

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. |

5.3 – Gunnery Modifiers

| <i>Gunnery Modifiers (d10) 8+ to hit</i> <i>If shooting vessel OR target vessel is moving evasively any dice that hit must be re-rolled (using all applicable modifiers).</i> <i>If BOTH are moving evasively if the first re-roll hits, the dice must be re-rolled again.</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 |

5.2 – 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 | — | — | — | — |

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 |

5.5 – Armour

| <i>Armour Table</i> <i>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 |

5.7 – 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> <i>If shooting vessel OR target vessel is moving evasively any dice that hit must be re-rolled (using all applicable modifiers).</i> <i>If BOTH are moving evasively if the first re-roll hits, the dice must be re-rolled again.</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>Vessel Type:</i> | <i>Dice used</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 |