

Expanded Critical Hit Tables for *Harpoon*^{4.1}

Surface Combatants

01-30 Weapon. Roll to find out which weapon has been affected.

If Weapon:

01-06 Director, If no director treat as weapon mount.

07-25 Weapon Mount

26-30 Weapon Mount, magazine detonation

If unarmed aircraft:

01-21 Aircraft destroyed

22-27 Aircraft destroyed, Minor Fire (2%)

28-30 Aircraft destroyed, Major Fire (4%)

If armed aircraft:

01-15 Aircraft destroyed

16-21 Aircraft destroyed, Minor Fire (2%)

22-30 Aircraft destroyed, Major Fire (4%)

31-50 Sensor. One of the ship's sensors has been knocked out. Find out which one by a random die roll.

51-55 Minor Flooding (2% of original dp lost each Intermediate Turn)

56-58 Major Flooding (4% of original dp lost each Intermediate Turn). Slow to 15 knots or less.

59-60 Severe Flooding (6% of original dp lost each Intermediate Turn). Slow to 15 knots or less.

61-65 Minor Fire (2% of original dp lost each Intermediate Turn)

66-68 Major Fire (4% of original dp lost each Intermediate Turn). Surface ships must cease flight operations, maneuver to put the wind 30 degrees on either bow and slow to 15 knots or less. If they do not maneuver and reduce speed, add +2 to the die roll for reducing the fire.

69-70 Severe Fire (6% of original dp lost each Intermediate Turn). Surface ships must cease flight operations, maneuver to put the wind 30 degrees on either bow and slow to 15 knots or less. If they do not maneuver and slow, add +2 to the die roll for reducing the fire.

71-80 Engineering. The ship's engines have been damaged. Reduce the vessel's maximum speed to the next lower level (on the Damage and Speed Breakdown Chart) due to damage to the ship's engines. A Minor Fire starts in the engineering compartment.

81-90 Bridge/CIC. The main control center for the ship has been damaged. The ship continues its current movement orders for:

81-82 One Tactical Turn

83-84 Two Tactical Turns

85-86 Three Tactical Turns

87-88 Four Tactical Turns

89 Five Tactical Turns

90 Six Tactical Turns

Thereafter it takes one Tactical Turn to change course (the order is executed three minutes after it is plotted).

91-00 Rudder. The ship's steering and control surfaces are damaged. Maximum speed is reduced to 1/3 original value; rate of course change is divided by three (45° maximum turn becomes 15°)

Separate Fire Critical Hit Table (D10)

1-5 Minor Fire (2%)

6-8 Major Fire (4%)

8-10 Severe Fire (6%)

Separate Flooding Critical Hit Table (D10)

1-5 Minor Flooding (2%)

6-8 Major Flooding (4%)

8-10 Severe Flooding (6%)

Separate Aircraft Critical Hit Table (D10)

If unarmed aircraft:

1-7 Aircraft destroyed

8-9 Aircraft destroyed, Minor Fire (2%)

10 Aircraft destroyed, Major Fire (4%)

If armed aircraft:

1-5 Aircraft destroyed

6-7 Aircraft destroyed, Minor Fire (2%)

8-10 Aircraft destroyed, Major Fire (4%)

Aviation Ships

01-10 Weapon. Roll to find out which weapon has been affected.

If Weapon:

01-02 Director, If no director treat as weapon mount.

03-08 Weapon Mount

09-10 Weapon Mount, magazine detonation

If unarmed aircraft:

01-07 Aircraft destroyed

08-09 Aircraft destroyed, Minor Fire (2%)

10 Aircraft destroyed, Major Fire (4%)

If armed aircraft:

01-05 Aircraft destroyed

06-07 Aircraft destroyed, Minor Fire (2%)

08-10 Aircraft destroyed, Major Fire (4%)

11-20 Flight Deck. The ship has taken a hit on the flight deck which penetrates it and reaches the hangar. Roll (D10*5%) + 25% to find out what percentage of the aircraft on the flight deck have been destroyed; make the same roll if there are aircraft in the hangar. Resolve destruction on the Separate Aircraft Critical Hit Table.

