

2 – The Turn Sequence

1 Determine initiative

Activation of individual Units always alternates between the two sides in each Phase, unless otherwise noted.

- 2 Movement Phase
 2a) Move civilian vessels
 2b) Move aircraft and helicopters
 2c) Move vessels and guided torpedoes
 2d) Move autonomous torpedoes
 2e) Move aircraft and helicopters a 2nd time
- 3 Spotting Phase
- 4 Launch Phase
- 5 Combat Phase
 5a) Shoot guns and rockets, drop unguided bombs
 5b) Shoot SAMs
 5c) Deploy Countermeasures
 5d) Fire CIWS
 5e) Resolve incoming hits by missiles and torpedoes
- 6 Damage Control – can be done simultaneously
- 7 End Phase

3.1 – Surface Vessel Movement

# Markers	Vessel must move between ...
1	1 and 5 cm
2	5 and 10 cm
3	10 and 15 cm
4	15 and 20 cm
5	20 and 25 cm
6	25 and 30 cm
0	Does not move but may drift

3.2 – Turning

MVR	Minimum Move
2	2 cm
4	4 cm
6	6 cm
8	8 cm
10	10 cm

4.8 – Visual Identification

The maximum distance at which an attempt to visually identify a target is the lowest of:

- Tactical Visibility determined at Game Set Up.
- The distance limitations due to the size or type of identifying Unit as laid out in the table below.

Size or type of identifying Unit	Distance
Very Small	30 cm
Small	40 cm
Medium Aircraft identifying from Low Altitude	50 cm
Large Aircraft identifying from Medium Altitude	60 cm
Very Large Aircraft identifying from High Altitude	70 cm
Radar Contact being identified is Aircraft type	+10 cm

- If the action is also taking place in foggy conditions the final distance is halved.

Special rules apply at night (qv.)

2.1 – Initiative Modifiers

At the start of each turn a d10 is rolled for each side, modified as shown below. The highest score wins the initiative. See the rules regarding “ties”.

Initiative Modifiers (d10)	
Commander on table	+ 2 to - 2
Force has more models deployed on table	+ 2
Force has lost half of its Units	- 2

4.7 – Radar Detection

The maximum distance at which an attempt at Radar Detection can be made is based on the size or type of Unit:

Size or type of detecting Unit	Distance
Very Small	60 cm
Small	80 cm
Medium Aircraft detecting at Low Altitude	100 cm
Large Aircraft detecting at Medium Altitude	120 cm
Very Large Aircraft detecting at High Altitude	140 cm
Contact Marker being detected is Aircraft type	+20 cm

The Player carrying out the attempt rolls d10, modified as follows:

Situation	Modifier (d10)
Crew Quality of detecting Unit	± 0 to 2
If Line of Sight (LOS) to target extends beyond it to land within 30cm	- 1
If LOS is traced through another vessel	- 1 per vessel
If Sea State is 4 to 5	- 1
If Sea State is 6	- 2
FCS is 1 st Generation	- 1
FCS is 3 rd Generation	+ 1
Detecting vessel has 5 or 6 Speed Markers	- 1

If the final score is 6 or greater the owner of the Contact Marker must EITHER

- remove it (it is a whale perhaps) OR
- mark this as a Radar Contact.

To make a Visual Identification of a target the Player carrying out the attempt rolls d10, modified as follows:

Situation	Modifier (d10)
Crew Quality of identifying Unit	± 0 to 2
If Sea State is 4 to 5	- 1
If Sea State is 6	- 2
Identifying vessel has 5 or 6 Speed Markers	- 1

If the final score is 6 or greater the owner of a normal Contact Marker must EITHER

- Remove it (it is a whale perhaps) OR
 - Reveal a real Unit and place a model on the table
- If this is a Radar Contact, the owner must EITHER
- Reveal one of his Units OR
 - Place a civilian vessel or aircraft on that location

