

6 – Order of Play

- Players roll for initiative (6.1). This is followed by:
- OPTIONAL Mine Deployment Phase (6.2)
- OPTIONAL Submarine Deployment and Movement Phase (6.3)
- The Ship Movement Phase (6.4). Squadrons deploy from Contact markers, and Torpedo attacks are declared in this Phase.
- The Aircraft Movement Phase (6.5).
- The Action Phase involving both ships and aircraft (6.6). Attempts to “Spot” enemy Contact Markers, and the resolution of Torpedo attacks happen during this Phase.
- The End Phase where morale is assessed (6.7). At this point the outcome of the game may become apparent.

Initiative modifiers (d10)		
Total Command Modifiers for Squadrons and Air Bases		
Final total (which may be a positive or negative result)	Modifier is + or - ...	
+ or - ...	1 - 2	1
	3 - 6	2
	7 - 12	3
	13 - 20	4
	21 or over	5

9.7 – Ships resolving Torpedo Attacks

Torpedo ‘To Hit’ Table (d20)		
Range (Yards/Range bands/cm)		‘On Target’
25,000 yds	5 RB 125 cm	21+
20,000 yds	4 RB 100 cm	20+
15,000 yds	3 RB 75 cm	19+
10,000 yds	2 RB 50 cm	17+
5,000 yds	1 RB 25 cm	14+
Modifiers (d20)		
Torpedo attack modifier based on selected speed setting		+ 2 to - 2
Per Splash Marker on shooting vessel ONLY		- 1
Crew Quality		+ 2 to - 2
Target size modifier		+ 3 to - 3
Attack into target’s bow arc (unless target <i>Slow</i> or <i>Stopped</i>)		- 1
Attack into target’s stern arc (unless target <i>Slow</i> or <i>Stopped</i>)		- 3
Target has damaged steering (SV = 0)		+ 1
Target moving at <i>Slow</i> speed		+ 1
Target <i>Stopped</i> or is a Land Target		Re-roll misses

9.5 – Ships Shooting with Guns

Gunnery ‘On Target’ To Hit Table (AMCs must use Local) (d20)			
Range (Yards/Range bands/cm)		Directed	Local
25,000 yds	5 RB 125 cm	18+	24+
20,000 yds	4 RB 100 cm	15+	20+
15,000 yds	3 RB 75 cm	12+	16+
10,000 yds	2 RB 50 cm	9+	12+
5,000 yds	1 RB 25 cm	6+	8+
Gunnery ‘On Target’ Modifiers			
Crew Quality		+ 2 to - 2	
# of guns shooting at target			
1 - 2	[1 roll for Critical Damage]	- 1	
3 - 6	[2 rolls for Critical Damage]	+ 0	
7 - 12	[3 rolls for Critical Damage]	+ 1	
13 - 20	[4 rolls for Critical Damage]	+ 2	
21 and over	[5 rolls for Critical Damage]	+ 3	
Target size modifier		+ 3 to - 4	
Battery shooting with radar support (not Local), the conditions permit this and shooting ship can see target		+ 1	
Attacking across intervening ship base (not model)		- 1 per base	
Per Splash Marker on shooting vessel and on target vessel		- 1	
Gunnery Modifier		+ ? to - ?	
Target damaged steering (SV = 0)		+ 1	
Target moving at <i>Slow</i> speed		+ 1	
Target <i>Stopped</i> or is a Land Target		Re-roll misses	
Shore Battery shooting		Re-roll misses	

9.8 – Shooting at ships with CRF/MRF

When shooting with stands of Type “X” vessels, the surviving vessels in the stand determine the number of attacks. This number is multiplied by the available factors for the vessel type to give the number of attacks:

Surviving Vessels	# of attacks
1 - 2	1
3 - 6	2
7 - 12	3

CRF/MRF ‘On Target’ Table (8+ on d20 to hit)	
Modifiers	
Crew Quality	+ 2 to - 2
Per Splash Marker on shooting vessel and on target	- 1
Target size	+3 to - 4
Target has damaged steering (SV = 0)	+ 1
Target moving at <i>Slow</i> speed	+ 1
Target <i>Stopped</i> or is a Land Target	Re-roll misses

If target is hit it gets a splash marker and a Saving Throw. If this is failed, one vessel is eliminated from a stand of Type “X” vessels; other ships (only types “A %” and “C %” hit by MRF) take 1 S damage.