11-13 Forward Flight Deck Hit

14-17 Midships Flight Deck Hit

18-20 Aft Flight Deck Hit

21-40 Hangar. A hit has been made directly on the ship's hangar. Roll D10*5% + 25% for the number of aircraft in the hangar that are destroyed. Resolve destruction for aircraft with D10 on table above.

41-50 Sensor. One of the ship's sensors has been knocked out. Find out which one by a random die roll.

51-55 Minor Flooding (2% of original dp lost each Intermediate Turn)

56-58 Major Flooding (4% of original dp lost each Intermediate Turn). Slow to 15 knots or less.

59-60 Severe Flooding (6% of original dp lost each Intermediate Turn). Slow to 15 knots or less.

61-65 Minor Fire (2% of original dp lost each Intermediate Turn)

66-68 Major Fire (4% of original dp lost each Intermediate Turn). Surface ships must cease flight operations, maneuver to put the wind 30 degrees on either bow and slow to 15 knots or less. If they do not maneuver and reduce speed, add +2 to the die roll for reducing the fire.

69-70 Severe Fire (6% of original dp lost each Intermediate Turn). Surface ships must cease flight operations, maneuver to put the wind 30 degrees on either bow and slow to 15 knots or less. If they do not maneuver and slow, add +2 to the die roll for reducing the fire.

71-80 Engineering. The ship's engines have been damaged. Reduce the vessel's maximum speed to the next lower level (on the Damage and Speed Breakdown Chart) due to damage to the ship's engines. A Minor Fire starts in the engineering compartment.

81-90 Bridge/CIC. The main control center for the ship has been damaged. The ship continues its current movement orders for:

81-82 One Tactical Turn

83-84 Two Tactical Turns

85-86 Three Tactical Turns

87-88 Four Tactical Turns

89 Five Tactical Turns

90 Six Tactical Turns

Thereafter it takes one Tactical Turn to change course (the order is executed three minutes after it is plotted).

91-00 Rudder. The ship's steering and control surfaces are damaged. Maximum speed is reduced to 1/3 original value; rate of course change is divided by three (45° maximum turn becomes 15°)

Torpedoes vs. Surface Ships

01-02 Director, If no director treat as weapon mount.

03-08 Weapon Mount

09-10 Weapon Mount, magazine detonation

11-30 Minor Flooding (2% of original dp lost each Intermediate Turn).

31-42 Major Flooding (4% of original dp lost each Intermediate Turn). Slow to 15 knots or less.

43-50 Severe Flooding (6% of original dp lost each Intermediate Turn). Slow to 15 knots or less.

51-60 Sonar. One of the ship's sonars has been knocked out. Find out which one by a random die roll.

61-90 Engineering. The ship's engines have been damaged. Reduce the vessel's maximum speed to the next lower level (on the Damage and Speed Breakdown Chart) due to damage to the ship's engines. A Minor Fire starts in the engineering compartment.

91-00 Rudder. The ship's steering and control surfaces are damaged. Maximum speed is reduced to 1/3 original value; rate of course change is divided by three (45° maximum turn becomes 15°)

Merchants and Auxiliaries

01-10 Weapon. Roll to find out which weapon has been affected.

If Weapon:

01-02 Director, If no director treat as weapon mount.

03-08 Weapon Mount

09-10 Weapon Mount, magazine detonation

If unarmed aircraft:

01-07 Aircraft destroyed

08-09 Aircraft destroyed, Minor Fire (2%)

10 Aircraft destroyed, Major Fire (4%)

If armed aircraft:

01-05 Aircraft destroyed

06-07 Aircraft destroyed, Minor Fire (2%)

08-10 Aircraft destroyed, Major Fire (4%)

11-30 Cargo: Roll randomly to see which hold is affected.

If Ammo:

11-14 D100 % of the ammo is lost

15-24 D100% ammo lost. Roll on the separate fire critical hit table. Add one to the fire severity and reduction die rolls. There is a 25% risk of explosion each following Intermediate Turn.

