

Avalanche Press
Great War At Sea



RULES

In 6 Volumes

Volume II

Advanced Tactical

Unofficial Tabletop Rules

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7.0 Advanced Combat

Advanced Combat is resolved on the **Tactical Map** (the table top) after contact has been made. The following sequence is used to conduct combat:

A. Players determine which side has the initiative.

- This determination will be used for set-up and the first round of combat (a round is a sequence of **20 impulses** or steps).
- The Allied player rolls one die.
- On a result of -
 - **3 or less** the *Central Powers* player has the initiative
 - **4 or more** the *Allied* player has the initiative
 - The result may be modified by **Leaders (16.2)**
 - Multiple nationalities (**11.6**)

Roll for initiative again on step one of each following round.

B.1 Determine the deployment side for the initiative player. This will be corresponding to the *Sea Zone* from which their Fleet entered the Sea Zone in which contact was made. If the Fleet did not move this turn it may choose any side now.

B.2 The *non-Initiative player* sets up **up to 8** of his ships within 6" of the table centre of the *Tactical Map*. *Additional ships can be placed within 6" friendly ships* (but *not within sighting range* of the enemy Deployment Zone). The *non-Initiative* player now rolls **3D6** for the visibility modifier counting all results.

C. The *initiative player* now places his ships in his Deployment Zone which is within 6" of the appropriate Table edge or table corner *Additional ships can be placed within 6" to the positioned friendly ships* (but *not within sighting range*, modified by the weather conditions). The 6" from table edge/corner setup distance is modified in weather other than *Clear*, initial positions are modified distance-wise to within 3" of the current scenario start visibility.

Tactical Map (7.22).

D. Players move and conduct combat as directed by the Impulse Sequence (**7.31**).

11.6 Multiple Nationalities

- When rolling the die to determine *tactical initiative*: -
 - subtract **-1** from the result for each nationality beyond 1 present in the Allied Fleet.
 - Add **+1** to the result for each nationality beyond 1 present in the *Central Powers Fleet*.
 - *German* ships may be treated as ships of any nationality.
 - *Canadian* and *Australian* ships are treated as British ships.

Example:

- The *Central Powers'* player rolls a **4**.
- The *Allied* player enters combat with a **Fleet** including *French, British, Italian* and *Russian* ships and rolls a **6**. He therefore subtracts **-3** from the result, which would give the **tactical initiative** to the *Central Powers* player unless other modifiers (**Leaders** or *Central Powers nationalities*) applied.

16.0 Leaders

Some scenarios include energetic and capable **fleet commanders** of *special ability*.

16.1 Flagship

- If a **Leader** is available, as directed by the scenario instructions, *write his name* on the **Fleet status sheet** next to one of his side's ships
 - This is his **Flagship**
- The **Leader may not** change ships during the course of the game
- If his **Flagship** is **sunk** he is **removed from play** as well (even a surviving admiral is considered ineffective, due to casualties among his staff, loss of communications equipment and general confusion).

16.2 Effects of a Leader in Command of a Fleet

Contact Attempt Die Rolls

- When *determining contact*, either player may declare the presence of a **Leader** and **add +1** to the die roll (5.44)

Determining Tactical Initiative

- When determining *tactical initiative* (7.1): -
 - **subtract -1** from the die roll if a *Central Powers Leader* is present
 - **add +1** to the die roll if an *Allied Leader* is present
- Otherwise, a **Leader** has no direct effect in combat

7.2 Placement

- No ship counters can be within their own length of another.
- Ship counters that converge & overlap are subject to **collision**, rolling twice on the Torpedo Damage Table.
 - Ships of the **same nationality** (ask *Mike* as he has done the course) must be within 12" of ships of the same nationality, observing the fleet deployment **restrictions** above.
- Count multiple-ship counters (9.0) as one ship each for placement.

Scale

Distance

The Ground Scale = **1 inch** = 750 yards; **1/2 inch** = 375 yards; **1/4 inch** = 187.5 yards

1,000 yards of actual distance equates to **Three quarters of an inch** (3/4") on table.

5,000 yards of actual distance equates to **Three and three quarters of an inch** (3 3/4") on table.

10,000 yards of actual distance equates to **Seven and a half inches** (7 1/2") on table.

15,000 yards of actual distance equates to **Eleven and a quarter of an inch** (11 1/4") on table.

20,000 yards of actual distance equates to **Fifteen inches** (15") on table.

Time

Each move/gunnery/torpedo phase 'group' lasts **5 mins**.

7.21 Fog of War

All ships are initially *placed* **face-down**.

7.22 Fleet Organisation

Ships from the same **Fleet** must be placed within 6" of one of its ships.

7.23 Non-Initiative Placement

- The *non-Initiative player* sets up **up to 8** of his ships within 6" of the table centre of the *Tactical Map*. *Additional ships can be placed within 6" friendly ships* (but *not within sighting range* of the enemy Deployment Zone).

- If the side has more than eight ships, *additional ships can be placed within 6" friendly ships* (but *not within sighting range* of the enemy Deployment Zone), as long as: -
 - no ships are placed closer to the enemy Deployment Zones on the map side from which the initiative player's ships will enter than the current sighting range.
 - All ships must be placed as close as possible to the Deployment Zone on the map side from which the initiative player's ships will enter.

7.24 Initiative Placement

Initiative Placement if the Fleet Moved into a New Zone This Turn

- The *initiative player* then places their ships, **starting** in the Deployment Zone along the side of the **Tactical Map** corresponding to the **Sea zone** from which their **Fleet** entered the **Sea zone** in which contact was made.

Initiative Placement if the Fleet Did Not Move into a New Zone

- If the *initiative player's Fleet did not move* during the turn, it may enter the **Tactical Map** from **any side** the initiative player chooses

The 8-Ship Placement Rule

- they **must place a total of eight ships** *within a 12" diameter* before they may place any ships elsewhere.

The More Than 8-Ships in a Fleet Rule

- If they has **more than eight ships**, additional ships may be placed within 6" of any ships that have been previously placed, as long as: -
 - no ships are placed closer to enemy ships than the current sighting range.

Example:

The *Central Powers* player has the initiative. His **Fleet** entered **Sea zone 33**, where contact was made with an *Allied Fleet*.

The *Central Powers Fleet* entered from **Sea zone F32**, therefore it enters the **Tactical Map** on the Left side.

7.25 Raider Placement

- Ships from a **Raiding Fleet** may be **placed within 6" of each other**.
- **but are subject to the proximity rule.**
 - thus, a **Raiding Fleet** of two ships could set up with one ship 6" apart.

19.1 Tactical Set Up (Optional)

- The initiative player may always set up their ships at a distance from the non-initiative player's ships **equal to** the current **maximum sighting range**.
- They still **must be** deployed to **reflect their entry** into the tactical map from the *appropriate Sea zone*.