CRF/MRF saving Throws (6+ on d10 to succeed)	
Modifiers	
Type “X” saving throw modifier	- 2 to +1
Type “X” hit by CRF	+ 1
Other ships (“A %” and “C %”) hit by MRF	+ 1

9.6 – Shooting at Type “X” vessels with Guns

Only possible with 3.9” to 6.1” guns. If target stand is hit using LOCAL CONTROL. If stand is hit it gets a splash marker and a Saving Throw. If this is failed one vessel is eliminated from the stand.

Type “X” saving throw modifiers (d10) 6+ to save	
Target Saving Throw Modifier	- 2 to + 1
Attacking Gun	- IP value

10.4 – Armour Protection

<i>Armour Designation</i> <i>[Kamikaze attacks could hit either Vertical or Horizontal Protection]</i>	<i>Vertical Protection:</i> <i>Gun fire, Skip bombing, Salvo rockets, Standoff attack with Ohka</i>	<i>Horizontal Protection:</i> <i>Raking gun hit, Bomb (not skip bombing), Standoff (FX 1400, Hs 293, Tiny Tim)</i>
Belt (Deck)	Belt	Deck Armour
Conning Tower (½ CT)	Conning Tower	Half Conning Tower Armour (rounded up)
Turret (½ Turret)	Turret	Half Turret Armour (rounded up)
Casemate (Deck)	Casemate	Deck Armour (This may provide armour protection to an otherwise unprotected casemate)
Armoured Flight Deck (None) [Carriers only]	No protection	Special see 10.5

10.8 – Loss of Weapons

<i>CV costs for and order of loss of weapon mounts</i>	
Open gun	1
Shielded gun	2
Unarmoured Casemate (AC = 0)	3
Unarmoured Turret (AC = 0)	4
{Armoured} Casemate (AC > 0 – if attack penetrates armour)	3
(Armoured) Turret (AC > 0 – if attack penetrates armour)	4

12.3 – Ship Morale Tests

Each ship must test for morale in the following circumstances:

- Structure reduced to 1/3rd or less
- Structure reduced to 0
- Flotation reduced to 1/3rd or less
- Flotation reduced to 0

during the current game turn. If a ship suffered a lot of damage, it may have to test for several of the above causes.

<i>Ship Morale test modifiers (d10) (6+ to pass)</i>	
Crew Quality unless...	+ 2 to - 2 or ...
Squadron CO on board	+ or - Command Value
# Fires on testing ship:	
1 – 2	- 1
3 – 6	- 2
7 – 12	- 3
13 – 20	- 4
21 or over	- 5

12.5 – Squadron Morale Tests

A squadron must test its Morale if it is reduced to half its original number of ships (or aircraft stands) or below.

<i>Squadron Morale test modifiers (d10)</i>	
Command Value	+ 2 to - 2

9.1 – Fundamental rules about Combat

<i>Day, with clear line of sight to target in TVR</i>	Guns can be aimed at a target within the firing ship's SD or the Tactical Visibility Range (TVR), whichever is lower. Guns gain +1 to hit if battery is supported by radar. Torpedoes can declare an AIMED attack against a target within the firing ship's SD or the TV, whichever is lower. A WIDE SPREAD attack is also permitted.
<i>Day or Night, with target beyond TVR or obscured</i>	Guns cannot shoot if battery not supported by radar. Guns supported by radar can shoot to Spotting Distance. Each gun battery with radar requires a Crew Test for radar to acquire target. If successful, the battery can shoot at target. Torpedoes can declare a WIDE SPREAD attack into an area within the firing ship's SD or the TV, whichever is lower, where a target may potentially appear during movement. This requires a successful Crew Test.
<i>Night, with clear line of sight to target in TVR</i>	If target is illuminated guns can be aimed at a target within the firing ship's SD or the TVR, whichever is lower. Guns gain +1 to hit an illuminated target if battery is supported by radar. Torpedoes can declare an AIMED attack against a target within the firing ship's SD or the TV, whichever is lower. If target not illuminated, the ship must make a crew test to identify a single target. If successful, guns can shoot at this target and torpedoes can declare an AIMED attack. A WIDE SPREAD torpedo attack is also permitted.

