

# High Seas Drifter

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## § 1 Introduction

*High Seas Drifter* is a naval miniatures game. Like all of my rules, it attempts to be very fast playing and fun. Players need ship models, ten or so six sided dice, and copies of the ship record form. One inch equals 1000 yards, one model equals one battleship, cruiser or flotilla, and one turn equals about 15-20 minutes. Later expansions will cover smaller ships, torpedoes, WWI, etc.

## § 2 Sequence of Play

1. Roll for initiative. High roller moves second. Add +1 to the roll if you have Crack crews.
2. First Impulse. Players move in initiative order determined in step 1.
3. Combat. Ships may fire their guns and resolve damage. The player who lost initiative fires first, though all combat results are applied simultaneously.
4. Second Impulse. Players move in initiative order determined in step 1.
5. Combat. Ships that didn't fire in step #3 may fire their guns and resolve damage. The player who lost initiative fires first, though all combat results are applied simultaneously.

Repeat steps 1-5 for each game turn. Players should only be given 3 minutes of real time to move their ships. In each impulse.

## § 3 The Ship Display

Here is a sample ship display:

<i>Iowa</i>	Armor Save 4+			Radar	
<b>Hull</b>	<b>Lt Damage (Crit 6+)</b>	<b>Md Damage (Crit 6+)</b>	<b>Hvy Damage</b>	<b>Critical</b>	
	00000 00000 00000	00000 00000 00000	00000 00000 00000	Bridge	
Front Wpns	6A	4A	2A	Steering	
Side Wpns	9A 10P*	6A 7P*	3A 4P*	Magazine	
Rear Wpns	3A	2A	1A	Radar	
Speed	9"	6"	3"	Speed	

- *Armor*: This is the ship's armor saving throw. A number in parenthesis is the number you use when hit at long range (15 inches or more). If no parenthetical number is listed, use the saving throw for non-parenthetical number.
- *Hull*: These are the ship's hull boxes, divided into three sections. When all of a section's boxes are gone, the ship's firepower and speed is reduced to the values in the next section.
- *Front Weapons*: These are the weapons that fire in the ship's front arc. In the case of the *Iowa*, it's six class A guns.
- *Side Weapons*: These are the weapons that fire in the ship's side arcs. Asterisked guns fire in the entire 180 degree side arc.
- *Rear Weapons*: These are the weapons that fire in the ship's rear arc.
- *Critical*: These are the systems that can suffer a critical hit. Check them off as they're hit.
- *Radar*: This notation means the ship has Radar.

The thing to remember is that a ship's capabilities begin in the *Lt. Damage* column. When the ship loses all of the hull boxes in the *Lt. Damage* column, it's capabilities drop to those listed in the *Md Damage* column. When the ship loses all of the hull boxes in the *Md. Damage* column, it's capabilities drop to those listed in the *Hvy Damage* column. When the ship loses all of the hull boxes in the *Hvy Damage* column, the ship sinks. When a ship loses all boxes in a column, roll 1d6 for each system listed under the *Critical* column. The system is hit on a 6 (5 or 6 if the system is in brackets on the display).

## § 4 Movement and Cohesion

Ships can move up to their entire movement allowance each impulse. They can speed up or slow down by half of their maximum speed. *So the Iowa can speed up or slow down 4.5" per impulse.* Ships can make one turn of up to 90 degrees each impulse.

## § 5 Combat and Damage

Each ship can fire its main armament at one enemy ship. Secondary armament can be divided among any number of targets. You must declare your fire before you measure the range. To resolve fire, roll 1d6 per gun firing. Check the Combat Chart for the to hit roll required. Add +1 to the roll if you have a crack crew or if you have Radar (you get one modifier or the other, but not both). If the modified roll equals or exceeds the to hit roll required, the gun hits. The opponent then rolls a saving throw on 1d6 for each gun that hits. If he makes the saving throw, the hit has no effect. The saving throw is modified by the number shown on the chart. Also, if the range is greater than 15", it will hit the deck armor. Use the save in parenthesis in that case. If there is no saving throw in parenthesis, use the non-parenthetical saving throw.