7.26 Setup – Nationality Restrictions

- Only ships **of the same nationality** may be placed within 6" of one ship of that nationality unless the **Fleet** containing them *totals four ships or less*.
 - *German* ships may be treated as ships of *any nationality*
 - *Canadian* and *Australian* ships are treated as *British* ships

Example:

An *Allied Fleet* of **seven Italian**, **one British** and **one French** ship is deploying for battle

The *Allied* player must place: -

- the **seven Italian** ships **within 6" of one Italian ship**
- the *British* ship **no closer than 6" of the Italian ships**
- the *French* ship **no closer than 6" of any ships**

7.27 Sighting & Spotting Ranges

- **Maximum sighting ranges** are **30,000 yds** (40") in *daylight* and during a *Moonlit night* **7,000 yds** or a *Moonless Night* or in *Fog*, **1,000 yds** at *night*, with *modifiers*
 - When determining ranges, count from *firing ship* (counter) centre to the *target ship* (counter (centre)).
- **Spotting ranges** are **5,000 yds** less than the *modified maximum sighting range* in **daylight** and the same as, at **night**
- Ships are placed **face-down** when at *maximum sighting range* from any enemy ship
- Ships at **less than** that distance *are placed at maximum spotting range, face-up*
- A friendly ship **must get** to *within less than maximum sighting range* of an enemy ship, causing it to flip face-up (7.27), before the ship is **spotted** in combat.

7.27a Sighting Ranges

- **Daylight** (Clear/Cloudy): 25,000 yds (33¹/₃"
- **Moonless Night** or **Fog**: 1,000 yds (1¹/₃"
- **Squall**: 14,000 yds (18²/₃"
- **Gale & Moonlit night**: 7,000 yds (9¹/₃"
 - If **aircraft/airship** spotting for **Ship** in **Group** if Clear = **+ 4,000 yds** (5¹/₃"

7.27b Attempting to Illuminate a Target at Night

A target is illuminated for all ships on a 1 – 3 (D6) attempted at the *beginning of each gunnery round* (the status **must be** checked *each round*):

Die Modifiers

- **+1** per **1,500 yds** (2") to target
- **+1** if target is a *Light Ship* or in Illuminator's Bow or Stern arcs
- **-2** if illuminator is a *Capital Ship*

Notes

- An illuminated target at night improves the to hit chance of all ships firing on it.
- The spotting range is not increased.
- If a **Full Moon** in *Clear Weather* the 'not illuminated' modifier is less (**-2** rather than **-3**).

7.27c Smokescreens

Some ships can produce smokescreens using smoke generators, others by affecting their fuel emissions. First notably used at Jutland in 1916 smoke can be deployed by any Ships or Airships. Smoke blocks line of sight through it.

It takes one Capital Ship or 2 adjacent Light Ship counters to produce a smokescreen. Smoke can be created in this way throughout the game. A single German Destroyer counter can deploy smoke Floats that work for 4 Move phases in the same way.

Smoke is laid directly behind the deploying vessel. All vessels of the deploying side may choose to be placed behind (one side or the other) the **Smokescreen** or not. If a ship has a **Smokescreen** behind it, from the firing ship's perspective, the firing ship gains a **+1** modifier for all to hit rolls.

Some larger vessels also carried smoke. These will be identified by scenario.

How Weather affects the Smokescreen

- In *Gales, Storm* or *Squalls* disperse the **Smokescreen at the end of the next Torpedo** impulse
- In *Fog* or *Mist* the **Smokescreen** lasts until a 1 or 2 (D6) is rolled in any **Torpedo** phase
- In *Clear* the **Smokescreen** remains until the end of the 2nd **Torpedo** impulse after the **Smokescreen** was deployed
- In *Calm* conditions the Smokescreen is ineffective in that it remains where it was deployed

How Wind Direction affects the deployment of Smoke

- The wind direction is determined on the *first Movement* impulse of each Round.
- At the beginning of *Impulse 1* the Central Powers player rolls **1D6** to decide wind direction, which is from the: -
 - 1 = North
 - 2 = North East
 - 3 = South East
 - 4 = South
 - 5 = South West
 - 6 = North West
- The **Smokescreen**, the same size as a Capital ship marker is orientated facing into the wind direction and placed immediately behind the counter or counters deploying the smoke, blocking Line of Sight if a line drawn from Firing vessel's counter centre to Target vessel's counter centre and it crosses the **Smokescreen** marker.
- In future Impulses the *Central Powers* player rolls **1D6**.
 - On a '**6**' the wind direction changes by 60° clockwise (N is now NE; NE is now SE; SE is now SW; SW is now NW and NW is now N)
 - On a '**1**' the wind direction changes by 60° anti-clockwise (N is now NW; NW is now SW; SW is now SE; SE is now NE and NE is now N)

7.28 Surprise Sighting

Daylight Turns

- On an *unmodified die roll* of a **6** when consulting the **Search table** during a *daylight* turn, the initiative player must place their ships **6 inches closer** to the centre of the **Tactical Map**.

Night Turns

- An unmodified result of a **6** when consulting the **Search table** during a **night** turn the initiative player must place his ships **12 inches closer** to centre of The Tactical Map
- Ships of opposing Sides **may not** be placed *within 6"*.

7.29 Multiple Fleets

- Ships may not be placed in groups with ships from a different **Fleet**.
- After the battle, **Fleets** with like missions that do not leave the **Tactical Map** may exchange ships (the **only time** this *is allowed*).

7.3 Tactical Movement, Groups and Combat

- All of a player's ships of the same classification (*Capital ship, Light ship, or other*) within a specific area form a Group
 - Just as on the Operational map, movement is conducted at the *speed of the slowest ship* in the Group

Splitting a Group

- A Group **may not** "split up" unless one is crippled and that can leave the Group.

Merging Groups

- Separate Groups with any one ship of each Group being within 4" may combine provided the total number of ships *remains eight* or less.

Different Classification of Ships in the Same Group

- A player *may choose* to combine ships of *different classifications* into one Group, but **is not required** to do so.

7.31 Sequence

Movement and combat are conducted in the order described in the Impulse Sequence:

Impulse Sequence:

Movement and combat are conducted in the order described in the Impulse Sequence:

1. Determine which player has the initiative (during the second and subsequent rounds; for the first round, initiative is determined before ships are placed on the **Tactical Map**). **Roll for Wind Direction.**

2. The *non-initiative* player moves **all** his ships by group who may do any pr all of the following: -

Capital Ships & Laden [carrying bombs/torpedoes] *Aircraft & Airships* may: -

- turn up to **90°** (in **30°** increments at the start, middle and end of the movement)
- change speeds by 1 inch per round [up to their (*Group*) maximum]
- launch **torpedoes** [torpedoes with longer ranges also move, ensuring they remain on track] and drop **bombs**
- lay Smoke

Small Ships & Unladen [**not** carrying bombs/torpedoes] *Aircraft* may: -

- turn up to **150°** (in **30°** or **60°** increments at the start, middle and end of the movement)
- change speeds by 1 ³/₄ inch per round [up to their (*Group*) maximum]
- launch **torpedoes** and drop **bombs**
- lay Smoke

3. The *initiative* player moves **all** his ships by *Group* as above

4. Both players conduct **Gunnery Combat** in Sequence: -

- **Visibility** Test; ships then fire in descending order as follows: -
 - those who **Turned up to 60°**
 - those who **Turned 90° - 150°** [ships turning **180° cannot** fire]
 - Others

5. The *non-initiative* player moves **all** his ships by *Group* as above

6. The *initiative* player moves **all** his ships by *Group* as above

7. Both players conduct **gunnery combat** in Sequence as above

8. The *non-initiative* player moves **all** his ships by *Group* as above

9. The *initiative* player moves **all** his ships by *Group* as above

10. Both players conduct **gunnery combat** in Sequence as above

11. The *non-initiative* player moves **all** his ships by *Group* as above

12. The *initiative* player moves **all** his ships by *Group* as above.

13. Both players conduct **gunnery combat** in Sequence as above

14. The *non-initiative* player moves **all** his ships by *Group* as above

15. The *initiative* player moves **all** his ships by *Group* as above

16. Both players conduct **gunnery combat** in Sequence as above

17. Now in descending order attempt: -

- Attempt Emergency Repairs (**11.27**)
- Check for **Continuing the Battle** (**7.36a**)
- conclusion of the **Tactical Combat Phase** (**7.36**)
- Aircraft may climb or descend one level.

