

Victory at Sea Cheat Sheet

Deployment:

Allocate **aircraft X** to scouting /SH (*sub hunting*)/BHA pools

Allocate ships to scouting (*Destroyers & Cruisers only*)

Non-Confirmed: Any number of flights (up to 1/3rd?) off a carrier can be allocated to scouting as if each one was an observer flight from **Aircraft X Trait**.

Roll 1 D6 per aircraft & ship allocated to scouting for scouting points – target 5+ (radar +1, adv radar +2) – calculate own scouting points as per table (**opponents has no impact on your score**)

Deploy ships (*note subs sector if not placing the model on table*)

START OF TURN

Initiative Phase:

Issue orders to ships, max 1 order per ship– (*note subs can't attempt an order and change depth in the same turn*) – **take the check now, orders will take place in the relevant phase!**

Long range detection rolls of unrevealed (*i.e. not placed on table*) subs (*ships with sub-hunter, same sector only*)

Allocate sub hunting observer aircraft from the pool to subs – roll for detection, (*submerged or surfaced subs only not running deep*)

Roll for initiative (**don't forget scouting table bonus'!**)

Movement Phase:

Starting with player without initiative

-Select 1 ship

-Subs change depth

-Move ship at least 1" unless 'run aground', flank speed of 0" or anchored.

Swap to other player to move 1 ship, alternating until all ships have been moved.

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Select all MTBs, moving one at a time: (**Initiative player chooses 1st or 2nd*)

Select all flights, moving one at a time, working out local X AD if passing over a ship
(**Initiative player goes first*)

Subs may attempt to ‘crash dive’ and change to submerged if any enemy ship or flight comes within 10” whilst on the surface by making a crew quality check (4+)

Place unrevealed subs on the table anywhere within their current sector.

Gunnery Phase:

All in range AA batteries (*not including light guns with DP*) fire – if multiple then alternate starting with initiative player

Starting with player with initiative (*unless playing night rules – then they can choose to go 2nd*)

Select 1 ship – All flights count as a single ship, all MTBs count as a single ship

Roll for detection if required

Declare targets for weapon systems / number of AD used for torpedoes

Allocate BHA Observer plane if needed - *Zero Targets is an option, but the ship still counts as having fired.*

Engaged flights carryout dogfight rolls.

End Phase:

Starting with initiative player

Select ship: Roll for damage control (*1-4 is a fail. 5 lower one step on table, 6 lower two steps or one step in two areas. All Hands on Deck order passes on a 4+ [4 gets one step, 5&6 gets two steps]*)

Roll for escalation (4+)

Undetected subs running deep may escape (*remove model from table noting sector*)

Roll for returning scouting ships – target score 6.

Remove un-needed tokens, return BHA & SH observer flights to their own pools.

END OF TURN, RETURN to START OF TURN

Gunnery Phase Modifiers

To hit, D6 + Modifiers must equal or better target score.

Attacker is a ship:

Target is a ship, Target of 4+

Range – one of: Point Blank +1 (main guns only if target is BB, CV, CC or Civilian type)

Short range: 0

Long Range: -1

Extreme Range -2

Target is a Destroyer: -1

Non confirmed Target is a Submarine or MTB: -1

Target moving more than 6": -1 (unless weapon system is AA or light guns OR has the **Fast-Track Trait**)

Weapon system is Torpedo: -2

'Evade!' Or 'All Hands on Deck' order issued in initiative phase to firing ship: -1

Night rules: -1

Bad Weather: -1

Target Stationary: +1

Firing Model is a Shore Battery: +1

Large Silhouette (*firing ship in targets port or starboard arc*):+1

Target is a Submerged Sub, Target of 5+:

Only targetable by Depth Charges or Hedgehogs /squids

Target is a Flight: target score 6:

Only light guns with DP Trait & AA Batteries may target flights

Target is Kamikaze: +1 (*local trait AD only*)

Target has large trait: +1

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Bad Weather -1

Target Stationary +1

Target is an MTB: target score 4+

Only light guns with DP Trait and AA Batteries may target MTBs

Apply all standard modifiers apply except Large Silhouette.

Attacker is a flight:

Target is Ship or MTB:

Attacker is a Kamikaze then target 4+ apply all standard modifiers except range.

Attacker is one of Fighter (MTBs only), Bomber or Torpedo-Bomber, target 5+

Attacker is a Dive Bomber, target is 3+

Target is a Sub:

Attacker is a Kamikaze then target 4+

Attacker is one of ASW, Bomber or Torpedo-Bomber, Target 5+

Attacker is a Dive Bomber, Target is 3+

The following modifiers are used if applicable:

If flight is using a Bomb or Depth Charge: -1

If flight is using a torpedo: -2

If flight is a bomber or ASW attacking in Fore or Aft Arc: +1

If flight is a Torpedo Bomber attacking in Port or Starboard Arc: +1

Target is a Flight:

Attacker is a flight – conduct Dogfight.

Both players roll a D6 for each flight touching an enemy flight + dogfight score of those flight(s) +1 per flight touching the friendly flight but not enemy flight.

Player with the lower score removes all flights that they rolled a D6 for.

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If scores are equal, no flights are removed and all flights remain locked and unable to move next movement phase.