

3.0 – The Turn Sequence

Game Turn Sequence Table	
<i>In each phase the actions are carried out in the order shown</i>	
1	Repair Phase – This is carried out simultaneously
a	Ships with SP and/or BP of 0 test for sinking.
b	Ships take damage from Fires and attempt Fire Fighting.
c	Ships take damage from Flooding and attempt to stop Flooding.
d	Ships may attempt to Pass a Tow.
e	Attempt to: Repair damaged steering cables (critical hit 6). Un-jam turret (critical hit 11). Free jammed helm (critical hit 14). Repair damaged boiler valves (critical hit 15). Repair damaged boiler (critical hit 17). Cut away a “Ship Alongside”. Prepare a Mortar raft.
2	Initiative Phase
	Each player rolls d10 to determine initiative, modified as shown.
3	Movement Phase – Alternates between players
a	Place Torpedo markers alongside launching ship.
b	Roll to attempt to: Force engines. Unlock from a Rammed ship. Re-float a ship that is aground.
c	Move ship unless it is anchored and/or has current speed 0. Resolve hits if vessel starts the phase in, or enters mined area. Before the moving ship contacts another ship or obstacle declare whether it is a ram attempt or an attack with a Spar Torpedo. Resolve any Spar Torpedo attacks, then resolve contacts due to Ramming or Collisions.
d	Ship may attempt to raise or lower anchor if current speed is 0.
e	Record planned changes to ship’s speed.
4	Drift Phase – This is carried out simultaneously
a	If in a river or estuary move all ships 2” downstream UNLESS anchored or aground. If in an estuary or open sea move all ships 2” downwind UNLESS anchored or aground OR has current speed greater than 0. Resolve hits if vessel enters mined area.
5	Shooting Phase – Alternates between players EXCEPT a)
—	If using Personality Traits, all ‘Razor Sharp’ captains can carry out their Actions for this Shooting Phase now – (b and c below).
a	Move all Torpedoes, resolve hits.
b	Resolve gunfire – apply damage.
c	Rig Spar Torpedoes – NO gunfire permitted on ship. Clear a Mine Field – NO gunfire permitted on ship. Drop Drifting Mines overboard – NO gunfire permitted on ship.
—	If using Personality Traits, all ‘Slow Witted’ captains carry out their actions for this Shooting Phase now – (b and c above).
6	Boarding Combat Phase – Special
a	Players alternate declaring and resolving boarding attempts where ships are in contact.
7	Morale Phase – This is carried out simultaneously
a	Ships with SP and/or BP reduced below ¼ must test morale.

4.2 – Sinking Ships

When the SP or BP value of a ship is reduced to 0, then the ship must roll each turn to see if it sinks, unless it is aground. The player rolls a d10 for each condition that applies, the score being modified by the Crew Quality of the ship:

Condition	Ship sinks on score of... (d10)
SP = 0	Final score of 3 or less
BP = 0	Final score of 6 or less

4.3, 4.4 & 4.6 – “Damage Control”

In summary, to fight a fire, plug a leak or repair the effects of Gunnery Critical Hit Results 6, 11, 14, 15 and 17; as well as a

6.12 – Effect of BP Damage on Speed

A ship’s maximum speed may be reduced through critical hits or by flooding which increases drag and resistance. A ship’s maximum speed will reduce as its BP is reduced. When calculating speed loss, round fractions down. If applying other effects due to Critical Damage these are applied AFTER calculating the speed reduction due to BP damage.

- If the BP on a ship is reduced to below 50% of its original value, the maximum speed of the ship is reduced by ¼. and its Turn Class (TC) gets 1 worse.
- If the BP is reduced to below 75% of its original value, the maximum speed is reduced by ½ and its TC gets 2 worse (than its original value).

(The effect of SP Damage on Gunnery is incorporated in the Gunnery tables)

8 – Morale

If a ship has its SP or BP reduced to below ¼ of the original value, the ship must take a Morale Check in the Morale Phase at the end of the turn.

Roll d10, modified by the Crew Quality. If the final score is 6 or greater the test is passed and the ship may fight on.