Each hit that is not saved will do damage (1d6 for an A-class gun for instance). All hits do at least one point of damage. Damage is marked off of the target's hull boxes (starting with the Lt. Damage column). When all boxes are eliminated in a column, the owning player must roll 1d6 per for each system in the Critical column. If the roll is a 6 (5 or 6 if the system is listed in brackets), the system is hit. The effects of critical hits are:

- **Bridge** -- the ship must move in the same direction at the same speed it moved in the last impulse until the damage is repaired.
- **Steering** -- Roll 1d6. On a 1-2, the ship cannot make right turns. On a 3-4, the ship can only move straight ahead. On a 5-6, the ship cannot make left turns. Re-roll if a given result is already in effect. Steering hits can be repaired. If multiple steering hits are in effect, roll for each one separately.
- **Magazine** -- The ship takes 4d6 damage. If this results in the loss of all the boxes in a column, then make another series of critical hit rolls. A ship can suffer multiple magazine explosions.
- **Radar** -- The ship's radar is out. Cannot be repaired.
- **Speed** -- The ship's maximum current speed is reduced by 2". When the ship's speed drops to normal damage, reduce the new speed rating by 2". Multiple speed critical hits are possible. Cannot be repaired.

Some critical hits can be repaired. Roll 1d6 at the end of the turn *after* the critical hit is scored. If you roll a 6, the hit is repaired.

*Example of Combat: Iowa fires at Yamato 18" away. The combat chart shows that Iowa can fire 9A to the side, so it rolls 9 dice. On the 15.1 to 20" column of the chart, Iowa needs a 5 or better to hit. Iowa has Radar, so the roll needed is 4 or better. Iowa scores 5 hits. Yamato's armor saving throw is 3+. At 15.1 to 20", the saving throw is adjusted by -1, so Yamato needs a 4 or better. Yamato rolls 5 dice -- 1, 2, 3, 4, and 6. Two hits are saved and three get through. Each hit does 1 die damage, so Iowa rolls three dice. The total is 11 points of damage, which are marked off Yamato's hull boxes in the Lt Damage Column.*

*Later on, the Iowa hits Yamato again and does 13 points of damage. This eliminates all of Yamato's hull boxes in the Lt. Damage column and carries over into Yamato's Md Damage column. Because Yamato has lost all boxes in a damage column, it must roll for critical hits. It rolls 1d6 for each item in the critical column and scores a critical hit on a 6.*

**Combat Chart**

		Hits Belt Armor		Hits Deck Armor		
Range	0-5"	5.1 to 10"	10.1 to 15"	15.1 to 20"	20.1 to 25"	Damage
To Hit Roll	2+	3+	4+	5+	6+	
A - 18"; 16"/50	-2	-1	-1	-1	-1	1d
B - 16"/45	-2	-1	-1	-1	0	1d
C - 15" GE; FR; IT	-2	-1	-1	-1	0	1d-1
D - 15" UK	-2	-1	0	0	+1	1d-1
E - 14" US; 12"/50 US; 13" FR	-2	-1	-1	0	+1	1d-1
F - 14" UK	-2	-1	0	+1	+1	1d-1

G - 13.5" UK	-2	-1	0	+1	+2	1d-1
H - 12" Mk7 US	-2	-1	0	+1	+1	1d-2
I - 11.1" GE	-1	-1	0	+1	+1	1d-2
N - 8"	+2	+3	+3	+4	+5	1
O - 6"	+4	+4	+5	+6	+6	1
P - 5"	+4	+6	+8	--	--	1

*To Hit Roll* is number required on 1d6 to hit.

The number listed in the chart is the target's saving throw modifier at that range.

*Damage* is how many points of damage (or dice to roll) each hit that is not saved will inflict. All weapons inflict a minimum of 1 point of damage.

## § 6 Night Engagements

Battles at night are at -1 to hit, and the maximum range for all engagements is 15".

