RANDOM EVENT CARDS

A♥	Friendly Fire	Designate 1 enemy ship to fire guns at its friends this turn. The opposing player then designates a target ship from his 3 ships closest to the enemy. The target cannot be in the same formation as the firer. In daylight visibility, the range to the target must be at least 20,000 yards. Play when the opposing ship declares that it will fire.
2♥	Torpedo Casualty	A fault in a ship's torpedo systems prevents the ship from firing torpedoes for 1 turn. Play on an opposing ship when the owning player declares that it will fire (or has fired) torpedoes.
3♥	Main Battery Casualty	A fault in a ship's main battery prevents the battery from firing for 1 turn. Play on an opposing ship when the owning player declares that it will fire its main battery.
4♥	Secondary Battery Casualty	A fault in a ship's secondary battery prevents the battery from firing for 1 turn. Play on an opposing ship the owning player declares that it will fire its secondary batteries.
5♥	Propulsion Casualty	A fault in a ship's engineering plant reduces the ship's speed by 1/2 for 1 turn. Play on an opposing ship at the start of the movement phase.
6♥	Steering Casualty	A fault in a ship's steering engine causes it to lose steering control for 1 turn. The ship moves as if it received a damaging hit to its steering engine (or roll 1 D6 – 1=left 180 degrees, 2=left 90 degrees, 3,4=straight, 5=right 90 degrees, 6=right 180 degrees). Play on an opposing ship at the start of the movement phase.
7♥	Radar Outage	All of a ship's radars fail. They can be repaired under the normal damage repair rules. Play on an opposing ship in any phase.
8♥	Collision	Two ships, selected by the owning player, collide. The 2 ships must begin adjacent and in formation. Play on an opponent at the start of the movement phase.
9♥	Shipboard Fire	A shipboard mishap results in a fire that burns for 1 turn and is then extinguished. Play on an opposing ship at the start of the spotting phase.
10♥	Check Fire	A ship ceases fire with all of its weapons for 1 turn. Play on an opposing ship when the opposing player announces that the ship is firing a weapon.
J♥	Target Confusion – Main Battery	A ship's main battery engages a target other than that ordered by the owning player for 1 turn. The new target is randomly selected from the 2 opposing ships closest to the firing ship's original target. Play on a ship after it has declared a main battery target.

Card	Name	Description
Q♥	Target Confusion – Torpedoes	A ship launches torpedoes at a target other than that ordered by the owning player. The new target is randomly selected from the 2 enemy ships closest to the firing ship's original target. Play on an opposing ship after it has declared a torpedo launch.
K♥	Spotter Plane	Day: The presence of a spotter plane confers accuracy modifiers to the fire of 1 ship (selected by the player playing the card) for 1 turn, as per the rules system in use. Play in the gunnery combat phase. Night: A spotter plane illuminates 1 formation of enemy ships this turn, permitting them to be engaged at maximum range as per the rules in use. Play in the spotting phase.
A♦	Dive Bombing Attack	A small group of dive bombers attacks 1 enemy ship, selected by the opposing player. Roll 1 D6 for the number of bombers. Resolve under the system rules in use, or, if they do not provide for aircraft attacks, as an attack by 1 D6 of 12" common shells with a basic accuracy of 50%.
2♦	Torpedo Bombing Attack	A small group of torpedo bombers attacks 1 enemy ship, selected by the opposing player. Roll 1 D6 for the number of bombers. Resolve under the system rules in use, or, if they do not provide for aircraft attacks, as an attack by 1 D6 of 18" torpedoes dropped from 1500 yards away from the target.
3♦	Level Bombing Attack	A small group of level bombers attack 1 enemy ship, selected by the opposing player. Roll 1 D6 for the number of bombers. Resolve under the system rules in use, or, if they do not provide for aircraft attacks, as an attack by 3 D6 of 8" HE shells with a basic accuracy of 5%.
4♦	Sub Attack	A submarine manages an attack on 1 enemy ship, selected by the opposing player. Resolve as an attack by D6 torpedoes launched at a range of D6 times 1000 yards. Use the most common type of torpedo for the owning side's submarines.
5♦	Mine Attack	An enemy ship, selected by the opposing player, hits a drifting mine. Resolve as an attack by 1 mine. Use the rules of the system in use or, if the system has no rules for mine attacks, treat the attack as a hit by a 21" torpedo.
6♦	Major Propulsion Casualty	A fault in a ship's engineering plant reduces the ship's speed by 1/2 until repaired under the damage control rules. Play on an opposing ship at the start of the movement phase.
7♦	Major Main Battery Casualty	A fault in a ship's main battery prevents half of the battery from firing until repaired under the damage control rules. Play on an opposing ship when the owning player declares that it will fire its main battery.
8♦	Major Fire Control Casualty	The ship looses its main battery fire control; its main battery must shift to local control. Play on an opposing ship when the owning player declares that it will fire its main battery.
9♦	Major Fire	A shipboard mishap results in a fire that burns until it is extinguished under the damage control rules.
10♦	Major Torpedo Battery Casualty	A fault in a ship's torpedo battery prevents half of the battery from firing until repaired under the damage control rules.

		Play on an opposing ship when the owning player declares that it will fire (or has fired) its torpedo battery.
J♦	Major Steering Casualty	A fault in a ship's steering engine causes it to lose steering control, until repaired under the damage control rules. The ship moves as if it received a damaging hit to its steering engine (or roll 1 D6 – 1=left 180 degrees, 2=left 90 degrees, 3,4=straight, 5=right 90 degrees, 6=right 180 degrees). Play on an opposing ship at the start of the movement phase.
Q♦	Signaling Error	One opposing formation (selected by the player playing the card) is subject to random movement for one turn. Roll 1 D6 – 1=left 180 degrees, 2=left 90 degrees, 3,4=straight, 5=right 90 degrees, 6=right 180 degrees). Play at the start of the movement phase.
K♦	Major Secondary Battery Casualty	A fault in a ship's secondary battery prevents the battery on one side of the ship (selected randomly) from firing, until repaired under the damage control rules. Play on an opposing ship when the owning player declares that it will fire its secondary battery.

Mix these red cards with black cards (which, when drawn, indicate that no random event has occurred) in proportion based on each side's tactical skill and serviceability levels. Make up one deck for each side. The number and type of red cards included in a deck can be altered to reflect strengths and weaknesses of each side. Note that heart event cards tend to be events that are relatively more minor, while diamond event cards can result in decisive events. The relative strengths and weaknesses of each side can also be reflected by the number of red cards in a deck relative to the number of black cards and by the number of cards drawn from the deck each turn. As a general guide, the number of red cards in a deck should not exceed the number of black cards.

A number of different methods can be used to draw and play cards, limited only by the inventiveness of the players. For example, each player could secretly draw a card and then play it in that or a subsequent turn. This simulates things going wrong at a critical moment (as selected by the enemy).

Alternatively, and perhaps for more realism, cards could be required to be played in the turn in which they are drawn. To preserve a realistic element of surprise, cards drawn to be played immediately should be drawn only after any pre-move plotting of movement and weapons use.