25-30 Explosion. Nearby ships take damage points according to the amount of ammo, in tons, in the hold.

500 yds away tons/5 dp

1000 yds away tons/25 dp

2000 yds away tons/200 dp

If the ammo in one hold explodes, there is a 70% chance ammo in each adjacent hold will explode. Fires or the chance of explosion can be stopped by flooding the hold, but all the cargo in that hold is lost.

If Petroleum Products:

	Crude	Refined	AvGas	Other
Minor Fire	11-18	11-16	11-14	11-20
Major Fire	19-24	17-22	15-20	21-26
Severe Fire	25-30	23-30	21-30	27-30

Add one to the reduction die roll for crude oil. If it is a refined product, add two. If it is avgas, add three.

If Troops. Roll randomly among the troops embarked to see which company is affected. Then roll dice to see what the casualties are within the company. The dice to be rolled depends on the amount of damage inflicted that turn.

01-10 dp: D6%

11-25 dp: 2D6%

31-90 dp: 3D6%

91 + dp: 4D6%

If General Cargo: DP/2 tons destroyed

If Vehicles: DP/2 destroyed

If Aircraft: DP/5 damaged

31-40 Minor Flooding (2% of original dp lost each Intermediate Turn)

41-46 Major Flooding (4% of original dp lost each Intermediate Turn). Slow to 15 knots or less.

47-50 Severe Flooding (6% of original dp lost each Intermediate Turn). Slow to 15 knots or less.

51-60 Minor Fire (2% of original dp lost each Intermediate Turn)

61-66 Major Fire (4% of original dp lost each Intermediate Turn). Surface ships must cease flight operations, maneuver to put the wind 30 degrees on either bow and slow to 15 knots or less. If they do not maneuver and reduce speed, add +2 to the die roll for reducing the fire.

67-70 Severe Fire (6% of original dp lost each Intermediate Turn). Surface ships must cease flight operations, maneuver to put the wind 30 degrees on either bow and slow to 15 knots or less. If they do not maneuver and slow, add +2 to the die roll for reducing the fire.

71-80 Engineering. The ship's engines have been damaged. Reduce the vessel's maximum speed to the next lower level (on the Damage and Speed Breakdown Chart) due to damage to the ship's engines. A Minor Fire starts in the engineering compartment.

81-90 Bridge/CIC. The main control center for the ship has been damaged. The ship continues its current movement orders for:

81-82 One Tactical Turn

83-84 Two Tactical Turns

85-86 Three Tactical Turns

87-88 Four Tactical Turns

89 Five Tactical Turns

90 Six Tactical Turns

Thereafter it takes one Tactical Turn to change course (the order is executed three minutes after it is plotted).

91-00 Rudder. The ship's steering and control surfaces are damaged. Maximum speed is reduced to 1/3 original value; rate of course change is divided by three (45° maximum turn becomes 15°)

Submarines (all weapons)

01-08 Weapon. Roll to find out which weapon has been affected.

09-10 Weapon Mount, magazine detonation

11-20 Pressure Hull. The submarine's pressure hull has been breached, resulting in catastrophic flooding.

If the sub is at Periscope or Shallow depth on the Tactical Turn it is hit, it must perform an emergency blow and surface. The crew abandons ship while the submarine sinks as a surface ship (7.2.6).

If the sub's hull is penetrated at Intermediate Depth or below, it immediately and automatically sinks.

21-30 Sensor. One of the ship's sensors, including its periscopes, has been knocked out. Find out which one by a random die roll.

31-45 Minor Flooding (2% of original dp lost each Intermediate Turn). Must come to Shallow depth.

46-54 Major Flooding (4% of original dp lost each Intermediate Turn). Slow to 15 knots or less. Must come to Shallow depth.

55-60 Severe Flooding (6% of original dp lost each Intermediate Turn). Slow to 15 knots or less. Must surface.

61-65 Minor Fire (2% of original dp lost each Intermediate Turn). Must snorkel to ventilate the boat, or surface if not equipped with snorkel.

