QUICK REFERENCE SHEET

1 INITIATIVE PHASE p.4

- Both players roll a D6. The highest roll wins the initiative and chooses to go **first or second** in every following phase.
- Tie: the initiative passes to the player who did not have it last turn (turn 1: reroll).

Hidden deployment: the Scouting phase follows now (page 4).

2 PREPARATION PHASE p.5

Both players perform each step in turn, the initiative player first.

1. **Rally** broken-off ships (Command check).
2. **Check for support arriving** (scenario). Arriving ships enter stern-first at the table edge and make one free maneuver (page 4).
3. **Call in off-table air support:** roll a D6 per flight; the scenario sets the score needed.
4. **Launch aircraft** from carriers and tenders, up to launch capacity. Flights stay within 20cm of their ship until activated.
5. **Generate order and disruption tokens** (below).
6. **Play Command Station orders** that apply now.

GENERATE TOKENS p.5

Each **medium** or **large** ship	**+1 order**
Every 2 **small** ships (round up)	**+1 order**
Each airborne air group of 3+ flights	**+1 order**
Battle stations!	**+1 order**
Officer bonus (after disruption)	**+? order**

- **Battle stations!** After the first attack activation that can score hits, both fleets get +1 in every later turn.
- Carrier fleet escorts count half. Transports and off-table ships: none (the officer always counts). Small craft: 1 per squadron of 3+.
- **Disruption tokens** = opponent's fleet order tokens. Only then does each player add their officer's order and disruption tokens; officer tokens and tactical orders never count.

4 END PHASE p.7

Where order matters, the initiative player acts first.

1. **Command Station orders** (timed and reaction) may be played throughout.
2. **Land:** flights within 20cm of their carrier or tender (up to land capacity). Land-based flights at their entry edge leave.
3. **Resolve torpedo markers** placed this turn (page 3).
4. **Damage control** (below).
5. **Fire & flooding:** each marker costs 1 hull point.
6. **Remove smoke** laid in the previous turn. Move squalls 3D6cm.
7. **Clean up:** discard all unused order and disruption tokens; tactical orders are kept.

DAMAGE CONTROL p.7

- Roll a D6 for every **fire** and **flooding** marker: **4+** removes one, a **natural 1** adds another of the same type.
- Then try to repair **one damaged system**: D6 **4+**. Systems with several levels (engine) recover one level.
- Engineering damaged: –1 on all damage control rolls. Disabled: no rolls at all.
- Knocked-out systems stay out, except the engine (one level at a time).

3 ACTIVATIONS PHASE p.6

- The initiative player decides who starts. Players then **alternate** one activation each (ship, squadron or air). Free activations also pass the turn.
- A ship or squadron may activate again for a different order. Skip an activation without passing: pay 1 order token.
- You may only **pass** when every ship that can move has moved: give unmoved ships Hold Course! first. After passing you can only act with a tactical order. The phase ends when both players pass in a row.

ACTIVATION	COST	NOTE
Maneuver	**1**	Change speed and heading freely
Hold Course!	**free**	At least half speed, straight ahead; turn only to avoid a collision
Air movement	**free**	Groups of 3+ flights move alone; all other flights together, once per turn
Attack	**1**	Gunnery/ASW, torpedo, air attack and fighter sweep are separate activations
Submarine search	**1**	Page 3
Merge air group	**1**	Flights within 10cm of the leader join; free at launch or arrival (page 3)
Advanced order	**1**	Replaces a basic activation, even a free one

COMMAND STATION ORDERS p.8

Advanced	Replaces a basic activation: 1 token, even if the basic one is free
Timed	Added to an activation: 1 token each, several allowed
Reaction	Answers an enemy action: 1 token; no reaction to a reaction

Roll a D6 against the order's **base difficulty**. Before the roll the opponent may play **up to 2 disruption tokens**: +1 difficulty each.

