

Command at Sea Revised Expanded Critical Hit Table

1 July 2008

Major Surface Combatant (Size Class A/B)

<u>Die Roll</u>	<u>Critical Hit</u>
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 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 Fire Critical - Lose additional d6/2 of original damage points
60	Engineering* - Boiler explosion. Ship takes 10% 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 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 slowly to port.
99	Rudder* - Jammed to starboard, ship turns slowly 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/E)**

<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 or casemate 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 Fire Critical - Lose additional d6/2 of original damage points
60	Engineering - Boiler explosion. Ship takes 10% 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 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 slowly to port.
99	Rudder - Jammed to starboard, ship turns slowly to starboard.
100	Rudder - Jammed ahead, ship continues on present course. Rudder hit results takes precedence over Bridge hit.

Aviation Ship

Die Roll	Critical Hit
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 Fire Critical - Lose additional d6/2 of original damage points
60	Engineering* - Boiler explosion. Ship takes 10% 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 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 slowly to port.
99	Rudder* - Jammed to starboard, ship turns slowly to starboard.
100	Rudder* - Jammed ahead, ship continues on present course. Rudder hit results takes precedence over Bridge hit.

Merchant Ship/Auxiliary

Die Roll	Critical Hit
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 <i>CaS</i> 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 Fire Critical - Lose additional d6/2 of original damage points
60	Engineering - Boiler explosion. Ship takes 10% 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 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 slowly to port.
99	Rudder - Jammed to starboard, ship turns slowly 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. 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 Fire Critical - Lose additional d6/2 of original damage points
45	Engineering - Boiler explosion. Ship takes 10% 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 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 slowly to port.
99	Rudder - Jammed to starboard, ship turns slowly to starboard.
100	Rudder - Jammed ahead, ship continues on present course.

Submarine Attacks – Lethal Damage

<u>Die Roll</u>	<u>Critical Hit</u>
01-10	Pressure Hull Deformation
11-40	Flooding critical - Lose additional 2d6+2 of original damage points
41-100	Pressure Hull Penetration

Submarine Attacks – Major Damage

<u>Die Roll</u>	<u>Critical Hit</u>
01-20	Pressure Hull Deformation
21-35	Flooding critical - Lose additional d6 of original damage points
36-50	Fire critical - Lose additional d6 of original damage points
51-70	Battery – Lose d6 x 5% of battery capacity.
71-80	Engineering - Speed reduced to next lower level on the Damage & Speed Breakdown chart (No additional fire)
81-90	Weapon. <ul style="list-style-type: none">- Main deck gun destroyed- Lose torpedo tube nest (Repairable)- Lose 0.5 from Light AA Rating
91-94	Sensor hit.
95-97	Communications hit.
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.

Submarine Attacks – Minor Damage

<u>Die Roll</u>	<u>Critical Hit</u>
01-20	Flooding critical - Lose additional d6/2 of original damage points
21-40	Fire critical - Lose additional d6/2 of original damage points
41-60	Switchboard – Fuze blown d6/2 Tactical Turns to replace.
61-80	Engineering - Speed temporarily reduced to next lower level on the Damage & Speed Breakdown chart (No additional fire)
81-90	Weapon. <ul style="list-style-type: none">- Main deck gun damaged (Repairable)- Lose torpedo tube nest (Repairable)- Lose 0.5 from Light AA Rating
91-94	Sensor hit.
95-97	Communications hit.
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.

