

Annex N - Expanded Critical Hit Table

Major Surface Combatant (Size Class A/B)

| Die Roll | Critical Hit | | | | | | | | | | |
|-----------------|--|----------|--------|-----|-------------------------|-----|-----------------------|------|------------------------|----|------------------------|
| 01-02 | Main Battery FC director destroyed | | | | | | | | | | |
| 03-08 | Main Battery Hit* - Turret Lost | | | | | | | | | | |
| 09-10 | Main Battery Hit* - Main magazine explodes, ship destroyed | | | | | | | | | | |
| 11-12 | Casemate Battery FC director destroyed | | | | | | | | | | |
| 13-18 | Casemate Battery* - Single casemate gun lost | | | | | | | | | | |
| 19-20 | Casemate Battery* - Ready magazine explodes Additional Damage = 2 x Short Range HE Roll 2d6 for additional guns lost <table border="0" style="margin-left: 40px;"> <thead> <tr> <th style="text-align: left;">Die Roll</th> <th style="text-align: left;">Result</th> </tr> </thead> <tbody> <tr> <td>2-5</td> <td>No additional guns lost</td> </tr> <tr> <td>6-8</td> <td>1 additional gun lost</td> </tr> <tr> <td>9-11</td> <td>2 additional guns lost</td> </tr> <tr> <td>12</td> <td>3 additional guns lost</td> </tr> </tbody> </table> | Die Roll | Result | 2-5 | No additional guns lost | 6-8 | 1 additional gun lost | 9-11 | 2 additional guns lost | 12 | 3 additional guns lost |
| Die Roll | Result | | | | | | | | | | |
| 2-5 | No additional guns lost | | | | | | | | | | |
| 6-8 | 1 additional gun lost | | | | | | | | | | |
| 9-11 | 2 additional guns lost | | | | | | | | | | |
| 12 | 3 additional guns lost | | | | | | | | | | |
| 21-28 | Other Weapon* - Non-main battery or casemate weapon lost | | | | | | | | | | |
| 29-30 | Other Weapon* - Magazine explodes. AA guns - Lose 1/3 rating ASW/Torpedoes/Mines - Additional damage equal to the number of warheads/2. Minimum of one warhead's worth of additional damage. | | | | | | | | | | |
| 31-34 | One forward searchlight platform lost | | | | | | | | | | |
| 35-38 | One after searchlight platform lost | | | | | | | | | | |
| 39-40 | Sonar lost | | | | | | | | | | |
| 41-45 | Minor Flooding* - Lose additional 2%/3%/4% of original damage points | | | | | | | | | | |
| 46-48 | Major Flooding* - Lose additional 4%/6%/8% of original damage points | | | | | | | | | | |
| 49-50 | Severe Flooding* - Lose additional 6%/9%/12% of original damage points | | | | | | | | | | |
| 51-52 | Port signal lights lost | | | | | | | | | | |
| 53-54 | Starboard signal lights lost | | | | | | | | | | |
| 55-56 | Port flag halyards lost | | | | | | | | | | |
| 57-58 | Starboard flag halyards lost | | | | | | | | | | |
| 59 | Main wireless (WT)/radio (RT) destroyed | | | | | | | | | | |
| 60 | Auxiliary wireless (WT) destroyed | | | | | | | | | | |
| 61-69 | Engineering* - Speed reduced to next lower level on the Damage & Speed Breakdown chart Minor fire starts - lose additional 2%/3%/4% of original damage points | | | | | | | | | | |
| 70 | Engineering* - Boiler explosion. Ship takes 25% of its original damage points in additional damage. Speed is reduced to the next lower level on the Damage & Speed Breakdown chart Severe fire starts - lose additional 6%/9%/12% of original damage points | | | | | | | | | | |
| 71-76 | Bridge* - Ship maintains current movement. | | | | | | | | | | |
| 77-78 | Bridge* - Ship circles to starboard at current speed | | | | | | | | | | |
| 79-80 | Bridge* - Ship circles to port at current speed | | | | | | | | | | |
| 81-85 | Minor Fire - Lose additional 2%/3%/4% of original damage points | | | | | | | | | | |
| 86-88 | Major Fire - Lose additional 4%/6%/8% of original damage points | | | | | | | | | | |
| 89-90 | Severe Fire - Lose additional 6%/9%/12% of original damage points | | | | | | | | | | |
| 91-94 | Rudder* - Jammed to port, ship turns slowly to port. | | | | | | | | | | |
| 95-98 | Rudder* - Jammed to starboard, ship turns slowly to starboard. | | | | | | | | | | |
| 99-100 | Rudder* - Jammed ahead, ship continues on present course. Rudder hit results takes precedence over Bridge hit. | | | | | | | | | | |