## § 7 US Battleships

The US Navy has Radar after 1943 (actually, it learned to use the Radar after 1943). US ships have crack crews after 1944.

Iowa	Armor Save 4+			Radar	
Hull	Lt Damage (Crit 6+)	Md Damage (Crit 6+)	Hvy Damage	Critical	
	00000 00000 00000	00000 00000 00000	00000 00000 00000		Bridge
Front Wpns	6A	4A	2A		Steering
Side Wpns	9A 10P*	6A 7P*	3A 4P*		Magazine
Rear Wpns	3A	2A	1A		Radar
Speed	9"	6"	3"		Speed

South Dakota	Armor Save 5+			Radar	
Hull	Lt Damage (Crit 6+)	Md Damage (Crit 6+)	Hvy Damage	Critical	
	00000 00000 000	00000 00000 000	00000 00000 00		Bridge
Front Wpns	6B	4B	2B		Steering
Side Wpns**	9B 8P*	6B 6P*	3B 3P*		Magazine
Rear Wpns	3B	2B	1B		Radar
Speed	8"	5"	3"		Speed

North Carolina	Armor Save 5+			Radar	
Hull	Lt Damage (Crit 6+)	Md Damage (Crit 6+)	Hvy Damage	Critical	
	00000 00000 000	00000 00000 000	00000 00000 00		Bridge
Front Wpns	6B	4B	2B		Steering
Side Wpns**	9B 8P*	6B 6P*	3B 3P*		Magazine
Rear Wpns	3B	2B	1B		Radar
Speed	8"	5"	3"		Speed

Alaska	Armor Save 6+			Radar	
Hull	Lt Damage (Crit 6+)	Md Damage (Crit 6+)	Hvy Damage	Critical	
	00000 00000	00000 00000	00000 00000		Bridge
Front Wpns	6E	4E	2E		Steering
Side Wpns**	9E 6P*	6E 4P*	4E 2P*		Magazine
Rear Wpns	3E	2E	1E		Radar
Speed	9"	6"	3"		Speed

Montana	Armor Save 3+			Radar	
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Hull	Lt Damage (Crit 6+)	Md Damage (Crit 6+)	Hvy Damage	Critical
	00000 00000 00000 00000	00000 00000 00000 00000	00000 00000 00000 00000	Bridge
Front Wpns	6A	4A	2A	Steering
Side Wpns**	12A 10P*	9A 7P*	6A 4P*	Magazine
Rear Wpns	6A	4A	2A	Radar
Speed	8"	5"	3"	Speed

Maryland 1941+	Armor Save 3+		Radar	
Hull	Lt Damage (Crit 6+)	Md Damage (Crit 6+)	Hvy Damage	Critical
	00000 00000 0	00000 00000 0	00000 00000	Bridge
Front Wpns	4B	3B	2B	Steering
Side Wpns**	8B 8P*	6B 6P*	4B 3P*	Magazine
Rear Wpns	4B	3B	2B	Radar
Speed	6"	4"	2"	Speed

Lexington (hypo)	Armor Save 7+ (8+)		Radar	
Hull	Lt Damage (Crit 6+)	Md Damage (Crit 6+)	Hvy Damage	Critical
	00000 00000 00000	00000 00000 00000	00000 00000 00000	Bridge
Front Wpns	4B	3B	2B	Steering
Side Wpns**	8B 8O*	6B 6O*	4B 4O*	Magazine
Rear Wpns	4B	3B	2B	Radar
Speed	9"	6"	3"	Speed

Tennessee	Armor Save 5+		Radar	
Hull	Lt Damage (Crit 6+)	Md Damage (Crit 6+)	Hvy Damage	Critical
	00000 00000 0	00000 00000 0	00000 00000 0	Bridge
Front Wpns	6E	4E	2E	Steering
Side Wpns**	12E 7P*	8E 5P*	4E 3P*	Magazine
Rear Wpns	6E	4E	2E	Radar
Speed	8"	5"	3"	Speed

