

## 3.1 – The Turn Sequence

- 1 Determine initiative
- 2 Movement Phase
  - 2a) Move drifting vessels
  - 2b) Move Class 3 Ships
  - 2c) Move Class 2 Ships
  - 2d) Move Class 1 Ships
  - 2e) Move aircraft
- 3 Spotting
- 4 Damage Control and Repairs
- 5 Shoot guns, attack using aircraft
- 6 Torpedo attacks
  - 6a) Advance existing Tracks by placing “Armed” (40cm) Torpedo Tracks
  - 6b) Launch new Tracks by placing Torpedo “Arming” (20cm) Tracks
  - 6c) Resolve any torpedo attacks
- 7 Move Contact Markers
- 8 End Phase

## 6.2 – Damage Control

The following repairs can be attempted:

- Repair **acceleration** damage – results 3 and 4 in Steering (S) Special Effects
- Repair **rudder** damage – results 1 to 3 in Machinery (M) Special Effects.
- Fight Fires
- Stem Floods

## 6.3 – Fighting Fires

<i>Fire Effects Table (d10)</i>	
Score	Effect
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>	
Score	Effect
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>	
Situation	Modifier
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 Contact Marker at night, unless it is illuminated	- 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>	
Nationality	Dud score
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>	
Score	Effect
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

Shooting Modifiers Table (d10)		+2 to -2
Crew Quality	Gun mount has a rating of '(nd-)' Ship is Suppressed (NOTE: Shielded and Turret guns of 3.9", and over are immune to suppression) Shooting through smoke from burning vessels (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

Weapon	10 cm	25 cm	50 cm	75 cm	100 cm	150 cm	>150 cm
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.

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

Armour Protection Table			
Warship Class:	3	2	1
Bridge (B)	Light	Nil (Light)	Nil (Light)
Hull (H)	Heavy	Medium	Nil
Machinery (M)	Heavy	Medium	Nil
Steering (S)	Heavy	Medium	Nil

**Other ships:**

Barges and Trawlers	Nil
Armed Trawlers	Light
Merchant Vessels	Light for Hull, Machinery and Steering; Nil for Bridge
Armed Merchant Vessels	Medium for Hull, Machinery and Steering; Light for Bridge

**Weapons**

Main guns (3.9" or greater*) (X)	[[[Turret]]]: Heavy [[[Gun shield]]]: Medium No shield: Nil
* NOTE there are some exceptions: some large calibre guns have no protection, while some smaller calibre guns are given protection. This is shown both in the Weapons and the Notes sections of the Ship Data tables.	
Torpedo Tubes (X)	Torpedo tube: Light
Smaller calibre weapons (X)	Nil

Weapon	Score on 2d6 showing Hull Damage inflicted on Target											
	Effective vs	2	3	4	5	6	7	8	9	10	11	12
LMG	Nil	0	0	0	0	0	Ineffective	0	0	1	2	2
HMG	Nil	0	0	0	0	0	Ineffective	0	1	2	3	3
20mm, 23mm, 25mm	Light	0	0	0	0	0	0	0	1	2	3	4
28mm (1.1"), 30mm	Light	0	0	0	0	0	0	1	2	3	4	5
37mm, 40mm, 2pdr	Medium	0	0	0	0	0	1	2	3	4	5	6
45mm, 47mm, 3pdr	Medium	0	0	0	0	1	2	3	4	5	6	7
57mm, 6pdr	Medium	0	0	0	1	2	3	4	5	6	7	8
75mm, 3", 12pdr; Rocket salvoes	Heavy	0	0	1	2	3	4	5	6	7	8	9
85mm, 88mm, 3.4"	Heavy	0	1	2	3	4	5	6	7	8	9	10
Larger calibre up to 4.1" / 105mm; Heavy Rockets	Heavy	1	2	3	4	5	6	7	8	9	10	11
Larger calibre up to 5.1" / 130mm	Heavy	2	3	4	5	6	7	8	9	10	11	12
Larger calibre up to 6.1" / 155mm	Heavy	3	4	5	6	7	8	9	10	11	12	13