

7.7.2 Damage Descriptions

Types of damage are listed on the WW I GUNFIRE DAMAGE table, MINE & TORPEDO DAMAGE table and CRITICAL HIT table. Here are detailed descriptions for each damage type:

- **Main Armament** Disables a forward or after turret or gun mount, nearest first. The target captain selects the order in which main armament boxes are marked off. Example: *Forward would be A, B, C or P turret; After would be Q, X, Y or Z turret. If present, select P or Q turret first.* All forward or after main armament boxes should receive one hit before any receive a second hit.
- **Ammunition** Penetration of a main battery turret, barrette or magazine leads to a magazine explosion if not flooded quickly. The target captain immediately rolls a D12 and consults the Ammunition column of his navy's DAMAGE CONTROL table. If the D12 result fails, a magazine explosion destroys the ship! When flooding is successful, fire destroys a forward or after main armament box (see above) on the target's Ship Log. Additional notes listed beneath the DAMAGE CONTROL table reflect the limited flash protection characteristics of individual WW I navies. Adjacent Turrets share a common border such as A and B turrets. Flash from ammunition fires in one turret also burns out an adjacent turret. Mark off both turrets. HSF and GF results vary with the time period being simulated to reflect changes made after the battles of Dogger Bank and Jutland respectively.
- **Bridge** Knocks out the ship's primary control and steering position. Her captain and any division commander or admirals on board become casualties. Hydrophones and WT are disabled, preventing her from sending or receiving wireless messages. She must steer the same course in the next Game Turn while control is transferred to the Executive Officer in the AftCon. *After a second Bridge Hit, the ship is reduced to emergency steering, limiting her to a maximum 6-point change of course per Game Turn.*
- **Bulkhead** Breaches a main bulkhead, causing extensive flooding of nearby compartments. Mark off one Hull box immediately and circle "Bulkhead" in the upper row of the target's Ship Log. Mark off an additional Hull box if a D12 die roll does not contain the flooding in the Damage Control Phase of the next Game Turn. One Hull box floods each succeeding Damage Control Phase until contained or the vessel sinks.
- **Cargo Fire** Mark off one cargo box and place a Fire marker alongside the target. Fire destroys one Hull box in each succeeding Damage Control Phase and illuminates the target in nocturnal engagements until extinguished.
- **Cargo Hold** Destroys the cargo in one forward or after cargo box (hold) of a merchant ship (AC, AK, AO or AP). The target's skipper selects which box is marked off starting with the nearest. All cargo boxes receive one hit before any receive a second hit. If the cargo is flammable or explosive, consult the EXPLOSIVE CARGO or FLAMMABLE CARGO section on the flip side of the surface combat chart for additional effects.
 - **Flammable** Oil and fuel (or other stores designated in the scenario set up) catch fire and illuminate the target. Place a Fire *post-it* alongside the target. Merchant crews must make a Morale Check and abandon ship if failed. Fire destroys one Hull box in each subsequent Damage Control Phase until extinguished.
 - **Explosive** When a hold containing ammunition (or explosive stores designated in the scenario set up) is hit, the target's captain rolls a D12 :
 - 1 – 8 = Fire. Place a Fire *post-it* alongside the target if afire. She explodes if the fire is not extinguished within three Game Turns.
 - 9 – 12 = explosion destroys the target.
- **Critical Hit** The target skipper rolls another D12 and consults the CRITICAL HIT table for specific damage.
- **CT** Hits the armored Conning Tower on a BA – B* or CA – CS and is equivalent to a Bridge hit if it penetrates.
- **Engineering** Disables a boiler room or engine room, reducing the target's maximum speed to that listed in the yellow shaded Hull box on her Ship Log. Circle the box to indicate her new maximum speed. A second Engineering Hit causes the target to lose all power. When a ship without Unit Engineering ("UE" on its log) receives a bomb, mine or torpedo Engineering hit, roll a D12 : an ODD result causes two Engineering hits. Ships with "one ER" on the log (most merchant ships (AC – AP), submarines and many smaller warships) have only one engine room and lose all power from a single Engineering Hit. *Gun batteries larger than 5.1" cannot make attacks until power is restored by repairing one of the Engineering hits.*

- **Fire Control** Disables the director fire control system, reducing the gunnery accuracy for all batteries. The target's captain must shift to the LOCAL range scale on his GUNFIRE CRT for all subsequent attacks. *It does not affect a ship that has Local fire control.* A Fire Control hit also disables the target's searchlights (SL).
- **Flt Deck** A forward Flight Deck hit precludes a carrier from launching aeroplanes, while an after Flight Deck hit prevents her from landing aeroplanes. Flight Deck damage must be repaired before flight operations can be resumed.
- **Hangar Fire** Mark off a Hanger box and place a Fire *post-it* alongside the target. Fires rage among stored aeroplanes, avgas and ordnance. Mark off one Hull box each succeeding Damage Control Phase until extinguished.
- **Hull** Damage to the target's hull results in flooding and reduction in maximum speed. Unlike other types, Hull damage is cumulative with boxes marked off from left to right on her Ship Log for each successive hit. She sinks when all of her Hull boxes are marked off. Half Hull hits are recorded, but have no effect until a full box is flooded.
- **Rudder Jam** Damage jams the target's rudder, causing her to circle to port [D12 result of "11"] or starboard [D12 result of "12"] each succeeding Game Turn until repaired. Once repaired, her captain may resume control, but double the cost in Kts is required for a change of course thereafter.
- **Secondary** Disables a secondary battery gun box. The target skipper selects the secondary armament box to mark off on the target's Ship Log using the priority of near-side mounts first, then center mounts, with off-side mounts last.
- **SL • WT** Knocks out the target's searchlights and WT.
- **Tertiary • SL** Demolishes a tertiary gun box (printed in red). The target skipper selects near side mounts first, and then far side mounts. Also disables target's searchlights.
- **TT Mount** Disables a torpedo tube mount or fixed tubes selected by the target captain. Mounts are marked off on the target Ship Log in the order nearest mount first, then center mounts, and finally far side mounts.
- **TT + ½ Hull** Floods the target's torpedo flat, disabling her nearside fixed torpedo tubes and flooding ½ Hull Box.