7.32 Movement

- **Groups** move their current move distance (speed), turning, accelerating or decelerating as the controlling player wishes but within the restrictions set out below: -

Capital Ship Turning Restrictions

If a *Capital Ship* Formation [comprising Capital Ships and optionally Light Ships and Transports] wishes it may make one of the following during a move: -

- a.) up to two 30° turns, one at the beginning of the turn and one at the halfway point through the move.
- b.) up to three 30° turns, one at the beginning of the turn and one at the halfway point through the move and one at the end of the move.
- c.) the German High Seas Fleet can make an excessive [b.)] turn once per Battle with the 2nd part of the turn being 60° & the 3rd turn being 60° - but cannot fire in the next round of Gunnery.

Light Ship Turning Restrictions

If a *Light Ship* Formation [comprising Light Ships only] wishes it may make one of the following during a move: -

- a.) up to three 30° turns, one at the beginning of the turn and one at the halfway point through the move and one at the end of the move. The last turn can be a 60° turn.
- b.) up to one 30° turn at the beginning of the turn and two further two turns, one 60° turn at the halfway point through the move & a 90° turn at the end of the move.

The German High Seas Fleet Emergency Turn Away

German High Seas Fleet can make a single 180° turn per Battle [30°/60°/90°] – but any *Capital Ships* performing the manoeuvre **cannot fire** in the next round of Gunnery.

Turning Effects on Movement Distances

All ships **reduce** forward movement by 1/4 inch per 30° turn.

7.32a Group Turns

Group Turns may be either *Line-Ahead* (21.14) or in *Multiple Columns* (21.15) turn all facing in the same direction at the end of the turn.

7.32b Acceleration and Deceleration

- Movement **is** mandatory unless a ship has reduced its speed to zero due to damage and or deceleration.
- It took some time for ships to accelerate and decelerate. To reflect this: -
 - *Capital ships* may change speeds by 1 inch per round.
 - *Light ships* may change speeds by 1 3/4 inch per round.

7.33 Exiting the Map

- **Ships** that are not *within sighting range* for a full Tactical Round are [the owning **player's option**] removed from the *Tactical Map* and placed back in their *Fleet Box*.
- If ships **exit** the **Tactical Map** *while within sighting range* of enemy ships, move all ships back from the map edge an adequate distance to keep all ships in: -
 - the playing area
 - the same positions relative to one another

Land Effects

Note that ships may not move off-map on a side or corner of the map that is blocked by land (7.41).

Example:

During battle with a *French Fleet* in **Sea zone N 37**, the *Austrian* battleships *Viribus*, *Unitus* and *Tegetthoff* exit the upper left (**north-west**) side of the **Tactical Map**. They are placed in a **Fleet** in **Sea zone M 37** (the **Sea zone** to the **north-west** of the battle location).

7.34 Towing

Ships towing or being towed move a **0.5** speed.

7.35 Crippled Ships

- During tactical combat, a player may separate an individual ship counter from a group once the ship counter **has lost either**: -
 - at least half its largest type of guns
 - half its hull boxes
- or if it has suffered a reduction in speed.

7.36 Concluding the Tactical Phase

- The tactical phase is concluded when all ships of one side have either: -
- exited the **Tactical Map**
- gained a position outside the sighting range of all enemy ships
- have been sunk

7.36a Continuing the Battle

- If ships of both sides remain on the **Tactical Map** and can spot one another at the conclusion of a Round begin the sequence again with **step 1** (determining initiative).

7.39 Fuel Cost

At the conclusion of combat, *each player rolls one die (D6)* for each of their **Fleets** that participated. The result is the fraction of a fuel box expended in addition to any fuel expended in the plotted move (a "3" would be **3/12^{ths}** of a box of fuel).

19.3 Splitting-up Ships in a Multi-Ship Counter (Optional)

During the *orders phase* (7.37), a player may divide the ships of a multiple-ship counter **if** another counter of the same type is available.

Example:

- One ship of a Russian *Bespokoiny*-class destroyer counter is damaged and its speed drops to **1**.
- The counter represents *three* ships, **two** of them undamaged.
- The Russian player puts another *Bespokoiny*-class counter in play, assigning the damaged ship to it.

7.4 Land

Many **Sea zones** contain **land** in the form of *islands* or *coastlines*.

7.41 Tactical Movement

All-land **Sea zones** and their effect on Tactical Movement

- If a **Sea zone** side is all land on the operational map, players may not move their ships off-table on the corresponding **Tactical Map** side.
- They may move ships up to 12" away from a playing area edge without checking for grounding (7.42).

Islands and their effect on Tactical Movement

- If an island (that is contained in one **Sea zone**) exists in the contested **Sea zone**, treat the any area within 6" of the table centre [or Avalanche Press Islands may be used or similar] as land (the player without the initiative sets up his ships within 6" of the land closest to the map side from which the initiative player's ships will enter play
 - **note** that *this may decrease* the initial distance between opposing **Fleets**
- Ships **may not enter** land areas.

7.42 Grounding

- If a ship enters an area with 4" of any designated land it can run aground.
- Roll **one die (1D6)** for each ship.

- On a result of **6** or greater the ship is grounded and **cannot move**
 - Subtract **one** from the die roll if the land is in the ship's home country (for example, *German* ships along a *German* coastline)
 - add **one** for *Capital* ships

7.42a Shallow Draft Ships

- *Shallow Draft* capital ships (with a half-**white**/half-**red** circle on their counter) suffer no die roll when checking for grounding.
- Shallow-Draft light ships never run aground.

7.43 Refloating

- Ships that run aground may be refloated.
- The owning player rolls **one** die (**D6**) for each such ship during the *Weather Phase*.
- On a result of **1** the ship is freed.
 - Once freed the owning player rolls the die again to determine the extent of the damage to the ship resulting from the grounding.
 - Add **+1** to the die roll if the ship has **no hull** armour.
 - One-half of the result (round any fractions up) is the number of **hull boxes destroyed**

7.44 Intentional Grounding

- A player may move ships into an area designated land (such as a beach) in order to intentionally run them hard aground.
- The player simply declares the ship hard aground (**Sea** captains of this era were very, very good at running their ships aground).
- Ships that are hard aground cannot be freed.
- *Shallow-draft* ships may be intentionally grounded.
- Ships aground at the end of a scenario count as sunk.
- If aground in an enemy-controlled **Sea zone**, the ship *counts double* the **victory points** for sinking her.
- If aground in a friendly-controlled *coastal* **Sea zone** the enemy only *collects 75%* of the ship's **victory points**.

7.5 Gunnery Combat

- During gunnery combat, a ship may attack any enemy ships which are: -
 - in range (**7.6**)
 - spotted (**7.27**)
 - note: *spotted* is different from *sighted* (*sighted* vessels are placed face-down)

7.51 Range Effects at Night & During Bad Weather/Visibility

At **night** or in some weather conditions an enemy ship could be in range, but not be visible.

