

QUICK REFERENCE SHEET

THE SEQUENCE OF PLAY:

- Move Orphaned Torpedoes/Aircraft.
- Pull a Fleet dice from the bag.
- Assign dice to ship and issue orders.
- Move the activated ship.
- Fire the activated ships guns/ launch torpedo(es).
- Resolve damage and critical hits against enemy.
- Repair your ship.
- Remove plumes

SKILL TEST

Roll equal or higher on a D6 to pass:

- Inexperienced: 6
- Regular: 5+
- Veteran: 4+

FIRING GUNS

- Allocate targets to each of the guns.
- Measure from the gun position and work out modifiers.
- Roll to hit: 1D10 per weapon system firing.
- Roll damage for any hits achieved.
- Place plume markers (1 per weapon system of 37 mm or larger that misses).
- Damage rolls of a natural 6 roll on Critical Table.

Vessels manned by Inexperienced crews **must** target the closest available enemy to each gun before firing.

TORPEDOES

- See if it hits using a D10 on the Torpedo To-Hit Table.
- See if it's a dud (Skill Test: Inexperienced 4+; Regular 3+; Veteran 2+).
- Roll damage.
- Damage rolls of a natural 6 roll a further D6 for extra damage.

RANGE TABLE

Gun Type	Range (cm)
MG	0-30
HMG	0-40
20 mm	0-50
37 mm / 40 mm / 3-pdr	5-70
6-pdr / 57 mm	10-80
88 mm / 3"	15-120
4"+	25-160
Torpedoes	15-120

TO-HIT TABLE

Base to Hit: 5 or less on a D10

Range:

Over half distance	-2
Point-blank range	+2

Crew:

Inexperienced	-2
Veteran	+2

Speed of the shooting vessel:

Full speed	-2
Over 30 cm	-1
Slow or Stationary	+1

Speed of the target vessel:

Over 24 cm	-1
Slow	+1
Stationary	+2

Target size:

Tiny	-2
Small	-1
Large or bigger	+1

Visibility obscured: -2

Fire director: +1

Three or more plumes on target: +1

TORPEDO TO-HIT TABLE

Base to Hit: 4 or less on a D10

Target Size:

Medium	-1
Large	+2
Huge	+4

Target Speed:

Stationary	+2
>15 cm but <30 cm	-1
= or >30 cm	-2

Firing Crew:

