

## 2.2 – Game Sequence

<i>Game Sequence</i>	
Ongoing damage	Take damage from fire and flood. This is carried out by both players simultaneously. Test for sinking ships.
Initiative	Remove all splash markers. Squadrons reduced to half strength or below test for morale. Each player rolls d10 for initiative, applying modifiers as shown. (The weather may change.)
Movement	Players alternate moving their Squadrons and Contact Markers, in the order chosen by the player who won the initiative for this turn. Any ram or mine damage that is inflicted during movement is applied as it occurs.
Repairs	Put out fires, stop flooding, attempt other repairs. This is carried out by both players simultaneously.
Spotting	Contact Markers that are within spotting range of an enemy are revealed if their counter is selected and the test to spot is successful. Spotting is carried out alternately, starting with the player who won initiative.
Firing	Squadrons carry out their attacks alternately, starting with the player who won the initiative for this turn. Resolve all gun fire Resolve all torpedo fire When a squadron is resolving its attacks these are carried out ship by ship, each completing its actions before moving to the next.

## 2.4 – Initiative Modifiers

<i>Initiative Modifiers (d10)</i>	
Per squadron (deployed as models) with Superior Crews	+ 2
Per squadron (deployed as models) with standard Crews	+ 1
Per squadron (deployed as models) with Inferior Crews	+ 0
Each squadron with any ships out of command	- 1
Each large squadron of 7 or more vessels	- 1
Each squadron currently without a flagship	- 2

## 5.4 – Gunnery Hit Location

<i>Hit Locations</i>	<i>Hull</i>	<i>Main</i>	<i>2ndary</i>
B, CB	1-6	7	8-10
ACL, TSL, AC, C, TS, CL	1-5	6-7	8-10
DD	1-6	7-8	9-10
GB	1-5	6-8	9-10
TB	1-7	8	9-10

## 5.3 – Gunnery Modifiers

<i>Gunnery Modifiers (d10) 8+ to hit</i>	
Target ship slow (current maximum <= 10 kts) Firing ship slow or stationary Shooting at Short range band Firing ship has Superior Crew	+ 1
Target ship stopped	+ 2
Target ship fast (current maximum >25 kts) Firing ship has Inferior Crew Target ship is DD or TB Shooting at Long range band Target has one or more Splash Markers DD or TB shooting in weather 'Fresh to Strong' All ships except DD or TB shooting in weather 'Gale'	- 1
DD or TB shooting in weather 'Gale' Shooting at night	- 2

## 5.5 – Armour

<i>Armour Table Vessel Type</i>	<i>Armour:</i>	<i>Hull</i>	<i>Main</i>	<i>2ndary</i>
Battleship	B	8	9	5
Coastal or old Battleship	CB	7	8	5
Large Armoured Cruiser	ACL	5	7	4
Large Turret Ship	TSL	5	6	4
Armoured Cruiser	AC	5	6	3
Cruiser	C	4	5	2
Turret Ship	TS	3	4	2
Light Cruiser	CL	3	4	2
Destroyer Gunboat	DD GB	1	1	0
Torpedo Boat	TB	0	1	0

## 5.2 – Gun Classes, Ranges and Damage

<i>Gun Calibre</i>	<i>Class</i>	<i>Short Range</i>	<i>Damage</i>	<i>Med Range 1</i>	<i>Damage</i>	<i>Med. Range 2</i>	<i>Damage</i>	<i>Long Range</i>	<i>Damage</i>
15.1" to 21"	I	1	n/a	4	3d10	6	d20	10	d12
12.1" to 15.0"	H	1	n/a	6	d20	8	d12	12	d10
11.9" to 12.0"	G	1	n/a	5	d20	7	d12	10	d10
10.1" to 11.8"	F	1	n/a	5	d12	7	d10	10	d8
9.0" to 10.0"	E	4	d12	5	d10	7	d8	—	—
6.5" to 8.9"	D	3	d10	5	d8	7	d6	—	—
5.4" to 6.4"	C	3	d8	6	d6	—	—	—	—
4.1" to 5.3"	B	3	d6	5	d4	—	—	—	—
2.9" to 4.0"	A	2	d6	4	d4	—	—	—	—

## 5.7 – Gunnery Critical Hits

<i>Gunnery Critical Hits</i>				
<i>B, CB</i>	<i>Other</i>	<i>DD, TB</i>	<i>Result</i>	<i>Other effects</i>
1 – 13	1 – 10	1 – 7	No effect	—
14	11	8	Rudder disabled	—
15 – 16	12 – 14	9 – 12	Engine room hit	—
17	15	13	Bridge hit	—
18	16 – 17	14 – 16	Fire	d4/turn in ongoing damage phase
19-20	18-20	17-20	Catastrophic explosion	Ship must test to see if it sinks in each Ongoing Damage Phase.

## 5.10 – Torpedo Modifiers

<i>Torpedo Modifiers (d10) 8+ to hit</i>	
Target ship slow (current maximum <= 10 kts) Firing ship slow or stationary Firing ship has Superior Crew	+ 1
Target ship stopped	+ 2
Target ship fast (current maximum >25 kts) Target ship DD or TB Any part of firing ship's base is outside the target's P or S gunnery arcs Torpedoes fired in weather 'Fresh to Strong' Firing ship has Inferior Crew	- 1
Torpedoes fired in weather 'Gale' Shooting at night	- 2

## 5.16 – Mine Modifiers

<i>Mine Modifiers (d10) 8+ to hit</i>	
Target ship slow (current maximum <= 10 kts) Target ship is DD or TB Target ship has Superior Crew	- 1
Target ship stopped	- 2
Testing ship has Inferior Crew	+ 1
Target ship fast (current maximum >25 kts)	+ 2

## 5.12 – Underwater Critical Hits

<i>Underwater Critical Hits</i>				
<i>B, CB</i>	<i>Other</i>	<i>DD, TB</i>	<i>Result</i>	<i>Other effects</i>
1 – 13	1 – 10	1 – 7	No effect	—
14 – 15	11 – 12	8 – 9	Rudder disabled	—
16	13 – 14	10 – 12	Engine room hit	—
17 – 18	15 – 17	13 – 16	Flood	d4/turn in ongoing damage phase
19 – 20	18-20	17-20	Catastrophic flooding	Ship must test to see if it sinks in each Ongoing Damage Phase.

## 5.17 – Sinking Ships

<i>Sinking Ships Table</i>	<i>Dice used</i>
<i>Vessel Type:</i>	
Battleship (B), Coastal or old Battleship (CB)	d10
Others	d8
Destroyer (DD) and Torpedo Boat (TB)	d6
<i>Modifiers (1 to 3 causes vessel to sink)</i>	
Weather 'Calm to Moderate'	+ 1
Weather 'Gale'	- 1
Weather 'Storm' Testing due to a Critical Hit result	- 2