



QUICK REFERENCE SHEET

Turn sequence:

- Ph1.** Initiative phase (simultaneously)
- Ph2.** Command phase (simultaneously)
- Ph3.** Activation phase (alternately)
- Ph4.** Repair and reorganisation phase (simultaneously)

Ph1. Initiative phase (simultaneously)

- Ph1.1.** Initiative roll.
- Ph1.2.** The player who won the initiative roll chooses who becomes the player A and will be the first to reveal the order marker (will be the active player).
- Ph1.3.** Player's A weather roll (every two turns).

Wind direction table

First roll d6	Wind direction	Second roll d6	Wind deviation
1	N	1-2	Clockwise deviation.
2-3	E	3-4	No deviation.
4	S	5-6	Counter-clockwise deviation.
5-6	W		

Six types of wind strength

- 1 - Calm: No wind.** Regardless of the order, a ship with the "Sails" trait can sail at a maximum speed of 1 kt.
- 2 - Light breeze:** A ship with the "Sails" trait can sail at a maximum speed allowed by the "half speed" order - even if the order is "full." If the player issues a "full" order and the wind strength increases, the ship will be able to move at the appropriate speed for the "full" order.
- 3 - Moderate breeze:** No effect.
- 4 - Strong breeze:** Restrictions apply only to ships with the "Cutter" trait (9.2). Other ships - no effect.
- 5 - Gale:** Restrictions apply only to ships with the "Cutter" and "Poor seakeeping" traits (9.2). Other ships - no effect.
- 6 - Storm:** During a storm, all ships can only move at "half speed" (except for ships with the "Poor seakeeping" trait, which can only move at "slow speed"). Additionally, ships cannot use the "High manoeuvrability" trait (9.2). Ships can only fire from half of the guns in each battery (rounding up). Hits during a storm are subject to a +1 modifier, with no possibility of rerolling misses (6.4). Torpedo firing is also prohibited. At the beginning of each turn where the wind strength reaches "Storm" level, roll a die for each minefield marker. On a 4+, it is removed from the battlefield area.

Determining wind strength

Initial wind strength	Wind strength alteration	Wind strength change during "Calm" conditions	Wind strength change during "Storm" conditions
1: Light breeze. 2-3: Moderate breeze. 4-5: Strong breeze. 6: Gale.	1-2: Wind strength reduced by 1 level. 3-4: No change in wind strength. 5-6: Wind strength increased by 1 level.	1-3: No change in wind strength. 4-6: Wind strength increased by 1 level.	1-3: Wind strength reduced by 1 level. 4-6: No change in wind strength.

Ph2. Command phase (simultaneously)

- Ph2.1.** Discarding the executed order markers from the active position.
- Ph2.2.** Moving the order markers of all ships that remain in game from inactive to active position, for the given turn (except the first turn of a game).
- Ph2.3.** Each player places one new, face down order marker on the inactive position on each of their ships that remain in game.


Ph3. Activation phase (alternately)

- Ph3.1.** Player A is the first to reveal the order on the active position of the ship he wants to activate.
- Ph3.2.** Movement and firing of the player's selected ship. Possible counter salvo fire from the other player.
- Ph3.3.** Second player becomes the active player. He chooses the ship he wants to activate and follows the Ph3.1 - Ph3.2 steps.
- Ph3.4.** After executing all manoeuvres of the second player's ship, the first player activates a ship from his fleet and so on, until both players have activated all their ships.

Testing passage through a water obstacle

- 1st class** - a success on a 5+
- 2nd class** - a success on a 4+
- 3rd and 4th class** - a success on a 3+

Collision with land

If a vessel touches land, it immediately stops in place. Class 1 and 2 vessels lose 2 Hull points, while class 3 and 4 vessels lose 1 Hull point. Additionally, the vessel receives one  (7.1).