Annex N - Expanded Critical Hit Table

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

| <u>Die Roll</u> | <u>Critical Hit</u> |
|-----------------|--|
| 01-02 | Main Battery FC director destroyed |
| 03-08 | Main Battery* Hit - Gun Lost |
| 09-10 | Main Battery* Hit - Main magazine explodes, ship destroyed |
| 11-28 | Other Weapon* - Non-main battery or casemate weapon lost |
| 29-30 | Other Weapon* - Magazine explodes. AA guns - Lose 1/3 rating ASW/Torpedoes/Mines - Additional damage equal to the number of warheads/2. Minimum of one warhead's worth of additional damage. |
| 31-34 | Forward searchlight platform lost |
| 35-38 | After searchlight platform lost |
| 39-40 | Sonar lost |
| 41-45 | Minor Flooding* - Lose additional 2%/3%/4% of original damage points |
| 46-48 | Major Flooding* - Lose additional 4%/6%/8% of original damage points |
| 49-50 | Severe Flooding* - Lose additional 6%/9%/12% of original damage points |
| 51-52 | Port signal lights lost |
| 53-54 | Starboard signal lights lost |
| 55-56 | Port flag halyards lost |
| 57-58 | Starboard flag halyards lost |
| 59 | Main wireless (WT)/radio (RT) destroyed |
| 60 | Auxiliary wireless (WT) destroyed |
| 61-69 | Engineering* - Speed reduced to next lower level on the Damage & Speed Breakdown chart Minor fire starts - lose additional 2%/3%/4% of original damage points |
| 70 | Engineering* - Boiler explosion. Ship takes 25% of its original damage points in additional damage. Speed is reduced to the next lower level on the Damage & Speed Breakdown chart Severe fire starts - lose additional 6%/9%/12% of original damage points |
| 71-76 | Bridge* - Ship maintains current movement. |
| 77-78 | Bridge* - Ship circles to starboard at current speed |
| 79-80 | Bridge* - Ship circles to port at current speed |
| 81-85 | Minor Fire - Lose additional 2%/3%/4% of original damage points |
| 86-88 | Major Fire - Lose additional 4%/6%/8% of original damage points |
| 89-90 | Severe Fire - Lose additional 6%/9%/12% of original damage points |
| 91-94 | Rudder* - Jammed to port, ship turns slowly to port. |
| 95-98 | Rudder* - Jammed to starboard, ship turns slowly to starboard. |
| 99-100 | Rudder* - Jammed ahead, ship continues on present course. Rudder hit results takes precedence over Bridge hit. |

Annex N - Expanded Critical Hit Table

Aviation Ship

| <u>Die Roll</u> | <u>Critical Hit</u> |
|-----------------|--|
| 01-10 | An aircraft is destroyed Roll D10-4 to see if a Fire Critical Hit has occurred. |
| 11-15 | Minor Fire - Lose additional 2%/3%/4% of original damage points |
| 16-18 | Major Fire - Lose additional 4%/6%/8% of original damage points |
| 19-20 | Severe Fire - Lose additional 6%/9%/12% of original damage points |
| 21-28 | Weapon* - Non-main battery or casemate weapon lost |
| 29-30 | Weapon* - Magazine explodes. AA guns - Lose 1/3 rating ASW/Torpedoes/Mines - Additional damage equal to the number of warheads/2. Minimum of one warhead's worth of additional damage. |
| 31-32 | Aviation Ammo* - Aviation ordnance magazine hit. |
| 33 | Aviation Ammo* - Aviation ordnance magazine explodes, destroys ship, |
| 34-40 | Aviation Fuel - Aviation fuel tank hit. Fire critical hit, roll with +2 for severity |
| 41-45 | Minor Flooding* - Lose additional 2%/3%/4% of original damage points |
| 46-48 | Major Flooding* - Lose additional 4%/6%/8% of original damage points |
| 49-50 | Severe Flooding* - Lose additional 6%/9%/12% of original damage points |
| 51-52 | Port signal lights lost |
| 53-54 | Starboard signal lights lost |
| 55-56 | Port flag halyards lost |
| 57-58 | Starboard flag halyards lost |
| 59 | Main wireless (WT)/radio (RT) destroyed |
| 60 | Auxiliary wireless (WT) destroyed |
| 61-69 | Engineering* - Speed reduced to next lower level on the Damage & Speed Breakdown chart Minor fire starts - lose additional 2%/3%/4% of original damage points |
| 70 | Engineering* - Boiler explosion. Ship takes 25% of its original damage points in additional damage. Speed is reduced to the next lower level on the Damage & Speed Breakdown chart Severe fire starts - lose additional 6%/9%/12% of original damage points |
| 71-76 | Bridge* - Ship maintains current movement. |
| 77-78 | Bridge* - Ship circles to starboard at current speed |
| 79-80 | Bridge* - Ship circles to port at current speed |
| 81-85 | Minor Fire - Lose additional 2%/3%/4% of original damage points |
| 86-88 | Major Fire - Lose additional 4%/6%/8% of original damage points |
| 89-90 | Severe Fire - Lose additional 6%/9%/12% of original damage points |
| 91-94 | Rudder* - Jammed to port, ship turns slowly to port. |
| 95-98 | Rudder* - Jammed to starboard, ship turns slowly to starboard. |
| 99-100 | Rudder* - Jammed ahead, ship continues on present course. Rudder hit results takes precedence over Bridge hit. |