10.2 – Wreck Tests

If damage to a ship reduces its Flotation (F) value to 0, or if a ship with F of 0 suffers 1 or more points of IP damage to F, a wreck test is carried out immediately, each time it is hit, after applying any damage but before resolving any Critical Damage.

<i>Wreck test modifiers (d10)</i>	
<i>If the ship is in an area of Bad Weather, re-roll if successful</i>	
Crew Quality	+ 2 to - 2
Damage Control	
# Teams:	
1 – 2	+ 1
3 – 6	+ 2
7 – 12	+ 3
13 – 20	+ 4
21 or over	+ 5
Ship has Poor Carrier Safety	- 1
Ship has Poor Underwater Protection	- 1
# Fires on testing ship:	
1 – 2	- 1
3 – 6	- 2
7 – 12	- 3
13 – 20	- 4
21 or over	- 5

<i>Structural Critical Damage Table</i>				<i>(Shaded items cannot be repaired in the game)</i>
<i>d20</i>	<i>Sub table</i>	<i>Area</i>	<i>Armour Protection</i>	<i>Effect</i>
1 – 2		Hull	Belt (Deck)	EITHER: Flotation is reduced by 1 per [1]. If F is reduced to 0, carry out a Wreck Test now. OR: If F is already = 0, carry out a Wreck Test now. In either case if this fails the ship sinks and the model is removed immediately. NO wreck marker is placed in this case. All available CV is used up by this result.
3	1 – 5	Optics Radar	None	Ship Gunnery Modifier reduced by 1 per [5]. (The value can go below 0.) If the ship carries SEARCH RADAR this is lost on first such hit. All available CV is used up by this result.
	6 – 10	Spot. Top Masts	None	Mast brought down. Spotting Distance reduced by 1 band per [4] (to a minimum of 0). Re-roll on main table to apply any unused CV.
4		Crew	None	Damage Control teams reduced by 1 per [5] (to a minimum of 0). Re-roll on main table to apply any unused CV.
5		Fire Control	Conning Tower (½ CT)	Fire control is reduced by 1 per [1] (to a minimum of 0). When FC = 0, use local control. Re-roll on main table to apply any unused CV.
6		Command	Conning Tower (½ CT)	Crew Quality reduced by 1 only [5] (CQ can go below – 2) Re-roll on main table to apply any unused CV. If flag officer present, Roll d20. If the result is > CV, the officer suffers only a minor injury and carries on. If the result is less than or equal to the CV, the Officer is killed. His Number 2 takes over, so the Command Value is reduced by 1. (Command value can go below – 2.)
7 – 9		Engine Room	Belt (Deck)	Speed in knots is reduced by 1d6 per [4 ± Target Size] (to a minimum of 0). Lose smoke making ability from the first hit. Remove any smoke screen attached to this ship immediately. Re-roll on main table to apply any unused CV.
10		Steering	Belt (Deck)	Steering Value is reduced by 1 per [1] (to a minimum of 0). When Steering Value (SV) has been reduced to 0, a successful Crew Test is required to make a turn. Re-roll on main table to apply any unused CV.
