2.2 – Game Sequence	
Ongoing damage	Take damage from fire and flood. This is carried out by both players simultaneously. Test for sinking ships. Remove Smoke Screens.
Initiative	Remove all splash markers. Squadrons reduced to half strength or below test for morale. Each player rolls d10 for initiative, applying modifiers as shown. (The weather may change.) Winner of initiative decides who moves first. Winner of initiative shoots first.
Movement	All Submarines move, then All ships move, then All aircraft move. Off-table aircraft and airships test to come on table. When each type of unit moves, players alternate moving their Squadrons and Contact Markers. Any ram or mine damage that is inflicted during movement is applied as it occurs.
Repairs	Put out fires, stop flooding, attempt other repairs. This is carried out by both players simultaneously.
Spotting	Contact Markers that are within spotting range of an enemy are revealed if their counter is selected and the test to spot is successful. Spotting is carried out alternately, starting with the player who won initiative.
Firing	Squadrons carry out their attacks alternately, starting with the player who won the initiative for this turn. Each squadron resolves its attacks ship by ship. Each ship in the squadron carries out its actions in the following order: 1) Resolves all gun fire 2) Resolves all torpedo fire The results are applied immediately.

2.4 – Initiative Modifiers (d10)	
Per squadron (deployed as models) with Superior Crews	+ 2
Per squadron (deployed as models) with standard Crews	+ 1
Per squadron (deployed as models) with Inferior Crews	+ 0
Each squadron with any ships out of command	− 1
Each large squadron of 7 or more vessels	− 1
Each squadron currently without a flagship	− 2

5.18 – Sinking Ships Table Vessel Type:	Dice used
Battleship (BB), Battlecruiser (BC)	d12
Pre-Dreadnought Battleship (B), Coastal Battleship (CB)	d10
Others	d8
Destroyer (DD), Torpedo Boat (TB), Minesweeper (MS), Surfaced Submarine (S) or Merchant vessel (MV)	d6
Modifiers (1 to 3 causes vessel to sink)	
Weather 'Calm to Moderate'	+ 1
Weather 'Gale'	− 1
Weather 'Storm' Testing due to a Critical Hit result	− 2

5.3 – Gunnery Modifiers (d10) 8+ to hit	
Target ship slow (current maximum <= 10 kts) Firing ship slow or stationary Target ship BB, BC or Heavy Shore Battery Shooting at Short range band Firing ship has Superior Crew Shore Battery shooting	+ 1
Target ship stopped	+ 2
Target ship fast (current maximum >25 kts) Firing ship has Inferior Crew Target ship is DD, TB, MS or surfaced S, or a Light Shore Battery Shooting at Long range band Target has one or more splash markers DD, TB, MS or surfaced S shooting in weather 'Fresh to Strong' All ships except DD, TB, MS or surfaced S shooting in 'Gale'	− 1
DD, TB, MS or surfaced S shooting in weather 'Gale' Shooting at night	− 2

5.2 – Gun Classes, Ranges and Damage

Gun Calibre	Class	Short Range	Damage	Med Range 1	Damage	Med. Range 2	Damage	Long Range	Damage
18.0" to 21.0"	J	10cm	n/a	60cm	3d12	100cm	2d12	180cm	d12
15.0" to 17.9"	I	10cm	n/a	60cm	3d10	80cm	d20	150cm	d12
12.1" to 14.9"	H	10cm	n/a	60cm	d20	80cm	d12	120cm	d10
11.9" to 12.0"	G*	10cm	n/a	50cm	d20	70cm	d12	100cm	d10
10.1" to 11.8"	F	10cm	n/a	50cm	d12	70cm	d10	100cm	d8
9.0" to 10.0"	E	40cm	d12	50cm	d10	70cm	d8	—	—
6.5" to 8.9"	D	30cm	d10	50cm	d8	70cm	d6	—	—
5.4" to 6.4"	C	30cm	d8	60cm	d6	—	—	—	—
4.1" to 5.3"	B	30cm	d6	50cm	d4	—	—	—	—
2.9" to 4.0"	A	20cm	d6	40cm	d4	—	—	—	—
Anti aircraft	AA	10cm	1	20cm	1	—	—	—	—
*Class G is also applied to all obsolescent guns of over 12" calibre. These will typically appear on Pre-Dreadnoughts and Coastal battleships.									

5.4 – Gunnery Hit Locations	Hull	Main	2ndary
BB, BC	1-6	7-8	9-10
B, CB	1-6	7	8-10
ACL, AC, C, CL, MT	1-5	6-7	8-10
DD	1-6	7-8	9-10
GB	1-5	6-8	9-10
S	1-9	—	10
Armed MV	1-8	9-10	—
MV	1-10	—	—
SB	—	1-10	—

5.5 – Armour Table Vessel Type	Armour:	Hull	Main	2ndary
Battleship	BB	9	10	5
Battlecruiser	BC	7	9	4
Pre-dreadnought Battleship	B	8	9	5
Coastal Battleship	CB	7	8	5
Large Armoured Cruiser	ACL	5	7	4
Armoured Cruiser	AC	5	6	3
Cruiser	C	4	5	2
Light Cruiser	CL	3	4	2
Destroyer Gunboat	DD GB	1	1	0
Torpedo Boat Minesweeper	TB MS	0	1	0
Submarines	SB	3	n/a	1
Monitors	MT	5	8	3
Merchant vessel (incl. Armed)	MV	0	0	0

5.7 – Gunnery Critical Hits				
BB, BC	Other	DD, TB, MS, S	Result	Other effects
1 – 13	1 – 10	1 – 7	No effect	—
14	11	8	Rudder disabled	—
15 – 16	12 – 14	9 – 12	Engine room hit	—
17	15	13	Bridge hit	—
18	16 – 17	14 – 16	Fire	d4/turn in ongoing damage phase
19-20	18-20	17-20	Catastrophic explosion	Ship must test to see if it sinks in each Ongoing Damage Phase.

5.11 – Torpedo Modifiers (d10) 8+ to hit	
Target ship slow (current maximum <= 10 kts) Firing ship slow or stationary Firing ship has Superior Crew Target ship is BB or BC	+ 1
Target ship stopped	+ 2
Air launched attack Target ship fast (current maximum >25 kts) Target ship MT, DD, TB, MS or surfaced S Any part of firing ship's base is outside the target's P or S gunnery arcs Torpedoes fired in weather 'Fresh to Strong' Firing ship has Inferior Crew	– 1
Torpedoes fired in weather 'Gale' Shooting at night	– 2

5.17 – Mine Modifiers (d10) 8+ to hit	
Target ship slow (current maximum <= 10 kts) Target ship is MT, DD, TB or surfaced S Target ship has Superior Crew	– 1
Target ship stopped Target ship is MS or within 10cm of friendly MS	– 2
Target ship is BB or BC Testing ship has Inferior Crew	+ 1
Target ship fast (current maximum >25 kts)	+ 2

5.13 – Underwater Critical Hits				
BB, BC	Other	DD, TB, MS, S	Result	Other effects
1 – 13	1 – 10	1 – 7	No effect	—
14 – 15	11 – 12	8 – 9	Rudder disabled	—
16	13 – 14	10 – 12	Engine room hit	—
17 – 18	15 – 17	13 – 16	Flood	d4/turn in ongoing damage phase
19 – 20	18-20	17-20	Catastrophic flooding	Ship must test to see if it sinks in each Ongoing Damage Phase.