Veteran	+1
Inexperienced	-1

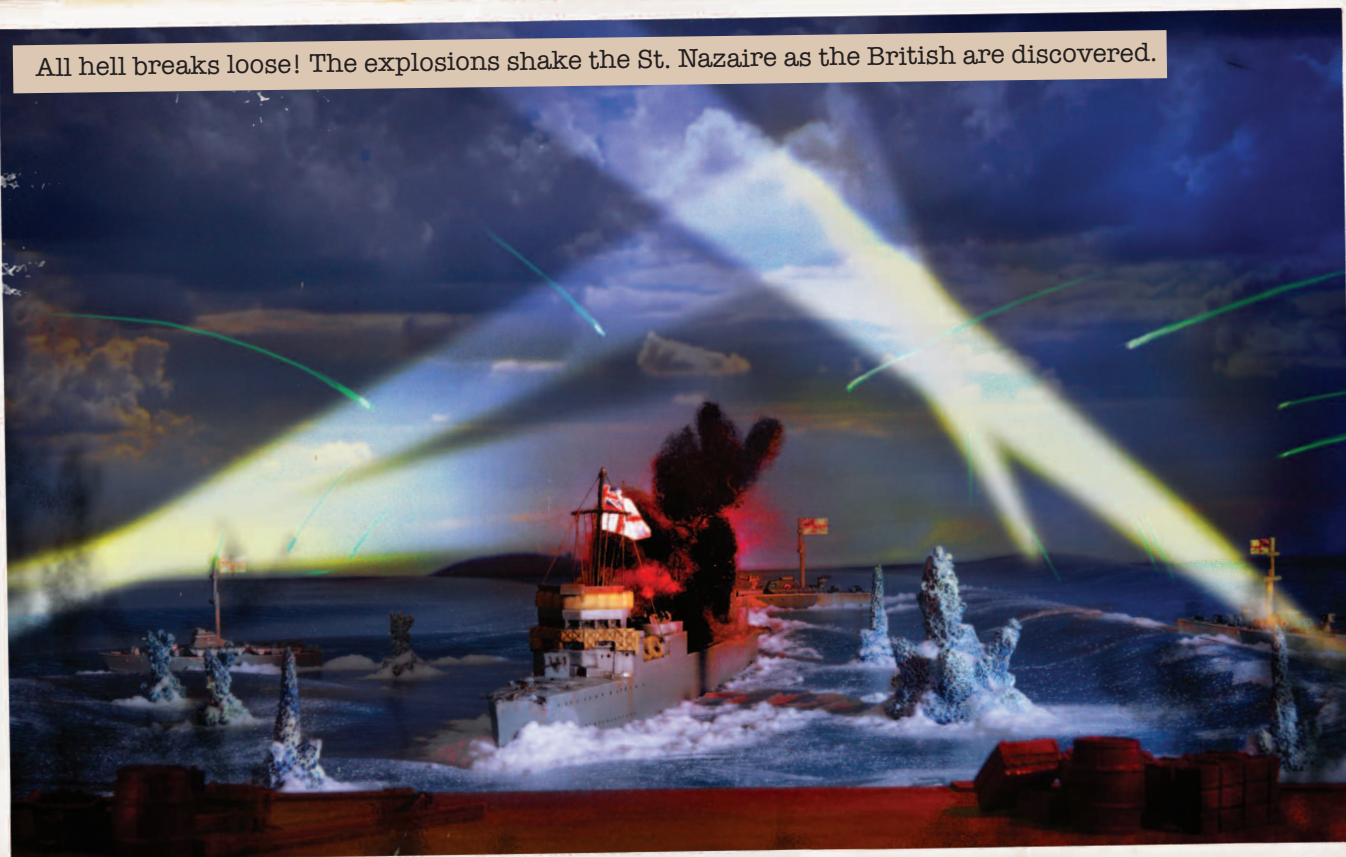
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All hell breaks loose! The explosions shake the St. Nazaire as the British are discovered.



DAMAGE

DAMAGE TABLE

Gun Type	Damage
MG	1D6
HMG	2D6
20 mm	3D6
37 mm / 40 mm	4D6
6-pdr* / 57 mm	5D6
88 mm / 3"	6D6
4"+	8D6
Mines	12D6
Torpedoes	16D6
Paired Twin Guns	+1D6
Triple Guns	+2D6
Quad Guns	+3D6
Semi-Automatic Guns	+2
points of damage to a single damage roll.	

* British 6 pounders were, by the late war period, semi-automatic. Upgrade a 6-pdr to semi-automatic for 10 points.

RAMMING/COLLISIONS

Roll the relevant number of D6 to get the final damage result. If either ship was travelling over 24 cm then add +1D6 to the damage roll. Once the attacking ship has rolled for damage the other ship involved effectively becomes the attacker, then rolls as above. This event and the subsequent rolls are effectively simultaneous.

COLLISION TABLE

ATTACKER	TARGET (DAMAGE INFLICTED TO TARGET)				
	Huge or Terrain	Large	Medium	Small	Tiny
Tiny	0	1D6	2D6	3D6	4D6
Small	1D6	2D6	3D6	4D6	5D6
Medium	2D6	3D6	4D6	5D6	6D6
Large	3D6	4D6	5D6	6D6	7D6
Huge or terrain	5D6	6D6	7D6	8D6	9D6

REPAIRS

SLOW SPEED		STATIONARY
Inexperienced crew	Repair 1D6. No critical effects	Repair 2D6. No critical effects
Regular crew	Repair 1D6. No critical effects	Repair 3D6. Remove 1 critical
Veteran crew	Repair 1D6. Remove 1 critical effect	Repair 4D6. Remove 2 critical effects

CRITICAL DAMAGE TABLE

01 - ENGINE HIT

The engines are the heartbeat of the ship, without them you are drifting and helpless.