11		Helm	Belt (Deck)	As 10, but in addition... Target rolls Crew Test. If passed, no further effect. If failed ship suffers temporary loss of control. A Splash Marker is placed on the ship. Roll d20: the ship makes an immediate turn to (1-10) Port, (11-20) Starboard, then moves MVR ahead. This happens even if the steering is out of action or speed is 0 ! This result does not “linger” into the next turn. It may result in a collision when it occurs, and the effects of this are applied immediately. Re-roll on main table to apply any unused CV.
12		Sensors	None	1st hit: Lose Searchlights at a cost of [3] – Re-roll on main table to apply any unused CV. 2nd hit: Lose all shipboard planes and launch capability at a cost of [4]; immediately roll a Fire Test . – Re-roll on main table to apply any unused CV. 3rd hit: Lose all Gunnery Radar at a cost of [5]. MAIN, OTHER and AA Fire with LRF all lose the +1 to hit modifier. – Re-roll on main table to apply any unused CV. The effects are shown in the order in which they must be applied. If a ship is not equipped with an item, drop down the table until a valid result is possible. If no valid result is available treat as an effect that “cannot be applied” as described in the rules.
13		Fire	None	Add 1 Fire per [4 ± Target Size]. All available CV is used up by this result.
14 – 20		Weapons	Turret (½ Turret) or Casemate (Deck)	Owning player rolls d10 to find which weapons group (MAIN guns, OTHER guns or TORPEDOES) on the Ship Data Sheet is affected. The effects are that... One MAIN gun mount may be lost – NOTE a magazine test may follow, which may also lead to the destruction of the ship and possible collateral damage (see rules). All available CV is used up by this result. Multiple OTHER gun mounts may be lost at costs shown on Ship Data Sheet. Any ASW⇒MRF⇒CRF factors will suffer incidental damage. (⇒ denotes order in which these are lost.) Re-roll on main table to apply any unused CV. Multiple TORPEDO mounts may be lost at costs shown on Ship Data Sheet. Re-roll on main table to apply any unused CV.
Merchant vessels use the result below				
This section is also used if a warship is carrying cargo and the hit has been inflicted on the cargo instead of the weapons.				
14 – 20		Cargo	None	The cargo on this ship is destroyed. (See below for effects if the ship is carrying Valuable Cargo.) If the cargo has already been destroyed, or the ship is not carrying cargo, treat result as if it cannot be applied. All available CV is used up by this result.
Valuable Cargo				
If carrying Fuel then the target automatically suffers 1 Fire. Carry out one Fire Test per Cargo Point being carried, using the CV of the hit that caused the damage, as shown in the rules. For each successful test one additional fire is started.				
If carrying Ammunition, carry out a Fire Test using the CV of the hit that caused the damage, as shown in the rules. If the ship is on fire, re-roll a failed Fire Test. If the final result is successful then the ammunition explodes and the ship is immediately replaced with a wreck, and then check for any Collateral Damage treating this as a magazine explosion. The CV value for the purposes of the test is determined by rolling 1d6 per Cargo Point being carried.				

