Player Aid Card

Gunnery Damage Table

Dice Roll	Hit Type
2	Critical Damage
3	Torpedo Mount
4	Secondary
5	Hull*
6	Secondary
7	Primary
8	Tertiary
9	Primary
10	Hull*
11	Two hull, lose one movement
12	Critical Damage

*If Plunging Fire (8.9) add second hull hit.

Gunnery Die Roll Modifiers
• Firing into same or adjacent hex: +1
• Target is dead in the water: +1
• Target is towing or being towed (11.2): +1

Torpedo Damage Table

Dice Roll	Hit Type
2	Critical Damage
3	Two hull, lose one speed
4	No Damage
5	One hull
6	One hull
7	Two hull
8	One hull
9	Primary
10	Two hull
11	Three hull, dead in water
12	Critical Damage

Torpedo Die Roll Modifiers
• Target is capital ship or fast transport: +1
• Target is dead in the water: +1
• Target is towing or being towed (11.2): +1
• Target in same hex as firing ship: +1
• Firing ship is capital ship: -1
• Torpedo fired from hull mount: -1

Critical Damage Table

Dice Roll	Hit Type
2	Six hull, three primary, lose one speed
3	Three primary
4	Leader killed
5	Two primary
6	Two hull (secondary destroys one heavy armor hull)
7	Two secondary
8	Two hull (secondary destroys one heavy armor hull)
9	One primary
10	One hull, lose one speed
11	Three hull
12	Five hull, five primary, dead in water

Air Search Table

Aircraft Steps	Roll to Locate
1	6+
2-3	5+
4-5	4+
6-8	3+
9+	2+