

RUSSO_JAPANESE WAR TABLES

Big Gun To Hit Table

Apply only when big guns are firing at CAs and BBs.

Hit:	Japanese Guns Firing	Russian Guns Firing
M	1-2	1-2
S	3-8	3-8
F	9-12	9-10
SP	13-16	11-12
FL	17-18	13-16
NE	19-20	17-20

Roll D20 for each penetrating hit and consult the applicable column to determine the type of hit caused.

Gunnery Modifiers

Firer scored hit on target in immediately previous turn	2 x to hit number
Firer not engaged by big guns	1.5 x hit dice
Poor visibility	-1 to target size
Very poor visibility	-3 to target size
Extremely poor visibility	-5 to target size
Firer turning 15 or 30 degrees	0.5 x to hit
Firer turning 45 or 60 degrees	0.5 x to hit, 0.5 x hit dice
Firer turning 75 degrees or more	No big gun fire
Target course at a 45 degree or greater angle to firer course	0.5 to hit*
Target turning 60 degrees or more	Negates on target bonus

*0.25 if firer also turning.

Fire through the base of a burning ship is always considered to be in very poor visibility. Fire through an exploding ship is always considered to be in extremely poor visibility. Fire downwind (along a line within 30 degrees of the wind direction) is always considered to be in poor visibility if the firing ship is moving within 1.00 inch of its maximum speed. Otherwise, visibility is specified by scenario rule.

Gun Damage – Light Ships (TBD, TB)

Each effective gun hit sinks 1 TBD or TB

Gun Damage – Light Ships (CP)

1	2	3	4	5	6	7	8	9	10
2G	2G	G	G	G	2FL	2FL	FL	FL	F

G = lose ½ of all gun points, roll 1 for explosion and 2-4 for fire, FL = flotation hit, , F = fire
5F hits to abandon ship

Gun Damage – BB or CA targets, non-penetrating hits

1	2	3	4	5	6	7	8	9	10
L	L	L	L	L	L	S	SP	F	NE

L = light battery, S = medium and light batteries, SP = special hit, F = fire

Use this table if adjusted penetration less target armor is less than 1 and 1 is rolled on the penetration die, or for hits by medium or light batteries on large ships.

Special Hit Table

1,2	3,4	5,6	7,8	9,10
Fire Control	Light Battery	Signal Bridge	Searchlights	Bridge

Effects of M and S Hits

M hit: ship-sinking magazine explosion on 1-2, fire on 3-5 (D10)

S hit: = fire on 1-5 (D10)

All: An M hit reduces big gun battery strength by ½ original strength until the hit is repaired. A S hit reduces medium and light battery strengths by ½ original strength until the hit is repaired. Any M or S hit that results in a fire may not be repaired.

Effects of FL Hits

All: -0.50 inches from speed for each hit; speed 0 when 1 left; sunk when none left
When a ship's speed is reduced to 0, it may not fire big guns.

Effects of Special Hits

Main FC Counts as M hit, but with no chance of explosion or fire

Light Battery Counts as S hit, but for light battery only

Signal Bridge Ship cannot serve as flagship – must take 1 turn to shift flag

Searchlights Searchlights out of action on side rolled

Bridge Continue on course 2 turns, 1-5 (D10) admiral KO if present and shift flag

Torpedo Damage – BB, CA

1	2	3	4	5	6	7	8	9	10
M	M	2FL	2FL	1FL	Sunk	Sunk	Sunk	Sunk	Sunk

Torpedo Damage -- CP

1	2	3	4	5	6	7	8	9	10
2G	2G	2G	2FL	2FL	Sunk	Sunk	Sunk	Sunk	Sunk

Torpedo Damage – TB, TBD

Each effective torpedo hit sinks 1 ship

Independent Ship and Formation Movement (D10)

Orders always understood by ships in formation with the flag giving the order.

Orders to move straight ahead at current speed are always understood.

Roll 7 or less on D10 for other orders to be understood. Modifiers to number needed:

- +1 if separate formation rather than ship checking
- +2 if neither sender nor recipient under fire
- +2 if 1 turn delay for execution
- 1 if range from visually signaling flag or repeater to recipient > ¼ visibility
- 2 if range from visually signaling flag or repeater to recipient > ½ visibility
- 6 if range from signaling flag or repeater to recipient > visibility
- + signals efficiency of sender and recipient
- + initiative of recipient

When a roll is required, a natural "10" always results in orders not being understood.

When a force must change its flagship, the new flagship has a signaling rating equal to the lesser of 0 or the rating of the original flagship.

Roll 1D10 to determine action of formation or ship that does not receive or understand orders.

For BBs and CAs

Roll	Result
1-3	Go straight at previous turn speed
4-5	Turn to same course as force flag at start of turn, at same speed as flag
6-7	Turn to follow force flag formation
8	Turn toward nearest enemy
9	Turn away from nearest enemy if within 10,000 yards; otherwise turn towards enemy
10	Turn away from nearest enemy

For CPs, TBDs and TBs

Roll	Result
1-2	Go straight at previous turn speed
3-4	If on engaged side of force flag, move to unengaged side; if on unengaged side, move to engaged side; if both sides engaged, turn to follow force flag formation
5-6	Turn toward nearest enemy
7-8	Turn away from nearest enemy if within 10,000 yards; otherwise turn towards enemy
9-10	Turn away from nearest enemy

If result does not apply, go up table (decreasing values) until applicable result is reached. "Closest formation in direction of force flag" means the shortest combined distance from formation or ship in question to other formation and from there to force flag.

Collision Damage Table (D10)

When ships collide, check for damage using the following table. Check for each ship, using the number below as a single torpedo hit on the rammed ship of the penetration value shown.

		Ship Type Taking Damage		
		TB, TBD	CP	BB, CA
Ship Type Ramming	TB, TBD	4	2	1
	CP	6	6	3
	BB, CA	8	8	8