**Collisions and ramming**

When a boat moves and comes into contact with another this may result in either a collision (unintentional ) , a ram (intentional) or an explosion (which will potentially cause damage to both vessels.

Whether or not the contact occurs depends on the crews quality and ship types involved.

The base chance for contact is 5 on a D10

This is modified as follows for each of the two crews/ boats involved. Cross reference crew with the size of their vessel to find the modifier the owning player may :

Add this to the base chance, if they wish to encourage the contact, or deduct this modifier if they wish to attempt to avoid the contact.

|  |  |
| --- | --- |
| **Ship** | **Crew** |
| **Vet** | **Reg** | **Inexp** |
| Stationary | +3 | +3 | +3 |
| Huge | 0 | +1 | +2 |
| Large | 1 | 0 | +1 |
| Med | 2 | 1 | 0 |
| Small | 3 | 2 | 1 |
| Tiny | 5 | 4 | 3 |

Stationary overrides and replaces all other modifiers.

Yellow box modifiers can only be added to the base modifier.

Other Modifiers may be added or subtracted.

***Eg. 1*** *A Vosper MTB with a Veteran deliberately attempts to ram an S boat with a Regular crew, both ships are moving.*

*The base chance for contact is 5, the MTB attempting the Ram has a modifier of 3, which the owner adds to the base. The S boat is trying to evade and deducts 1 to make the modified chance a 7. A roll of 7 or less on a D10 means that the MTB hits the S boat.*

***Eg 2****. A Japanese Shin’yo with a Regular crew is attempting to hit a US Liberty Ship with a Regular crew. The base chance is a 5. The Liberty ship has a compulsory +1, and the Shin’yo modifies this by a further +4, taking the hit no to 10. This is an automatic hit.*

**Missing the target.**

Where a collision fails.

If the ship currently in motion has sufficient move to clear the other ship by at least half its length then move it beyond the other vessel. Otherwise it stops where it is. In both these cases separate the models by ½ cm to show that they are not in contact.

Ships that have contacted remain in place until the damage step is resolved.

**Damage**

**The basic table for collision and ramming damage is. Initially select the correct column for attacker and defender the numbers shown are :**

**First number : Number of d6 damage on defender**

**Second Number : Number of d6 damage on attacker**

|  |
| --- |
| **Collision and Ramming Damage** |
| **Attacker** | **Defender** |
| **Huge / terrain** | **Large** | **Medium** | **Small** | **Tiny** |
| **Tiny** | 0/9 | 1/7 | 2/6 | 3/5 | 4/4 |
| **Small** | 1/8 | 2/6 | 3/5 | 4/4 | 5/3 |
| **Medium** | 2/7 | 3/5 | 4/4 | 5/3 | 6/2 |
| **Large** | 3/6 | 4/4 | 5/3 | 6/2 | 7/1 |
| **Huge/ terrain** | 5/5 | 6/3 | 7/2 | 8/1 | 9/0 |

**Both sides damage each other.** The resulting number is modified as follows :

|  |  |
| --- | --- |
| **Modifiers** |  |
| Attacker’s speed < 15 | -1/-1 |
| Attackers speed > 30 | +1/+1 |
| Defenders size is no more than 1 greater than attacker, attacker is an intentional ram, and attacker strikes the side of the target. | +2/-2 |

Critical Hits do apply to this damage.

Once damaged is resolved movement is completed.

The attacker’s halts and makes 1 30O turn towards the direction of the defender line of travel.

If the defender is of equal of smaller size than the target it drops 1 speed band and makes one 30o Turn away from the attacker.

Following on from Example 1 above.

The MTB strikes the S Boat in an intentional ram. It is a small boat striking a medium boat. Giving 3/5 on the damage table this is modified further by +1 / +1 for the attackers speed of 36, and a further +2/0 for the intentional ram to give a total of +6/+4

The S boat takes d6 damage and the ramming MTB takes 4d6 damage.