

Victory at Sea Cheat Sheet

Deployment:

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

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

Roll for Deployment Initiative, lower score deploys first.

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**)

One player rolls for Wind Direction (board edge counting as in to the wind)

Starting with lower Deployment Initiative, players may re-deploy in expanded deployment zones. (*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.

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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 chooses 1st or 2nd*)

Subs may attempt to ‘crash dive’ and change to submerged depth 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 and /or MTBs – if multiple then alternate starting with initiative player. *Note each flight is an individual target and is rolled for separately – allocate all a ships AD before rolling.*

Starting with player with initiative (*unless playing night rules – then they can choose to go 2nd*) Alternate until all Ships, MTBs & Flights attacking ships have gone:

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 and as such 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. ‘All Hands on Deck’ order passes on a 4+ [4 gets one step, 5&6 gets two steps]*) ***Note some effects cant be repaired including Level 6’s & Vital Areas***

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 aren't removed and remain locked and unable to move next movement phase.

ORDERS

Crew Quality Check: Target score is 4+, unless modified by National Rules

All Hands on Deck!

Crew Quality Check: Required

In Gunnery phase: All weapon systems suffer -1

In End Phase: Can attempt repair on all areas. All damage repair rolls have +1

Come About!

Crew Quality Check Required

In movement phase: Ship may make a single 90° turn at any point (but no other turns)

Create Smoke!

Automatic

In movement phase: every full 3" ship moves place 1 smoke counter in contact with rear of the model.

In Gunnery phase: Smoke blocks all LoS through the counter.

In end phase: remove all Smoke markers

Evade!

Automatic

In movement phase: half (round up) current flank speed – Destroyers still count as moving over 6"

In gunnery phase: All weapon systems suffers -1 to hit. And ALL enemy AD (no matter source) re-roll hits.

Flood Magazines!

Crew Quality Check Required

In Movement phase: ALL crit locations get lowered to below Escalation level. Also 1 random Turret is destroyed (unrepairable) OR if no turrets available halve ALL light guns AD (rounding down)

Scramble!

Crew Quality Check Required

In movement phase: Carrier can launch /recover 2 flights instead of 1.

Scouting Table	Points	Advantage (all levels are accumulative)
	2+	+1 to Initiative roll every turn
	4+	Carriers may go in Deep Deployment (no change to flights deployed)
	7+	All Ships (inc. scouting) may re-deploy in enhanced DZ, + half (round down) carrier flights deploy
	8+	+1 to Initiative roll every turn
	10+	All Ships (inc scouting) may re-deploy in superior DZ, + all carrier flights deploy

Ship Crippled:

Current flank Speed reduced by half (round down)

Gains Lumbering Trait

Light Guns, Torpedoes & AA half AD (rounding down)

Turrets destroyed on 4+

Each Trait, rolled for separately, is removed on a 4+

Critical Hits:

On a confirmed critical roll D10

1-4	Engine
5-7	Weapons
8-9	Crew
10	Vital Systems

These areas increase by one per hit (7+ is reapplies 6) or jumps to level (inc all previous) if Devastating

All Penalties & Hull loss are cumulative

Area	Score	1	2	3	4	5	6
Engine	Hull loss	0	1	2	3	D6	3D6
	Penalty	-1" flank	Turn after 3"	-1" flank Crew Area +1	-1" flank ESCALATION	0" flank	Crew Area +1
Weapon	Hull loss	1	2	3	D6	2D6	3D6
	Penalty	-1 AD ¹	-2 AD ¹ Crew Area +1	Random turret – needs 4+ to fire. ²	Random turret-destroyed ³ ESCALATION	Random turret - destroyed ³	Crew Area +1, Engine Area +1
Crew	Hull loss	0	1	2	3	D6	2D6
	Penalty	-1 AD ¹	ESCALATION No carrier flight launch or recovery!	Weapon Area +1	-1 crew quality	Engine Area +1	Weapon Area +1

¹ D6: 1-3 = light guns; 4-5 = AA; 6 = Torpedoes. Re-roll if system not present

² Ignore if no turrets

³ If no turrets halve light Guns AD

Vital Systems

D6	Area	Hull Loss	Effect
1	Bridge	1	No more Orders on this ship
2	Rudder	D6	Always make the max no. of turns (D6: 1-2 left; 3-4 none; 5-6; right)
3	Engineering	2D6	No more Damage Control rolls
4	Magazine	2D6	All weapon systems fire on 4+
5	Explosions	4D6	All critical areas +1
6	HMS Hood!	Total	Ship lost