ROLL	RESULT
Meets the disrupted difficulty	**Success**
Meets base, misses disrupted difficulty	**Failure**: see "On Failure"
Below base difficulty	**Critical failure**: see "On Critical Failure"

Tactical orders: one-use officer tokens, kept between turns. Play one at any time, also in your opponent's turn, to add 1 order token to your pool.

COMMAND CHECK & BREAKING OFF p.17

- Roll **2D6** and subtract the number of crossed-off Command Hull Points (□), **not counting the one that triggers** the check. Lower than the ship's **Command Rating** (officer card, by ship size): the ship **breaks off**.
- Taken at the end of an activation in which a □ was crossed off, or when an order demands it; max one per ship per activation.
- **Breaking off:** at once a free maneuver at max speed away from the action, 40cm clear of enemy ships if possible. Then only Rally, Damage control and Hold Course! at max speed to the nearest table edge; reaching it, the ship is lost.
- **Rally** (Preparation step 1): a Command check, subtracting every crossed-off □. Passed: the ship fights normally again.

GUNNERY / ASW ATTACK p.10–13

Per ship of the squadron; choose all targets before rolling any dice.

1. **Targets.** Legal: line of sight, no friendly ship within 10cm in the way, in range and in arc. One target per weapon system; more than one target: nominate a **ranging target**.
2. **Splash check** per weapon system, once at the start: splash marker on that target?
3. **Rate of fire** for the arc. Beyond short range **halve it** (round up) when ranging in (no splash marker) or when the target is not the ranging target; never twice. Then other RoF effects.
4. **Target score** with modifiers (right). **7:** roll a 6, then a 4+ on a second die. **8+:** cannot be hit.
5. **Roll to hit:** RoF dice against the target score, plus one hit-location die. Then **halve the hits** once (round up) if any halving applies.
6. **Armor:** per hit the defender rolls D dice. Die + armor (modified by hit location) equal to or above PWR saves; each failure is 1 damage. A 6 always saves (Lucky!).
7. **Damage effects:** total damage of the attack, table below (cumulative).
8. **Splash marker:** after the attack, place one toward the ranging target if it took 1+ hit. Every weapon system of that ship then fires at that target with full RoF. Removed when the ship does not attack its ranging target during a turn.

LINE OF SIGHT & COVER p.10

- Draw two lines, bow or stern to bow or stern and centre to centre; they may not cross.
- Both clear: **full view**. One blocked: **cover**. Both blocked: **no line of sight**. Friendly ships over 10cm away never block. Measure from the hull.

RANGE & MODIFIERS p.12

SHORT 20cm or less	MEDIUM / LONG 21–60cm	EXTREME over 60cm

Ranging in (beyond short range)	**halve RoF**
Target stationary or unable to move	**–1**
Short range	**–1**
Extreme range	**+1**
Target performs Evasive action	**halve hits**
Target or shooter in cover	**halve hits**
Rangefinder damaged or destroyed	**halve hits**

Moved 3cm or less this turn = stationary. Night, rough weather and Rapid fire: page 4.

DAMAGE TRACK p.13–14

- □ **crossed off:** Command check at the end of the activation (page 1).
- **Crippled** (first box past the crippled line): all weapon systems and engines become damaged; half the torpedo launchers (round up, random) are disabled.
- **Last hull point:** sunk, remove the ship.
- **Engine:** each hit lowers max speed; knocked out: dead in the water.
- **Rudder stuck:** Hold Course! only; stuck to port or starboard: turn 45° that way after every 5cm.
- **Hit location:** effects are cumulative (4 damage also applies the 1–2 column). Absent or already disabled system: +1 fire instead.
- **Rangefinder** damaged or disabled: halve gun hits. **Searchlights** damaged: cannot be used. **Engineering:** see damage control (page 1).