Every Engine Hit reduces the maximum movement of the target by a third. (Repairs can be made to recover back to a maximum of Combat speed only) – Place an **ENGINE HIT** token on your ship card until repaired.



02 - BRIDGE HIT

The bridge is the nerve centre, where command and control orders are given to the vessel and morale maintained.

No directional or speed command can be given next turn. The ship continues to move straight and at the speed it was doing the previous turn. Reduce shooting effectiveness by -1 on To Hit rolls. Place a **BRIDGE HIT** token on your ship card. Remove it at the end of next activation.

NOTE: Ships with armoured wheelhouse/bridge ignore this critical if caused by a weapon of calibre 37/40mm or less.



03 - RUDDER/STEERING

Either the helmsman has been hit or the rudder is jammed.

As soon as the vessel is activated each turn, roll a D6; on a roll of 1 or 2 make as many turns as you can to the maximum degree to the left. On a roll of 3 or 4, the vessel must continue in the same direction without turning. On a roll of 5 or 6 make as many turns as you can to the maximum degree to the right. Place a **RUDDER HIT** token on your ship card until repaired.



04 - FUEL HIT

A shot has penetrated the fuel tanks!

Attacker rolls a D6; on a 4+ (a 6 for diesel engines; that's another advantage of the E-boat / R-boats!) a fire has started causing 2D6 more damage immediately. It must be put out by rolling a successful Skill Check at the beginning of each new activation of this ship or immediately take a further 2D6 damage on each further activation of this vessel. Place a **FIRE** token on your ship until repaired.



05 - GUN HIT

One gun position has taken a terrible hit and is destroyed, or crew disabled.

Pick the closest weapon position to the firer's gun as the gun that has been hit. If any doubts are had, roll a dice to decide at random. Place an **OUT OF ACTION** token on the gun position on your ship play card. If all guns are destroyed, or no guns are available to take the hit, then treat the result as 06 – Crew Hit.



06 - CREW HIT

Crews are horribly vulnerable to all incoming fire. If enough sailors are disabled or key officers wounded or dead, then morale and order can collapse.

No shooting this activation. At the next activation, before performing any action, a Skill Test must be passed to give any orders. If the test is failed, the vessel will continue on a straight course at the same speed as it was going during the previous activation. On the subsequent activation, the crew take over control of the vessel, so orders can be given as normal. Place a **CREW HIT** token on your ship card. Remove it at the end of next activation.



07 - ACCESSORY HIT

Choose one of the following pieces of key equipment that have been hit and rendered inoperable for the rest of the game or until repaired. If no equipment was fitted, treat this result as if it was a result of 06 – Crew Hit.

- Radar (Repairable)
- Radio (Repairable)
- Searchlight
- Smoke Generator (Repairable)
- Depth Charge Launcher/Rack
- Director

08 - AMMUNITION HIT

Either the magazine or ready use ammunition has been hit! This can be serious!

Attacker rolls a D6; on a 5+, 4D6 of extra damage is done and the largest calibre gun on board is out of ammunition for the rest of the game (if there is one; if not, the enemy player may choose any gun he wishes). Place an **OUT OF ACTION** token on the gun position on your ship card, nearest to the attacking ship.



09 - EXTRA DAMAGE TO STRUCTURE

The boat's hull and superstructure take a hammering!
Roll an extra 2D6 and add the total to the damage taken. Further 6s do not cause critical damage.

10 - TORPEDO HIT

A torpedo has been hit on board!

Roll a D6; on a 5+ the torpedo cooks off and the boat immediately suffers 8D6 damage and will have one less torpedo to fire. If no torpedo tube is fitted or if all are already fired, then consider this as a 09 – Extra Damage to Structure.



US
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