Mine hit test

D6 dice test. **4th class** vessel rolls one die, **3rd class** vessel rolls two dice, **2nd class** vessel rolls three dice, **1st class** vessel rolls four dice. For each "6" rolled, roll a d6 dice and consult the mine and torpedo effects table, taking into account the type of mine.

Ramming:

In eras 1 to 4, success on 4+, in era 5 and beyond, success on 5+.

Ramming effect table

D6 roll	Ramming result
1	The ramming ship is sunk . The rammed ship loses 1/2 Hull point.
2	The ramming ship loses half of her original Hull points and receives:  If she was equipped with a ram , she loses the modifier for its possession until the end of the battle. The rammed ship only loses 1 Hull point.
3-4	Both ships (ramming and rammed) lose two Hull points and gain: 
5-6	The ramming ship only loses 1 Hull point. The rammed ship loses half of her original Hull points and gains: 
7	The ramming ship only loses 1/2 Hull point. The rammed ship loses half of her original Hull points and gains: 
8+	The ramming ship only loses 1/2 Hull point. The rammed ship is sunk .

Dice roll modifiers for ramming:

- The ship is equipped with a **ram**: +2.
 - An **ironclad** (without "wooden" trait) **hits a wooden** ship: +1.
 - A ship of a **higher class** hits a ship of a **lower class**: +1 for each class of difference between the ships (to a maximum of +3).
 - **Lower-class** ship hits **higher-class** ship: -1 for each class difference (maximum -3).
 - The ship is sailing with **5 - 15 knots speed**: +1.
 - The ship is sailing with **16 knots speed or more**: +2.
- For speed modifiers, **the declared speed** resulting from the order counts, not the distance the ship sailed before the ramming.

Ramming roll restrictions: In the following example, we roll a d3 instead of a d6:

- Ramming is carried out by a **ship two or more classes smaller**.
 - A **wooden ship rams an armoured** (without "wooden" trait) ship.
 - Both ships **hit each other with their bows** (front zone).
- If both are equipped with a ram, the ram is not included in the modifiers.
- Hitting an opponent with **an edge other than the bow** (e.g. stern). Hits resulting from turns are treated as broadside hits. We do not include the ram in the modifiers.

If the ship was **rammed at her stern or rammed with her stern**, the active player makes an **additional test**. On a 4+ she receives an additional effect, "damaged rudder" (6.6).

Boarding result modifiers:

- Additional marines: +2 for each group.
- Higher ship class: +2 for each class of difference.
- The enemy ship lost more than half of her Hull points: +1.
- Captain - boarding specialist: a **re-roll**.







Procedure for conducting gunfire (salvo):













- Declaration of firing at targets.
- Declaration of counter salvo fire.
- Measuring distance.
- Hit roll.
- Armour piercing roll.
- Armour penetration effects and damage.

Shooting modifiers:

- The target has a **stop order** or is **anchored**: A re-roll.
- A **part of the target** (base) is **obscured** by another ship or land: +1 to hit.
- The fire is carried out by a cannon with a "**Slow load**" trait: +1 to hit.
- The fire is carried out by a cannon with a "**Super heavy**" trait: Re-rolls for hits are not possible (range, captains, etc.).
- **Captain**: according to his description.
- **Point-blank range fire** ($\leq 3.5''$): A re-roll.
- Storm: +1 to hit.

ARTILLERY TABLE





Close range	Medium range	Long range	Main	Medium	Light
 0 - 10"	 10.1 - 20"	 > 20"			