New Mexico	Armor Save 5+		Radar	
Hull	Lt Damage (Crit 6+)	Md Damage (Crit 6+)	Hvy Damage	Critical
	00000 00000 0	00000 00000 0	00000 00000 0	Bridge
Front Wpns	6E	4E	2E	Steering
Side Wpns**	12E 7P*	8E 5P*	4E 3P*	Magazine
Rear Wpns	6E	4E	2E	Radar
Speed	8"	5"	3"	Speed

Pennsylvania	Armor Save 5+ (6+)		Radar	
Hull	Lt Damage (Crit 6+)	Md Damage (Crit 6+)	Hvy Damage	Critical
	00000 00000 0	00000 00000	00000 00000	Bridge
Front Wpns	6E	4E	2E	Steering
Side Wpns**	12E 11P*	8E 8P*	4E 4P*	Magazine
Rear Wpns	6E	4E	2E	Radar
Speed	8"	5"	3"	Speed

Nevada	Armor Save 5+ (7+)		Radar	
Hull	Lt Damage (Crit 6+)	Md Damage (Crit 6+)	Hvy Damage	Critical
	00000 00000	00000 0000	00000 0000	Bridge
Front Wpns	5E	4E	2E	Steering

Side Wpns**	10E 10P*	7E 7P*	4E 4P*	Magazine
Rear Wpns	5E	3E	2E	Radar
Speed	8"	5"	3"	Speed

Texas	Armor Save 5+ (7+)			Radar
<b>Hull</b>	<b>Lt Damage (Crit 6+)</b>	<b>Md Damage (Crit 6+)</b>	<b>Hvy Damage</b>	<b>Critical</b>
	00000 0000	00000 0000	00000 0000	Bridge
Front Wpns	4E	3E	2E	Steering
Side Wpns**	10E 10P*	7E 7P*	4E 4P*	Magazine
Rear Wpns	4E	3E	2E	Radar
Speed	8"	5"	3"	Speed

\* These weapons can fire along the entire 180 degree side arc and the number of weapons is the number on each side

\*\* Side firing main guns include all forward and rear firing guns

## § 8 Japanese Battleships

The Japanese Navy has crack crews.

Yamato	Armor Save 3+			
<b>Hull</b>	<b>Lt Damage (Crit 6+)</b>	<b>Md Damage (Crit 6+)</b>	<b>Hvy Damage</b>	<b>Critical</b>
	00000 00000 00000 00000 000	00000 00000 00000 00000 000	00000 00000 00000 00000 00	Bridge
Front Wpns	6A	4A	2A	Steering
Side Wpns**	9A 6P* 6O*	6A 4P* 4O*	3A 4P* 4O*	Magazine
Rear Wpns	3A	2A	1A	
Speed	8"	5"	3"	Speed

Nagato	Armor Save 5+ (7+)			
<b>Hull</b>	<b>Lt Damage (Crit 6+)</b>	<b>Md Damage (Crit 6+)</b>	<b>Hvy Damage</b>	<b>Critical</b>
	00000 00000 0	00000 00000 0	00000 00000 0	Bridge
Front Wpns	4B	3B	2B	Steering
Side Wpns**	8B 10P*	6B 7P*	3B 3P*	Magazine
Rear Wpns	4B	3B	1B	
Speed	8"	5"	3"	Speed

Ise	Armor Save 5+ (8+)			
<b>Hull</b>	<b>Lt Damage (Crit 6+)</b>	<b>Md Damage (Crit 6+)</b>	<b>Hvy Damage</b>	<b>Critical</b>
	00000 00000	00000 00000	00000 00000	Bridge
Front Wpns	4E	3E	2E	Steering
Side Wpns**	12E 10P*	9E 7P*	6E 3P*	Magazine
Rear Wpns	4E	3E	2E	
Speed	6"	4"	2"	Speed

Fuso	Armor Save 5+ (7+)			
<b>Hull</b>	<b>Lt Damage (Crit 6+)</b>	<b>Md Damage (Crit 6+)</b>	<b>Hvy Damage</b>	<b>Critical</b>
	00000 00000	00000 00000	00000 00000	Bridge
Front Wpns	4E	3E	2E	Steering
Side Wpns**	12E 8O*	9E 6O*	6E 3O*	Magazine
Rear Wpns	4E	3E	2E	
Speed	6"	4"	2"	Speed