Gunnery Table — American Civil War									
Smoothbores	5"	10"	15"	20"	25"	30"	40"	50"	DR
up to 9 pdr	3+1	4+0	7+0	—	—	—	—	—	1/1
12 to 18 pdr	3+1	4+1	7+0	—	—	—	—	—	1/1
20 to 24 pdr	3+2	3+1	5+1	7+0	9+0	—	—	—	1/1
30 to 36 pdr	3+3	3+3	5+2	7+1	9+0	—	—	—	1/2
8", 68 pdr	3+4	3+4	5+3	7+2	9+1	—	—	—	3/6
9", 80 pdr	4+5	3+4	4+4	5+3	7+3	9+2	—	—	2/5
10", 120 pdr	4+6	3+5	4+4	5+4	7+6	9+2	—	—	2/4
11", 170 pdr	4+6	3+5	4+4	5+4	7+3	9+2	—	—	2/4
15", 440 pdr	4+7	3+6	4+6	6+4	8+4	10+2	—	—	3/9
20" and over	4+10	3+9	4+8	6+6	8+4	—	—	—	3/7
Rifles	5"	10"	15"	20"	25"	30"	40"	50"	DR
up to 3", 12 pdr	3+1	3+1	4+1	5+0	7+0	8+0	—	—	1/1
3.6", 20 pdr	3+2	3+2	4+1	5+0	7+0	8+0	—	—	1/1
4.2", 30 pdr	3+3	3+3	4+2	5+1	7+0	8+0	—	—	1/2
5.3", 64 pdr	3+4	3+4	3+3	4+3	6+2	7+1	9+0	—	2/3
6.4", 100 pdr	3+4	3+4	3+3	4+3	6+2	7+2	9+1	—	2/4
7", 120 pdr	3+5	3+4	3+4	4+4	5+3	6+2	8+2	9+1	3/6
8", 150 pdr	4+6	3+5	3+5	4+5	6+4	7+3	9+3	10+3	2/5
9", 250 pdr	4+7	3+6	3+6	4+5	6+5	7+4	9+3	10+2	2/5
10", 300 pdr and over	4+8	3+7	4+6	5+6	7+6	8+5	10+4	10+3	2/7
300 pdr (UK)*	4+8	3+8	4+8	5+7	7+7	8+6	10+5	10+5	3/5

* 300 pdr (UK) was fitted to CSS North Carolina and CSS Mississippi

Gunnery Modifiers Table	
Condition	Modifier
Crew Quality	+2 to -2
Target Very Large	+2
Target Large Target current speed 0, anchored or grounded	+1
Target Low Freeboard Vessel Target Small Target head on (within 30° of straight ahead) Target moving at more than 10 knots Shooting ship is "Steamed" Shooting ship is on fire Shooting ship SP reduced below ½	-1
Special Optional Gunnery Modifiers* Gun is in a Casemate Gun over 15" with slow rate of fire Gun in a turret with slow traverse	
Target Very Small Target Partially Concealed Firing at night on a non-illuminated target Shooting ship SP reduced below ¼ Target has shone a searchlight at the shooting ship at night	-2

* These modifiers are only used if players have agreed to use the 'Liberal' interpretation of the optional special gunnery rules.

Hit Location Table			
Monitors	Broadside Warships	Other Ships	Location
1 to 3	1 to 6	1 to 7	Hull hit, Reduce SP by DR
4-6	7	8	Weapon/Turret Hit, lose one gun from engaged side if AT is exceeded .
7-9	8,9	9	Weapon/Turret Hit, lose one gun from engaged side if AT is equalled or exceeded .
10	10	10	Critical hit

See the Hit Location section for details of how these effects are applied.

