Tactical Turn Sequence

1. **Damage Control Phase (1.9)**
   a) Make one Damage Control die roll per ship for repairs, record any results.
   b) Make a Morale Roll (1.8) 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.
   c) Send and receive signals (1.11).

3. **Detection Phase**
   a) Remove expired smoke screens from previous Game Turns (odd turn = gray, **even turn = black**).
   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) Remove starshells fired previous turn (1.12.5)
   d) Side A uses searchlights (1.12.4) to illuminate enemy.
   e) Side B uses searchlights (1.12.4) to illuminate enemy.
   f) Replace bogies with ship models for ships which have been identified.

4. **Side A Movement Phase**
   a) *Side A* ships maneuver at the speed set in step 2 and perform maneuver-related activities:
      - **Lay new smoke screens** (1.10.3) as they move (odd turn = gray, **even turn = black**).
      - **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 = gray, even turn = blue), 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. (1.16)
   c) *Side A* ships pass towlines to adjacent disabled/abandoned ships, recover sunken ship survivors (1.3.4)

5. **Side B Movement Phase**
   a) *Side B* ships repeat step 4.

6. **Air Phase**
   a) Move aircraft.
   b) Conduct anti-aircraft fire.
   c) Conduct all aircraft bomb and torpedo attacks.

7. **Torpedo Attack Phase (1.4.6)**
   a) Reveal all torpedo markers of the previous turn's color (odd turn = gray, even turn = blue)
   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. *Torpedoes run full distance in one turn, no multi-turn runs.*
   d) Target rolls evasion dice (1.4.6)
   e) Roll a D12 for each spread and consult the TORPEDO CRT for torpedo hits
   f) Dice for each hit on target's MINE & TORPEDO DAMAGE table.
   g) Record damage (1.4.7).

8. **Gunnery Phase** *[Simultaneous attacks • damage does not take effect until the end of Phase]*
   a) Roll a D12 for each pair of main battery guns and each secondary/tertiary gunnery box:
   b) Measure the range from the firing battery to forward funnel or center of the target
   c) Cross reference range with firing battery on the GUNFIRE CRT to determine hits
   d) Adjust for larger or smaller targets with EQUIVALENT DAMAGE ROLLS table
   e) Roll one D12 for each equivalent damage roll on the WWI GUNFIRE DAMAGE table. (1.7.1)
   f) Record damage on the target's Ship Log. Place Illumination & Fire markers as needed. (1.7.3)
   Night turns only
   g) Place illumination bursts from batteries firing starshells. (1.12.4)

1.7.2 Damage Descriptions

Types of damage are listed on the WWII GUNFIRE DAMAGE table and CRITICAL HIT table. Here are detailed descriptions of the damage effects:

- **Main Armament** Disables a forward or after turret or gun mount, nearest first. The target's captain selects which main armament box to mark off. Example: Forward would be A, B, C or P turret; After would be Q, X or Y turret. If present, P or Q turret should be selected first. All forward, or after main armament boxes should receive one hit before any receive a second hit. See Section 1.7.5 in the Optional Rules for specific armament hits.

- **Ammunition** Penetration of a main battery barbette or magazine leads to a magazine explosion if not flooded quickly. The target's captain immediately rolls a D12 and consults the Ammunition column of his navy's DAMAGE CONTROL table. If the D12 result fails, a magazine explosion destroys the ship! When flooding is successful, fire destroys a forward or after main armament box nearest to the attacking battery on the target's Ship Log.

- **Bridge** Knocks out the primary control and steering position for the ship. Her captain and any division commander or admirals on board become casualties. Radar and sonar sensors, radar detectors and searchlights are disabled. The wireless (W/T) on a merchant ship is destroyed, preventing her from sending or receiving radio and wireless messages and "raider" warnings. Control of the ship is transferred to the Executive Officer in the AftCon. After a second Bridge Hit, the ship is reduced to emergency steering, limiting her to a maximum turn of 60° per Game Turn.

- **Bulkhead** Breaches a main bulkhead, causing extensive flooding of nearby compartments. Mark off one Hull box immediately and circle "Bulkhead" in the upper row of the target's Ship Log. If a D12 die roll in the Damage Control Phase of the next Game Turn does not contain the flooding, mark off an additional Hull box. One Hull box floods each succeeding Damage Control Phase until contained or the vessel sinks.

- **Cargo Fire** Mark off one cargo box and place a Fire marker alongside the target. Fires destroy one Hull box in each succeeding Damage Control Phase and illuminate the target in nocturnal engagements until extinguished.