7.52 Gunnery Fire

- *Gunnery* fire and results take effect **in sequence**, based on the *amount of turning* a Group completed in its last move impulse (when it did or *could have* moved)
- Not all enemy ships need be attacked; all of a player's ships could attack one enemy though they may only attack once per gunnery combat step.

Modifiers for Multiple Ships Firing on the Same Target

- If a **second ship** fires on *the same target* in the same position in the Gunnery Fire sequence its **fire factors are reduced half** (rounding up) and this applies to all other additional ships firing in the same position in the Gunnery Fire sequence.

Targetting

- Player chose target in each stage of the sequence either simultaneously or alternately (players' choice), they resolves the gunnery fire for all applicable ships in the current Gunnery Fire Sequence.

- they rolls one D20 die for each: -
 - *Primary* gunnery factor
 - *Secondary* gunnery factor
 - *Tertiary* gunnery factor

Arcs of Fire Limitations

Unless specified otherwise **halve** all (*modified*) firepower **factors** (fractions are rounded up): -

- *Primary* firepower or **others** (not listed below) not firing through flank **120°**.
- *Secondary* firepower for ships originally with *Primary* firepower if not firing through flank **120°**.
- *Tertiary* firepower for ships originally with *Primary* or *Secondary* firepower if not firing through flank **120°**.

Line of Sight Restrictions

- Ships in the same Group as part of a Multiple Column or ships in intervening distance containing a Group of **Large Ship** counters or **land** or **Smokescreens** **block Line of Sight**, unless a ship's spotting floatplanes are in the air and close to the target (or any aircraft belonging/attached to a ship of the same **Group**).

Poor Gunnery or Green Crew

If a Ship is rated as having "*Poor Gunnery*" or "*Green Crew*" then **reduce** the gunnery factors by a **quarter** ($\frac{1}{4}$) (fractions are rounded up).

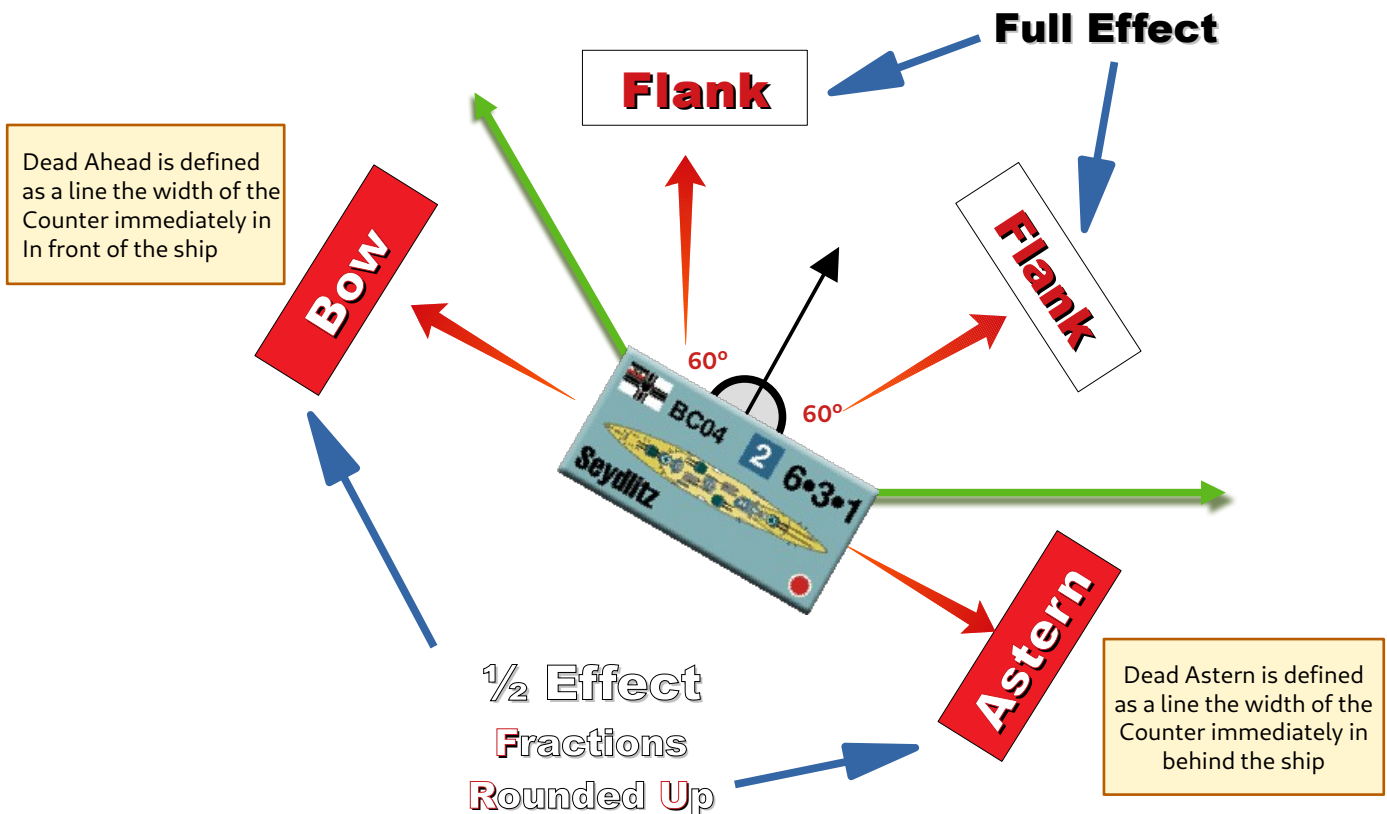
Rash Crew

- If a Ship is rated as having a "**Rash Crew**" then they get a bonus **+1 Primary** Gunnery Factors.
- It also may **explode!** more easily

Moving at Speed 2 or Greater

Ships moving at **Speed 2** or better **reduce** their gunnery factors by a **quarter** ($\frac{1}{4}$) (fractions are rounded up).

Primary Gunnery Arc effects



Base To Hit Chance (D20)

- 27 - 36": on a '20'
- 18 - 26.99": on a '18 - 20'
- 9 - 17.99" on a '17 - 20'
- 4 - 8.99": on a '15 - 20'
- 0 - 3.99": on a '12 - 20'

A **hit** score means a roll on the **Damage Table**

Hitting Procedure

- Roll **two** dice (D6) for each required roll and consult the **Gunnery Damage Table (6.2)**.
- All 'To Hit' **Dice Roll** Modifiers are Cumulative: -
 - **+3** if target is *dead in the water*
 - **+2** if target is *towing* or being *towed*
 - **+1** if **Firing Ship's** name is *italicized* on the Data Sheet
 - **+1** is 'Crossing the T' in daylight *or*
 - **+1** if the **Target ship** is *silhouetted by Smoke*
 - **+1** per 1/2/full **salvo** vs same target by the **Firing Ship**
 - **-1** per **Fire Control Hit** (max of **-2**)
 - **-1** during **Squall** or **Storm** weather conditions
 - **-1** per **60° turn** by the **Firing Ship** and/or **Target ship** in the last move phase
 - **-1** if the **Target** *and/or* **Firing Ship** moving **2** or **2+**
 - **-2** if *Primary* firing vs Light Ship
 - **-1** if the firer was/is currently engaged by Capital ship **gunnery** [BB, B, BC, CA] or any torpedoes
 - **-3/-4** if at **Night**/Moonless **Night** & the target is **not** lit up by **searchlights**
- **Any two natural '20's rolls always counts as a hit even if the ship could not hit the target due to modifiers (not range or sighting), but Critical Hit Results are ignored.**

Timing the Effects of Gunnery

- As gunnery results **take effect simultaneously at the same position in the sequence**, any damage (**8.0**) caused during the initiative player's gunnery does not alter non-initiative abilities until the start of the *next position* in the gunnery **sequence**.
- Repeat the same procedure through the **Gunnery Fire Phase Sequence**.

