CRITICAL DAMAGE TABLE Roll D10 for each Critical Hit. Place the relevant token on your ship card as directed.

01– ENGINE HIT Every Engine Hit reduces the maximum movement of the target by a third. (Repairs can be made to recover back to a maximum of Combat speed only)

02– BRIDGE HIT No directional or speed command can be given next turn. The ship continues to move straight and at the speed it was doing the previous turn. Reduce shooting effectiveness by -1 on To Hit rolls. Remove at the end of next activation. NOTE: Ships with armoured wheelhouse/bridge ignore this critical if caused by a weapon of calibre 37/40mm or less.

03 - RUDDER HIT When activated each turn, roll a D6; on a roll of 1 or 2 make as many turns as you can to the maximum degree to the left. On a roll of 3 or 4, the vessel must continue in the same direction without turning. On a roll of 5 or 6 make as many turns as you can to the maximum degree to the right.

04 - FUEL HIT Attacker rolls a D6; on a 4+ (a 6 for diesel engines) a fire has started causing 2D6 more damage immediately. It must be put out by rolling a successful Skill Check at the beginning of each new activation of this ship or immediately take a further 2D6 damage on each further activation of this vessel.

05 - GUN HIT The closest weapon position to the firer's gun has been hit. If any doubts are had, roll a dice to decide at random. If all guns are destroyed, or no guns are available to take the hit, then treat the result as 06 – Crew Hit.

06 - CREW HIT No shooting this activation. At the next activation, before performing any action, a Skill Test must be passed to give any orders. If the test is failed, the vessel will continue on a straight course at the same speed as it was going during the previous activation. On the subsequent activation, the crew take over control of the vessel, so orders can be given as normal. Remove at the end of next activation.

07 - ACCESSORY HIT Randomly choose one of the following pieces of key equipment that have been hit and rendered inoperable for the rest of the game or until repaired. If no equipment was fitted, treat this result as if it was a result of 06 –Crew Hit. • Radar (Repairable) • Radio (Repairable) • Searchlight • Smoke Generator (Repairable) • Depth Charge Launcher/Rack • Director

08 - AMMUNITION HIT Attacker rolls a D6; on a 5+, 4D6 of extra damage is done and the largest calibre gun on board is out of ammunition for the rest of the game (if there is one; if not, the enemy player may choose any gun he wishes).

09 - EXTRA DAMAGE TO STRUCTURE Roll an extra 2D6 and add the total to the damage taken. Further 6s do not cause critical damage.

10 - TORPEDO HIT Roll a D6; on a 5+ the torpedo cooks off and the boat immediately suffers 8D6 damage and will have one less torpedo to fire. If no torpedo tube is fitted or if all are already fired, then consider this as a 09 – Extra Damage to Structure.

REPAIRS

	Slow Speed	Stationary
Inexperienced crew	Repair 1D6. No critical effects	Repair 2D6. No critical effects
Regular crew	Repair 1D6. No critical effects	Repair 3D6. Remove 1 critical
Veteran crew	Repair 1D6. Remove 1 critical effect	Repair 4D6. Remove 2 critical effects

RAMMING & COLLISIONS

ATTACKER		TARGET			
	Huge or Terrain	Large	Medium	Small	Tiny
Tiny	0	1D6	2D6	3D6	4D6
Small	1D6	2D6	3D6	4D6	5D6
Medium	2D6	3D6	4D6	5D6	6D6
Large	3D6	4D6	5D6	6D6	7D6
Huge or Terrain	5D6	6D6	7D6	8D6	9D6

Both ships roll on the above table simultaneously . If speed more than 24 cm add 1D6 to above.

THE SEQUENCE OF PLAY:

- Move Orphaned Torpedoes/Aircraft.
- Pull a Fleet dice from the bag.
- Assign dice to ship and issue orders.
- Move the activated ship.
- Fire the activated ships guns/ launch torpedo(es).
- Resolve damage and critical hits against enemy.
- Repair your ship.
- Remove plumes

FIRING GUNS

- Allocate targets to each of the guns.
- Measure from the gun position and work out modifiers.
- Roll to hit: 1D10 per weapon system firing.
- Roll damage for any hits achieved.
- Place plume markers (1 per weapon system of 37 mm or larger that misses).
- Damage rolls of a natural 6 roll on Critical Table.

Vessels manned by Inexperienced crews **must** target the closest available enemy to each gun before firing.

TORPEDOES

- See if it hits using a D10 on the Torpedo To-Hit Table.
- See if it's a dud (Skill Test: Inexperienced 4+; Regular 3+; Veteran 2+).
- Roll damage.
- Damage rolls of a natural 6 roll a further D6 for extra damage.

TO HIT TABLES :

SKILL TESTS

Roll equal or higher on a D6 to pass:

- Inexperienced: 6
- Regular: 5+
- Veteran: 4+

WEAPONS TABLE

Gun Type	Range (cm)	Damage
MG	0-30	1D6
HMG	0-40	2D6
20mm	0-50	3D6
37mm/40mm/3Pdr	5-70	4D6
6Pdr/57mm	10-80	5D6
3"/88mm	15-120	6D6
4" +	25-160	8D6
Mines		12D6
Torpedoes	15-120	16D6
Twin Guns		+1D6
Triple guns		+2D6
Quad Guns		+3D6
Semi Auto		+2 damage total

GUNNERY: Base to hit 5 or less on D10

TORPEDOES: Base to hit 4 or less on D10

Range :	Over half range	-2			
	Point Blank range	+2			
Crew	Inexperienced	-2	Inexperienced	-1	
	Veteran	+2	Veteran	+1	
Speed of shooter	Full Speed	-2			
	Over 30cm	-1			
	Slow or stationary	+1			
Speed of target	Over 24 cm	-1	Over 30cm	-2	
	Slow	+1	16-30cm	-1	
	Stationary	+2	Stationary	+2	
Target Size	Tiny	-2	Medium	-1	
	Small	-1	Large	+2	
	Large or Huge	+1	Huge	+4	
Target Obscured		-2			
Fire director		+1			
Three or more plumes on target		+1			