- **Cargo Hold** Destroys the cargo in one forward or after cargo box (hold) of a merchant ship (AC, AK or AO). The target's skipper selects which box is marked off starting with the nearest. All cargo boxes receive one hit before any receive a second hit. If the cargo is flammable or explosive, consult the EXPLOSIVE CARGO or FLAMMABLE CARGO section on the flip side of the surface combat chart for additional effects.

- **Flammable** Oil and fuel (or other stores designated in the scenario set up) catch fire and illuminate the target. Place a Fire marker alongside the target. AK and AO crews must make a Morale Check and abandon ship if failed. Fire destroys one Hull box in each Damage Control Phase until extinguished.

- **Explosive** When a hold containing ammunition (or explosive stores designated in the scenario set up) is hit, the target's captain rolls a D12: 1 – 8 = Fire • 9 – 12 = explosion destroys the target. Place a Fire marker if afire. She explodes if the fire is not extinguished within three Game Turns.

- **Critical Hit** The target skipper rolls another D12 and consult the CRITICAL HIT table for specific damage.

- **Depth Charges** Damages depth charge (DC) launchers and rails preventing DC attacks on submerged submarines. Mark an "X" through the DC listing and small ovals in the lower right of the target's Ship Log.

- **Engineering** Disables a boiler room or engine room, reducing the target's maximum speed to that listed in the center Hull box on her Ship Log. Circle the box to indicate her new maximum speed. [When she has an even number of Hull boxes, circle the left center box.] A second Engineering Hit causes the target to lose all power. Most merchant ships (AC – AO), submarines and many smaller warships have only one engine room, signified by the shaded "one ER" notation to the right of their Hull boxes. These lose all power after one Engineering Hit. Gun batteries larger than 5" cannot make attacks until power is restored by repairing an Engineering box.

- **Fire Control** Disables the Director Control Tower (DCT), reducing the gunnery fire control accuracy for all batteries. After one DCT is disabled, shift the indicated range for the target's attacks UP one row on the GUNFIRE CRT for reduced fire control effectiveness. If the target loses her second or only DCT, shift the range UP two rows to simulate switching her guns to local control. A Fire Control hit also disables Radar Fire Control (RFC).

- **FP + Fire** A battleship or cruiser's aircraft handling facilities are disabled and aviation stores set on fire. She can no longer launch or retrieve floatplanes (FPs) and is illuminated in nocturnal scenarios. Mark off her Hangar [first] or catapult [shown as a narrow shaded bar on the Ship Log] and place a Fire marker alongside. Mark off one Hull box when hit as well if FP's are still aboard.

- **Flight Deck** A forward Flight Deck hit precludes a carrier from launching planes, while an after Flight Deck hit, prevents her from landing aircraft. Flight Deck damage must be repaired before these flight operations can resume.

- **Hangar Fire** Mark off a Hanger box and place a Fire marker alongside the target. Fires rage among the stored planes, avgas and aviation gear. Mark off one Hull box each succeeding Damage Control Phase until extinguished.

- **Hull** Damage to the target's hull results in flooding and reduction in maximum speed. Hull damage, unlike other types, is cumulative with boxes marked off from left to right on her Ship Log for each successive hit. She sinks when all of her Hull boxes are marked off. Half Hull hits are recorded, but have no effect until a full box is flooded.

- **Rudder Jam** Damage jams the rudder, causing the target vessel to circle to port [if the D12 result is an "11"] or starboard [if the result is a "12"] each succeeding Game Turn until repaired. Once repaired, her captain may resume control, but each change of course requires double the movement cost thereafter.

- **Secondary** Disables a secondary battery gun box. The target skipper selects the secondary armament box to mark off on the target's Ship Log using the priority of near side mounts first, then center mounts, then far side mounts.

- **Tertiary** Destroys a tertiary gun box selected by the target skipper (near side mounts first, then far side mounts). These mounts are not armored. After all tertiary mounts are hit or if none are present, mark off a torpedo mount.

- **Torpedo Tubes** Disables a torpedo tube mount or fixed tubes selected by the target captain. Mounts are marked off on the Ship Log in the order nearest mount first, then center mounts and finally far side mounts. In addition, hits on Japanese ships with oxygen fueled "Long Lance" torpedoes also result in a Fire. Place a Fire marker alongside and mark off one Hull box each subsequent Damage Control Phase until the fire is extinguished.