Annex N - Expanded Critical Hit Table

Merchant Ship/Auxiliary

| Die Roll | Critical Hit |
|-----------------|---|
| 01-08 | Weapon - A gun/other weapon is lost. |
| 09-10 | Weapon - Magazine explodes. AA guns - Lose 1/3 rating ASW/Torpedoes/Mines - Additional damage equal to the number of warheads/2. Minimum of one warhead's worth of additional damage.. |
| 11-30 | Cargo - See <i>FG&DNR</i> Rules page 8-7 for effect. |
| 31-40 | Light AA - The light AA battery has been hit, reduce AA rating by 1/3. |
| 33 | Aviation Ammo* - Aviation ordnance magazine explodes, destroys ship, |
| 34-40 | Aviation Fuel - Aviation fuel tank hit. Fire critical hit, roll with +2 for severity |
| 41-45 | Minor Flooding* - Lose additional 2%/3%/4% of original damage points |
| 46-48 | Major Flooding* - Lose additional 4%/6%/8% of original damage points |
| 49-50 | Severe Flooding* - Lose additional 6%/9%/12% of original damage points |
| 51-60 | Cargo - See <i>FG&DNR</i> Rules page 8-7 for effect. |
| 61-69 | Engineering - Speed reduced to next lower level on the Damage & Speed Breakdown chart Minor fire starts - lose additional 2%/3%/4% of original damage points |
| 70 | Engineering - Boiler explosion. Ship takes 25% of its original damage points in additional damage. Speed is reduced to the next lower level on the Damage & Speed Breakdown chart Severe fire starts - lose additional 6%/9%/12% of original damage points |
| 71-76 | Bridge - Ship maintains current movement. |
| 77-78 | Bridge - Ship circles to starboard at current speed |
| 79-80 | Bridge - Ship circles to port at current speed |
| 81-85 | Minor Fire - Lose additional 2%/3%/4% of original damage points |
| 86-88 | Major Fire - Lose additional 4%/6%/8% of original damage points |
| 89-90 | Severe Fire - Lose additional 6%/9%/12% of original damage points |
| 91-94 | Rudder - Jammed to port, ship turns slowly to port. |
| 95-98 | Rudder - Jammed to starboard, ship turns slowly to starboard. |
| 99-100 | Rudder - Jammed ahead, ship continues on present course. Rudder hit results takes precedence over Bridge hit. |

Torpedo Attacks

| Die Roll | Critical Hit |
|-----------------|---|
| 01-18 | Weapon - A gun/other weapon is lost. |
| 19-20 | Weapon - Magazine explodes. Main magazine - ship is destroyed AA guns - Lose 1/3 rating ASW/Torpedoes/Mines - Additional damage equal to the number of warheads/2. Minimum of one warhead's worth of additional damage. |
| 21-25 | Minor Fire - Lose additional 2%/3%/4% of original damage points |
| 26-28 | Major Fire - Lose additional 4%/6%/8% of original damage points |
| 29-30 | Severe Fire - Lose additional 6%/9%/12% of original damage points |
| 31-45 | Minor Flooding* - Lose additional 2%/3%/4% of original damage points |
| 46-54 | Major Flooding* - Lose additional 4%/6%/8% of original damage points |
| 55-60 | Severe Flooding* - Lose additional 6%/9%/12% of original damage points |
| 61-87 | Engineering - Speed reduced to next lower level on the Damage & Speed Breakdown chart Minor fire starts - lose additional 2%/3%/4% of original damage points |
| 88-90 | Engineering - Boiler explosion. Ship takes 25% of its original damage points in additional damage. Speed is reduced to the next lower level on the Damage & Speed Breakdown chart Severe fire starts - lose additional 6%/9%/12% of original damage points |
| 91-94 | Rudder - Jammed to port, ship turns slowly to port. |
| 95-98 | Rudder - Jammed to starboard, ship turns slowly to starboard. |
| 99-100 | Rudder - Jammed ahead, ship continues on present course. |