7.53 Gunnery Impulse Sequential Fire Sequence

- **Sequential Gunnery Combat**
- Sequential fire during a Gunnery Combat round is now in effect: sequence is:
 - **initiative side Ships** - any non-crippled ships (*that didn't turn 90° or more in last move*)
 - **non-initiative side Ships** - any non-crippled ships (*that didn't turn 90° or more in last move*)
 - **initiative side Ships** - any non-crippled ships that turned 90° - 120° or more in last move
 - **non-initiative side Ships** - any non-crippled ships that turned 90° - 120° or more in last move
 - **other circumstances** (*simultaneous*)
- **1 & 2** are simultaneous effects as are **3 & 4** (after **1 & 2**).

Aircraft & Airships Air-to-Air Combat

- Aircraft & Airships follow the same principle for air-to-air combat counting a climb as a turn, Aircraft will have arcs of fire (generally fighters forward only with two-seaters rear, port & star board & possibly forward). Aircraft do not have their LOS blocked (and vice versa) by intervening ships unless launching a torpedo. Airships have all-around defence.

7.54 Gunnery Target Options

An individual ship **may only fire** on **one target per Gunnery classification** (Primary; Secondary; Tertiary); it may not "split" its firepower to attack multiple targets **unless** it has taken two Fire Control hits (meaning the ship no longer has no *centralised Fire Control* – there are negative modifiers for firing in this situation).

Example 1:

Viribus Unitus and *Prinz Eugen* enter combat with *Courbet* and *Jean Bart*.

The *Central Powers* player has the initiative and when the ships come within range decides that: -

- *Viribus Unitus* will fire on *Courbet*
- *Prinz Eugen* will fire on *Jean Bart*

The *Central Powers* player rolls 8 dice for *Viribus Unitus'* *Primary* battery, resulting in **three hits**.

Viribus Unitus has scored **3 hits** which allows for **two rolls** on the **Gunnery Damage Table**. (the 1st hit is required for the *first roll* on the Table with a *further two hits* required for a **2nd roll** on the Table and a further *7 Hits* to get a **3rd roll** in the **Gunnery Damage Table**.)

Example 2:

- *Courbet* **receives a Primary hit** during the first gunnery combat step with *Viribus Unitus*. The *hit* is marked on the **Ship Data Sheet**, but *Courbet* may still fire with **all eight** of her *Primary* factors during this step.
- During the next step, however, she is **reduced to seven Primary factors**.

7.6 Range

7.61 Primary Guns Maximum Range & Damage Limitations

- *Primary* guns may fire at targets up to **24"** away from ship centre-to-ship centre.
- *Primary* guns will damage any area of an enemy ship they hit.
- **No Primary** Guns may fire at **DD** or **TB** at less than **4"** range
- **Plunging fire** is applied from ranges of **20"** or more.

7.62 Very Large Guns

The following Warships have **Very Large Guns**: -

- Ships with a *Primary* gunnery factor of **11 or more** (16" guns) [**does not** include any *French* ships]
- The Royal Navy's Battle Cruiser *HMS Furious* (18" guns)
- Very Large Guns may fire at targets up to **32"** away from ship centre-to-ship centre.
- When firing at over **24"** away, *Primary* gunnery factors **are halved** (round any fractions up), before any other modifiers. **No Primary** Guns may fire at **DD** or **TB** at less than **4"** range.

7.63 Secondary Guns Maximum Range & Damage Limitations

- *Secondary* guns may fire at targets up to **18"** away from ship centre-to-ship centre.
- *Secondary* guns will damage any area of an enemy ship **unless** it is protected by **heavy armour**.

7.64 Tertiary Guns Maximum Range & Damage Limitations

- *Tertiary* guns may fire at targets up to **16"** away from ship centre-to-ship centre.
- *Tertiary* guns will only damage areas of an enemy ship without armour.

7.65 Gunnery Summary Table

Gun Type	Range			
	0 - 16"	0 - 16"	16 - 24"	24 - 32"
Very Large Guns	May fire at full effect – except at DD or TB at range 0 - 4"	May fire at full effect	May fire at full effect Plunging Fire at 20"+	May fire at half effect (rounded up)
<i>Primary</i> Guns				
Obsolete <i>Primary</i>	May damage vs Lt or No armour*			
<i>Secondary</i> Guns				
<i>Tertiary</i> Guns	May damage vs No armour only*			

19.2 Lucky Penetrations (optional Rule)*

- There is a chance the hit may penetrate (and cause damage) by *Secondary* & *Tertiary* guns at close range as follows: -
- When a *Secondary* gun registers a hit on an area of the target ship **protected by heavy armour**
- When a *Tertiary* gun registers a hit on an area of the target ship **protected by light armour**
- The firing player rolls one die (**D6**) a second time to see if damage is inflicted.

Possible Secondary Hit vs Heavy Armour*

- A *Secondary* hit inflicted on heavy armour at a range of up to **6"** will penetrate and cause damage on a result of **4, 5** or **6**.

Possible Tertiary Hit vs Light Armour*

- A *Tertiary* hit inflicted on light armour at a range of up to **3"** will penetrate and cause damage on a result of 4, 5 or 6.

13.4 Minelayers Exploding in Combat

- When a **Minelayer** (or another ship *acting as a Minelayer*) is hit by *gunfire* or *torpedoes* in combat, the owning player rolls one die (**1D6**).
 - **On a result of 6, the Minelayer explodes and sinks**

7.66 Obsolete Warships

- Pre-dreadnought battleships (**B**), coast defence ships (**CD**) and armoured cruisers (**AC/CA**) usually lacked modern fire control equipment and high-elevation guns.
- These ships have a *maximum range* of **16"** for their *Primary* guns with the exception of the German: -
 - **AC01** Blücher
 - **AC13** Scharnhorst
 - **AC14** Gneisenau
- the Russian: -
 - AC01 *Rurik*
 - all Russian pre-dreadnoughts in scenarios taking place in **1917**

7.67 Ammunition Rule (optional)

- Each ship has an ammo rating for it's main weapon, be it *Primary* [10], *Secondary* [15] or *Tertiary* [15]. [##] = nominal rating. This is the number of full salvos a ship can fire in a battle.
- A half salvo (optional) deducts **-0.5** ammo from the total and a full salvo deducts **-1**.
- Shooting through the Bow or Stern arcs always costs **-0.5** ammo.
- Shooting through the Flank Port or Starboard arcs costs **-0.5** ammo for a half salvo & a full salvo deducts **-1**.
- Players should decided (if they have an option) what type of salvo they are firing before rolling any dice.
- Subsidiary weapons (not the main weapon) can never have an ammo rating above 20.

7.7 Torpedo Combat

- During a Movement step, ships with torpedo tubes may fire a salvo of torpedoes at enemy ships in range or in range and towards an anticipated contact position if the torpedo can move multiple moves (see 7.71a).
- The torpedo and gunnery steps are resolved separately; thus, a ship which had its **torpedo mount destroyed** by gunfire **may not** fire torpedoes in the subsequent movement step.