6.2 – Combat Modifiers Table

<i>Combat Modifiers Table</i>	<i>Modifier (d20)</i>	<i>Used By</i>
The modifiers are all used in ship vs ship combat; if air units are involved then modifiers are applied as indicated in the <i>Used By</i> column <i>In all cases the modifier is applied to the score rolled on the dice.</i>		
Crew Quality (firing Unit)	± 0 to 2	All attacks
Target Size:		Bombs
Very Small	-4	Air gun vs ship
Small	-2	Air rocket vs ship
Medium	+0	Ship gun vs air
Large	+2	Air vs air
Very Large	+4	
Shooter Speed Markers:		Ship gun vs air
0	-4	
1 to 4	+0	
5	-2	
6	-5	
Target Speed Markers:		Bombs
0	+8	Air gun vs ship
1 or 2	+5	Air rocket vs ship
3	+2	Ship gun vs air
4 or any air target	+0	Air vs air
5	-2	
6	-5	
Fire Control System:		Bombs
1st Generation	+2	Air gun vs ship
2nd	+3	Ship gun vs air
3rd	+4	Air vs air
None	+0	
Sea State if greater than 3		Bombs
4	-4	Air gun vs ship
5	-5	Air rocket vs ship
6	-6	Ship gun vs air
Multiple Mounts	+1	Ship gun vs air
Firing vessel is on Fire	-1 per Fire	Ship gun vs air
Rocket Pod or Salvo Rocket Launcher firing	-2	Air rocket vs ship

6.8 – SAM Modifiers Table

<i>SAM Modifiers Table</i>		<i>ECM generation (Aircraft FCS)</i>		
<i>Seeker</i>	<i>Generation</i>	<i>1st</i>	<i>2nd</i>	<i>3rd</i>
ARH	1st	-6	-8	-10
	2nd	-4	-6	-8
	3rd	-2	-4	-6
SARH	1st	-5	-7	-9
	2nd	-3	-5	-7
	3rd	-1	-3	-5
CMD (V)	—	n/a	n/a	n/a
CMD (R)	—	-3	-5	-8
CMD (Wire)	—	n/a	n/a	n/a
IR	—	n/a	n/a	-2
Other Modifiers				
Crew Quality (firing ship)	± 0 to 2			
Target Size:				
Very Small	-4			
Small	-2			
Medium	+0			
Large	+2			
Firing vessel is on Fire	-1 per Fire (only if using CMD or SARH)			
SAM vs Missile Target	-5			

6.11 – Missile Fire Modifiers Table

<i>Missile Modifiers Table</i>		<i>ECM generation</i>		
<i>Seeker</i>	<i>Generation</i>	<i>1st</i>	<i>2nd</i>	<i>3rd</i>
ARH	1st	-6	-8	-10
	2nd	-4	-6	-8
	3rd	-2	-4	-6
SARH	1st	-5	-7	-9
	2nd	-3	-5	-7
	3rd	-1	-3	-5
CMD (V)	—	n/a	n/a	n/a
CMD (R)	—	-3	-5	-8
CMD (Wire)	—	n/a	n/a	n/a
IR	—	n/a	n/a	-2
Target	Size		Speed markers	
	Very Small	-4	0	+8
	Small	-2	1 or 2	+5
	Medium	+0	3	+2
	Large	+2	4	+0
	Very Large	+4	5	-2
			6	-5
Other Modifiers				
Crew Quality (firing ship)	± 0 to 2			
Firing vessel is on Fire	-1 per Fire (only if using CMD or SARH)			

8 – Damage Control

Damage Control is carried out in the Damage Control Phase. The following systems can be repaired:

- Speed
- Manoeuvrability
- Fire Control System
- EO
- ESM
- ECM
- Power outage
- Fires

Weapons cannot be repaired.

To carry out damage control, roll 1d10 for each system that is currently damaged, and for each fire. Modify the score by using the Unit's Crew Quality, reading the results from the table below.

<i>Score</i>	<i>Effect</i>
8 or more	Systems: System repaired Fires: One Fire is extinguished
4 to 7	Systems: No effect Fire: No change
3 or lower	Systems: No effect Fires: add a Fire.

If a system is repaired all damage is removed, even if it has suffered from more than one hit. In the case of Speed and Manoeuvrability this means that the vessel can now make use of its original maximum speed and turning ability; in the case of speed, this may be less than the original speed if the Unit has suffered Special Damage affecting the Propulsion System.

