FLANK SPEED

Many of you naval wargaming shellbacks and ***GENERAL QUARTERS*** plank holders will want to grab the helm and start playing rather than wading through a rules manual. Here, then, is a synopsis of the basics for a daytime sea fight to get you going. Each line below is preceded by a rules section reference where you can find more detail. Overleaf, you'll find the Basic Game Turn sequence laid out along with how to read the individual Ship Logs. So, full speed ahead and pick up the nuances as you go! The ***THIRD EDITION*** has lots of additional aspects of naval combat to explore when you've got time.

Scale **1:2400 – 1:6000**: 1 centimeter/knot • 10 centimeters/1000 yards **1:1200 – 1:1250**: 1inch/ knot • 10 inches/1000 yards

Movement [1.2.1 – 1.2.3] Each ship moves 1 cm *(or inch)* per knot in a Game Turn. A ship can move at any speed desired ≤ *to* her current maximum listed in the leftmost undamaged Hull box on her Ship Log. Acceleration/deceleration per Game Turn: DD – TB = 10 Kts • Other ships = 5 Kts. Course changes of 30° or more are made using the Ship Turn Indicators, expending the knots listed. A ship moves 500 yds before answering her helm to change course. Once a turn is started, she can continue without penalty. Shifting to an *opposing* turn requires 500 yds straight before commencing the new turn.

Movement Plot [1.2.4 –1.2.5] Ships move in Divisions of two to eight ships in **Line Ahead**, **Line Abreast** or **Quarter Line** formation. Record the course of each Division's flagship on your DECK LOG in the Tactical Plot Phase each Game Turn. Use a number for knots moved straight and P [port] or S [starboard] for each turn. *[Alternately R/G [Red/Green] or L/R [left/right.]* Ships maneuver independently only when damage slows them 10 Kts < the next slowest ship in their division.

Collisions [1.3.1 – 1.3.3] Ships must dice for collision anytime they move within 500 yds of another ship or 1000 yds of land using the COLLISION table. Determine class differential for each and consult the COLLISION DAMAGE table for impact.

Gunnery Combat [1.5.1 – 1.5.7] A ship with a clear LoF to the target can attack in the Gunnery Phase. Each battery's attack is resolved separately. Roll a D12 for each *pair* of main battery guns or *each* secondary/tertiary gun box in the battery.

- Measure the range from the forward funnel of the firing ship to the forward funnel of the target vessel.
- Cross-reference the range listed on the DAY scale of the GUNFIRE CRT ≤ to the measured range with the column corresponding to the attacking battery. The D12 result required for a hit and the armor penetration are listed in the cell. **1** = 1 hit, all others miss • **1+** = 1 and 10 are both 1 hit • **2** = 2 hits • **3** = 3 hits. Total the hits for the battery attack.
- Use the EQUIVALENT HITS table when the target class is larger or smaller than nominal for the firing battery. Multiply the number of hits rolled as indicated to determine equivalent hits. *Example: 2 hits x 1½ = 3 equivalent hits.*

Damage [1.7.1 – 1.7.4] Roll a D12 for each equivalent hit and cross-reference the result with the target column on the GUNFIRE DAMAGE table. Record the damage on the target's Ship Log. Place a Fire marker alongside the target for Fires. Roll a D12 for each critical hit and consult the CRITICAL HIT table for damage effects.

Armor [1.6.1 – 1.6.2] Thick black borders on the GUNFIRE DAMAGE table indicate armor protection. Compare the attacking battery's armor penetration (listed for each DAY range row on the GUNFIRE CRT) with the Hull or (Turret) armor listed on the target's Ship Log: Equal to or greater penetration = record the damage listed on the GUNFIRE DAMAGE table • Failure to penetrate = Hull Hits are halved, while Armament and other target areas protected by armor have no effect.

Rapid Fire [1.5.8] 3" – 6" batteries, which are listed to the right of the GUNFIRE CRT, can employ rapid fire at ≤ 12000 yds. Rapid fire adds additional D12 results: **11** = 1 hit • **12** = 2 hits. A battery is limited to six rapid fire attacks in a scenario.

Extreme Range [1.5.4] A ½ on CRT indicates low accuracy. Roll half the number of D12s, rounded down (min 1). 1 = 1 hit.

Torpedo Attacks [1.4.1 – 1.4.7] Ships can make separate torpedo attacks with each loaded torpedo mount. All torpedoes in the mount are launched as one attack. Torpedo attacks are resolved in the Torpedo Attack Phase of subsequent Game Turns.

- Place a small ½" post-it or piece of tape alongside the attacking ship in the Tactical Plot Phase to mark the launch point and Line of Fire (LoF). Write the launch Game Turn number on it and cover with a blue 3x5 card to conceal its LoF.
- List "D" for a deep spread. Line through the mount on the attacking Ship Log to indicate it is expended.
- Torpedo spreads move in an active range band each Game Turn as indicated by bold lines on the TORPEDO CRT scale.
- In the Torpedo Attack Phase, the attacking captain indicates if *any* target is intersected by the LoF (½"post-it = spread width) and in the active range band for the current Game Turn. The referee validates the spread intercepts the target.
- Roll a D12 and resolve the attack using the TORPEDO CRT. Cross-reference number of torpedoes in the spread with the target's range from the launch point indicated by the ½" post-it or piece of tape. If the adjusted D12 result is within the die span listed, one torpedo hits. When a D12 result is *less than* the number of torpedoes in the spread, roll again for an additional hit. Repeat as necessary for additional hits, reducing the number of remaining torpedoes each time.
- Roll a D12 for each torpedo hit on the MINE & TORPEDO DAMAGE table and record damage on the target's Ship Log.

Repair [1.9.1 – 1.9.3] One Bulkhead Hit (flooding), Engineering Hit, Fire, Rudder Hit or sensor can be repaired in the Damage Control Phase at the start of each Game Turn. Roll a D12 and consult the DAMAGE CONTROL table. Erase repaired damage, but mark off additional Hull Boxes for each remaining Bulkhead Hit (flooding) and Fire. The captain of a ship with *more than* half her Hull Boxes flooded or her main battery disabled must make a Morale Check using the MORALE table. A Morale Check is also required when a ship has *more than* 2 Hull Boxes flooded by a torpedo hit.

ALL AHEAD FULL!