7.71a Torpedo Ranges & Multiple Movement Allowances

- The maximum range for the torpedoes is variable as follows:
 - 4000 yds (maximum speed – no marker placed on-table [actually a speed of **3+/ $10\frac{1}{2}$ "**])
 - **Note:** most non- RN torpedoes were slower in varying degrees (**2+** or **3 [9"**]).
 - 10,000 yds (maximum speed 2 (6" in the first torpedo phase and 4" in the second, then removed) available in any scenario from 1916 onwards
 - **RN BB & BC:** 17,000 yds (maximum speed 1.5 (4" in the first & second torpedo phase and 3" in the second, 2" in the third and fourth and on e inch in the 5th; then removed)

7.71b Procedure

- **Roll a number of dice (D20s)** equal to the firing ship's **torpedo factor** (all torpedoes fired from a single ship *must be fired at the same target*).
- A hit is scored as follows: -
 - **9 – 12.75"** on a '**17 – 20**'
 - **4 – 8.99"**: on a '**15 – 20**'
 - **0 – 3.99"**: on a '**12 – 20**'
- ,With the following modifiers (all modifiers are cumulative) applied to the die roll: -
 - **+1** if target is *Capital Ship* or *F-numbered Transport*
 - **+4** if target is *dead in the water*
 - **+3** if target is **towing** or being **towed (11.2)** or Surprised (Boo!)
 - **-1** if the target ship is a "*secondary target*" (*within range & 7.5°* of the torpedoes' axis)
 - **-2** per ship already **hit** by torpedoes from the same vessel vs secondary targets
 - **-1** if the torpedo was fired from a *hull mount* or a *Capital Ship*
 - **-1** if the torpedo was fired at a *Small Ship* or from an *Aircraft* or *Airship*
 - **-1** per **60° turn** by the **Firing Ship** and/or **Target ship** in the last move phase
 - **-2** if the torpedo is engaging the target **dead ahead** or **dead astern**
 - **-1** if the firer was/is currently engaged by *Capital ship gunnery* or any *torpedoes*
 - **-3/-4** if at **Night** /Moonless **Night** & the target **is not** lit up by **searchlights**
 - Any natural '**20**' rolls always counts as a **hit** even if the ship could not hit the target *due to modifiers* (**not** range or sighting), but then with a **Damage Table -2** die roll modifier.

Damage Results

- For each hit there is a Roll **two** dice (**2D6**) and consul the **Torpedo Damage Table** to determine the effect of each torpedo **hit**.

Example:

- **A Russian Bespokoiny class destroyer attacks SMS Goeben with torpedoes at a range of 2"**
- The *Allied* player rolls **3 dice**
 - The *Goeben* has her full movement factor but is a large target, so the *Allied* player adds **+1** to each die roll
- He has scored **1 hit** and consults the **Torpedo Damage Table**
- He rolls **2 dice**, obtaining a **6** for one hull hit
- The *Central Powers* player marks off one hull box on *SMS Goeben*

7.71a Torpedoes running (multiple "to hit" Chances)

- Ships within range of launched torpedoes and within 7.5 degree (7.5°) arc either side of the torpedo axis as the target ship are attacked as a *secondary target* even if the **Line of Sight is blocked**. There is a **-2 die** modifier/ship successfully **hit** by torpedoes launched from the same vessel for secondary targets. Roll one ship at a time (firer's choice).
 - If the primary target is within the 1st torpedo phase movement distance [measured from the firer] as the launcher and within the 15 °arc roll **2D6** per secondary target.
 - On an '11' or '12' the secondary target can be hit so roll a **D20** to test.
 - Roll again in the 2nd or subsequent torpedo phases if the torpedo is still running.
 - On a '12' the secondary target can be hit in any of these phases so roll a **D20** to test.

7.72 No Movement, No Torpedo Launch

A ship that has lost all of its movement factors **may not** make a torpedo attack. Note that they did so players can optional disregard this rule, provided that the ship is not subject to flooding.

7.73 Reloads

- A ship may only make one torpedo attack during the game unless it rearms (**12.7**)
- Once it has used its torpedo factors, mark this on the hit record sheet
- A ship with more than one torpedo factor may not "save" some for later use.

7.74 Destroyed Torpedo Mounts & Multiple Factors

A ship may not make a torpedo attack if its *torpedo mount* has been destroyed, **even if** it has **more than one** torpedo factor.

8.0 Damage

- The Ship Data Sheet contains boxes for each area of the ship that may be damaged by enemy fire.
- As they are damaged the **boxes** are marked off from *left to right*.
- Once **all boxes** in a section are marked off, that section is **destroyed**.
 - Further hits there are usually recorded as **hull hits** (see **8.61**).

If All Hull Boxes Marked Off

- Once all hull boxes are marked off the ship is sunk.

8.1 Armour

Areas of a ship's record on the Ship Data Sheet that are shaded are protected by armour.

- There are two main types of armour (and one sub-type)
 - **Heavy Armour** (boxes shaded grey)
 - **Heavy Armour** with a box around the shaded grey box (protection vs. *plunging fire*)
 - **Light Armour** (boxes that are hatched)

8.2 Penetration Versus Armour

- Hits obtained by *Torpedoes* or *Primary* gunnery will damage (penetrate) **any type of armour**.
- Hits obtained by *Secondary* gunfire penetrate light, **but not heavy armour**.
- Hits obtained by *Tertiary* gunfire **only affect** areas protected by **no armour**.
- If *Secondary* or *Tertiary* gunfire obtains a **hit** on an armoured portion of an enemy ship that it **cannot penetrate**, the **hit is ignored**.

Example:

OD *Hamidieh* fires her *Secondary* factor at *Irntri Svititelia*, and scores one hit.

The *Central Powers* player then rolls two dice for a "5." Consulting the Gunnery Damage Table, the players find that this results in a Hull hit.

Since the heavy armour protects *Irntri Svititelia*'s hull, the shot bounces off the ancient tub's tough hide and the result is ignored.

8.3 Excess Damage if Light or No Armour

- *Primary* hits on an area with light or no armour may result in extra damage
- This is marked on the **Gunnery Damage Table**

8.31 Excess Damage Negated by Plunging Fire

- if Plunging Fire (**8.8**) occurs, do not check for Excess Damage
- *Excess Damage* must be applied *to the same Ship*

8.32 Excess Damage & Multiple-Ship Restriction

- Excess Damage cannot damage another ship of a multiple-ship counter (**9.0**).

8.4 Torpedo Mounts

Hull-mounted torpedoes (shown Within a box on the Ship Data Sheets)

- Carry the same armour protection as the ship's hull.
- **Note** that hull-mounted torpedoes are not as accurate in combat (**7.71**) as those in deck mounts.

Deck-mounted torpedoes (those with no box around them)

- have no armour protection.

8.5 Dead in the Water

- If a ship loses **all of its** movement factors it **may not** move *unless towed* (**11.2**).
- A player may choose to *voluntarily sink (scuttle)* any of his ships *at any time*.
- On the **Tactical Map** a **towed ship** (and the ship towing it) may only move at a speed of **0.5**.

