

## 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