		OPPONENT'S SHIP CLASS											
		1st CLASS			2nd CLASS			3rd CLASS			4th CLASS		
													
PLAYER'S SHIP CLASS	1st CLASS	4+	5+	6+	5+	6+	6/4+	5+	6+	6/4+	5+	6+	6/4+
	2nd CLASS	3+	4+	5+	3+	4+	5+	4+	5+	6+	4+	5+	6+
	3rd CLASS	3+	4+	5+	3+	4+	5+	3+	4+	5+	3+	4+	5+
	4th CLASS	3+	4+	5+	3+	4+	5+	3+	4+	5+	3+	4+	5+
	1st CLASS	4+	5+	6+	5+	6+	6/4+	5+	6+	6/4+	5+	6+	6/4+
	2nd CLASS	3+	4+	5+	3+	4+	5+	4+	5+	6+	4+	5+	6+
	3rd CLASS	3+	4+	5+	3+	4+	5+	3+	4+	5+	3+	4+	5+
	4th CLASS	3+	4+	5+	3+	4+	5+	3+	4+	5+	3+	4+	5+
	EVERY CLASS	3+	4+	-	3+	4+	-	3+	4+	-	3+	4+	-

ARMOUR PENETRATION TABLE

AP << armour	AP < armour	AP = armour	AP > armour	AP >> armour
-	5+	4+	3+	2+

Critical Hit Effect Table

D6	Critical Hit Result
1	<p>Fire The ship immediately loses 1/4 Hull point (1 small square) and gains:  In phase 4.1, a fire extinguishing test has to be carried out (7.1).</p>
2	<p>Bridge damage In the next turn, the ship will carry out the same order as in the current one. Immediately after receiving this effect, change the passive order to be the same as the active one. It cannot be repaired. It lasts until the next activation of the vessel - upon activation, remove the marker. If another "bridge damage" critical hit occurs while this effect takes place, it does not extend the duration of the effect, causing the Fire effect instead.</p>
3	<p>Rudder damage The player who scored the critical hit must roll a d6 again: 1 - 2 the ship must make the maximum allowed turn to the left at the end of each move. 3 - 4 the ship must make the maximum allowed turn to the right at the end of each move. 5 - 6 the ship cannot turn, she can only sail ahead. No turns are allowed other than forced. If another "rudder damage" critical hit occurs while this effect takes place, it does not extend the duration of the effect, causing the Flooding of a section effect instead.</p>
4	<p>Weapon destruction The ship permanently loses 1 gun battery. The enemy must roll a d6 again: 1 - 2 a light battery was destroyed, 3 - 4 a medium one, 5 - 6 a heavy one. If the ship doesn't have one type of cannon, roll a d6 divided into 1 - 3 and 4 - 6 for the remaining two existing ones. If the ship has no gun batteries left, the result for "weapon destruction" is Fire effect instead.</p>
5	<p>Flooding of a section The ship immediately loses 1/4 Hull point and gains:  In phase 4.2, a flood containment test has to be carried out (7.1).</p>
6	<p>Ammunition chamber hit Hitting the ammunition storage wasn't that easy. Roll a d6 again. A score of 1 - 3 means a small explosion. The ship loses 1 Hull point and receives:  A score of 4 - 5 means a medium explosion. The ship loses half the original Hull points and receives:  A result of 6 means that the ship is blown up - she is automatically sunk. If a ship is sunk by an explosion, roll a d6 for each ship that is 3,5 inches or less from the exploding ship at the time of the explosion. A success means Fire critical effect.</p>

If multiple "6" are rolled in a ship's armour penetration roll (**by batteries capable of penetrating it**) during a single shot, then only **one critical hit effect test is made**, but each additional "6" beyond the first adds **+1 to the result of that roll**.

If you get **multiple "6s"** without armour penetration, each one triggers another **Fire critical effect**.

Light guns, even if they penetrate the armour of class 1 and 2 ships and achieve a result of "6" in this roll, **do not trigger rolls** on the critical hit table, nor do they add bonuses to the critical hit roll result.

Instead, they cause the **Fire critical effect** (as in the case of rolling a "6" without penetrating the armour)

Critical hits on fortifications:

Results of 1 - 3 indicate no effect.

Results of 4 - 5 indicate the destruction of armament (a single gun is destroyed).




























A **roll of 6** results in the destruction of the ammunition magazine. **Roll the dice again**. Results of 1-4 indicate the explosion of a secondary ammunition magazine (loss of 2 Structure points), results of 5-6 indicate the explosion of the main ammunition magazine (loss of 4 Structure points).

