

GQ3 Hit Assignment

Variant Chart
g-design.us/ships



To determine *which* turret or torpedo tubes are hit (if same hit again, bounces rubble*).
Count the number of Armament (turrets or tube mounts) in left column & cross index D12 roll:

Count the number of Armament (turrets or tube mounts) in left column & cross index D12 roll:

Armament Count	Which armament is hit:					
	1	2	3	4	5	6
1	1-12					
2	1-6	7-12				
3	1-4	5-8	9-12			
4	1-3	4-6	7-9	10-12		
5	1-2	3-4	5-6	7-8	9-10	Reroll if 11-12
6	1-2	3-4	5-6	7-8	9-10	11-12
7+	Number rolled is hit but if higher than armament, reroll.					

*Still disabled; no further impact. In a campaign, a 2nd hit there in a battle means that the disabled armament is not repairable without entering a drydock & Repair roll on chart 10E.

Examples:

Starboard (right)

2 Main Turrets
Centerline bow to aft, hit #1 on 1-6 or #2 7-12

Straight

3 Tertiary Turrets
Clockwise from bow hit #1 on 1-4 or #2 on 5-8 & #3 on 9-12

Circle

2 Torpedo Tubes
Starboard then Port hit #1 on 1-6 or #2 on 7-12

Starboard & Port