

Order of Play

A) Initiative Phase

B) Movement Phase

- Lowest initiative first
- Attempt repairs during movement

C) Gunnery Phase

- Highest initiative first

D) Torpedo and Mine Phase

- Mines first
- Torpedo effects simultaneous

E) End Phase

1. Wrecks test to sink
2. Morale tests
3. Remove firing markers

Fire When Ready

Charts and Tables

<i>Gun Class Base Modifier table</i>											
Class	Number of Guns Firing										
I	—	—	—	—	—	—	—	1	2	3	4
II	—	—	—	—	—	—	1	2	3	4	—
III	—	—	—	—	—	1	2	3	4	—	—
IV	—	—	—	—	1	2	3	4	5	6	—
V	—	—	—	1	2	3	4	5,6	7,8	—	—
VI	—	—	1	2	3	4	5	6,7	8	—	—
VII	—	1	2	3	4	5	6	7,8	—	—	—
VIII	1	2	3-4	5	6	7	8	—	—	—	—
Mod:	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10

<i>Gunnery Damage Roll Conditions</i>	<i>Modifiers</i>
Base modifier for class and number of guns	+0 to +10
Firing at Close Range (up to 20cm)	+1
Firing at Long Range (60 to 100cm)	-1
Firing at Extreme Range (100 to 140cm)	-2
Shooting using HE shells*	Special (see rule 9.5 on left)
Crew Quality	+2 to -2

* only applicable if optional ammunition rules are in use.

<i>Damage roll</i>	<i>Damage caused</i>
10 or less	No effect
11 to 14	1 ADV
15 to 17	2 ADV
18, 19	3 ADV
20, 21	4 ADV
22, 23	5 ADV
24, 25	6 ADV
26, 27	7 ADV
28, 29	8 ADV
30, 31	9 ADV
32 or more	10 ADV

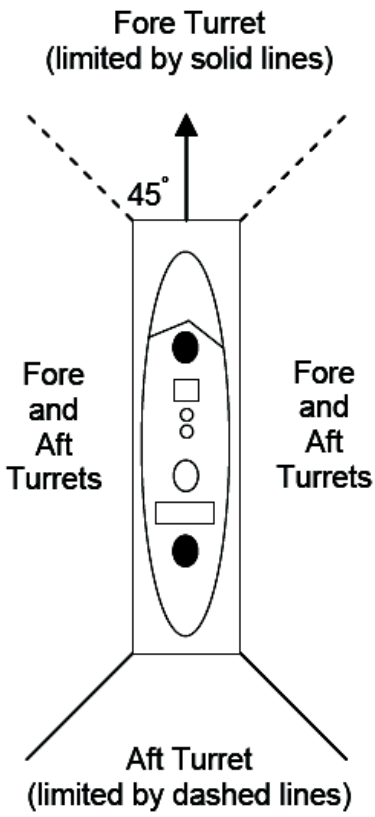
<i>Cause</i>	<i>ADV Loss</i>	<i>BDV Loss</i>
Gunfire	Yes and special hits 1, 5, 6, 11, 17 and 20	No, but from special hits 4, 9, 15, 17 and 18.
Torpedo Hit	Initial damage only	Yes
Mine Hit	Initial damage only	Yes
Fire	Yes	Possibly
Collisions	No	Yes

<i>'On Target' Table</i>		
<i>Range (cm)</i>	<i>'On Target'</i>	
Extreme (100-140)	18+	
Long (60-100)	15+	
Medium (20-60)	10+	
Close (0-20)	6+	
<i>Modifiers:</i>	<i>Duel</i>	<i>Battle</i>
First turn of Firing at a target or shifting to a different target	-3	n/a
Shooting at same target last turn was 'on target' (whether damaged or not) Firer unmarked (not under fire)	+1	n/a
Firing vessel made a turn during movement Target vessel made a turn during movement Target under multiple fire (>1 markers)	-1	n/a
Firing through smoke (Optional) Weather effects (table below)	See tables	n/a
Crew Quality	+2 to -2	+2 to -2
Target is stationary	+2	+2
Target speed less than 15 knots Target length over 450 feet (Base length 6cm)	+1	+1
Target speed over 25 knots Target length 250 to 350 feet (Base length 4cm) Shooting vessel on fire (any number and type)	-1	-1
Shooting vessel has lost all range finders Target length 250 feet or less (Base length 3cm)	-2	-2
Firing at night at a non-illuminated target	-3	-3
Each shell splash* on shooting vessel Each shell splash* on target vessel Wind is fresh gale	n/a	-1