Kongo	Armor Save 5+			
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Hull	Lt Damage (Crit 6+)	Md Damage (Crit 6+)	Hvy Damage	Critical
	00000 00000	00000 00000	00000 00000	Bridge
Front Wpns	4E	3E	2E	Steering
Side Wpns**	8E 80*	6E 60*	4E 30*	Magazine
Rear Wpns	4E	3E	2E	
Speed	6"	4"	2"	Speed

\* These weapons can fire along the entire 180 degree side arc and the number of weapons is the number on each side

\*\* Side firing main guns include all forward and rear firing guns

## § 9 UK Battleships

Vanguard	Armor Save 3+		Radar	
Hull	Lt Damage (Crit 6+)	Md Damage (Crit 6+)	Hvy Damage	Critical
	00000 00000 00000	00000 00000 00000	00000 00000 00000	Bridge
Front Wpns	4D	3D	2D	Steering
Side Wpns	8D 8P*	6D 6P*	4D 4P*	Magazine
Rear Wpns	4D	2D	2D	Radar
Speed	8"	5"	3"	Speed

King George V	Armor Save 3+		Radar	
Hull	Lt Damage (Crit 6+)	Md Damage (Crit 6+)	Hvy Damage	Critical
	00000 00000 000	00000 00000 000	00000 00000 000	Bridge
Front Wpns	6F	4F	2F	Steering
Side Wpns**	10F 8P*	7F 6P*	4F 4P*	Magazine
Rear Wpns	4F	3F	2F	Radar
Speed	8"	5"	3"	Speed

Nelson	Armor Save 5+		Radar	
Hull	Lt Damage (Crit 6+)	Md Damage (Crit 6+)	Hvy Damage	Critical
	00000 00000 00	00000 00000 0	00000 00000 0	Bridge
Front Wpns	6B	4B	2B	Steering
Side Wpns**	9B 6P*	6B 4P*	3B 2P*	Magazine
Rear Wpns	--	--	--	Radar
Speed	8"	5"	3"	Speed

Hood	Armor Save 5+ (7+)		Radar	
Hull	Lt Damage (Crit 6+)	Md Damage (Crit 6+)	Hvy Damage	Critical
	00000 00000 0000	00000 00000 0000	00000 00000 0000	Bridge
Front Wpns	4D	3D	2D	Steering
Side Wpns**	8D 60*	6D 40*	3D 20*	[Magazine]
Rear Wpns	4D	3D	1D	Radar
Speed	9"	6"	3"	Speed

Revenge	Armor Save 4+ (7+)		Radar	
Hull	Lt Damage (Crit 6+)	Md Damage (Crit 6+)	Hvy Damage	Critical
	00000 00000	00000 0000	00000 0000	Bridge
Front Wpns	4D	3D	2D	Steering
Side Wpns**	8D 70*	6D 40*	3D 30*	[Magazine]
Rear Wpns	4D	2D	1D	Radar

Speed	8"	5"	3"	Speed
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Renown	Armor Save 7+ Radar			
<b>Hull</b>	<b>Lt Damage (Crit 6+)</b>	<b>Md Damage (Crit 6+)</b>	<b>Hvy Damage</b>	<b>Critical</b>
	00000 00000	00000 0000	00000 0000	Bridge
Front Wpns	4D	2D	1D	Steering
Side Wpns**	6D 8P*	3D 5P*	2D 3P*	[Magazine]
Rear Wpns	2D	1D	1D	Radar
Speed	9"	6"	3"	Speed

Queen Elizabeth	Armor Save 4+ (7+) Radar			
<b>Hull</b>	<b>Lt Damage (Crit 6+)</b>	<b>Md Damage (Crit 6+)</b>	<b>Hvy Damage</b>	<b>Critical</b>
	00000 0000	00000 0000	00000 0000	Bridge
Front Wpns	4D	3D	2D	Steering
Side Wpns**	8D 8O*	6D 6O*	3D 3O*	Magazine
Rear Wpns	4D	3D	1D	Radar
Speed	6"	4"	2"	Speed

