

Tactical Turn Sequence

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 $d12 < \text{number of flotsam markers}$, ship sinks (7.13). Leave flotsam markers as drifting debris field.
 - If $d12 \geq \text{number of flotsam markers}$, add a marker.

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 this turn's color (odd turn = blue, even turn = gray), centered on fore funnel. Write statistics on the underside:
 - 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.

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.