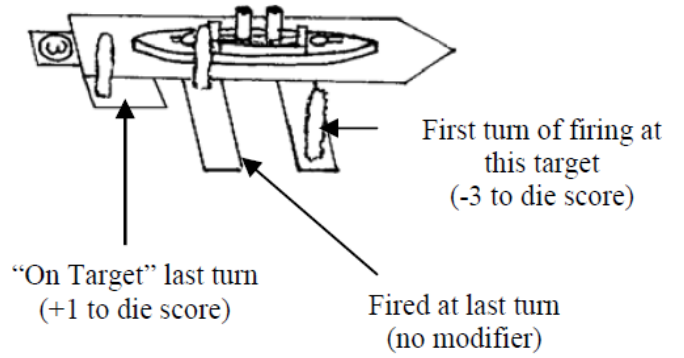
* these include splashes placed during movement due to manoeuvre

<i>Morale modifiers (Roll d10)</i>	
<i>Condition</i>	<i>Mod.</i>
Crew Quality	+2 to -2
Friendly vessels in support within 20cm	+2
Testing Ship on fire (any number or type) ADV and BDV of testing ship at 1/3 or below Each friendly vessel within 20cm that has been reduced to ADV and/or BDV of 0 Each friendly vessel within 20cm which has surrendered	-1
Enemy vessels threatening within 20cm	-2