\*\* Side firing main guns include all forward and rear firing guns

## § 10 French and Italian Battleships

Vittorio Veneto	Armor Save 5+ (6+)			
<b>Hull</b>	<b>Lt Damage (Crit 6+)</b>	<b>Md Damage (Crit 6+)</b>	<b>Hvy Damage</b>	<b>Critical</b>
	00000 00000 0000	00000 00000 0000	00000 00000 0000	[Bridge]
Front Wpns	6C	4C	2C	[Steering]
Side Wpns	9C 6O*	6C 4O*	3C 2O*	Magazine
Rear Wpns	3C	2C	1C	
Speed	9"	6"	3"	[Speed]

Caio Duilo	Armor Save 6+			
<b>Hull</b>	<b>Lt Damage (Crit 6+)</b>	<b>Md Damage (Crit 6+)</b>	<b>Hvy Damage</b>	<b>Critical</b>
	00000 0000	00000 0000	00000 0000	Bridge
Front Wpns	5H	4H	2H	Steering
Side Wpns**	13H 8O*	9H 5O*	5H 3O*	Magazine
Rear Wpns	5H	4H	2H	
Speed	8"	5"	3"	Speed

Conte Di Cavour	Armor Save 5+			
<b>Hull</b>	<b>Lt Damage (Crit 6+)</b>	<b>Md Damage (Crit 6+)</b>	<b>Hvy Damage</b>	<b>Critical</b>
	00000 00000 000	00000 00000 000	00000 00000 00	Bridge
Front Wpns	5H	4H	2H	Steering
Side Wpns**	10H 6O*	7H 4O*	4H 2O*	Magazine
Rear Wpns	5H	4H	2H	
Speed	8"	5"	3"	Speed

Richelieu	Armor Save 4+			
<b>Hull</b>	<b>Lt Damage (Crit 6+)</b>	<b>Md Damage (Crit 6+)</b>	<b>Hvy Damage</b>	<b>Critical</b>
	00000 00000 000	00000 00000 000	00000 00000 000	Bridge
Front Wpns	8C	5C	3C	Steering
Side Wpns	8C	5C	3C	Magazine
Rear Wpns***	18O	18O	18O	
Speed	9"	6"	3"	Speed

Dunkerque	Armor Save 6+			
<b>Hull</b>	<b>Lt Damage (Crit 6+)</b>	<b>Md Damage (Crit 6+)</b>	<b>Hvy Damage</b>	<b>Critical</b>
	00000 0000	00000 0000	00000 0000	Bridge
Front Wpns	8G	5G	3G	Steering
Side Wpns	8G	5G	5G	Magazine
Rear Wpns***	8P*	5P*	3P*	
Speed	8"	5"	3"	Speed

Provence	Armor Save 6+ (8+)			
<b>Hull</b>	<b>Lt Damage (Crit 6+)</b>	<b>Md Damage (Crit 6+)</b>	<b>Hvy Damage</b>	<b>Critical</b>
	00000 00000 0	00000 00000 0	00000 00000	Bridge
Front Wpns	4H	3H	2H	Steering
Side Wpns**	10H 110*	7H 70*	4H 40*	Magazine
Rear Wpns	4H	3H	2H	
Speed	6"	4"	2"	Speed

\* These weapons can fire along the entire 180 degree side arc and the number of weapons is the number on each side

\*\* Side firing main guns include all forward and rear firing guns

\*\*\* These guns bear over the entire rear 180 degree arc

#### German Battleships

Bismarck	Armor Save 5+			Radar
<b>Hull</b>	<b>Lt Damage (Crit 6+)</b>	<b>Md Damage (Crit 6+)</b>	<b>Hvy Damage</b>	<b>Critical</b>
	00000 00000 0000	00000 00000 0000	00000 00000 0000	Bridge
Front Wpns	4C	3C	2C	[Steering]
Side Wpns	8C 60*	6C 40*	3C 20*	Magazine
Rear Wpns	4C	3C	1C	Radar
Speed	8"	5"	3"	Speed

