

# Victory at Sea Cheat Sheet

## Deployment:

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

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

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 score has no impact on your score**)

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

## START OF TURN

## Initiative 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

-Issue up to 1 order (*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!**

-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.

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

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 (***Does not including light guns with DP***) fire at Flights Or MTBs – if multiple then alternate starting with initiative player. *Note each flight is an individual target and is rolled for separately – allocate AD before rolling.*

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

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. Note each flight is an individual target as rolled for separately.*

Engaged flights carryout dogfight rolls.

## **End Phase:**

Starting with initiative player

Select ship: Roll for damage control of Critical Effects (*1-4 is a failure. 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]*) ***Note some effects cant be repaired.***

Roll for escalation of Critical Effects (4+) if Applicable.

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

Roll for returning scouting ships – target score 6. ***If met ship available to enter the board from a random edge next movement phase.***

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:

#### Beyond Horizon Attacks

Target must be stationary & have a BHA Observer assigned: Target 6+, No modifiers

#### 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 or Submarine (*on surface*): -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 movement phase to firing ship: -1

Night rules (negated by spotlights & Starshells): -1

Bad Weather: -1

Advance Radar Guided: -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.

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

Target has large trait: +1

Target is a torpedo bomber in base contact: target score 5+

**Target is an MTB: target score 4+**

Only light guns and AA Batteries may target MTBs

Apply any /all standard modifiers apply except Large Silhouette.

**Attacker is a flight:**

**Target is Ship or MTB:**

Attacker is a Kamikaze then target 4+, re-rolling misses (NO MODIFIERS as per FAQ)

Attacker is one of Fighter (v 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, dive 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 1 D6 + dogfight score +1 per supporting flight. *That is touching the friendly flight but not enemy flight.* A flights total is compared to all enemy flights touching base.

Player with the lower score removes their flight.

If scores are equal, flights arent removed and remain locked and unable to move next movement phase.