<i>Gunnery Table — Generic</i>									
<i>Smoothbores</i>	<i>5"</i>	<i>10"</i>	<i>15"</i>	<i>20"</i>	<i>25"</i>	<i>30"</i>	<i>40"</i>	<i>50"</i>	<i>DR</i>
up to 9 pdr	3+1	4+0	7+0	—	—	—	—	—	1/1
12 to 18 pdr	3+1	4+1	7+0	—	—	—	—	—	1/1
20 to 24 pdr	3+2	3+1	5+1	7+0	9+0	—	—	—	1/1
30 to 36 pdr	3+4	3+3	5+2	7+1	9+0	—	—	—	1/2
7" to 8", 40 to 68 pdr	3+4	3+4	5+4	7+3	9+3	—	—	—	3/6
9" to 10", 120 pdr	4+5	3+4	4+4	5+4	7+3	9+2	—	—	2/4
11", 170 pdr	4+6	3+5	4+4	5+4	7+4	9+3	—	—	2/4
12" to 15", 440 pdr	4+7	3+6	4+6	6+5	8+4	10+3	10+2	—	3/6
16" and over	4+10	3+9	4+8	6+7	8+6	10+4	10+3	—	3/7
<i>Rifles</i>	<i>5"</i>	<i>10"</i>	<i>15"</i>	<i>20"</i>	<i>25"</i>	<i>30"</i>	<i>40"</i>	<i>50"</i>	<i>DR</i>
up to 3", 12 pdr	3+1	3+1	4+1	—	—	—	—	—	1/1
3.6", 20 pdr	3+2	3+2	4+1	—	—	—	—	—	1/1
4.2", 30 pdr	3+4	3+3	4+2	5+1	—	—	—	—	1/2
6.4", 100 pdr	3+5	3+4	3+4	4+4	6+3	7+3	9+2	10+1	2/4
7", 120 pdr	3+6	3+6	3+5	4+5	5+4	6+4	8+4	9+3	3/6
8", 150 pdr	4+7	3+7	3+6	4+5	6+5	7+4	9+4	10+3	2/5
9", 250 pdr	4+7	3+7	3+7	4+6	6+5	7+5	9+4	10+3	2/5
10" to 11", 350 pdr	4+8	3+8	4+8	5+7	7+6	8+5	10+5	10+4	2/4
300 pdr (UK)	4+8	3+8	4+8	5+7	7+7	8+6	10+5	10+5	3/5
12", 450 pdr	4+9	3+9	4+8	5+8	7+7	8+6	10+5	10+5	3/6
15", 600 pdr	4+10	3+9	4+8	5+8	7+7	8+6	10+5	10+5	3/7
16" and over over 600 pdr	4+14	3+13	4+12	5+10	7+8	8+7	10+6	10+5	4/8

<i>Gunnery Modifiers Table</i>	
<i>Condition</i>	<i>Modifier</i>
Crew Quality	+2 to -2
Target Very Large	+2
Target Large Target current speed 0, anchored or grounded	+1
Target Low Freeboard Vessel Target Small Target head on (within 30° of straight ahead) Target moving at more than 10 knots Shooting ship is "Steamed" Shooting ship is on fire Shooting ship SP reduced below ½	-1
<i>Special Optional Gunnery Modifiers*</i> Gun is in a Casemate Gun over 15" with slow rate of fire Gun in a turret with slow traverse	
Target Very Small Target Partially Concealed Firing at night on a non-illuminated target Shooting ship SP reduced below ¼ Target has shone a searchlight at the shooting ship at night	-2
* These modifiers are only used if players have agreed to use the 'Liberal' interpretation of the optional special gunnery rules.	

<i>Hit Location Table</i>			
<i>Monitors</i>	<i>Broadside Warships</i>	<i>Other Ships</i>	<i>Location</i>
1 to 3	1 to 6	1 to 7	Hull hit, Reduce SP by DR
4-6	7	8	Weapon/Turret Hit, lose one gun from engaged side if AT is exceeded .
7-9	8,9	9	Weapon/Turret Hit, lose one gun from engaged side if AT is equalled or exceeded .
10	10	10	Critical hit
See the Hit Location section for details of how these effects are applied.			

Gunnery Table — Austria									
Smoothbores	5"	10"	15"	20"	25"	30"	40"	50"	DR
up to 12 pdr	2+4	3+4	5+4	8+3	10+3	—	—	—	2/4
30 pdr	2+4	3+4	5+4	7+3	9+3	—	—	—	2/5
48 pdr	2+4	3+3	5+2	7+1	9+0	—	—	—	3/6
Rifles	5"	10"	15"	20"	25"	30"	40"	50"	DR
up to 6 pdr	2+1	4+1	6+0	8+0	—	—	—	—	1/2
12 pdr	2+1	3+1	5+1	6+0	8+0	10+0	—	—	2/3
24 pdr	2+5	3+4	4+4	5+4	7+3	9+3	—	—	3/6
48 pdr	2+6	3+5	4+5	5+4	6+4	8+3	—	—	2/5

Gunnery Table — Italy									
Smoothbores	5"	10"	15"	20"	25"	30"	40"	50"	DR
up to 16 cm	2+4	3+4	5+4	7+3	9+2	—	—	—	2/4
20 cm	2+4	3+4	5+4	7+3	9+3	—	—	—	2/5
20 cm Howitzer	2+2	3+2	5+2	Special to 60"/ Pen 2					2/4
Rifles	5"	10"	15"	20"	25"	30"	40"	50"	DR
up to 12 cm	2+4	3+3	4+2	5+1	7+0	8+0	—	—	2/3
16 cm	2+4	3+4	3+4	4+4	5+3	6+3	8+2	9+1	2/5
16 cm Banded	2+6	3+5	3+5	4+4	5+3	6+3	8+2	9+1	3/6
20 cm Armstrong	2+6	3+6	3+5	4+5	6+4	7+4	9+3	10+2	3/5
25 cm Armstrong	2+7	3+7	4+7	5+6	7+5	8+5	10+4	10+3	4/6