Gneisenau	Armor Save 5+			Radar
<b>Hull</b>	<b>Lt Damage (Crit 6+)</b>	<b>Md Damage (Crit 6+)</b>	<b>Hvy Damage</b>	<b>Critical</b>
	00000 00000 00	00000 00000 00	00000 00000 0	Bridge
Front Wpns	6I	4I	2I	Steering
Side Wpns**	9I 60*	6I 40*	3I 20*	Magazine
Rear Wpns	3I	2I	1I	Radar
Speed	8"	5"	3"	Speed

Deutschland	Armor Save 8+			Radar
<b>Hull</b>	<b>Lt Damage (Crit 6+)</b>	<b>Md Damage (Crit 6+)</b>	<b>Hvy Damage</b>	<b>Critical</b>
	0000	0000	0000	Bridge
Front Wpns	3I	2I	1I	Steering
Side Wpns**	6I 40*	4I 30*	2I 20*	Magazine
Rear Wpns	3I	2I	1I	Radar
Speed	8"	5"	3"	Speed

\* These weapons can fire along the entire 180 degree side arc and the number of weapons is the number on each side

\*\* Side firing main guns include all forward and rear firing guns



## § 11 Blank Ship Record Form

	Armor Save_____			Radar	
Hull	Lt Damage (Crit 6+)	Md Damage (Crit 6+)	Hvy Damage	Critical	
	00000 00000 00000 00000	00000 00000 00000 00000	00000 00000 00000 00000	Bridge	
Front Wpns				Steering	
Side Wpns				Magazine	
Rear Wpns				Radar	
Speed				Speed	

	Armor Save_____			Radar	
Hull	Lt Damage (Crit 6+)	Md Damage (Crit 6+)	Hvy Damage	Critical	
	00000 00000 00000 00000	00000 00000 00000 00000	00000 00000 00000 00000	Bridge	
Front Wpns				Steering	
Side Wpns				Magazine	
Rear Wpns				Radar	
Speed				Speed	

	Armor Save_____			Radar	
Hull	Lt Damage (Crit 6+)	Md Damage (Crit 6+)	Hvy Damage	Critical	
	00000 00000 00000 00000	00000 00000 00000 00000	00000 00000 00000 00000	Bridge	
Front Wpns				Steering	
Side Wpns				Magazine	
Rear Wpns				Radar	
Speed				Speed	

	Armor Save_____			Radar	
Hull	Lt Damage (Crit 6+)	Md Damage (Crit 6+)	Hvy Damage	Critical	
	00000 00000 00000 00000	00000 00000 00000 00000	00000 00000 00000 00000	Bridge	
Front Wpns				Steering	
Side Wpns				Magazine	
Rear Wpns				Radar	
Speed				Speed	

		Hits Belt Armor		Hits Deck Armor		
Range	0-5"	5.1 to 10"	10.1 to 15"	15.1 to 20"	20.1 to 25"	Damage
To Hit Roll	2+	3+	4+	5+	6+	
A - 18"; 16"/50	-2	-1	-1	-1	-1	1d
B - 16"/45	-2	-1	-1	-1	0	1d
C - 15" GE; FR; IT	-2	-1	-1	-1	0	1d-1
D - 15" UK	-2	-1	0	0	+1	1d-1
E - 14" US; 12"/50 US; 13" FR	-2	-1	-1	0	+1	1d-1
F - 14" UK	-2	-1	0	+1	+1	1d-1
G - 13.5" UK	-2	-1	0	+1	+2	1d-1
H - 12" Mk7 US	-2	-1	0	+1	+1	1d-2
I - 11.1" GE	-1	-1	0	+1	+1	1d-2
N - 8"	+2	+3	+3	+4	+5	1

O - 6"	+4	+4	+5	+6	+6	1
P - 5"	+4	+6	+8	--	--	1