66-68 Major Fire (4% of original dp lost each Intermediate Turn). Subs must surface.

69-70 Severe Fire (6% of original dp lost each Intermediate Turn). Subs must surface.

71-80 Engineering. The ship's engines have been damaged. Reduce the vessel's maximum speed to the next lower level (on the Damage and Speed Breakdown Chart) due to damage to the ship's engines. A Minor Fire starts in the engineering compartment. Must snorkel to ventilate the boat, or surface if not equipped with snorkel.

81-90 Control Room. The main control center for the sub has been damaged. The sub continues its current movement orders for:

81-82 One Tactical Turn

83-84 Two Tactical Turns

85-86 Three Tactical Turns

87-88 Four Tactical Turns

89 Five Tactical Turns

90 Six Tactical Turns

Thereafter it takes one Tactical Turn to change course (the order is executed three minutes after it is plotted).

Submarines cease all attacks, lose all fire control solutions, and come up to Periscope depth. There is a Minor Fire (ignore if caused by an airburst)

91-00 Rudder. The ship's steering and control surfaces are damaged. Maximum speed is reduced to 1/3 original value; rate of course change is divided by three (45° maximum turn becomes 15°). Submarines lose depth control (due to loss of stern planes). A submerged submarine has a 5% times its speed in knots chance of accidentally changing depth. Roll before each Plotting Phase, and if it does, roll D10 to determine which way: 1-5 up one depth level; 6-0 down one depth level. It will never go below its maximum depth and be crushed. If it goes up one level from Periscope depth, it will broach, that is, surface, but because it is still negatively buoyant it will submerge again next Tactical Turn (unless the player loses depth control next turn as well).

Amphibious Ships (from GCS rules)

01-10 Weapon. Roll to find out which weapon has been affected.

If Weapon:

01-02 Director, If no director treat as weapon mount.

03-09 Weapon Mount

10 Weapon Mount, magazine detonation

If unarmed aircraft:

01-07 Aircraft destroyed

08-09 Aircraft destroyed, Minor Fire (2%)

10 Aircraft destroyed, Major Fire (4%)

If armed aircraft:

01-05 Aircraft destroyed

06-07 Aircraft destroyed, Minor Fire (2%)

08-10 Aircraft destroyed, Major Fire (4%)

11-20 Weapon/Flight Deck

If the ship has a flight deck: The ship has taken a hit on the flight deck which penetrates it and reaches the hangar.

Roll (D10*5%) + 25% to find out what percentage of the aircraft on the flight deck have been destroyed; make the same roll if there are aircraft in the hangar. Resolve destruction on the Separate Aircraft Critical Hit Table.

11-13 Forward Flight Deck Hit

14-17 Midships Flight Deck Hit

18-20 Aft Flight Deck Hit

If the ship does not have a Flight deck: Weapon Critical Hit

If Weapon:

11-12 Director, If no director treat as weapon mount.

13-18 Weapon Mount

19-20 Weapon Mount, magazine detonation

If unarmed aircraft:

11-17 Aircraft destroyed

18-19 Aircraft destroyed, Minor Fire (2%)

20 Aircraft destroyed, Major Fire (4%)

If armed aircraft:

11-15 Aircraft destroyed

16-17 Aircraft destroyed, Minor Fire (2%)

18-20 Aircraft destroyed, Major Fire (4%)

21-40 Troops. Roll randomly among the troops embarked to see which company is affected. Then roll dice to see what the casualties are within the company. The dice to be rolled depends on the amount of damage inflicted that turn.

01-10 dp: D6%

11-25 dp: 2D6%

31-90 dp: 3D6%

91 + dp: 4D6%

41-50 Sensor. One of the ship's sensors has been knocked out. Find out which one by a random die roll.

51-55 Minor Flooding (2% of original dp lost each Intermediate Turn)

56-58 Major Flooding (4% of original dp lost each Intermediate Turn). Slow to 15 knots or less.

59-60 Severe Flooding (6% of original dp lost each Intermediate Turn). Slow to 15 knots or less.