7.1 – Basic Damage

Basic Damage is determined by rolling d10. The dice score is modified as follows:

<i>Circumstance</i>	<i>Modifier</i>
Target Damage Modifier (shown in the Ship Data tables)	$\pm n$
Weapon Damage Modifier (shown in the Weapon Data tables)	$\pm n$
Target currently Lightly Damaged	+ 1
Target currently Heavily Damaged	+ 2
Target currently Critically Damage	+ 3
Aircraft hit	+ 1 per damage marker

If the final score is 1 or greater then the Player controlling the target vessel rolls for every functioning weapon or other system on the target to determine the effect of the hit; this includes the Fire Control System, EO, ESM and ECM, and each system is rolled for individually. Weapons that only have limited ammunition are NOT rolled for if they are no longer capable of being used in the game. The target is marked with the current highest level of damage.

<i>Result</i>	<i>Damage level</i>	<i>Effect</i>
0 or less	Intact	No significant damage
1 – 3	Light Damage	Roll a d10 for each weapon or system: On a roll of 9+ the weapon/system is knocked out.
4 – 6	Heavy Damage	Roll a d10 for each weapon or system: On a roll of 6+ the weapon/system is knocked out. Roll a d10 separately for Speed and for Manoeuvrability: On a roll of 6+ roll a further d10: <ul style="list-style-type: none"> • Rolls of 1 to 6 reduce the Speed Rating by 1 or increase the MVR by 2cm • Rolls of 7 to 9 reduce the Speed Rating by 2 or increase the MVR by 4cm • A roll of 10 reduces the Speed Rating by 3 or increase the MVR by 6cm
7 – 9	Critical Damage	Roll a d10 for each weapon or system: On a roll of 3+ the weapon/system is knocked out. Roll a d10 separately for Speed and for Manoeuvrability: On a roll of 3+ roll a further d10: <ul style="list-style-type: none"> • Rolls of 1 to 6 reduce the Speed Rating by 2 or increase the MVR by 4cm • Rolls of 7 to 9 reduce the Speed Rating by 3 or increase the MVR by 6cm • A roll of 10 reduces the Speed Rating by 4 or increase the MVR by 8cm
10 or more	Wrecked	Vessel is no longer combat capable and is marked as such, perhaps with smoke and flames. It will now drift and blocks Lines of Sight and Lines of Fire.

7.2 – Special Damage

If the Basic Damage roll caused a “Light Damage” result or worse, then d10 is rolled to see if there is any Special Damage. There are no modifiers.

<i>Result</i>	<i>Effect</i>
1	(Optional) If any weapons have been lost in this attack one Fire is started
1 (or 2) – 5	No additional effect.
6	Demoralisation – Crew Quality is reduced by 1. This can be applied several times; the result can go below – 2
7	Propulsion System failure causing the vessel to immediately lose speed. The owning Player rolls d10: 7 to 10 – remove 1 Speed Marker 4 to 6 – remove 2 Speed Markers 2 or 3 – remove 3 Speed Markers 1 – remove 4 Speed Markers In all cases the maximum speed that the vessel can achieve is permanently reduced by one level.
8	Blackout – the power distribution system crashes. No weapon other than small arms, machine guns or RPGs may be used until it is restored. <i>If this is the Commander’s ship, then he cannot use his Initiative Bonus until power is restored</i> This can be applied several times taking longer to repair; Power may be restored in the Damage Control Phase.
9	Confusion at the helm – the vessel must immediately make a turn as the helmsman is distracted by the damage. Roll a d10. On a 1-5 the vessel must turn to port, on a 6-10 it must turn to starboard. The unit is now moved d10cm straight ahead.
10	Fire – A fire starts on board. Vessels that are on fire are illuminated at night and also cast an area of illumination of 10cm around the Unit. This can be applied several times taking longer to repair; Fire Fighting is carried out in the Damage Control Phase.

7.3 – Aircraft Damage

Aircraft and helicopters are relatively more susceptible to damage than ships, however only the Basic damage die is rolled. The effects of damage are as follows:

- If the air target is hit and suffers an “Intact” result it may continue flying.
- If it suffers any other result any CMD or Guided Bomb attacks it is making are removed.
- An air target suffering a “Light Damage” result is immediately removed from the table. It may return to the table in a subsequent Game Turn. It may re-enter over any edge in either of the Air Move Segments by passing a Crew Test. If successful the aircraft can move normally, but is marked with a Aircraft Damage Marker.
- An air target suffering damage worse than “Light Damage” is removed from play and treated as either having aborted its attack or has been shot down.