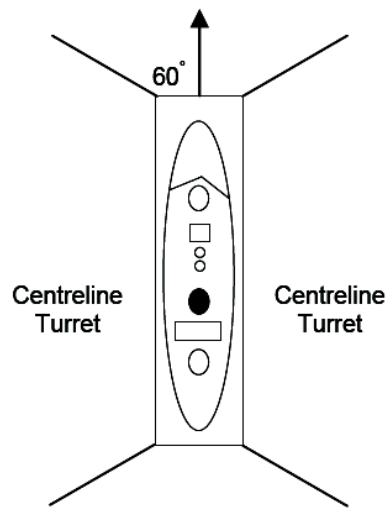
Fore and Aft Turrets



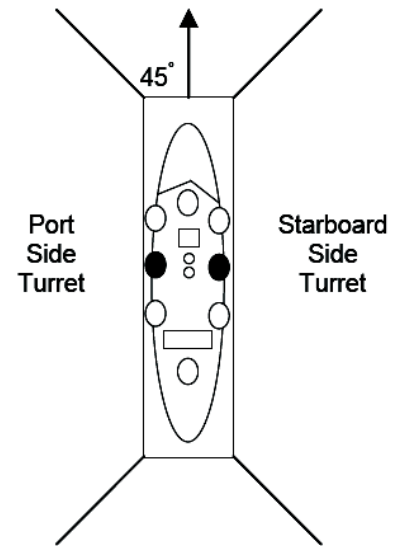
Duel System Gunnery



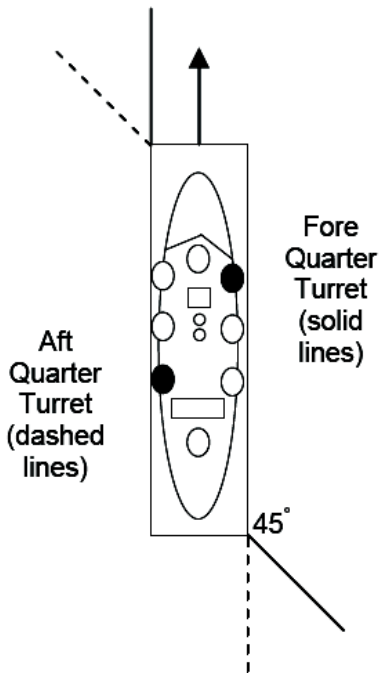
Centerline Turrets



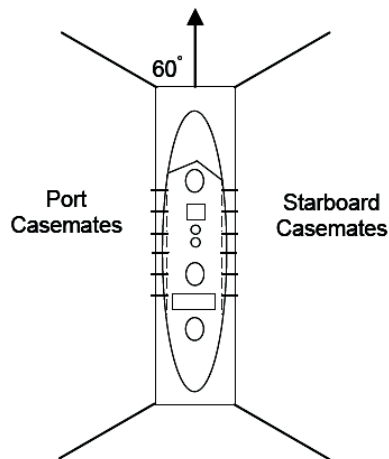
Side Turrets



Quarter Turrets



Casemates

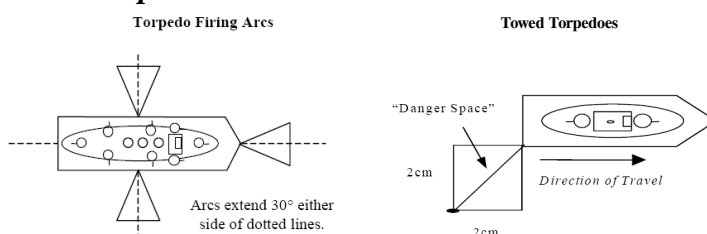


<i>Penetration roll condition</i>	<i>Modifiers</i>
Firing at Close Range (up to 20cm)	+1
Firing at Long Range (60 to 100cm)	-1
Firing at Extreme Range (100 to 140cm)	-2
Shooting using HE shells* Japanese Shimose HE prior to 1905*	-6* NO penetration possible.*
Crossing the T of target Target vessel overloaded (optional)	+3
Target ship has tumblehome and testing special hits 15 to 20	-1
Japanese Shimose AP prior to 1905*	-1

* only applicable if optional ammunition rules are in use.

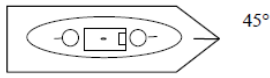
<i>Quickfirer Table</i>		
<i>Range (cm)</i>	<i>Hit</i>	
Medium (15-30)	11+	
Close (0-15)	7+	
<i>Condition:</i>	<i>Duel</i>	<i>Battle</i>
Firer unmarked (not under fire)	+1	n/a
Firing through smoke (Optional) Weather effects (table below)	See tables	n/a
Crew Quality	+2 to -2	+2 to -2
Target is stationary	+2	+2
Firing at night at an non-illuminated target	-3	-3
Wind is fresh gale	n/a	-1
Target is Torpedo Launch (see Additional Rules)	-5	-5

10 – Torpedoes and Mines

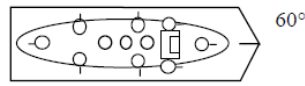


<i>Torpedo to hit Table (Roll d20)</i>	
<i>Condition</i>	<i>Mod.</i>
Per torpedo tube fired (per 2 fired from flotillas, rounded up) Target rudder damaged Target speed less than 15 knots Target length over 450 feet (Base length 6cm) Range is 10cm or less (when using generic torpedoes)	+1
Target is stationary	+3
Crew Quality	+2 to -2
Weapon modifier (if using specific weapons)	+1 to -1
Target speed over 25 knots Target length 250 to 350 feet (Base length 4cm) Fired into target bow or stern arc (within 30 degree of course) Firing ship is destroyer under fire Firing ship is using fixed tubes (not applied to destroyers) Wind is fresh gale or worse	-1
Target length 250 feet or less (Base length 3cm)	-2

