridge - Ship maintains current movement
96	Bridge - Ship circles to starboard at current speed
97	Bridge - Ship circles to port at current speed
98	Rudder* - Jammed to port, ship turns to port/disabled 1-3 on D6: Rudder jammed 4-6 on D6: Rudder disabled. Limited to 1/3 max speed, 15° turns
99	Rudder* - Jammed to starboard, ship turns to starboard 1-3 on D6: Rudder jammed 4-6 on D6: Rudder disabled. Limited to 1/3 max speed, 15° turns
100	Rudder* - Jammed ahead, ship maintains present course 1-3 on D6: Rudder jammed 4-6 on D6: Rudder disabled. Limited to 1/3 max speed, 15° turns

Note: Rudder hit results takes precedence over Bridge hit.

Command at Sea 5th Edition Expanded Critical Hit Tables (cont)

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
16-24	Weapon* – Mount Lost Light AA guns - Lose 0.5 from Light AA Rating
25	Weapon* - Magazine Detonates Area AA/Sec Battery Additional Damage = 4 x Short Range HE ASW/Torpedoes/Mines - Additional damage equal to the number of warheads/2. Minimum of 1 warhead's worth of additional damage.
26-28	Aviation Ammo* - Aviation ordnance magazine hit
29	Aviation Ammo* - Aviation ordnance magazine explodes, destroys ship.
30-35	Aviation Fuel* - Aviation fuel tank hit Fire Critical – Lose additional D6+2% of original damage
36-45	Light AA guns - Lose 0.5 from Light AA Rating
46-59	Engineering* - Speed reduced to next lower level on the Damage & Speed Breakdown chart Roll D6 for the electrical load (see note) Fire Critical - Lose additional D6/2% of original damage points
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 Roll D6 for the electrical load (see note) Fire Critical - lose additional D6% of original damage points
61-75	Flooding critical* - Lose additional D6% of original damage points
76-90	Fire critical* - Lose additional D6% of original damage points
91-93	Sensor hit
94	Communications hit.
95	Bridge* - Ship maintains current movement
96	Bridge* - Ship circles to starboard at current speed
97	Bridge* - Ship circles to port at current speed
98	Rudder* - Jammed to port, ship turns to port/disabled 1-3 on D6: Rudder jammed 4-6 on D6: Rudder disabled. Limited to 1/3 max speed, 15° turns
99	Rudder* - Jammed to starboard, ship turns to starboard 1-3 on D6: Rudder jammed 4-6 on D6: Rudder disabled. Limited to 1/3 max speed, 15° turns
100	Rudder* - Jammed ahead, ship maintains present course 1-3 on D6: Rudder jammed 4-6 on D6: Rudder disabled. Limited to 1/3 max speed, 15° turns

Note: Rudder hit results takes precedence over Bridge hit.

For the first Engineering critical, a roll of 1 means the electrical load has been lost for D6 Intermediate Turns.

For the second Engineering critical, it's 1-3 on a D6, and 1-5 for the third and all successive Engineering critical hits.

* = armor penetration required

Command at Sea 5th Edition Expanded Critical Hit Tables (cont)

Merchant Ship/Auxiliary

<u>% Die Roll</u>	<u>Critical Hit</u>
01-09	Weapon – Mount Lost Light AA guns - Lose 0.5 from Light AA Rating
10	Weapon - Magazine Detonates Area AA/Sec Battery Additional Damage = 4 x Short Range HE 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 CaS Rule 8.2.6)
44-50	Light AA guns - Lose 0.5 from Light AA Rating
51-59	Engineering - Speed reduced to next lower level on the Damage & Speed Breakdown chart Roll D6 for the electrical load (see note) Fire Critical - Lose additional D6/2% of original damage points
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 Roll D6 for the electrical load (see note) Fire Critical - lose additional D6% of original damage points
61-75	Flooding critical - Lose additional D6% of original damage points
76-90	Fire critical - Lose additional D6% of original damage points
91-92	Sensor hit
93-94	Communications hit.
95	Bridge - Ship maintains current movement
96	Bridge - Ship circles to starboard at current speed
97	Bridge - Ship circles to port at current speed
98	Rudder - Jammed to port, ship turns to port/disabled 1-3 on D6: Rudder jammed 4-6 on D6: Rudder disabled. Limited to 1/3 max speed, 15° turns
99	Rudder - Jammed to starboard, ship turns to starboard 1-3 on D6: Rudder jammed 4-6 on D6: Rudder disabled. Limited to 1/3 max speed, 15° turns
100	Rudder - Jammed ahead, ship maintains present course 1-3 on D6: Rudder jammed 4-6 on D6: Rudder disabled. Limited to 1/3 max speed, 15° turns

Note: Rudder hit results takes precedence over Bridge hit.

For the first Engineering critical, a roll of 1 means the electrical load has been lost for D6 Intermediate Turns.

For the second Engineering critical, it's 1-3 on a D6, and 1-5 for the third and all successive Engineering critical hits.