HIT LOCATION & DAMAGE EFFECTS p.12

	Hit location & extra rules	DAMAGE CAUSED (CUMULATIVE)		
		1–2 damage	3–4 damage	5+ damage
1	**MAIN WEAPON SYSTEMS**	+1 fire Torpedo hit: +1 flood	Primary weapon system damaged Torpedo tubes damaged	+D6 fire **On a 6, the ship blows up**
2		+1 fire Torpedo hit: +1 flood	Primary weapon system damaged Torpedo tubes damaged	+D6 fire
3	**HULL** *Hit at extreme range or by bombs: armor –1*	Engine damaged +1 flood Torpedo hit: +1 flood	Rudder stuck, D6: 1–2 port 3–4 centre · 5–6 starboard	Engine damaged +D6 flood
4		+1 flood Torpedo hit: +1 flood	Engineering damaged +1 flood	Engine damaged +D3 flood
5	**SUPERSTRUCTURE**	Random secondary, tertiary or AA weapon system damaged	Rangefinder damaged	+D6 fire
6	*Armor rolls always fail on a 1 or 2; gun damage max 2 per hit* Torpedo hit = Hull (4)	+1 fire Searchlights damaged	Torpedo bank destroyed +1 fire per destroyed torpedo	+D6 fire
	CARRIERS	Hit by gunfire or bombs: roll a D6 for each flight still on board. On a 1 or 2 the flight is destroyed and the carrier gets +1 fire per destroyed flight.		

FLIGHTS & AIR MOVEMENT p.18

- **Air group:** 2–8 flights within 10cm of a flight leader. Formed for free by flights that launch (also from different carriers or tenders) or arrive from off-table in the same turn. Otherwise use a **Merge air group** activation: flights within 10cm of the leader join.
- **Move** up to 100cm in a straight line (off-table: from the entry point). Free, but passes the turn. Groups of 3+ flights move on their own; all other flights in one combined activation, once per turn. Group size counts when declared. Flights that do not move stay put.
- Moving flights are out of AA reach and are not intercepted (use a fighter sweep).
- After an air attack or a dogfight, flights return to their carrier, tender or entry edge at the first opportunity.

AIR ATTACK p.19

1. **Target:** an enemy ship within 20cm of at least one flight; enemy ships within 10cm of it are also eligible. The whole group joins. The leader's starting point is the **rendezvous point**.
2. **Move into contact** in a straight line.
3. **Intercepts & dogfights** by enemy CAP; escorts engage first. Afterwards you may call off the attack: all return, broken off.
4. **AA fire** (right).
5. **Attack:** each surviving flight uses one weapon box, resolved like gunnery but without modifiers. Identical flights may roll together. Aerial torpedoes hit at once.
6. **Return** to the rendezvous point.

Fighter sweep (air attack, 1 token): target enemy flights within 20cm and move into contact. Enemy CAP and escorts react, then roll on the intercept table for how many of your fighters engage. All sweepers break off afterwards.

INTERCEPTS & DOGFIGHTS p.18

CAP: any flight with a dogfight bonus above 0 that is not returning. It may intercept an enemy attack run or fighter sweep whose target (any part of a ship's hull, or a flight) is within 20cm. Roll a D6:

1	*Total comms failure!* No flights intercept
2–3	*Bogeys 12 o'clock!* One flight
4–5	*Engaging!* Two flights
6	*Bullseye!* Up to three flights

- **Dogfight:** both roll D6 + dogfight bonus. Tie: both break off. The loser breaks off and rolls D6 + dodge: below the winner's power, it is destroyed. Several against one: each rolls, the highest counts.
- A winning interceptor takes the place of the flight it destroyed and may intercept once more within 10cm. All interceptors break off at the end of the activation. Unused CAP stays CAP.
- Carrying bombs or torpedoes: dogfight bonus 0 (not with Defensive armament). Dropping them before the roll restores it, but the flight must return.
- **Escorts:** flights in the group without bombs or torpedoes engage interceptors first. A winning escort may take on one more attacker not yet engaged, then breaks off.

