

3.1 – The Turn Sequence

- 1 Determine initiative
- 2 Movement Phase
 - 2a) Move drifting vessels
 - 2b) Move Contact Markers and Ships
 - 2c) Move aircraft
- 3 Spotting
- 4 Damage Control and Repairs
- 5 Shoot guns, attack using aircraft
- 6 Torpedo attacks
 - 6a) Advance existing tracks
 - 6b) Launch new tracks
 - 6c) Resolve any torpedo attacks
- 7 End Phase

6.2 – Damage Control

The following repairs can be attempted:

- Repair damage to Steering (S)
- Repair damage to Machinery (M)
- Fight Fires
- Stem Floods

6.3 – Fighting Fires

<i>Fire Effects Table (d10)</i>	
<i>Score</i>	<i>Effect</i>
1	Explosion, lose 1d6 Hull Boxes and add 1 Fire
2, 3	Lose 2 Hull Boxes
4 to 6	Lose 1 Hull Box
7 to 10	No effect

6.4 – Critical Flooding

<i>Flood Effects Table (d10)</i>	
<i>Score</i>	<i>Effect</i>
1	Another leak appears, lose 1d6 Hull Boxes and add 1 Flood
2, 3	Lose 2 Hull Boxes
4 to 6	Lose 1 Hull Box
7 to 10	No effect

5.2 – Spotting

<i>Spotting Modifiers Table (d10)</i>	
<i>Situation</i>	<i>Modifier</i>
Class 3 ship or aircraft testing Sea State 0	+ 2
Class 2 ship or aircraft testing Testing vessel or aircraft equipped with radar Testing vessel has Quiet engines Sea State 1 or 2	+ 1
Sea State 4 or 5 Attempting to spot a non-illuminated target from within an illuminated area	- 1
Sea State 6 or worse Submarine at periscope depth trying to spot.	- 2

8 – Torpedo Attacks

For the torpedo to hit roll a d10, the score being modified as shown in the Torpedo Hit Modifiers Table. In order to hit the target a final score of 4 or better is required.

If it hits, check for duds, then roll a number of d6 for damage based on torpedo type.

(Default values are 24” – 10d6, 21” – 8d6, 18” and smaller , and aircraft – 6d6.

<i>Torpedo Hit Modifiers Table (d10 – 4 or better to hit)</i>	
Class 1 Target	- 4
Class 2 Target Shallow Draught Target (Special) ** Torpedo is entering the target’s stern arc *	- 2
Torpedo is entering the target’s bow arc *	- 1
Target is stationary or drifting	+ 3
* The bow and stern for torpedo hits are delimited by a 10 degree arc to port or starboard of the target ship’s course (see Torpedo Fire Template). The track must be completely within the arc (you may have to extend the arc outwards to check this). ** The normal draught of ships in the game is taken account of though its Class. Shallow Draught targets can be introduced in a scenario specific game at the players’ discretion.	

<i>Dud Torpedo Table (d10)</i>	
<i>Nationality</i>	<i>Dud score</i>
United States WW2 (until Autumn 1943)	1, 2 or 3
Germany WW2 (until Autumn 1943)	1 or 2
All others in any period	1

<i>Torpedo Damage Table (d6)</i>	
<i>Score</i>	<i>Effect</i>
1-3	Lose 10 Hull Boxes due to flooding.
4-5	Engine and boiler damage. The vessel’s maximum speed is reduced by 1 setting (¼ speed). This cannot go below 0. If already at 0, then apply result 6 below
6	Critical Flooding. Lose 2d6 Hull Boxes. Flooding can be repaired in the Damage Control Phase.

