

## Turn Sequence

### 1. Movement

- Side A moves and lays smoke
- Side B moves and lays smoke
- Lay black smoke in odd turns, gray smoke in even turns
- Reverse order next turn

### 2. Searchlights

- Side A activates or deactivates searchlights
- Side B activates or deactivates searchlights

### 3. Gunnery combat

### 4. Torpedo combat

### 5. Repair

- Attempt to repair Damage Control hits and extinguish fires
- Disabled ships attempt to regain power
- Remove black smoke in even turns, gray smoke in odd turns
- Remove splash markers
- Test sinking ships

## Straddle Modifiers

-1	Firing at target damaged by same shooter in the previous turn
-1	Target illuminated (night) or silhouetted (dawn/dusk)
-2	Target stationary
+2	Fire control damaged
+2	Night turn
+2	9" or larger batteries firing at DD/TBD
+1	Target or shooter using evasive action
+1	Target previously fired upon this turn
+1	Low visibility (mist, fog, dusk, smoke, storm, etc.); cumulative for each contributing factor

## Gunnery Damage

Die	Odds										Die
	1:3	1:2	1:1½	1:1	1½:1	2:1	3:1	4:1	5:1	6:1	
0	½	1	1	1	1½	2	2	3	4	5	0
1	C	½ <sup>+C</sup>	½ <sup>+C</sup>	1 <sup>+C</sup>	1½ <sup>+C</sup>	2 <sup>+C</sup>	2 <sup>+C</sup>	2 <sup>+C</sup>	3 <sup>+C</sup>	4 <sup>+C</sup>	1
2			½	1	1	1	2	2	3	3	2
3				½	1	1	1	1½	2	2	3
4					½	1	1	1	1	1	4
5						½	½				5
6+											6+

C = critical hit (on blue die only)

-1 To armament (red) die at minimum range (red bands)

-1 To hull (blue) die at maximum range (blue bands)

## Torpedo Hits

### Target Speed versus:

	Standard Torpedo	Light Torpedo
+3	10"+	9"+
+2	8"+	7"+
+1	6"+	5"+
-4	Target stationary	

### Other Modifiers:

- 1 Target rudder hit (and target is moving)
- 1 Target moved in a straight line this turn
- 1 Per extra torpedo in spread (dual mounts or flotillas only)
- +1 Target using evasive action
- +1 Torpedo aimed at bow (30°) of moving target
- +2 Torpedo aimed at stern (30°) of moving target
- +2 Night turn

## Mine and Torpedo Damage

Die	Target DF									Die
	½-1	1½-2	3-4	5-6	7-8	9-10	11-12	13+		
1	Sunk	2/1	2/1	2/-	1/-	1/-	1/-	½/-	1	
2	5/3 <sup>+C</sup>	4/3 <sup>+C</sup>	3/2 <sup>+C</sup>	2/2 <sup>+C</sup>	2/1 <sup>+C</sup>	2/1 <sup>+C</sup>	1/1 <sup>+C</sup>	1/- <sup>+C</sup>	2	
3	Sunk	Sunk	4/2	3/2	2/2	2/2	2/1	1/1	3	
4	Sunk	Sunk	Sunk	4/2	3/2	3/1	2/1	2/1	4	
5	Sunk	Sunk	5/3	3/2	3/2	2/2	2/2	2/1	5	
6	Sunk	Sunk	2/2	2/2	2/1	1/1	1/-	1/-	6	

C = critical hit

Table shows total hull/armament hits on target.

Adjust one column right for light (18" or smaller) torpedoes.

Double damage for B and CA class ships.

## Critical Hits

0 Fire Control	+1 to all straddle rolls and AA die rolls.
1 Bridge	Must move first half of next game turn without any change in speed or direction.
2 Rudder	Each 45° turn now costs 1½" of speed.
3-4 Damage Control	Mark off ½ hull box. Ship illuminated by fires. Repaired (in Repair phase) with 1-4 on single die. Lose ½ hull box each turn until repaired.
5 (A) Steam Line	Speed reduced 3" for next game turn.
6-7(A) Boiler Room	Speed reduced to that in the next hull box to the right (circle new speed)
8 (A) Bulkhead	Mark off one hull box due to flooding.
9 (A) Turret Barbette (warships)	<p><b>Target has flash protection;</b> roll a die.</p> <p>1-5 = lose one armament box.</p> <p>6 = target explodes.</p> <p><b>British, Italian, Japanese or Russian without flash protection</b></p> <p>1 = lose 1 armament box</p> <p>2-3 = lose 2 armament boxes</p> <p>4-6 = target explodes</p> <p><b>Others without flash protection</b></p> <p>1 = lose 1 armament box</p> <p>2-5 = lose 2 armament boxes</p> <p>6 = target explodes</p>
9 Abandon Ship	Merchants and submarines are abandoned by their crew.

