

Ship name: \_\_\_\_\_ Recon values Day: 1 Night: 1  
 Hatsuharu (Type 93 torpedoes) Class DD 1935 to 1937 Ship Cost with Crew Code **A** : 406 (Base Cost: 369) Dataset: 357  
 ARMOUR: Belt:  Deck:  CT:  Turrets #1:  Turrets #2:  Casemates:  Size:  Target Type:  MSF:   
*Crit. table: Normal; Can be attacked by: Guns, Torpedoes, MRF (s/t applies), Bombs, Standoff Weapons, Rockets, A/s Guns, Kamikaze* Saving Throw Modifier:

Spotting Distance:  Fire Control Value:  Gunnery Modifier:  Crew Quality: \_\_\_\_\_  
 Spotting Aircraft: \_\_\_\_\_

Hit Location #				WEAPONS									
MAIN guns:	#:	Cal:	Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:	
<b>1 - 6</b>	4	5.00	AA	A:T2 O Z:T2 O	Pen:	5	3	2	—	—	2	2	No
	1	5.00	AA	K:T1 O	Pen:	5	3	2	—	—	2	2	No

If a weapon 'Crit' lands in this section lose 1 ASW factor for each 2 CV or part thereof. CRF:  MRF:

OTHER guns:	#:	Cal:	Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:	LRF:
<b>7</b>			ASW Z: DC Ω (10cm)										<input type="text" value="4"/>

LRF loses 1 factor for each MAIN or OTHER gun mount marked 'AA' or 'AA+' that is lost. When all such mounts are lost the LRF is reduced to 0.

TORPEDOES:	#:	Cal:	Arcs:	Hit#:	I:14	II:17	III:19	IV:20	V:21	IP:	CV:
<b>8 - 10</b>	6	24.00	[∞] O:TR3 O@O O@O	Mod:	+2	+2	+2	(+2)	(+2)	7	9



Structure (S):  S/3:  Flotation (F):  F/3:

Fires: \_\_\_\_\_ (All Crew Tests are penalised if ship is on fire) Damage Control Teams:

Speed:  #:  When Steering # reduced to 0 then the ship requires a Crew Test to turn

Other Equipment (delete when lost) Searchlights \_\_\_\_\_ Changes to CRF or MRF: \_\_\_\_\_

Special Effects: **Mixed B** \_\_\_\_\_ None \_\_\_\_\_

Ships in class: Yugure, Ariake \_\_\_\_\_ Remarks: \_\_\_\_\_

• NOTE: V \_\_\_\_\_ • Carries Type 93 "Long Lance" torpedo

When a Critical Hit result indicates that the main weapons on the ship are to be affected, a d10 is rolled to determine whether the damage is incurred in the MAIN, OTHER or TORPEDO sections of the form.  
 Some ships may have the remark "n/a" in one of the sections, in cases where there are no weapons that can be affected.  
 There are cases where the OTHER section has no significant weapons, however Incidental Damage can be inflicted that will reduce the factors of ASW, MRF or CRF.  
 Merchant vessels will have the remark "Special" in this area, referring to the fact that they have a special critical damage result in the table.

torpedo mount is lost which is

Gun mounts are lost starting with the mounts with least protection in the order of priority shown below, followed by the largest calibre, then by highest number of guns in the mount. (OTHER guns are eliminated at the CV cost shown.) Dataset v.4 27/09/2015  
 • O (Open) 1CV • S (Shielded) 2CV • C (Unarmoured Casemate) 3CV • T (Unarmoured Turret) 4CV • {C} (Armoured Casemate)\* 3CV • {T} (Armoured Turret)\* 4CV (\* If armour is penetrated in case of mount marked { } or ( ))  
 Torpedoes are lost starting with the mount with the largest calibre (if there is a choice) followed by the mount with the greatest number of tubes. The cost in CV is equal to the number of tubes.

**Critical Hit Damage Distribution if the Weapons are hit**

Ship name: **Duguay-Trouin**

Recon values Day: 1 Night: 1

Duguay-Trouin Class CL 1943 to 1945 Ship Cost with Crew Code **C** : 235 (Base Cost: 235) Dataset: 1615 See below for changes to CRF/MRF

Ship has Search Radar

ARMOUR: Belt:  Deck:  CT:  Turrets #1:  Turrets #2:  Casemates:

Size:  Target Type:  MSF:

Crit. table: Normal; Can be attacked by: Guns, Torpedoes, Bombs, Standoff Weapons, Rockets, Kamikaze

Saving Throw Modifier:

Spotting Distance:  Fire Control Value:  Gunnery Modifier:

Crew Quality: \_\_\_\_\_

Spotting Aircraft: \_\_\_\_\_

Hit Location #				WEAPONS									
MAIN guns:	#:	Cal:	Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:	
1 - 7	8	6.10	A:[T2] OO Z:[T2] OO	Pen:	6	4	3	2	—	2	3	No	

If a weapon 'Crit' lands in this section lose 1 MR or CR factor for each 2 CV or part thereof. Lose factors in order: MRF then CRF

CRF:  MRF:

LRF:

OTHER guns:

**8 -10**

TORPEDOES:

n/a

ARCS: 

Structure (S):

Fires: \_\_\_\_\_

Speed:

Other Equipment (delete when lost):

Searchlights (Optional) Smokescreens

Special Effects: \_\_\_\_\_

If the Critical Hit damage to weapons is determined as affecting those in the OTHER guns section of the sheet this will cause INCIDENTAL damage to the following weapons on a ship:

- ASW factors
- Medium Range factors (MRF)
- Close Range factors (CRF)

The text at the top of the section will show firstly the systems affected, and only shows those on the ship concerned. It then lists the order in which the factors must be lost.

For every 2 CV that has "landed" in the section one factor is lost. As this is INCIDENTAL damage it does not spend any of the CV in the terms of how CV is used in the application of Critical Damage. In this case, where there are no significant OTHER weapons, after the MRF and/or CRF have been reduced by an appropriate amount, the whole of the value of the CV that would have been applied is treated as "result that CANNOT be applied", as described in the rules.

F/3:

Damage Control Teams:

When Steering # reduced to 0 then the ship requires a Crew Test to turn

Changes to CRF or MRF:

- CRF increased to 6 in 1944
- (Revised ship cost with crew = 239 [Base cost = 239])

Remarks:

None

Gun mounts are lost starting with the mounts with least protection in the order of priority shown below, followed by the largest calibre, then by highest number of guns in the mount. (OTHER guns are eliminated at the CV cost shown.)  
 • O (Open) 1CV • S (Shielded) 2CV • C (Unarmoured Casemate) 3CV • T (Unarmoured Turret) 4CV • {C} (Armoured Casemate)\* 3CV • (T) (Armoured Turret)\* 4CV (\* If armour is penetrated in case of mount marked { } or ( ))  
 Torpedoes are lost starting with the mount with the largest calibre (if there is a choice) followed by the mount with the greatest number of tubes. The cost in CV is equal to the number of tubes.