

Cruel Seas QRS V1.02

The Turn (P8)

1. Take dice from bag
2. Assign dice— state orders
3. Move / fire activated ship

Skill Tests

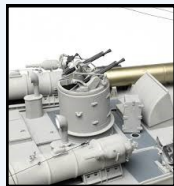
Vet	4+
Reg	5+
Inexp	6+

Fleet Dice (P8)

- 1/ ship in the bag
- Take out die . Allocate die to ship
- Activate ship. On completion put die on ship wake
- Remove a die when a ship is destroyed

Activation/ Movement (P8)

- Speeds are fractions of full
- Four increments Stop 1/3 2/3 Full
- Speed change up or down one increment
- Must move 1/3 of move before firing or turning
- Turns are 45° (Yellow) or 30° (Red)
- Must move 1/3 move between turns
- Can fire at points where it can turn
- Inexperienced crew crossing wake (P24) Tiny take 1d6 damage. 1-2 turn Stbd 5-6 turn Port.
- **Collisions (P24) Ramming (P25)**
- **Reverse** : up tp slow speed : 1x90° turn



Firing (P9 –10)

- Guns fire at turning points during move
- Each mount only fires once / turn
- Allocate all mount targets before rolling dice
- Inexperienced crews always pick nearest target
- Must be in arc, in LOS and In range to fire
- No pre– measuring
- Ranges measured from mount to nearest pt on target.

Range and damage Table

Gun Type	Min	Max	Damage
MG		30	1d6
HMG		40	2d6
20mm		50	3d6
37/40mm/3Pdr	5	70	4d6
6Pdr /57mm	10	80	5d6
88mm/3"	15	120	6d6
≥ 4"	25	160	8d6
Torpedoes	15	120	16d6*
Paired guns			+1d6
Triple guns			+2d6
Quad guns			+3d6
Semi Auto			+2

* exploding dice—6's generate a further d6

To Hit (P10– 11)

- Calculate to hit No then roll d10
- Basic to hit No is 5 modified as follows

Category	MOD	MOD	MOD
Range :	< 5CM +2	> 1/2 -2	
Crew	Exp +2	InExp -2	
Firer Spd	0 /slow +1	>30 -1	Full -2
Tgt Spd	0 +2	Slow +1	>24 -1
Tgt size	≥ large +1	Small -1	Tiny -2
Obscured visibility	-2		
Fire Director	+1		
≥ Three plumes	+1		
Bridge critical hit	-1		



- Roll ≤ Modified target No to hit.
- Each hits cause damage - roll d6's
- Each miss with ≥ 37mm : Place plume nr target.

Critical Hits (P29)

- MG, HMG : Crit vs Small and Medium targets on 6's
- Larger calibre crit vs any target sizes on 6's
- Defender gets a saving Skill Test
- For Each Critical hit roll on table below : d10
- 1 **Engine** : Reduce Max speed by 1/3
- 2 **Bridge** : Next turn no speed or direction change. -1 to hit rolls. (Armoured bridge only affected by ≥ 37mm)
- 3 **Rudder/ Steering** : Until repaired, each turn roll d6: 1-2 : Max turns Port, 3-4 straight, 5-6 Max turns Stbd.
- 4 **Fuel** : Roll d6. 4+ (6 for Diesel). = fire. 2d6 immediate damage. Saving throw at activation or take further 2d6.
- 5 **Gun** : Nearest gun mount OOA. No guns = crew hit.
- 6 **Crew Hit** : No shooting this activation. Skill test pass before next activation. Failure = no speed or course changes. (remove at end of activation)
- 7 **Accessory** : Remove accessory
- 8 **Ammo** : Roll D6: 5+= 4d6 damage. Largest gun OOA
- 9 **Structure**: 2d6 - No criticals from these rolls
- 10 **Torpedo**: roll d6 : 5+= Blows up 8d6 damage. If no torpe- does treat as a 9.

Repairs (P30)

- Stopped or slow speed only

Crew	Slow	Stopped
Inexp	1d6 dam	2d6 dam
Reg	1d6 dam	3d6 dam*
Vet	1d6 dam *	4d6 dam**

* repairs 1 critical hit per *



Torpedo fire (P12)

- Inexperienced Crew launch 1/ turn
- Other crews launch 2/ turn
- Torpedoes launch at end of movement
- Place torpedo next to tube and angle (yellow arc)
- ≤ Medium ships invulnerable to Torpedoes
- Must travel 15 cm to arm
- Orphaned torpedoes move before all activations

Torpedo fire procedure :

- Torpedo strikes target
- Roll to hit
- Check for duds
- Roll for damage



Base hit = 4 modified as follows before roll.

Size	Med -1 :	Large +2	Huge +4
Tgt Speed:	Stationary +2	15-30 -1	> 30 -2
Crew	Vet +1	Inexp -1	

Duds Roll d6 Duds arises on :
Vet 1, Reg 1,2 Inexp 1,2,3

Damage

- 16 d6 : and 6's generate a further D6
- Additional d6's don't explode or cause critical hits

Collision Damage (P24)

Both boats may attempt to dodge— skill tests.

Occurs when two ships impact (Eg. In first movement increment or due to rudder damage).

Both sides 'attack' each other in turn to determine damage
Both ships cannot fire in the turn they collide and the next turn.

Ships next move = critical rudder hit.

Ramming (P25)

Only Vet crew may ram after passing skill test 4+

May make 1 turn and must move fast

Enemy may dodge on successful skill test

Rammer cannot fire.

Target fires 1 mount before impact

Dodge means attacker moves through/ halts short of target

Successful ram : both ships take damage as on the collision table.

Following Ram or Collision

After resolution of damage results and Before next activation chit is pulled, both ships drift apart. Move each 5cm forward and make 300 turn in any direction. They can then move in the following turn.

Specialist Equipment : (P32)

Radar :

- Ignore fog/smoke for gun fire ≥ 3"
- Detects enemy lurking ≤ 120cm away
- Allows fire at aircraft before they fire

Fire Director :

- **Guns ≥ 6" +1 to hit : Main guns only**



Starshell :

- 30cm square selected
- Chance of spotting +2

Smoke Screens:

- Place during last move increment for ship
- Smoke covers 3d6 cm in circumference.
- If a smoke float it then stays in place
- Roll d6 1,2,3 1 turn otherwise 2 turns.
- Smoke obscures targets
- Once per game for each equipped ship

Depth Charges :

- Veteran only : Must Pass skill test
- Failed test may result in a collision
- Trace route within 5cm of the target prow
- Target must be moving ≤ 28
- Damage occurs when target boat moves over depth charge counter
- Damage : Take Critical Bridge Hit and Rudder Hit and roll d6
1: 10d6 2:8d6 3:6d6 4:4d6 5:3d6 6: No damage

Searchlight :

- Spots target within 100cm with +1 to hit
- Ship with searchlight on +1 to hit for attackers
- Can dazzle Target—must take skill test to fire that turn (must be within 45cm)

Mines : Page 34

Degaussing Equipment Page 35

Attacker	Damage inflicted on Target				
	Huge/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/ Terrain	5d6	6d6	7d6	8d6	9d6