8.51 Speed Loss

- A ship with *more than one-half her hull boxes crossed off* is **reduced one speed level** by **0.5** even if they have already sustained speed or movement loss: -
- **2+** to **2**
- **2** to **1.5**
- **1.5** to **1**
- **1** to **0.5**
- **0.5** to stop
- Ships that suffer a "lose one speed level" or "lose one movement" damage result are reduced either **half of** or **one** speed level (movement allowance).
- Ships with a speed of "**0.5**" that are reduced one speed level are left dead in the water and may not move unless towed (**11.2**).

8.52 Fatal Damage Test

- Certain ships in particular, including many of the *Battlecruisers* of the period were susceptible to exploding due to critical systems being ignited due to enemy fire, either directly or indirectly.
- To reflect this some results require *one or more* tests requiring the rolling of a **D6**. If a '**6**' is rolled the ship explodes and is **destroyed**. Ships with little or no armour are more likely to be affected.
- **The reference to "Rash crews"** refers to the Royal Navy's 1st & 2nd Battle Cruiser Squadrons as a typical case during the period 1914 - 1916.

8.6 Referred Pain

8.6.1a Referred Pain Summary Table

Situation	Hit On			
	Primary Gun Factor	Secondary Gun Factor	Tertiary Gun Factor	Torpedo Mount
Never had any Factors at start	Becomes a <i>Secondary</i> hit	Becomes a <i>Tertiary</i> hit	Ignored	Ignored
If all destroyed	Converts to a hull hit (if hull armour can be penetrated)		Further hits ignored	One Torpedo mount hit destroys all
Ship has no armament	Ignored	Ignored	Becomes a hull hit	Ignored

8.6.1b No *Primary* Armament Receiving a *Primary* Hit

- If a ship that started the game with **no *Primary* armament** receives a *Primary* hit, the hit is recorded as a *Secondary* hit.

If No *Secondary* Armament but Receiving a *Secondary* Hit

- If a ship started the game with no *Secondary* armament, a hit there is recorded as a *Tertiary* hit
 - thus, a *Primary* hit on a ship with only *Tertiary* armament is recorded as a *Tertiary* hit.

8.6.1c If All *Primary* Armament is Destroyed

- If all of a ship's *Primary* armament **is destroyed**, however, a **hit** there becomes a **hull hit**, not a *Secondary* hit.

8.6.1d If All *Secondary* Armament is Destroyed

- Additional ***Secondary* hits** become **hull hits** after all *Secondary* armament is destroyed (provided that the gun type can penetrate the target ship's hull armour).

8.6.1e If All *Tertiary* Armament is Destroyed

- Additional *Tertiary* hits are ignored** after all *Tertiary* armament is destroyed.

8.6.1f *Tertiary* Hits if No *Tertiary* but *Primary* or *Secondary* Armament

- If a ship started the game with *Primary* or *Secondary* armament, **but no *Tertiary* armament**, any *Tertiary* hits are ignored.

8.6.1g *Tertiary* Hits if the Target No Armament

- If a ship **with no guns** at all receives a *Tertiary* hit, the hit becomes a hull hit.
- All other *armament hits* to a ship **with no guns are ignored**.

8.6.2 Torpedo Mount Hits

- If a ship with no torpedoes receives a torpedo mount hit, the hit is ignored.
- One torpedo mount hit on a ship with torpedoes destroys all of its torpedo factors, even if the ship has more than one torpedo factor.

8.7 Critical Damage

- When a gunnery or torpedo hit results in a critical hit, roll two dice and consult the Critical Damage Table.
- Tertiary* gunfire hits **do not** cause critical damage; **ignore these results**.
- Armour protects** against critical damage unless the result specifies otherwise.

8.8 Plunging Fire

If a hit scored by *Primary* guns at **20"** or greater the target ship receives **+1 Hull** damage on the Gunnery Damage Table.

8.81 Heavy (Deck) Armour Exemption

No additional plunging fire damage is caused by such hits to ships with their *hull factor boxes enclosed by a box* on the Ship Data Sheet.

8.82 Single Ship Hit Limitation

Plunging fire damage must be applied to one ship (**only**): it cannot damage another ship of a multiple-ship counter (**9.0**).

11.21 Towing

A ship dead in the water through battle damage (**losing** its movement factors) or by *running out of fuel* may be towed by another friendly ship.

11.21a Towing Limits

- *Capital ships* may tow anything
- *Light ships* may only tow other *Light ships*
- *Non-warships* may only tow other *non-warships*

11.23 Combat

- If in contact with enemy forces and battle commences, **neither** ship **may fire** during the first combat segment one of the ships could normally fire in.
- A ship under tow may move at speed **0.5** (though the *towing ship may break the tow*).
- The *ship towing it* **must be adjacent & in front of** the ship under tow.

11.24 Multiple Ship Counters

- If any of the ships represented by a multiple-ship counter is left dead in the water the others may tow it, moving one Sea zone every third turn.
- A ship represented by a *multiple-ship counter* may be towed by another **ship of that counter**, but all ships represented by the counter **suffer** the same movement and combat penalties.

11.26 Breaking a Tow

- During *any movement step* in the 'Tactical Sequence', a ship may stop towing another ship if the towing ship would **otherwise be allowed to move**.
- The ship being towed still **may not move**, but *the towing ship is no longer restricted* (and is no longer tied to the towed ship).

11.27 Emergency Repairs

- A player may attempt to restore movement to a ship struck *dead in the water* through battle damage (**not by running out of fuel**).
- The owning player rolls one die (**D6**) for each ship unable to move: -
 - At the end of each *tactical impulse sequence*,
 - **Once each turn** for ships in **Fleets with abort missions** which were not involved in battle

US Navy Emergency Repair Bonus

- Subtract **-1** from the die-roll when an *American BB* or *BC* attempts emergency repairs (**11.27**).

11.28 Emergency Repair Test Results

- On a result of **1** the ship *may now move* at speed "**I Slow**."
- On a result of **5** or **6** the damage is so great that repair is **not possible** and no further attempts may be made.

11.29 Damaged Ship Speed Limitations

A damaged ship still capable of movement may not be repaired (repair cannot yield a speed faster than speed **0.5**).

11.3 Ports

Ships that *are in* or that *enter a* **Sea zone** containing a **friendly port** may enter the port.

11.31 Port Battle

- A ship in a *minor port* may be attacked by enemy ships.
- There is **no contact die roll** if the player *whose ships are attacking the port* wishes a battle.

The Ships in Port

- The player with ships in port: -
 - **never has** the tactical initiative (7.21)
 - **may not move** his ships *during combat resolution*
 - They *suffer the target modifier* for being **dead-in-the-water**

The Attacking Ships

- The attacking ships **may not enter**: -
 - within 4" of a **port** *occupied by armed enemy ships* or by a **port** defended by *shore batteries* and up to one **Light Ship** counter may dock with, **but not enter**, the **port's** harbour
- Torpedo attacks (7.7) may **not be made** against ships in a port

11.4 Night

The main effect is: -

- *Sighting* range (7.37) is **reduced** at night

11.41 Twilight Turns

- Some turns are *twilight turns* (turns **4, 10, 16, 22**, etc.).
- These turns are *treated as night turns* for scenarios taking place in: -
 - November
 - December
 - January
 - February
 - those noted simply as "Winter"
- They are treated as day turns in all other scenarios but have a negative affect on: -
 - Gunnery
 - Visibility

11.41 Attempting to Illuminate a Target at Night (per Gunnery round)

Capital ships & Cruisers have two nominal Searchlight factors. Other ships one. Attempts per Gunnery round can be rolled for **[1D6]** per Searchlight factor, limited to one roll per Flank, Bow or Stern. Only ships in **LOS** can be targetted.