(A) - only applies if target's armor is penetrated

## Ship Movement

### Changing Speeds

DDs and TBDs may change speeds by 3" per turn. Other ships may change speeds by 2" per turn.

### Formations

Ships of a division must be in Line Astern, Line Abreast or Quarter Line formation at all times.

A division may only change formation once per turn.

Changing to any formation except Line Astern requires every ship in the formation to make a Wander Check.

German capital ships in Line Astern during daylight may make a special formation change called the *Gefechtskehrwendung*, (lit. "battle turn about") to reverse the course of the formation in a single turn. Starting with the rear ship in the line, execute a 180° turn with each ship (using the turn gage). No ship in the line may make any other changes of course in the turn it makes this maneuver.

### Exhausted Stokers

Ships which steam at flank speed (leftmost hull box) for more than 20 tactical turns suffer stoker fatigue and must then reduce speed to that listed in the middle hull box for 10 Game Turns to rest their stokers.

### Getting Under Way

Steamships at anchor are in one of 2 states:

- **Standby** – The duty boiler has steam and other boilers are on standby. The ship cannot move for 2-6 turns (2d3).
- **Shut Down** – All boiler fires are out. The ship may not move for 1d6+10 turns.

On the first turn of movement, speed is limited to the rightmost hullbox; maximum speed switches one hull box left each turn thereafter.

Ships at anchor are automatically in Standby unless under repair, missing all engines (from damage), fitting out, refitting, etc.

### Wander Checks

A Wander Check is made after all movement is completed, by rolling a red d6, a blue d6, and a d10 (count 0 as 0):

If the d10 is less than the number of inches the ship moved, move the ship aft ½".
If the red d6 is less than the number of points the ship turned, move the ship ½" starboard (right).
If the blue d6 is less than the number of points the ship turned, move the ship ½" to port (left).

This randomized movement is in addition to (or in spite of) the ship's movement allowance.

Any move or randomized movement check that results in ships contacting each other causes an immediate collision check, at the time the contact happens.

## Smoke

*Ignore the GQ2 rules section about smoke.*

Any shot which crosses any part of an intervening ship's base suffers a +1 straddle modifier for each such ship base it crosses due to coal smoke (unless the intervening ship is anchored with unlit boilers).

## Gunnery Combat

### Measuring Range

Measure gunnery ranges with the rangefinder sticks. The red end always goes against the shooter.

### Dice

When shooting, roll a white d10 as the straddle die, a red d10 as the armaments die, and a blue d10 as the hull die. Count the 0 on the colored dice as 10, not 0.

### Rapid Fire

When shooting rapid fire, do not multiply the AF time 1.5. Instead, roll a white d10 as the straddle die, a red d6 as the armament die, and a blue d6 as the hull die.

### HE Ammunition

Batteries may be equipped with HE ammo (for bombardments, etc.). Fill in as many ammo boxes as desired (up to the entire 18) with red dry-erase marker to indicate HE loads.

HE ammo has armor penetration 3 levels worse than normal, but attacks one column to the right on the odds table.

### Firing Over Vessels

*Ignore the GQ2 12" rule and use this one:*

To fire over an intervening vessel, the target must be beyond the red zone on the rangefinder stick, and there must be at least two full rangefinder bands between the intervening vessel and the target.

### Small Guns

For guns smaller than 3" caliber, use the 3"-4" rangefinder, but treat armor penetration as one step worse.

## Torpedo Combat

Ignore GQ2 torpedo rules 5-7 and use this procedure instead:

1. In the Torpedo Phase, use the appropriate stick (Std or Light) to measure the distance from shooter to target.
2. Roll a d10.
3. Modify the d10 score with the modifiers shown in the Torpedo Hits table of my QRC.
4. If the modified d10 score is equal to or less than the number shown by the appropriate range band on the stick, it's a hit.
5. Roll damage for each hit on the Mine and Torpedo Damage table (on the QRC or in the rules; it's the same table).

DDs and TBDs can fire torpedoes through the entire broadside arc, but not within 30° of bow or stern. TBs can only fire torpedoes within 30° of the bow. Other ships may fire torpedoes to front, side, or stern on the narrow 30° (wing turret) arc to represent the fixed torpedo tubes which were the norm in ships larger than destroyers.

DDs, TBDs, and TBs may launch any number of torpedoes at once. Other ships may only launch one torpedo per turn.