61-65 Minor Fire (2% of original dp lost each Intermediate Turn)

66-68 Major Fire (4% of original dp lost each Intermediate Turn). Surface ships must cease flight operations, maneuver to put the wind 30 degrees on either bow and slow to 15 knots or less. If they do not maneuver and reduce speed, add +2 to the die roll for reducing the fire.

69-70 Severe Fire (6% of original dp lost each Intermediate Turn). Surface ships must cease flight operations, maneuver to put the wind 30 degrees on either bow and slow to 15 knots or less. If they do not maneuver and slow, add +2 to the die roll for reducing the fire.

71-80 Engineering. The ship's engines have been damaged. Reduce the vessel's maximum speed to the next lower level (on the Damage and Speed Breakdown Chart) due to damage to the ship's engines. A Minor Fire starts in the engineering compartment.

81-90 Bridge/CIC. The main control center for the ship has been damaged. The ship continues its current movement orders for:

81-82 One Tactical Turn

83-84 Two Tactical Turns

85-86 Three Tactical Turns

87-88 Four Tactical Turns

89 Five Tactical Turns

90 Six Tactical Turns

Thereafter it takes one Tactical Turn to change course (the order is executed three minutes after it is plotted).

91-00 Rudder. The ship's steering and control surfaces are damaged. Maximum speed is reduced to 1/3 original value; rate of course change is divided by three (45° maximum turn becomes 15°)

Airburst and Fragmentation Hits

01-30 Sensor. One of the ship's sensors has been knocked out. Find out which one by a random die roll.

31-50 Weapon. Roll to find out which weapon has been affected.

If weapon:

31-34 Director, If no director treat as weapon mount.

35-47 Weapon Mount

48-50 Weapon Mount, magazine detonation

If unarmed aircraft:

31-44 Aircraft destroyed

45-48 Aircraft destroyed, Minor Fire (2%)

49-50 Aircraft destroyed, Major Fire (4%)

If armed aircraft:

31-40 Aircraft destroyed

41-44 Aircraft destroyed, Minor Fire (2%)

45-50 Aircraft destroyed, Major Fire (4%)

51-80 Weapon/Flight Deck

If the ship has a flight deck: The ship has taken a hit on the flight deck which penetrates it and reaches the hangar.

Roll (D10*5%) + 25% to find out what percentage of the aircraft on the flight deck have been destroyed; make the same roll if there are aircraft in the hangar. Resolve destruction on the Separate Aircraft Critical Hit Table.

51-60 Forward Flight Deck Hit

61-70 Midships Flight Deck Hit

71-80 Aft Flight Deck Hit

If the ship does not have a flight deck: Weapon. Roll to find out which weapon has been affected.

If weapon:

51-56 Director, If no director treat as weapon mount.

57-75 Weapon Mount

76-80 Weapon Mount, magazine detonation

If unarmed aircraft:

51-71 Aircraft destroyed

72-77 Aircraft destroyed, Minor Fire (2%)

78-80 Aircraft destroyed, Major Fire (4%)

If armed aircraft:

51-65 Aircraft destroyed

66-70 Aircraft destroyed, Minor Fire (2%)

71-80 Aircraft destroyed, Major Fire (4%)

81-90 Flight Deck. The ship has taken a hit on the flight deck which penetrates it and reaches the hangar. Roll (D10*5%) +

25% to find out what percentage of the aircraft on the flight deck have been destroyed; make the same roll if there are aircraft in the hangar. Resolve destruction on the Separate Aircraft Critical Hit Table.

91-00 Bridge/CIC. The main control center for the ship has been damaged. The ship continues its current movement orders for:

91-92 One Tactical Turn

93-94 Two Tactical Turns

95-96 Three Tactical Turns

97-98 Four Tactical Turns

99 Five Tactical Turns

00 Six Tactical Turns

Thereafter it takes one Tactical Turn to change course (the order is executed three minutes after it is plotted).

Aviation ships cease land/launch operations for D6 Tactical Turns. This may cause aircraft waiting to land to run low on fuel. If they cannot find an alternate landing site, they must ditch.