A target is illuminated for all ships on a 1 – 3 (**1D6**):

Modifiers: -

- +1 per 1500 yds (2") to target
- **+1** if target is a *Light Ship* or in Illuminator's Bow or Stern arcs
- **-2** if illuminator is a *Large ship*
- **-1** if the target is using searchlights

Spotting is otherwise limited to visibility at night, be it be:

- a Moonlit night
- a Moonless night
- Twilight

If used the Variable visibility rule can be used but can never exceed 3 x the standard visibility range

11.72 Weather Zones

Some games in the series may direct players to make separate die rolls for weather conditions in different parts of the operational map.

11.73 Conditions and Effects

Situation	Weather State					
	Gale 🌪️🌪️🌪️ ¹	Storm 🌪️🌪️	Squall 🌪️	Fog ²	Mist/Twilight	Clear
Tactical Visibility Range	9 ¹ / ₃ "	9 ¹ / ₃ "	18 ² / ₃ "	2 ² / ₃ "	18 ² / ₃ "	33 ¹ / ₃ "*
If Low Freeboard	Cannot fire*	Cannot fire*	May Fire	May Fire	May Fire	May Fire
Primary Guns	May Fire*	May Fire*	May Fire	May Fire	May Fire	May Fire
Secondary Guns	Cannot fire	Cannot fire	May Fire	May Fire	May Fire	May Fire
Tertiary Guns	Cannot fire	Cannot fire	May Fire	May Fire	May Fire	May Fire
Torpedo Attacks	No	No	Yes	Yes	Yes	Yes

Note: (*) If **aircraft/airship** spotting for **Ship** in **Group** if Clear = **+ 4,000 yds** (5¹/₃")

1 = Moonlight Night has the same visibility as in a Gale

2 = Moonless Night has the same visibility as in **Fog**

6. Gale

- *Destroyers* and *torpedo boats* have their speed reduced to **1** & may take a point of Hull damage on a '**6**' (**1D6**) each Movement impulse
- Ships **may not fire** their *Secondary* or *Tertiary* guns
- Ships with the *Low-freeboard indicator* (box half full of water on counter) **may not fire** any of their guns.
- **No torpedo attacks including** those made *by submarines*, may be made
- Subtract **-2** from the die roll for all *contact attempts* (**5.4**)
- Add **+3** to the *foundering* die roll (**8.52**)

5. Storm

- *Destroyers* and *torpedo boats* have their speed reduced to **1** & *torpedo boats* may take a point of Hull damage on a '**6**' (**1D6**) each Movement impulse
- Ships **may not fire** their *Secondary* or *Tertiary* guns
- Ships with the *Low-Freeboard indicator* (box half full of water on counter) **may not fire** any of their guns.
- **No torpedo attacks**, including those made *by submarines*, may be made
- Subtract **-1** from the die roll for all *contact attempts* (**5.4**)

4. Squall

- Ships may **not fire** their *Secondary* or *Tertiary* guns.
- Ships with the *Low-Freeboard indicator* (box half full of water on counter) **may not fire** any of their guns.
- **No** torpedo attacks, *including* those made *by submarines*, may be made.
- Subtract **-1** from the die roll for *all contact attempts* (**5.4**)

3. Fog

- Subtract **-1** from the die roll for all *contact attempts* (**5.4**).

2. Mist

- Reduced visibility.

1. Clear

- No effect.
- Add **+1** to the die roll for all *contact attempts* (**5.4**).

13.25 Tactical Combat in a Mined Sea zone

- If surface combat occurs in a **Sea** zone that has **Minefields** on its boundaries, or where either player has "**Mine**" written on his log sheet for any of the zone's boundaries, then some play area corners and/or sides on the **Tactical Map** contain **Mines** and pose a danger to *enemy ships* entering them.
- This rule is an alternative to rule **13.23 Mines After Tactical Combat**, so a **Fleet** that leaves a **Tactical Map** with **Mines** on it does not have to roll again on the **Minefield Table** if it crossed a **Mined Sea**-zone boundary when leaving.
- However, this rule **does not absolve** fleets from rolling on the **Minefield table** when entering a zone where surface combat takes place.

Procedure

- After both sides set up their ships on the tactical map, each player who has one or more **Minefields** on the zone's boundaries, or who has "**Mine**" written on his log sheet for any of the zone's boundaries, may place **Mine** and *Dummy* counters face-down on the tactical map.
- He *secretly* selects a **number of counters** equal to: -
 - the *number of turns* he has "**Mine**" logged on the zone's boundaries for as-yet-unplaced **Minefields**
- plus four times the number of actual **Minefields** he has on the **Sea zone's** boundaries

Example:

- So, if a player has: -
 - **2 x Minefields** on a **Sea zone's** boundaries
 - "**Mine**" written in **three** turn boxes for another as-yet-unlaid **Minefield**
- he *selects* **4 + 4 + 3 = 11 counters**
- **Only half** the counters the player selects (*round fractions up*) can be **Mine** counters; the rest must be *dummies*
- He then places the *selected* counters face-down anywhere *he wishes that aren't within 6"* of **enemy ships** (there is **no limit** to number of *face-down counters* on he playing area).
- He can place *dummy counters* anywhere, but **Mine** counters **can only go within 12"** of playing area corners and/or edges that correspond to **Sea zone** boundaries where friendly **Minefields** are located, or where the player has written "**Mine**" on his log sheet.
- At least two **Mine** counters must be placed within 12" of the playing area edge corresponding to each **Minefield's** zone boundary location
- At least one **Mine** counter must be placed within 12" of each where a **Minefield** hasn't yet been laid but where "**Mine**" has been written at least once.

For example: -

- if a player has a **Minefield** on the zone's eastern boundary and has written "**Mine**" three times on the zone's northeastern boundary, he must: -
 - place at least two **Mine** counters **within 12"** of the western playing area edge
 - one **Mine** counter **within 12"** of the northeastern playing area edge.
- Once all **Mine** and *dummy* counters are placed, combat may begin.
- Ships can freely enter, stay in and exit areas containing only friendly **Mine** and/or *dummy counters* with no danger to themselves, and the counters can stay face-down.
 - If *one or more ships* move within 1" of *one or more enemy Mine* and/or *dummy counters*, flip all face-down counters within 3" face-up and *remove all dummy counters* there.
 - If any of the counters are **Mine** counters, **they stay** face-up for the rest of the game, and the moving player must roll once on the **Minefield Table** for each of his ships that entered the minefield
 - Add: -
 - **+1** to the roll for every extra *face-up Mine* counter after the first one
 - **+2** if the ship entered the minefield on *Impulse 2, 5, 6 or 9* of the *Impulse Sequence*

- Apply results and damage normally per rule **13.2**, except that all the ships that entered the minefield must roll to see if they hit **Mines** (**none** can stop and back out as in rule **13.24**).
 - After all rolls are done and damage applied, play proceeds normally
- Ships *exiting aa area* with enemy **Mine** counters (and **not** immediately entering another one) **do not** have to roll on the **Minefield** table.
- But, each ship which chooses not to move at least 3" away from revealed enemy **Mine counters** on its movement impulse **must immediately roll again** on the **Minefield** table.
- **Mine counters** are never exhausted; once they're flipped face-up they **stay in position** for the rest of the battle
 - enemy ships entering a minefield with them must roll on the **Minefield** Table.