<i>D20</i>	<i>Special Hit</i>
1 *R*	Raging Fire. Immediately causes ½d6 ADV damage
2 *R*	Helmsman concussed or wounded. Maintain course until he is replaced in repair phase.
3	Bridge hit. Reduce Range finders by 1. Reduce Command/Initiative Modifier of any Admirals or captains on the ship by 1 (this may go below -2) (Battle System only) If this ship has not yet shot this turn, it may not do so.
4	Near Miss. Hull plates spring leak causing ½d6 BDV damage
5 *R*	Fire. Immediately causes ⅓d6 ADV damage Japanese HE shells cause raging fires after 1904 doing ½d6 ADV damage (only if using special ammunition rules)
6	Secondary ammunition explosion causes 1d6 ADV damage If 6 damage is caused then a fire ensues. Lose 1 turret or gun from a battery
7 *R*	Rudder jammed until repaired. Roll 1d6 for which direction: 1-2 circle to port 3-4 circle to starboard 5-6 continue straight ahead.
8	Lose 1 Quickfirer and 1 Searchlight
9 *R*	Waterline Hit. Immediately lose ½d6 BDV and ½d6 knots. During movement phases of subsequent turns lose 1 further BDV until repaired.
10	Funnel Damage. Downtraught over boilers affected, reducing speed by ½d6 knots.
11	[Test to penetrate BATTERY] Severe Structural Damage. Causes 1d6 ADV damage. If 6 damage caused then a raging fire ensues. Lose 1 above water torpedo tube if present on ship.
12	[Test to penetrate BATTERY] Secondary weapons lost. 1 secondary turret or two secondary guns destroyed
13 *R*	[Test to penetrate CON] Conning Tower hit. Ship maintains course until emergency steering is rigged in repair phase.
14	[Test to penetrate TURRET] One main turret is destroyed. If no turrets present 1d6 guns are destroyed.
15 *R*	[Test to penetrate BELT] Waterline hit. Immediately lose ½d6 BDV and ½d6 knots. During movement phases of subsequent turns lose 1 further BDV until repaired.
16	[Test to penetrate VITALS] Engine/Boiler room hit. Speed is reduced by 1d6 knots.
17	[Test to penetrate BELT] Bulkhead compromised. Causes ½d6 additional damage to ADV and BDV (roll separately).
18	[Test to penetrate BELT] Severe Structural Damage. Causes 1d6 BDV damage. Lose 1 below water torpedo tube if present on ship.
19 *R*	[Test to penetrate VITALS] Steam line ruptured - ship can only move half speed until repaired.
20	Magazine hit—roll 1d6: 1-3: ready-use ammunition explodes causing 1d6 ADV damage. 6 damage causes a fire 4-5: major explosion causing 1d6 ADV damage. 6 damage causes a raging fire. Now re-roll 3 times on Special hit table. Effects require NO armour penetration test. 6: [Test to penetrate BARB] Magazine penetrated. Roll 1d6 modify for crew quality. If result is 3 or less ship explodes and is removed immediately. Otherwise start raging fire and lose 1 turret or one entire gun battery.