The opponent chooses which guns are destroyed.

Fortifications cannot receive any markers or resulting damage.



Mines and torpedoes hit effects table

D6	[D2]	[D3]	[D4]
1	Misfire - the torpedo or mine inflicts no damage.	Misfire - the torpedo or mine inflicts no damage.	Misfire - the torpedo or mine inflicts no damage.
2	1 Hull point 	2 Hull points 	3 Hull points 
3	2 Hull points  	3 Hull points  	4 Hull points  
4	3 Hull points   + rudder damage critical effect.	4 Hull points   + rudder damage critical effect.	5 Hull points   + rudder damage critical effect.
5	4 Hull points   + engine room damage.	5 Hull points   + engine room damage.	6 Hull points   + engine room damage.
6	5 Hull points   + heavy listing.	6 Hull points   + heavy listing.	7 Hull points   + heavy listing.

Damage to the engine room causes the ship's maximum speed to immediately **drop to "slow speed"** - this must be taken into account in the next activation - regardless of the ship's speed in the previous activation.

Damage to the engine room **can be repaired (7.1)**. If another torpedo hit occurs during this effect, causing damage to the engine room, the ship immediately receives the **"stop"** order and cannot move until this damage is repaired.

A **heavy listing** causes all guns to have **+1 to hit** until the list is "repaired".

A heavy list **can be repaired**. If a successful roll is made to "repair" the list, one inactive flooding marker should be added (it does not activate other flooding markers if the ship had any). Eliminating the list was achieved by controlled flooding of compartments on the opposite side of the hull. If another torpedo hit occurs during this effect, causing a "heavy listing," the ship is sunk.

After successfully repairing damage to the engine or a heavy list, the effects that caused these damages cease to apply.

Ph4. Repair and reorganisation phase (simultaneously)

Ph4.1. Fire extinguishing tests.


Ph4.2. Flood containment tests.


Ph4.3. Damage repair tests.



Ph4.4. Ship surrender tests.

The effects of an unextinguished fire:

2: The ship loses **1/4 Hull point** (1 small square).

3 - 4: The ship loses **1/4 Hull point** (1 small square), add: 


5 - 6: The ship loses **1/2 Hull point** (2 small squares), add: 


7 - 9: The ship loses **1 Hull point** (4 small squares), add: 



10 and more: Explosion tears the vessel apart. The ship is **sunk**. Roll a d6 for each ship that is 3.5 inches or less from the exploding ship at the time of the explosion. Each success means receiving a **Fire critical effect** by the ship.

The effects of a failed flood containment test:

2: The ship loses **1/4 Hull point** (1 small square).

3 - 4: The ship loses **1/4 Hull point** (1 small square), add: 

5 - 6: The ship loses **1/2 Hull point** (2 small squares), add: 

7 - 9: The ship loses **1 Hull point** (4 small squares), add: 

10 or more: The ship **capsizes** and **sinks**.

The vessel's **speed** is permanently reduced to **half speed** if she has at least **4 flooding markers**, and to **slow speed** if she has at least **6 flooding markers** (active and inactive).

The ship surrender table

Ship surrender test		Effect of a failure	
D6 roll result	Result	D6 roll result	Result
1-3	No effect, the ship remains in the battle area	1-3	If an enemy ship is within 10 inches of the player's ship, the ship surrenders (see below). Otherwise, the result is 4-6.
4-6	Roll the d6 again, compare the result with the adjacent failure effect table.	4-6	The ship is sunk. Remove her model from the game.

Ship surrender test result modifiers:

+1 if the ship has at least **1 flood marker** (inactive or active);
+1 if the ship has at least **1 fire marker**;
+/-X for the ship **captain's** modifier.
+/-1 for the influence of the flagship (9.9).

Breaking combat contact:

We conduct the test using one d6 die. Success in this test means that the battle will be continued, failure means that at the end of this turn, the battle will be ended.