* = armor penetration required

Command at Sea 5th Edition Expanded Critical Hit Tables (cont)

Torpedo Attacks

<u>% Die Roll</u>	<u>Critical Hit</u>
01-19	Weapon - A gun/other weapon is lost Light AA guns - Lose 0.5 from Light AA Rating
20	Weapon - Magazine explodes. Main magazine - ship is destroyed Area AA/Sec Battery Additional Damage = 4 x Short Range HE ASW/Torpedoes/Mines - Additional damage equal to the number of warheads/2. Minimum of 1 warhead's worth of additional damage
21-44	Engineering - Speed reduced to next lower level on the Damage & Speed Breakdown chart Roll D6 for the electrical load (see note) Fire Critical - Lose additional D6/2% of original damage points
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 Roll D6 for the electrical load (see note) Fire Critical - lose additional D6% of original damage points
46-60	Fire critical - Lose additional D6% of original damage points
61-95	Flooding critical - Lose additional D6% of original damage points
96	Sensor hit
97	Communications hit
98	Rudder - Jammed to port, ship turns to port/disabled 1-3 on D6: Rudder jammed 4-6 on D6: Rudder disabled. Limited to 1/3 max speed, 15° turns
99	Rudder - Jammed to starboard, ship turns to starboard 1-3 on D6: Rudder jammed 4-6 on D6: Rudder disabled. Limited to 1/3 max speed, 15° turns
100	Rudder - Jammed ahead, ship maintains present course 1-3 on D6: Rudder jammed 4-6 on D6: Rudder disabled. Limited to 1/3 max speed, 15° turns

Note: Automatic flooding from torpedo, mine, or ramming lose D6+2% of original damage.

For the first Engineering critical, a roll of 1 means the electrical load has been lost for D6 Intermediate Turns.

For the second Engineering critical, it's 1-3 on a D6, and 1-5 for the third and all successive Engineering critical hits.

Submarine Attacks – Major Damage

<u>% Die Roll</u>	<u>Critical Hit</u>
01-14	Weapon <ul style="list-style-type: none"> - Lose torpedo tube nest (Repairable) - Main deck gun destroyed - Lose 0.5 from Light AA Rating
15	Weapon - Torpedo stowage explodes. Sub lost
16-20	Pressure Hull is penetrated.
21-35	Pressure hull is deformed
36-50	Battery – Lose D6 x 5% of battery capacity
51-60	Engineering - Speed reduced to next lower level on the Damage & Speed Breakdown chart (No additional fire) Roll D6. For the first Engineering critical, a roll of 1 means the electrical load has been lost for D6 Intermediate Turns. For the second Engineering critical, it's 1-3 on a D6, and 1-5 for the third and all successive Engineering critical hits.
61-75	Flooding critical - Lose additional D6% of original damage points
76-90	Fire critical - Lose additional D6% of original damage points
91-93	Sensor hit
94-95	Communications hit
96-97	Control room/Fire control
98	Rudder - Jammed to port, ship turns to port/disabled 1-3 on D6: Rudder jammed 4-6 on D6: Rudder disabled. Limited to 1/3 max speed, 15° turns
99	Rudder - Jammed to starboard, ship turns to starboard 1-3 on D6: Rudder jammed 4-6 on D6: Rudder disabled. Limited to 1/3 max speed, 15° turns
100	Rudder - Jammed ahead, ship maintains present course 1-3 on D6: Rudder jammed 4-6 on D6: Rudder disabled. Limited to 1/3 max speed, 15° turns

Note 1: Hull penetration has a 50% chance of getting to the surface at Shallow or Intermediate I. Submarine lost at deeper depths.

Note 2: First hull deformation critical limits max depth to Intermediate I. 25% chance per depth band deeper of hull implosion. Second hull deform critical depth restricted to Shallow. Third hull deform critical becomes hull penetration.

Note 3: Control Room/Fire control restricted to maintaining current course, speed, and depth. D6 Tactical Turns to recover.

Torpedoes can only be launched remotely.

Submarine Attacks – Minor Damage

<u>Die Roll</u>	<u>Critical Hit</u>
01-15	Weapon <ul style="list-style-type: none"> - Main deck gun damaged (Repairable) - Lose torpedo tube nest (Repairable) - Lose 0.5 from Light AA Rating
16-30	Switchboard - Fuze blown D6/2 Tactical Turns to replace
31-50	Engineering - Speed temporarily reduced to next lower level on the Damage & Speed Breakdown chart (No additional fire). D6/3 Tactical Turns to recover Roll D6. For the first Engineering critical, a roll of 1 means the electrical load has been lost for D6 Intermediate Turns. For the second Engineering critical, it's 1-3 on a D6, and 1-5 for the third and all successive Engineering critical hits.
51-70	Flooding critical - Lose additional D6/2% of original damage points
71-90	Fire critical - Lose additional D6/2% of original damage points
91-93	Sensor hit
94-95	Communications hit
96-97	Control room/Fire control temporarily disabled
98	Rudder - Jammed to port, ship turns to port/disabled 1-3 on D6: Rudder jammed 4-6 on D6: Rudder disabled. Limited to 1/3 max speed, 15° turns
99	Rudder - Jammed to starboard, ship turns to starboard 1-3 on D6: Rudder jammed 4-6 on D6: Rudder disabled. Limited to 1/3 max speed, 15° turns
100	Rudder - Jammed ahead, ship maintains present course 1-3 on D6: Rudder jammed 4-6 on D6: Rudder disabled. Limited to 1/3 max speed, 15° turns.

Note: Control Room/Fire control restricted to maintaining current course and speed. Torpedoes can only be launched remotely until recovery (D6/3 Tactical Turns).