AA FIRE p.19

- The target fires its Light AA and DP (Heavy AA). Other ships with the target within their AA range (hull to hull) add their **DP only**. No modifiers.
- The defender spreads the dice: every flight 1 die before any gets 2, and so on. **Max 4 per flight**; extra dice are lost.
- Each hit: the flight breaks off and makes a dodge roll. D6 + dodge equal to or above the AA power survives.
- **High Level** bombers: only DP may fire.
- **DP system damaged:** its Heavy AA is halved. **Disabled:** no Heavy AA.
- Weapons that fire AA cannot fire at ships in the same turn, and vice versa.
- **Overwhelm the defenses:** a second air group attacking the same squadron this turn, no bigger than the first wave: DP AA of supporting ships halved (not the target's own). Not cumulative.

CARRIERS & OFF-TABLE AIR p.21

- Launch in the Preparation phase and land in the End phase, each up to the **launch/land capacity**. **Flight capacity** = most flights on board.
- Launched more than half its capacity: max 5cm move, no Evasive maneuvers. Moved more than 5cm: land capacity halved (round up).
- On fire: no launch or landing. Crippled: capacity halved. Broken off: land only, at half capacity. Sunk: aircraft on board are lost.
- **Seaplane tender:** no move after launching, no landing after moving or after being attacked this turn. Seaplanes reload within 10cm of it; flying boats do not count toward its capacities.
- **Off-table air support:** D6 per flight in the Preparation phase, score set by the scenario; enters at the table edge. Aircraft of off-table carriers and tenders arrive the same way and may reroll failed rolls.

SUBMARINES p.22

- **Deploy** a marker with a die on 3, not in the enemy zone and 40cm from enemy ships. The sub is within die × submerged movement of the marker.
- **Move:** surface and move (maneuver); on the surface (maneuver or Hold Course!); dive (maneuver: submerged move, then marker with die on 1); hidden (Hold Course!): +1 on the die, or move the marker.
- **Reveal** within the radius, over 20cm from enemy ships unless within 5cm of the marker. Hiding again needs a dive. **First strike:** a hidden sub reveals and fires torpedoes in one attack activation.
- **Search** (activation): ASW ship whose ASW range reaches the radius, or ASW flight inside it. D6 per search, **3+**: –1 on the die (Patrol +1). Below 1: revealed within 5cm of the marker.
- **ASW attack:** only on a submerged sub whose position is known; no ranging, no short-range bonus; aft or broadside arc only.

TORPEDOES p.14

LAUNCH (TORPEDO ATTACK)

- No line of sight or range needed; only in the arc of the bank (centreline: either broadside).
- Place a spread marker at the bank, aimed; mark the bank as used (submarines do not). Your own ships can be hit!
- Small craft are immune. Slow loading: a full turn to reload.

RESOLVE IN THE END PHASE

1. Initiative player first; the owner picks the order. Template at the end of the marker (Long Lance: add the extension); ships partly under it count.
2. Split the dice over the left and right half (odd: attacker picks). Every ship 1 die before any gets 2, 2 before any gets 3.

MOVEMENT p.9–10

- Move up to the speed on the card. Turn up to **45° after every 5cm**, pivoting on the stern. Max speed 5cm or less: turn without moving first.
- Moved **3cm or less** this turn: stationary for targeting.
- **Cohesion:** within 10cm of another ship of the squadron (small craft 5cm). Out of cohesion: single ship, restore it with the next maneuver. Single ships may form an ad-hoc squadron.
- End at least 5cm from other ships when possible, never on top of one.
- **Running onto terrain:** the move ends, the ship counts as stationary. Next move: 5cm to turn up to 90°, or the whole move to turn up to 180° (stays stationary).

TERRAIN, SMOKE & SQUALLS p.23

- **Islands** block line of sight and movement; aircraft ignore them.
- **Smoke:** no fire through it except at short range. A ship partly covered (not the one making it) is in cover; a ship in smoke treats its targets as in cover. Aircraft ignore smoke. Removed in the End phase of the next turn.
- **Squalls:** a ship completely inside sees and is seen only at short range, gets no short-range bonus and counts as in cover, also against aircraft; its targets outside count as in cover too. Squalls move 3D6cm in one random direction at the end of each turn and reappear at the opposite edge.