Underwater Critical Damage Table				<i>(Shaded items cannot be repaired in the game)</i>
<i>d20 Bow</i>	<i>d20 Mid-ships</i>	<i>d20 Stern</i>	<i>Area</i>	<i>Effect</i>
1 – 9	1 – 5	1 – 3	Bulkheads Catastrophic Flooding	If F is greater than 0, reduce F by 1 per [1]. If effect was due to a “Flashover Critical”, no further effect.. If effect was NOT caused by a “Flashover Critical”, carry out a Crew Test (– 1 if ship has Poor Underwater Protection). If this is passed there is no further effect. If it fails, reapply this result (see rules). If F is already 0, or is reduced to 0, carry out a Wreck Test (WT) now. If the WT is successful, this Critical Damage result is completed and no further effect is applied. If the WT fails the ship sinks the model is removed immediately and no wreck marker is placed. All available CV is used up by this result.
10 – 12	6 – 8	4	Engine Room	Speed in knots is reduced by 1d6 per [4 ± Target Size] (to a minimum of 0). Re-roll on main table to apply any unused CV.
13	9 – 10	5 – 6	Engine Room	Speed in knots is reduced by 1d6 PLUS 1d6 per [4 ± Target Size] (to a minimum of 0). Re-roll on main table to apply any unused CV.
14	11	7 – 10	Engine Room	Speed in knots is reduced by 2d6 PLUS 1d6 per [4 ± Target Size] (to a minimum of 0). Re-roll on main table to apply any unused CV.
15	12 – 14	11 – 15	Steering	Steering Value is reduced by 1 per [1] (to a minimum of 0). When Steering Value (SV) has been reduced to 0, a successful Crew Test is required to make a turn. Re-roll on main table to apply any unused CV.
16	15	16	Helm	As 15/12-14/11-15, but in addition... Target rolls Crew Test. If passed, no further effect. If failed ship suffers temporary loss of control. A Splash Marker is placed on the ship. Roll d20: the ship makes an immediate turn to (1-10) Port, (11-20) Starboard, then moves MVR ahead. This happens even if the steering is out of action or speed is 0 ! This result does not “linger” into the next turn. It may result in a collision when it occurs, and the effects of this are applied immediately. Re-roll on main table to apply any unused CV.
17	16	17	Command	Crew Quality reduced by 1 only [5] (CQ can go below – 2) Re-roll on main table to apply any unused CV. If flag officer present, Roll d20. If the result is > CV, the officer suffers only a minor injury and carries on. If the result is less than or equal to the CV, the Officer is killed. His Number 2 takes over, so the Command Value is reduced by 1. (Command value can go below – 2.)
18	17	18	Crew	DC teams reduced by 1 per [5] (to a minimum of 0). Re-roll on main table to apply any unused CV.
19	18 – 19	19	Power Failure	Ship wide power failure. To carry out any task in the Action Phase from now on (including night time spotting identification rolls and landing aircraft on carriers) the ship must pass a Crew Test. This happens when the ship activates in the Action Phase each turn. Only 1 test is made for the ship, it either passes or fails. This has no effect on actions carried out in the Movement Phase. All available CV is used up by this result.
Warships except Carriers use the result below				
20	20	20	Weapons	Owning player rolls d10 to find which weapons group (MAIN guns, OTHER guns or TORPEDOES) on the Ship Data Sheet is affected. The effects are that... One MAIN gun mount may be lost – NOTE a magazine test may follow, which may also lead to the destruction of the ship and possible collateral damage (see rules). All available CV is used up by this result. Multiple OTHER gun mounts may be lost at costs shown on Ship Data Sheet. Any ASW⇒MRF⇒CRF factors will suffer incidental damage. (⇒ denotes order in which these are lost.) Re-roll on main table to apply any unused CV. Multiple TORPEDO mounts may be lost at costs shown on Ship Data Sheet. Re-roll on main table to apply any unused CV.
Carriers roll d20. If the result is > original H use the result above, otherwise use result below				
20	20	20	Fuel and Ammunition	Add 1 FIRE. Carry out Carrier Fuel Explosion Test, which may also lead to the destruction of the ship and possible collateral damage (see rules). All available CV is used up by this result.
Merchant vessels use the result below				
This section is also used if a warship is carrying cargo and the hit has been inflicted on the cargo instead of the weapons.				
20	20	20	Cargo	The cargo on this ship is destroyed. (See below for effects if the ship is carrying Valuable Cargo If the cargo has already been destroyed, or the ship is not carrying cargo, treat result as if it cannot be applied. All available CV is used up by this result.
Valuable Cargo				
If carrying Fuel then the target automatically suffers 1 Fire. Carry out one Fire Test per Cargo Point being carried, using the CV of the hit that caused the damage, as shown in the rules. For each successful test one additional fire is started. If carrying Ammunition, carry out a Fire Test using the CV of the hit that caused the damage, as shown in the rules. If the ship is on fire, re-roll a failed Fire Test. If the final result is successful then the ammunition explodes and the ship is immediately replaced with a wreck, and then check for any Collateral Damage treating this as a magazine explosion. The CV value for the purposes of the test is determined by rolling 1d6 per Cargo Point being carried.				