7 – Gun Attacks

<i>Weapons To Hit Table</i>							
<i>Weapon</i>	<i>10 cm</i>	<i>25 cm</i>	<i>50 cm</i>	<i>75 cm</i>	<i>100 cm</i>	<i>150 cm</i>	<i>>150 cm</i>
Light Machine Gun (weapons up to 9mm)	6	7 No AA	–	–	–	–	–
Heavy Machine Gun (.50 cal, 12.7mm, 15mm)	6	7	8 No AA	–	–	–	–
20mm, 23mm, 25mm, 28mm (1.1”), 30mm; Rocket Salvoes	6	7	8	8 No AA	–	–	–
37mm, 40mm, 2pdr, 6pdr Molins Automatic; Heavy Rockets	6	7	8	8	9 No AA	–	–
45mm, 47mm, 3pdr, 57mm, 6pdr, 4.5” Automatic	7	8	9	9	10 No AA	–	–
Larger calibre weapons The to hit score for all these guns is based on being in a single-barrel mount. If the mount has two guns, then it re-rolls shots that miss.							
75mm, 3”, 12pdr, 85mm, 88mm, 3.4”	9	8	8	8	8	9	10 No AA
All guns of 100mm (3.9”) and greater *	9 *	8	8	8	8	9	10 No AA
* These weapons have a minimum range of 10 cm when fired against ships or aircraft.							

<i>Hull Damage Table (2d6)</i>												<i>Weapon will overcome</i>
<i>Weapon</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>	<i>6</i>	<i>7</i>	<i>8</i>	<i>9</i>	<i>10</i>	<i>11</i>	<i>12</i>	
LMG	0	0	0	0	0	0	0	0	0	1	2	Nil
HMG	0	0	0	0	0	0	0	0	1	2	3	Nil
20mm, 23mm, 25mm	0	0	0	0	0	0	0	1	2	3	4	Light
28mm (1.1”), 30mm	0	0	0	0	0	0	1	2	3	4	5	Light
37mm, 40mm, 2pdr	0	0	0	0	0	1	2	3	4	5	6	Medium
45mm, 47mm, 3pdr	0	0	0	0	1	2	3	4	5	6	7	Medium
57mm, 6pdr	0	0	0	1	2	3	4	5	6	7	8	Medium
75mm, 3”, 12pdr; Rocket salvoes	0	0	1	2	3	4	5	6	7	8	9	Heavy
85mm, 88mm, 3.4”	0	1	2	3	4	5	6	7	8	9	10	Heavy
Larger calibre up to 4.1” / 105mm; Heavy Rockets	1	2	3	4	5	6	7	8	9	10	11	Heavy
Larger calibre up to 5.1” / 130mm	2	3	4	5	6	7	8	9	10	11	12	Heavy
Larger calibre up to 6.1” / 155mm	3	4	5	6	7	8	9	10	11	12	13	Heavy

<i>Shooting Modifiers Table (d10)</i>	
Crew Quality	+2 to –2
Gun mount has a rating of ‘(nd–)’ Ship is Suppressed (NOTE Shielded and Turret guns of 3.9” and over are immune to suppression) At night and target illuminated Shooting from illuminated area at non-illuminated target Shooting through smoke from burning ships (per line of smoke)	–1
At night and target not illuminated	–2
Shooting on Radar target	–4
Gun mount has a rating of ‘(nd+)’ Class 2 ship target Target Ship moving at 10 knots or less Target steering damaged	+1
Class 3 ship target Target drifting or stationary	+2

<i>Special Effects Table (d10)</i>	
<i>Score</i>	<i>Effect</i>
1	1 Fire started
2	Steering (S). Roll 1d6: 1) No course changes 2) No turns to port 3) No turns to starboard 4) manoeuvre rating reduced 5) as 4 6) as 4
3	Bridge (B). Roll 1d6: 1) Turn to Port 2) Turn to starboard 3) Remove 1 Speed Marker 4) Lose 1 Damage Control 5) Ship is surprised 6) Reduce Crew Quality by 1
4, 5	Machinery (M). Roll 1d6: 1) Max speed setting reduced by 1 2) as 1 3) Ship cannot accelerate 4) as 3 5) Remove 1 Speed Marker 6) as 5
6, 7, 8	Warships: Apply 1 Suppression Marker (W) Merchants: 1d6 of Structural (Hull) damage
9 to 10	Warships: Weapon Destroyed (X) Merchants: 1 Fire started