Gunnery Modifiers Table	
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Target Very Small Target Partially Concealed Firing at night on a non-illuminated target Shooting ship SP reduced below ¼ Target has shone a searchlight at the shooting ship at night	-2
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10	10	10	Critical hit
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Critical Hit Table			
Score	Is Armour Penetration required?	Effect	SP Damage
1	No	Hull Armour dislodged. Reduce the AT of the Hull: Roll d6: 1 to 3 AT reduced by 1, 5 or reduce by 2, 6 reduce by 3.	Apply non penetrating DR as damage to SP.
2	No	Hull hit below the waterline. Apply 1 Flood Marker.	
3	No	A gun is hit on the aperture. One weapon selected at random is knocked out, regardless of armour protection.	
4	No	Crew Parties reduced by 1	
5	No	Add 1 Fire.	
6	No	Steering cables damaged, ship must maintain the same course until repaired. Can be repaired.	
7	No	Funnel damaged. Reduced draught over the boilers reduces steam pressure. Maximum speed reduced by 2 knots for the rest of the game. Cannot be repaired.	
8	No	Commander struck by splinters: Roll d6 – 1-3 he is wounded, 4-6 he is killed. If he is killed the player immediately generates a new one as shown in the <i>Introduction</i> . The ship must now take a Crew Test, modified if Commander wounded by +1 (Crew are angry); if Commander killed by –2 (Crew in despair). If they fail the test, the Crew Quality is reduced by 1 immediately.	
9	No	Anchor carried away. Vessel is unable to anchor for the rest of the game.	
10	No	Structural damage causes an additional d6 SP damage.	
11	Yes Turret	If turret AT is not penetrated the turret is jammed. If Turret armour is penetrated the Turret is wrecked, destroying all guns inside.	No
12	Yes Hull	Internal Blast - unarmoured targets lose 2 adjacent guns. Armoured targets suffer from the confining effects of the armour on the explosion, losing up to 4 guns and suffering a double reduction in SP. Guns lost are determined randomly and do not have to be on the engaged side.	Apply Non penetrating DR if Penetration EQUALS AT on area hit, or Penetrating DR if Penetration EXCEEDS AT on area hit If area is unarmoured apply Penetrating DR .
13	Yes Hull	Heavy weapon damage - two adjacent guns are knocked out. Guns lost are determined randomly and do not have to be on the engaged side.	
14	Yes Pilot House or Hull	Helm jammed. Vessel must make the tightest turn possible until the helm is repaired. Roll a d10. On a roll of 1-5 the ship turns to port, on a 6-10 she turns to starboard.	
15	Yes Hull	Boiler valves damaged, ship reduces speed at 3 knots per turn until it reaches a standstill or damage is repaired. Damage can be repaired in the Repair Phase. After repair the ship can accelerate to its current maximum speed.	
16	Yes Hull	Boiler penetrated, ship filled with steam. Roll d10 on the Steaming Table (below). The effect cannot be repaired. If a second such hit is caused the ship loses all pressure and stops.	
17	Yes Hull	Boiler damaged, speed reduced to half until repaired. If a second such hit is caused or the ship is already suffering from Result #16, the ship loses all pressure and stops.	
18	Yes Pilot House or Hull	Helmsman killed, ship maintains course for next turn whilst a replacement takes over.	
19	Yes Hull No to lose Spar Torpedo*	Stem hit. Add one Flood Marker. A ram bow (if fitted) is lost. The ship is now treated as having a normal bow. *If carrying Spar Torpedo, regardless of whether it is rigged, this is lost.	
20	Yes Paddle Wheel	Paddle Wheel hit - the paddle wheel on the engaged side of the ship has been hit and disabled (e.g. ship hit by fire from its port side is hit in the port paddle wheel).	

If a result cannot be applied on the above table, the target has 1 Fire added. In rows 11 to 20, the armour must be penetrated to add this fire.

“Steaming” Modifiers Table (d10) Look up score in Steaming Results Table for effect	
Condition	Modifier
Crew Quality	+2 to –2
Ship Very Large	+4
Ship Large	+2
Ship Small	–2
Ship Very Small	–4

“Steaming” Results Table	
Final Score	Effect
6 or more	Max. Speed Reduced to half
2 to 5	All pressure lost, ship stops
1 or less	Crew abandon ship immediately