9.9 – Ships shooting at aircraft

Anti Aircraft Combat	
“To hit” modifiers (d20)	
Crew Quality	+ 2 to - 2
Shooting ship has DPAA radar and can see the target	+ 1
LRF shooting at 2RB	- 3
Per Splash Marker on ship and Flak Marker on target aircraft stand	- 1
Shore battery or installation shooting	Re-roll misses
Aircraft saving throw modifiers (d10) 6+ to save	
Hit scored using LRF and gun carries annotation “AA+”	- 2
Target hit points:	
1	+ 0
2- 3	+ 1
4- 7	+ 2
8- 13	+ 3
14- 21	+ 4
22 and over	+ 5

9.15 – Aircraft fighting aircraft

Table of availability of Air Combat Factors		
Aircraft type	Intercept	Dogfight
Fighter	Yes	Yes, using ACF Dogfight 1
Loaded Fighter-Bomber	No	Yes (but reduced, using ACF Dogfight 2), or No
Empty Fighter-Bomber	Yes	Yes, using ACF Dogfight 1
Other	No	Yes, using ACF Dogfight 2

9.11 – Aircraft attacking ships with bombs, torpedoes or rockets

Air Attacks on Shipping Table # dice and modifiers (d20)	
# aircraft in a stand attacking target	# dice
1 - 2	1
3 - 6	2
7 - 12	3
13 - 20	4
21 and over	5
Modifiers (d20)	
Crew Quality	+ 2 to - 2
Attack Type:	
Dive Bomber	+ 4
Skip Bomber	+ 2
Fighter-Bomber, Glide Bomber, Torpedo Bomber, Aircraft Guns, Ohka, FX 1400, Hs 293, Kamikaze	+ 0
Salvo Rockets, Tiny Tim, Low level bomber	- 1
Medium level bomber	- 3
High level bomber	- 5
Torpedo attack modifier	+ 2 to - 2
Target size modifier	+ 3 to - 4
Per Flak Marker on attacking aircraft	- 1
Per Splash Marker on the target vessel except with torpedo attacks	- 1
Target has damaged steering (SV = 0)	+ 1
Target moving <i>Slowly</i>	+ 1
Target <i>Stopped</i> or is a Land Target	Re-roll misses

Air Combat # dice and modifiers (d20)	
# aircraft attacking	# dice
1- 2	1
3- 6	2
7- 12	3
13- 20	4
21 and over	5
Modifiers (d20)	
Crew Quality	+ 2 to - 2
Per Flak Marker on attacking and defending aircraft	- 1
Aircraft saving throw modifiers (d10) 6+ to save	
If the ACF > Hit points the modifier is - 1 to - 5	
If the ACF < Hit points the modifier is + 1 to + 5	
Difference between ACF and hit points	
1- 2	+ or - 1
3- 6	+ or - 2
7- 12	+ or - 3
13- 20	+ or - 4
21 and over	+ or - 5

12.4 – Aircraft Stand Morale Tests

An aircraft stand must test morale when the number of aircraft in the stand is reduced to 1/3rd or less during the current game turn.

Aircraft stand test modifiers (d10) (6+ to pass)	
Crew Quality, unless...	+ 2 to - 2
Only stand (remaining) in squadron	+ or - Command Value

9.12 – Aircraft attacking ships with guns

Aircraft gun attacks use the number of attack dice, and the modifiers shown in the table in the previous section dealing with aircraft attacking ships. When a ship is hit by strafing or an anti shipping gun the result must be validated rolling a d20 and adding the Strafing or Anti-Shipping ACF in the following table. Note there are limits to permitted targets.

If the target is hit it gets a splash marker and rolls a Saving Throw. If this is failed, one vessel is eliminated from a stand of Type “X” vessels; other ships (only types “A %” and “C %” hit by MRF) take 1 S damage.

Air Attacks with guns: Saving throw modifiers (d10) 6+ to save	
Type “X” Saving Throw Modifier	- 2 to + 1
Attacking ACF S or ACF A/S factors	
1 or 2	- 1
3 to 6	- 2
7 or more	- 3
Type “X” hit by ACF S	+ 1
Other ships hit by ACF A/S	+ 1

