Royal Navy

Ark Royal Class Aircraft Carrier

Damage

																			20
C								29											

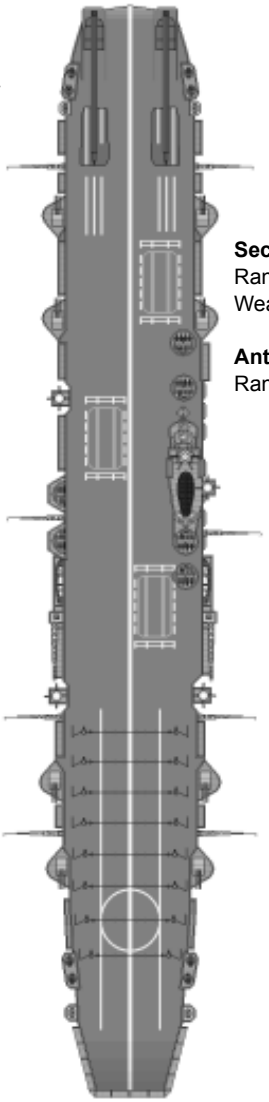
Crew

																			20
																			20
	S																		20
		63																	

Priority	Raid
In Service	1938
Length	800'
Displacement	28,143 tons
Speed	31 kts
Crew	1,580

Traits: Carrier

Speed	Target
6	4
Turning	**Armour**
1	3



Secondary Armament
Range: 14, AD:2, DD:1
Weak: -1 to DD, No Critical Hits

Anti Aircraft Armament
Range: 5, AD:10

Fairey Swordfish
Attack
Speed: 10
Target: 5+
Dodge: 2+
Save: N
Dogfight: 0
Torpedo: AD:6, DD: 2
Bomb: AD:3, DD:2, AP

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Fairey Fulmar
Fighter
Speed: 19
Target: 4+
Dodge: 4+
Save: N
Dogfight: 2
Bomb: AD:3, DD:2

B B

B B

Critical Hit Table

2d6	1d6		Dam	Crew	Effect	Occ
2, 12	1	**Bridge Hit**	0	1	No Special Actions	☐
	2	**Rudder**	2	1	No Turns	☐
	3	**Engineering**	2	4	No Damage Control	☐
	4	**Fire Control**	3	4	4+ per weapon system to fire	☐
	5	**Secondary Explosion**	1d6	1d6	1d6 fires start	
	6	**Catastrophic Explosion**	-	-	Ship removed from game	
3 – 5	1-2	Fire	0	2	Fire Starts	
	3-4	Multiple Fires	0	3	1d6 fires start	
	5	Hull Breach	2	5		
	6	Multiple Explosions	1d6	2d6	1d6 fires start	
6 – 8	1-2	Turbine Damaged	1	1	Speed: -1	☐☐☐☐
	3-4	Props Damaged	1	1	Speed: -2	☐☐☐☐
	5	Fuel System Rupture	2	2	Speed: -3, fire Starts	☐☐☐☐
	6	Engines Disabled	3	3	Speed: 0, No Special Actions	☐☐☐☐
9 – 11	1-2	Anti Aircraft Weapons Damaged	1	1	AAA: -1AD	☐☐☐☐
	3-4	Secondary Weapons Damaged	2	0	Secondary Weapons: -1AD	☐☐☐☐
	5	**Turret Destroyed**	3	4	Random Turret Destroyed, Fire Starts	☐☐
	6	Magazine Explosion	4	6	No Weapons Fire for 1d3 turns, 1d6 Fires Start	

Fires

									10