NIGHT p.23

- Visibility **40cm**. All fire at **+1 target score**, except at ships that fired this or last turn, at illuminated ships, and with rapid-fire weapons, AA or aircraft weapons. No short-range bonus.
- **Searchlights:** at the start of an attack activation, light up an enemy ship within 40cm. Both ships are lit until the End phase and visible to all ships within 60cm.
- **Star-shells:** instead of one weapon system's attack, light a 10cm radius around a point within 50cm (or the weapon's range), until the End phase. Visible within 60cm.
- Ships that fire or burn are visible within 60cm.
- **Aircraft:** carrier capacity –1; landing: D6, on a 1 the flight waits a turn; off-table arrival rolls need 1 more.

SCENARIO TOOLS p.28–29

Reinforcement entry: place every ship of the squadron at the entry point, entirely on the table with its stern on the table edge, side by side and in cohesion, at least 60cm from enemy ships (night 40cm). Not targetable until moved. In the activations phase the squadron makes a free maneuver. Applies to every ship entering from a table edge.

Scouting phase (hidden deployment), before the Preparation phase, initiative player first. Each scout tries one token: aircraft within 15cm, surface ships within 60cm. D6 **4+** (Patrol +1): owner says Contact or Empty; Empty is removed. A Contact can be **confirmed** by a scout in range next turn: Real (place the lead ship on the token, squadron around it; its carriers may launch 1 CAP flight at once; enemy scouts in range escape on 3+) or False (removed). A scout that spots cannot confirm in the same turn. A visible ship within 20cm of an unconfirmed token: move the token away to 20cm. A hidden carrier may launch and land; its flights enter and leave at the rear edge of its zone. A second strike confirms its token as Real.

SPECIAL RULES p.24–25

SHIPS & AIRCRAFT

Advanced RFC	Reroll one miss when ranging in; may use the order Radar assisted firing solution
Armored flight deck	No armor penalty for bomb hits on the Hull location
Carrier / Seaplane tender	Carrier and tender rules (page 3). Flying boats only use a tender or a land base
Defensive armament	Keeps its dogfight bonus with a payload, but never starts a dogfight
Destroyer hunter	+1 die when ranging in on a Small ship (not above max RoF)
Destroyer leader	Always counts as Small for order tokens; its own size or Small for orders
High Level	Only DP weapons can fire at it
Hybrid carrier	Recovers only seaplanes (no flying boats). After launching: Hold Course! only. After a maneuver or attack: no landing
Patrol	+1 on search and scouting rolls
Seaplane	May start on the table; lands on any water; reloads only at a tender
Small craft	Always one squadron, cohesion 5cm, turn freely, Lucky save on 4+, immune to torpedoes, cannot claim objectives; 1 token per squadron of 3+
Small craft tender	After firing torpedoes, small craft may be placed back within 10cm of it to rearm; they move again next turn
Spotter plane	May use the order Airborne spotter
Submerged movement (#)	Submerged speed in cm; halved with engine damage
Weak deck armor	Armor –1 against extreme-range fire and bombs (not on top of the Hull –1)

WEAPONS

Accurate	Roll 2 hit-location dice, choose one
Dual Purpose (DP)	Adds Heavy AA: halved when damaged, lost when disabled. Cannot fire at ships and AA in the same turn
Flak suppression	1+ hit halves the target's Light AA for later attacks this turn (not if already damaged)
Inaccurate	Needs 6s (already 6s: each 6 also needs a 4+). Not against stationary targets. Cannot attack targets in smoke or weather cover
Long Lance	Add the extension to the torpedo template
Pincer attack	After a pincer hit on a ship, later pincer aircraft attacking it may reroll one miss
Rapid fire (RF)	Ignores + target modifiers except rangefinder, orders and night. No ranging in. Once per turn
Slow loading	Needs a full turn to reload

ROUGH WEATHER p.23

- No fire at extreme range; no short-range bonus. Small ships –5cm speed.
- Carrier launch/land capacity –1. Landing on a carrier: D6, on a 1 the flight is destroyed.