

VICTORY AT SEA QUICK REFERENCE SHEET

INITIATIVE PHASE [40]

1. Dice off D10, re-roll ties.
2. Winner is the Initiative Player.

MOVEMENT PHASE [41]

1. Non-Initiative Player moves first.
2. Nominate 1 ship, declare Orders [47], move up to Flank Speed.
 - a. Minimum 1" move.
 - b. Turn up to 45° after 2" move.
3. Alternate until all ships have moved, then move Aircraft.

AIRCRAFT MOVEMENT [50]

1. Initiative Player chooses to go first or second.
2. Move all aircraft up to Flank Speed, unrestricted turns.

GUNNERY PHASE [42]

1. Perform AA gunnery [50]. 6+ hits (5+ for Torpedo Bombers in base contact or Kamikaze).
2. Initiative Player fires first ship OR all aircraft.
3. Nominate 1 ship to fire.
 - a. Nominate targets for each weapons system.
 - b. Target must lie within weapon's arc.
 - c. Target must be within weapon's range.
 - d. Target must be within 30".
 - e. Target must be within Line of Sight.
 - f. Light Guns and AA may split fire.
 - g. Torpedoes choose # of AD to fire.
4. Alternate until all ships and aircraft have fired.
5. Resolve Dogfights [52].

Firing guns/torpedoes [44]

Roll 1D6 for each AD, apply modifiers: 4+ hits.

Point Blank¹	+1	Target Moved 7"	-1
Short	+0	Target stationary	+1
Long	-1	Large Silhouette	+1
Extreme	-2	Firing Torpedo	-2
Target Destroyer	-1		

1: Main Guns may only target BB, CV, CA/CL and civilian ships.

Attacking with Aircraft [52]

Flight	Fighter	Bomber	Dive B.	Kamikaze	Torpedo B.
To Hit	5+	5+	3+	4+ ¹	5+

1: Re-roll misses. Remove Flight after attack. Cause +1 Crew crit in addition to other damage [53].

Damage [44]

1. For each hit, roll weapon's number of DD.
2. If DD + AP => target's armour, remove 1 hull point.
 - a. Main and Light Guns at Long range + gain +1 to DD score (Plunging Fire).
3. Natural 6: roll another D6. On 4+, score Critical Hit.

Critical Hits [45]

For each Critical Hit, roll D10 for area:

1-4	Engine
5-7	Weapons
8-9	Crew
10	Vital System

Then increase area's Critical score by 1 (re-apply 6 if already 6):

	Score:	1	2	3	4	5	6
Engine	HP Loss:	0	1	2	3	D6	3D6
	Penalty:	-1" Speed	Turn after 3"	-1" Speed Crew +1	-1" Speed Escalation	Speed 0"	Crew +1
Weapons	HP Loss:	1	2	3	D6	2D6	3D6
	Penalty:	-1 AD ¹	-2 AD ¹ Crew +1	Random turret 4+ before firing ²	Random turret destroyed ³ Escalation	Random turret destroyed ³	Crew +1 Engine +1
Crew	HP Loss:	0	1	2	3	D6	2D6
	Penalty:	-1 AD ¹	Escalation	Weapons +1	-1 Crew Quality	Engine +1	Weapons +1

1: D6: 1-3 = Light Guns, 4-5 = AA, 6 = Torpedoes. Re-roll if not present.

2: If ship has no turrets, ignore.

3: If ship has no turrets, halve all Light Guns AD instead.

Vital Systems Critical:

D6:	HP Loss:	Effect:
1	1	No more Orders.
2	D6	D6: 1-2 always turn left, 3-4 no more turns, 5-6 always right.
3	2D6	No more Damage Control.
4	2D6	All weapon systems only fire on 4+.
5	4D6	All Critical Areas +1.
6	-	Ship destroyed.

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Crippled [44]

If ship reaches Crippled hull value:

1. Reduce Speed by half, apply Lumbering [48].
2. Halve Light Guns, Torpedoes and AA AD.
3. D6 for each Main Gun and Trait: remove on 4+.

Dogfighting [52]

1. Both players roll D6, add +1 for every support (not itself dogfighting).
2. Winner destroys opposing flight.

END PHASE [46]

Damage Control [46]

1. Initiative player performs damage control for all ships first.
2. Nominate one critical area to repair.
3. Roll D6: 5 = 1 Critical level reduced, 6 = 2 Critical levels reduced.
 - a. Critical score of 6 or Vital Systems hits cannot be repaired.

Escalation [46]

Check Escalation: Increase Critical level by 1 on 4+.

Remove Smoke counters [47]

Remove all Smoke counters from the table.

ORDERS [47]

Perform Crew Quality (CQ) check if necessary.

All Hands on Deck! (CQ): During End Phase, perform Damage Control on all Critical Areas. Gain +1 to roll. Suffer -1 to all AD rolls during Gunnery.

Come About! (CQ): Make 1 turn of 90°. No other turns allowed.

Create Smoke!: Place Smoke counter for every 3" moved. Smoke blocks LoS.

Evade!: Halve Speed for this turn. -1 to AD rolls during Gunnery. May not fire torpedoes. Re-roll all successful hits against this ship. Destroyers still gain Fast Target if original Speed was 7"+.

Flood Magazines! (CQ): Reduce all critical areas to below Escalation. Remove 1 random Main Gun (if no Main Gun present, halve AD of all Light Guns).

Scramble! (CQ): Carrier may launch/recover two flights this turn.

SHIP TRAITS [48]

Advanced Radar: Affects Scouting [56], Bad Weather and Night Battles [58]. May shoot through Smoke at -1 to hit.

Agile: turn after 1".

Aircraft #: Scout [56], OTH [42].

Armoured Deck: No Plunging Fire [44], -1 to Dive Bombers and Kamikaze DD rolls.

Lumbering: May only turn once, may not Evade!.

Radar: Affects Scouting [56], Bad Weather and Night Battles [58].

Torpedo Belt #: If torpedo hits side, deduct # from each DD rolled.

WEAPON TRAITS [48-49]

Devastating: Cause HP loss equal to DD score, ignoring Armour. Check for Crit on natural 5+. Critical level immediately goes to D6 unless already higher.

DP: Up to half AD may be used as AA instead.

Fast Track: Ignore penalties for fast movers and Point Blank target restrictions [44].

Heavy: Check for Crit on natural 5+.

Local #: Roll #AD against aircraft in base contact and when aircraft pass over.

One-Shot: May fire only once.

Restricted: May only fire half AD to sides.

Slow-Loading: May not fire on consecutive turns. Torpedoes may only fire twice.

Twin-Linked: Re-roll missed AD.

Weak: Cannot cause Critical Hits.

AIRCRAFT TRAITS [49]

Large: AA ADs against this flight gain +1.

Tough: Flight can sustain two hits.

Very Tough: Flight can sustain three hits.