## Ship Damage

### Sinking

When a ship starts sinking, place a "sinking" marker labeled with a 1 next to it. If the ship exploded (Critical Hit 9) roll 1d6 to determine the number on the sinking marker.

Each Repair phase, roll 1d6. If the result is less than the number shown, the ship sinks beneath the waves and is removed from the table. If the roll is equal to or higher than the number shown, increment the sinking marker up by 1 and leave the ship in play.

Sinking ships are an obstruction to movement and shooting for as long as they remain afloat.

## Night Actions

Ignore the GQ2 rules about night actions and substitute these.

### Nighttime Movement

Ships moving at night in any formation except a close Line Astern must make a Wander Check every time they move.

Only the lead ship of any formation moving in Line Astern must make a Wander Check. All other ships within 1" of the stern of another ship in line follow automatically in the lead ship's wake.

### Nighttime Targeting.

Each time a ship attempts to target an unilluminated vessel with guns, torpedoes or searchlights, make a *targeting roll*. Roll 2d6, one red, one blue:

- If one die is at least double the other, adjust the target one ship left (blue higher) or right (red higher) up to 60° and illuminate/shoot that ship.
- If one die is triple or more the score of the other, adjust the target two ships to the left (blue higher) or right (red higher) up to 60° and illuminate/shoot that ship.

The actual ship targeted can be friendly or enemy, it makes no difference. If there is no ship within 60° of the intended target in the direction indicated, then use the intended target. However, a ship with even a tiny part of its base within the 60° arc counts as being within the 60° arc.

### Searchlights

Maximum searchlight range is 9". To illuminate another ship, a player must first declare the illuminator and intended target, and then make a targeting roll (above) to see which ship actually gets illuminated.

A ship using searchlights is itself illuminated.

Ships of the British, French and Austro-Hungarian navies may only illuminate one other ship. Ships of other navies may illuminate one ship on each side.

### Unilluminated Targets

When firing at unilluminated targets, the shooting ship must make a targeting roll (above) for each battery and torpedo which is fired. Torpedoes and guns which target a ship outside their allowed firing arc may not fire. Regardless of what the targeting roll determines, the target indicated must be fired upon, even if it is a friendly ship.

## Illuminated Targets

These conditions apply to shooting at illuminated targets at night. For purposes of these rules, a "formation" is whatever formation is intended for the division - Line Astern, Line Abreast, Bow-and-Quarter Line.

No ship may shoot at an illuminated ship which is within 1" of being in position in the same formation.

Illuminated friendly ships, even of the same division, *must* be fired upon if they are 1" or more out of position from their division formation.

**Ship's name**: Göben  
**Nationality**: German (1912-1971)  
**Type**: Battle Cruiser  
**Class**: Moltke Class  
**Defense Factor**: 12 BB  
**Armor classification**: B and CA class ships suffer double damage from torpedoes  
**Year of completion**: 1912  
**Year of demise**: 1971  
**Remaining ammunition**: Mark when main batteries fire. Once out, main and large secondary batteries may not fire, and other batteries fire at half strength.  
**Critical hit boxes**: Bridge, Fire Control, Damage Control, Rudder, Fires  
**Armament boxes**: 20 (4/4), 15 (3/3), 10 (2/2), 5 (1/1), 11" (5.9" Light)  
**Hull boxes**: 8", 7.5", 6.5", 4", 2"  
**Main battery attack factor**: 8"  
**Number of torpedoes remaining**: 3  
**Secondary battery attack factor**: 2"  
**Speed**: 5.9" Light  
**Torpedo classification**: Light or Std  
**Tertiary batteries**: Some older ships are armed with tertiary batteries. Tertiary batteries have their own caliber and attack factor.

**Wing Turrets**  
 If the first armament (red row) box has a heavy border, part of the ship's main battery is in **wing turrets** with a limited traverse when firing across the deck. If firing the main battery outside the narrow (60°) broadside arc, use the main battery AF in the next box to the right. Ignore this restriction after the first hit to the armament boxes.

**Large Secondary Batteries**  
 If the Main battery AF is printed in white, the ship has **large secondary batteries**. You may combine the AF of main and large secondary batteries if you use the range finder for the secondary armament caliber.

**Agamemnon** (1908-1927, Pre-dreadnought, Lord Nelson Class)  
 Ammo: ΔΔΔ ΔΔΔ ΔΔΔ ΔΔΔ ΔΔΔ ΔΔΔ ΔΔΔ ΔΔΔ  
 DF: 8 B

Bridge	Fire Control	Damage Control	Rudder	Fires
9 (8/4/5)	7 (4/3/4)	5 (4/2/3)	2 (2/1/1)	12b (1.2"/3" Light)
6"	5.5"	4.5"	3"	1.5"