FAI Tactical Turn Sequence
Odd turn number = blue, **Even turn number = gray**)

1. **Damage Control Phase (7.9)**
   a) Make one Damage Control die roll per ship for repairs, record results.
   b) Make a Morale Roll (7.8) for each ship that has:
      - lost her main battery;
      - lost more than half her hull boxes;
      - lost more than 2 hull boxes to flooding or torpedoes;
      - passed a Morale Roll earlier, but received additional, damage in the previous Game Turn.
   c) Roll d12 for each sinking ship to see if it's sunk or still an obstacle to navigation.
      - If d12 < number of flotsam markers, ship sinks (7.13). Leave flotsam markers as drifting debris field.
      - If d12 ≥ number of flotsam markers, add a marker. Replace 3 single markers with a triple. Don't add any more markers if there are already 3 triples and 3 singles (i.e. 12).

2. **Tactical Plot Phase**
   a) Swap initiative (Side A becomes side B; side B becomes side A).
   b) Record speed of each ship for the turn.
      - Maximum acceleration/deceleration: 10 kn for DDs and smaller, 5 kn for others
   c) Send and receive signals (7.11).

3. **Side A Movement Phase**
   a) *Side A ships maneuver:*
      - **Lay new smoke screens** (7.10.3) as ships move (odd turn = black, even turn = gray).
      - **Dice for collisions** if models touch or cross a wake. *Roll 2d12; ships collide on doubles.*
      - **Launch torpedoes** After moving straight for at least half of this move, place a torpedo launch marker of **last** turn's color (odd turn = gray, even turn = blue), centered on fore funnel.
        1) Number of torpedoes launched ("0" for dummy markers)
        2) "D" for deep or "S" for shallow
        3) Intended target.
   b) *Side A ships conduct mine laying, mine sweeping, and mine attacks.* (7.16)
   c) *Side A ships pass towlines to adjacent disabled/abandoned ships, recover sunken ship survivors* (7.3.4)

4. **Side B Movement Phase**
   a) *Side B ships repeat step 3.*
      - **If launching torpedoes** as in step 4a, place a torpedo launch marker of **this** turn's color (odd turn = blue, even turn = gray), then write statistics on the underside as in 4a.

5. **Torpedo Attack Phase**
   a) Reveal all torpedo markers of the previous turn's color (odd turn = blue, even turn = gray).
   b) Determine if the target is within the gyro angle of the torpedoes; if not, remove the launch marker.
   c) Measure range; if target is out of range, remove the launch marker.
   d) Roll to see if the target evades (use each 1 or 2 as a negative DRM to torpedo hit roll):
      AC – AV steaming 18+ Kts, any **CA, CV, B*, BD, BC, BB, BA** = One D6
      CL, CS, DD/TBD, PC, TB, submarine = two D6s
      DIW, Bridge/CT/Rudder hit = No evasion die roll
   e) Roll a d12 for each torpedo spread which hasn't yet been negated by a previous step, add any "1" or "2" on the evasion die rolls, adjust for other factors, and resolve hits. Remove launch marker.

6. **Detection Phase**
   a) Remove expired smoke screens from previous Game Turns (odd turn = black, even turn = gray).
   Night turns only
   b) Determine each division's situational awareness with the DARK ACQUISITION tables. Gun batteries target closest ship in each acquired division; dice to acquire other targets.
   c) *Only after 1916:* Remove star shells fired previous turn (7.12.5)
   d) Side A uses searchlights (7.12.4) to illuminate enemy.
   e) Side B uses searchlights (7.12.4) to illuminate enemy.
   f) Replace bogies with ship models for ships which have been identified.

7. **Gunnery Phase** *[Simultaneous attacks • damage does not take effect until the end of Phase]*
   a) Resolve shooting (firing player)
      - Roll a D12 for each pair of main battery guns and each secondary/tertiary gun box:
      - Measure the range between forward funnels
      - Cross reference range with firing battery on the GUNFIRE CRT to determine hits
      - Adjust for larger or smaller targets with EQUIVALENT DAMAGE ROLLS table
   b) Record damage (target player)
      - Roll one D12 for each hit on the WWI GUNFIRE DAMAGE table. (7.7.1)
      - Record damage on the target's Ship Log. Place Illumination & Fire markers as needed. (7.7.3)
      - Ships which explode start sinking immediately. Roll 2d6 to see how many flotsam markers they start with.