<i>Carrier/Air Base Critical Damage Table (Shaded items cannot be repaired in the game)</i>				
<i>d20</i>	<i>Sub table</i>	<i>Area</i>	<i>Armour Protection</i>	<i>Effect</i>
1 – 2		Hull	Belt (Deck)	EITHER: Flotation is reduced by 1 per [1]. If F is reduced to 0, carry out a Wreck Test now. OR: If F is already = 0, carry out a Wreck Test now. In either case if this fails the ship sinks and the model is removed immediately. NO wreck marker is placed in this case. All available CV is used up by this result. On air bases damage is applied to S instead of F, and Wreck Tests are applied when S=0.
3	1 – 5	Optics Radar	None	Gunnery Modifier reduced by 1 per [5] (The value can go below 0.) If the ship carries SEARCH RADAR this is lost on first such hit. All available CV is used up by this result.
	6 – 10	Spot. Top Masts	None	Mast brought down. Spotting Distance reduced by 1 band per [4] (to a minimum of 0). Re-roll on main table to apply any unused CV.
4		Crew	None	DC teams reduced by 1 per [5] (to a minimum of 0). Re-roll on main table to apply any unused CV.
5		Fire Control	Conning Tower (½ CT)	Fire control is reduced by 1 per [1] (to a minimum of 0). When FC = 0, use local control Re-roll on main table to apply any unused CV.
6		Command	Conning Tower (½ CT)	Crew Quality reduced by 1 only [5] (CQ can go below – 2) Re-roll on main table to apply any unused CV. If flag officer present, Roll d20. If the result is > CV, the officer suffers only a minor injury and carries on. If the result is less than or equal to the CV, the Officer is killed. His Number 2 takes over, so the Command Value is reduced by 1. (Command value can go below – 2.)
7 – 9		Engine Room	Belt (Deck)	Speed in knots is reduced by 1d6 per [4 ± Target Size] (to a minimum of 0). Lose (OPTIONAL) smoke making ability from the first hit. Remove any smoke screen attached to this ship immediately. Re-roll on main table to apply any unused CV.
10		Steering	Belt (Deck)	Steering Value is reduced by 1 per [1] (to a minimum of 0). When Steering Value (SV) has been reduced to 0, a successful Crew Test is required to make a turn. Re-roll on main table to apply any unused CV.
11		Helm	Belt (Deck)	As 10, but in addition...Target rolls Crew Test. If passed, no further effect. If failed ship suffers temporary loss of control. A Splash Marker is placed on the ship. Roll d20: the ship makes an immediate turn to (1-10) Port, (11-20) Starboard, then moves MVR ahead. This happens even if the steering is out of action or speed is 0 ! This result does not “linger” into the next turn. It may result in a collision when it occurs, and the effects of this are applied immediately. Re-roll on main table to apply any unused CV.
12		Sensors	None	1st hit: Lose Searchlights at a cost of [3] – Re-roll on main table to apply any unused CV. 2nd hit: Lose all Gunnery Radar at a cost of [5]. MAIN, OTHER and AA Fire with LRF all lose the +1 to hit modifier. – Re-roll on main table to apply any unused CV. The effects are shown in the order in which they get applied. If a ship is not equipped with any of the items, drop down the table until a valid result is possible. When no valid result is available treat as an effect that “cannot be applied” as described in the rules.
13		Fire	None	Add 1 Fire per [4 ± Target Size]. All available CV is used up by this result.
14		Weapons	Turret (½ Turret) or Casemate (Deck)	Owning player rolls d10 to find which weapons group (MAIN guns, OTHER guns or TORPEDOES) on the Ship Data Sheet is affected. The effects are that... One MAIN gun mount may be lost – NOTE a magazine test may follow, which may also lead to the destruction of the ship and possible collateral damage (see rules). All available CV is used up by this result. Multiple OTHER gun mounts may be lost at costs shown on Ship Data Sheet. Any MRF⇒CRF factors will suffer incidental damage. (⇒ denotes order in which these are lost.) Re-roll on main table to apply any unused CV.
15 – 16		Aircraft Operations	Armoured Flight Deck (None)	H is reduced by 1 per [1] (to a minimum of 0). Lose 1 Flight deck catapult as well each time you get this result (to a minimum of 0). Re-roll on main table to apply any unused CV.
17 – 18		Aircraft in hangar	Armoured Flight Deck (None)	RRR is reduced by 1 per [2] (to a minimum of 0). Roll d20 CV test against each aircraft stand on ship being refuelled or rearmed in the hangar. If the test rolls =< the CV then the stand is destroyed, otherwise it is unharmed. Re-roll on main table to apply any unused CV.
19 – 20		Fuel and ammunition	Armoured Flight Deck (None)	Add 1 FIRE. Carry out Carrier Fuel Explosion Test, which may also lead to the destruction of the ship and possible collateral damage (see rules). All available CV is used up by this result.