

# CRITICAL HIT TABLE

ROLL 2D6 AND SEE BELOW

ROLL 2D6	RESULT	REPAIR OPTIONS
2	<b>Magazine Explosion:</b> ship turns into a ball of flame before sinking – ships within an 8” radius of the centre of the exploding ship are attacked with a number of <b>D6</b> equal to <b>DOUBLE</b> the Hull Points of the exploding ship. <i>i.e.</i> the bigger the ship, the bigger the bang! Affects <b>ALL</b> ships - friend or foe!	There are no options here. The ship has quite literally blown into thousands of pieces and all crew are killed.
3	<b>Rudder Smashed:</b> ship may not turn and can only move in a straight line. <b>2</b> points of damage.	Roll <b>1D6</b> when the ship is next Activated: On a <b>1-3</b> the damage is repaired. On a <b>4-6</b> it is not repaired.
4	<b>Raging Fire:</b> place fire counter on the ship. Lose <b>1</b> crew and take <b>2</b> points of damage.	Roll <b>1D6</b> when the ship is next Activated: On a <b>1-3</b> the fires are put out. On a <b>4-5</b> the ship takes <b>1</b> point of damage. On a <b>6</b> the ship takes <b>1</b> point of damage <b>AND</b> loses <b>1</b> crew point.
5	<b>Engine / Mainmast Damage:</b> roll a <b>D6</b> and on a <b>1-2</b> the ship is dead in the water (it will drift <b>2”</b> forward when activation) or <b>3-6</b> and the ship may only move at half speed. Take <b>2</b> points of damage.	Roll <b>1D6</b> : On a <b>1-3</b> the damage is repaired. On a <b>4-6</b> it is not repaired.
6	<b>Gun Deck Hit:</b> crew desperately sort out the pile of mangled guns and bodies. Ship may not fire next time it is activated. Take <b>2</b> points of damage.	No repair options are available.
7	<b>Hard Pounding:</b> take <b>2</b> points of damage and lose <b>2</b> crew.	No repair options are available.
8	<b>Helm Steering Hit:</b> the ship must use one size larger turning circle. A Battleship uses the largest template so it will take <b>2”</b> of movement to move <b>1”</b> round its turning circles instead. Take <b>2</b> points of damage.	Roll <b>1D6</b> when the ship is next Activated: On a <b>1-3</b> the damage is repaired. On a <b>4-6</b> it is not repaired.
9	<b>Port/Starboard Battery Hit:</b> roll <b>1D6</b> and the ship loses that many attack dice from that side battery. Roll randomly to decide. Take <b>2</b> points of damage and lose <b>1</b> crew.	No repair options are available.
10	<b>Superstructure Hit:</b> Major damage so take <b>1D3+1</b> damage and lose <b>1</b> crew.	No repair options are available.
11	<b>Bridge Hit:</b> next time it is Activated the ship may only move <b>2”</b> directly forward and may not fire. Take <b>2</b> points of damage <b>AND</b> lose <b>2</b> crew.	No repair options are available.
12	<b>Holed Below the Waterline:</b> ship may only move at half speed. Take <b>2</b> points of damage and then roll again each time the ship is activated.	Roll <b>1D6</b> when the ship is next Activated: On a <b>1-3</b> the damage is repaired. On a <b>4-5</b> the ship takes <b>1</b> point of damage. On a <b>6</b> the ship takes <b>2</b> points of damage.