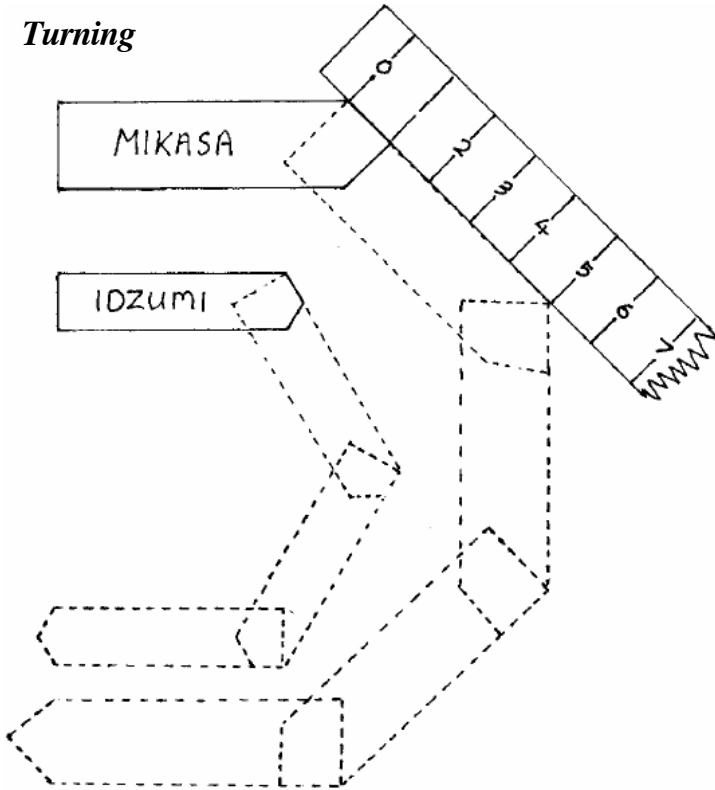


Typical Battleship or armoured cruiser



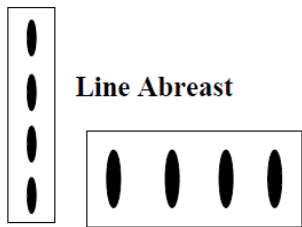
Typical Protected Cruiser

Turning

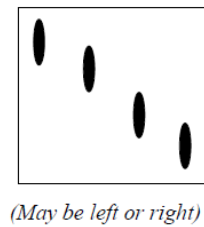


Formations

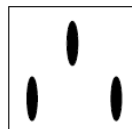
Line ahead



Echelon



Triangle



Mine to hit Table (Roll d10)

Condition	Mod.
Minesweeper entering field moving at 5 knots or less to detect extent of field Target length 250 feet or less (Base length 3cm)	+2
Target speed less than 15 knots Target length 250 to 350 feet (Base length 4cm) Minesweeper entering identified field prior to sweeping	+1
Target rudder damaged Target length over 450 feet (Base length 6cm) Target speed over 25 knots Wind is fresh gale or worse	-1
Crew Quality	+2 to -2

9.6 – Effects of Above and Below Water Damage

Damage is distributed between ADV and BDV as follows:

Cause	ADV Loss	BDV Loss
Gunfire	Yes and special hits 1, 5, 6, 11, 17 and 20	No, but from special hits 4, 9, 15, 17 and 18.
Torpedo Hit	Initial damage only	Yes
Mine Hit	Initial damage only	Yes
Fire	Yes	Possibly
Collisions	No	Yes

Sinking roll situation	Modifiers
Ship ADV is 0	+0
Ship BDV is 0	-2
Ship ADV and BDV are both 0	-4
Sea State is Heavy or worse Wind is Fresh Gale or worse	-1

11.2 – Fires

Die roll	Fire	Raging Fire
8 or better	Fire Out	Fire Out
7	Fire Out	ADV -2
6	Fire Out	ADV -2
5	ADV -1	ADV -2
4	ADV -1	ADV -2
3	ADV -1	ADV -2
2	ADV -½d6 and becomes Raging Fire	Explosion (ADV -1d6) and burns on. Roll again
1 or less	As above plus BDV -1	As above plus BDV -1

11.3 – Morale

Morale modifiers (Roll d10)	
Condition	Mod.
Crew Quality	+2 to -2
Friendly vessels in support within 20cm	+2
Testing Ship on fire (any number or type) ADV and BDV of testing ship at 1/3 or below Each friendly vessel within 20cm that has been reduced to ADV and/or BDV of 0 Each friendly vessel within 20cm which has surrendered	-1
Enemy vessels threatening within 20cm	-2

Score	Morale Table effect
0 or less	If there are within 20cm more threatening enemies than supporting friends, then the testing ship surrenders. Otherwise use result 2 or 1 below.
2 or 1	Testing ship must attempt to leave the action across the nearest table edge that is open sea (some edges may have been designated as land).
3 or more	Continue to fight