2.2 – Game Sequence

Game Sequence	
Ongoing damage	Take damage from fire and flood. This is carried out by both players simultaneously. Test for sinking ships.
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	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.

5.3 – Gunnery Modifiers

Gunnery Modifiers (d10) 8+ to hit
If shooting vessel OR target vessel is moving evasively any dice that hit must be re-rolled (using all applicable modifiers).
If BOTH are moving evasively if the first re-roll hits, the dice must be re-rolled again.

Target ship slow (current maximum <= 10 kts) Firing ship slow or stationary Shooting at Short range band Firing ship has Superior Crew	+ 1
Target ship stopped	+ 2
Target ship fast (current maximum >25 kts) Firing ship has Inferior Crew Target ship is DD or TB Shooting at Long range band Target has one or more Splash Markers DD or TB shooting in weather 'Fresh to Strong' All ships except DD or TB shooting in weather 'Gale'	– 1
DD or TB shooting in weather 'Gale' Shooting at night	– 2

2.4 – Initiative Modifiers

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

5.4 – Gunnery Hit Location

Hit Locations	Hull	Main	2ndary
B, CB	1-6	7	8-10
ACL, TSL, AC, C, TS, CL	1-5	6-7	8-10
DD	1-6	7-8	9-10
GB	1-5	6-8	9-10
TB	1-7	8	9-10

5.5 – Armour

Armour Table Vessel Type	Armour:	Hull	Main	2ndary
Battleship	B	8	9	5
Coastal or old Battleship	CB	7	8	5
Large Armoured Cruiser	ACL	5	7	4
Large Turret Ship	TSL	5	6	4
Armoured Cruiser	AC	5	6	3
Cruiser	C	4	5	2
Turret Ship	TS	3	4	2
Light Cruiser	CL	3	4	2
Destroyer Gunboat	DD GB	1	1	0
Torpedo Boat	TB	0	1	0

5.2 – Gun Classes, Ranges and Damage

Gun Calibre	Class	Short Range	Damage	Med Range 1	Damage	Med. Range 2	Damage	Long Range	Damage
15.1" to 21"	I	10cm	n/a	40cm	3d10	60cm	d20	100cm	d12
12.1" to 15.0"	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	—	—	—	—

5.7 – Gunnery Critical Hits

Gunnery Critical Hits				
B, CB	**Other**	**DD, TB**	**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.

5.10 – Torpedo Modifiers

Torpedo Modifiers (d10) 8+ to hit	
If shooting vessel OR target vessel is moving evasively any dice that hit must be re-rolled (using all applicable modifiers). If BOTH are moving evasively if the first re-roll hits, the dice must be re-rolled again.	
Target ship slow (current maximum <= 10 kts) Firing ship slow or stationary Firing ship has Superior Crew	+ 1
Target ship stopped	+ 2
Target ship fast (current maximum >25 kts) Target ship DD or TB 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

5.16 – Mine Modifiers

Mine Modifiers (d10) 8+ to hit	
Target ship slow (current maximum <= 10 kts) Target ship is DD or TB Target ship has Superior Crew	– 1
Target ship stopped	– 2
Testing ship has Inferior Crew	+ 1
Target ship fast (current maximum >25 kts)	+ 2

5.12 – Underwater Critical Hits

Underwater Critical Hits				
B, CB	**Other**	**DD, TB**	**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.

5.17 – Sinking Ships

Sinking Ships Table Vessel Type:	Dice used
Battleship (B), Coastal or old Battleship (CB)	d10
Others	d8
Destroyer (DD) and Torpedo Boat (TB)	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