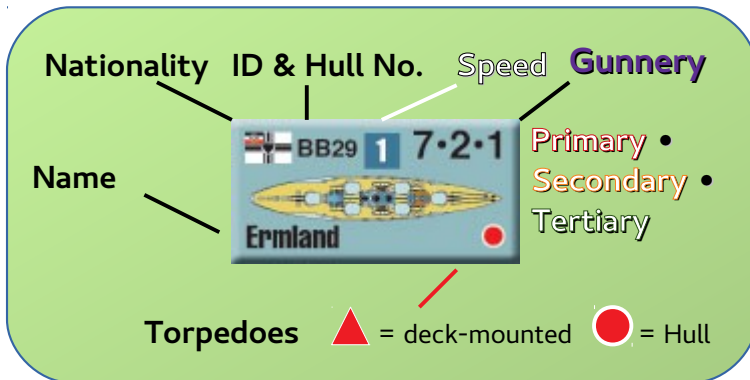


The Great War at Sea

Quick Reference Sheet



Each Ship has a record sheet. These are combined in a Hit Records book that comes with the game. Ships are always deployed reverse-side up at the start of *Tactical Deployment*.

Ships are placed in the *Fleet Composition Boxes* on each Fleet's **green Fleet Card**.

Dice Roll	Gunnery Damage Table	Torpedo Damage Table	Critical Damage Table
	Hit Type	Hit Type	Hit Type
2	Critical Damage (<i>roll again</i>)	Critical Damage (<i>roll again</i>)	6 Hull, 3 Primary + Lose 1 Movement ²
3	Torpedo Mount	2 Hull	3 Primary ²
4	Secondary	No Damage	Leader Killed (Oops!)
5	Hull	1 Hull	2 Primary ²
6	Secondary	1 Hull	2 Hull
7	Primary	2 Hull	2 Secondary
8	Tertiary	1 Hull	2 Hull (<i>Secondary destroys</i> one heavy armour box)
9	Primary	Primary	1 Primary
10	Hull ¹	2 Hull + lose one Movement	1 Hull, lose one Movement
11	2 Hull + lose one Movement	3 Hull + lose all Movement	3 Hull
12	Critical Damage (<i>roll again</i>)	Critical Damage (<i>roll again</i>)	3 Hull, 5 Primary + lose all Movement ²

1 = if Plunging Fire (3-4 hex range) add +1 Hull Damage (8.3) **2** = if British BC in pre-1917 scenario it **Explodes**

Gunnery & Torpedo Procedure:

Roll a number of D6 equal to a Ship's Primary, then Secondary, then Tertiary factors at the same target with 6s being a hit. Then roll on the appropriate Damage Table & then roll again for any **Critical Hits**. Excess hits on Gunnery are **transferred** to Hull hits. Addition torpedo mount hits are **ignored**. Torpedoes use the same procedure for still-available launchers, only use the Ship's Torpedo factor.

Gunnery Die Roll Modifiers	Torpedo Die Roll Modifiers
+1 if firing into the same or an adjacent hex	+1 if target is <i>Capital Ship</i> or <i>F-numbered Transport</i>
+1 if target is <i>dead</i> in the water	+1 if target is <i>dead</i> in the water
+1 if target is <i>towing</i> or being towed (11.2)	+1 if target is <i>towing</i> or being towed (11.2)
+1 if firing ship's name is italicized on the Data Sheet	+1 if target is <i>in the same hex</i> as the firing ship
Note: Primary hits on <i>Light</i> or <i>No Armour</i> gain a 2 nd hit on the same location on a 4 - 6 result (use an extra D6)	-1 if the firing ship is a <i>Capital Ship</i>
	-1 if the torpedo was fired from a hull mount

Sighting Ranges

Daylight: 4 hexes
Mist: 3 hexes
Fog/Squall/Storm & at night: 2 hexes
Gale: 1 hex

Gunnery Ranges & Limitations

Primary Guns = 3 hexes (*Obsolete Battleships (B)*) = 2 hexes *Very Large Guns* = 4 hexes
Secondary Guns = 2 hexes (**cannot** damage areas of a ship protected by heavy armour)
Tertiary Guns = adjacent or same hex only (can only damage **unarmoured** areas)
Torpedoes = same or adjacent hex only

The Great War at Sea

Quick Reference Sheet

4.0 Sequence of Play

Each game turn represents of 4 hours of actual time.

4.1 Weather Phase

Central Powers roll 1D6 for each Weather Zone (11.72).

4.2 Orders Phase

Write orders per Fleet as required by the Fleet's *Mission* which may be one or two moves ahead or even plotted for the complete scenario.

Advanced Game: check fuel status

4.3 Move Fleets Phase

Move Fleets to new sea zones simultaneously.

4.4 Check for Contact

If two or more fleets:

Remain in the same sea zone

Move into the same sea zone

Pass through the same sea zone

...there is a chance that *Contact* (5.4) will occur between them

4.5 Tactical Phase

If contact is made move the relevant Fleets to the *Naval Tactical Map* (7.0) or to the *Basic Combat Procedure* (6.0).

4.6 Conclusion

Move to the next turn *once David has made a cuppa!*

5.4 Contact

If contact is possible (see 4.4) the Central Powers player rolls 1D6. Contact is made on a die roll of:-

A modified die roll of **4 - 6** during the *day*

A modified die roll of a **6** at *night*

A natural die roll of a **6** (a '*Surprise Sighting*')

A Fleet is plotted to bombard or unload cargo is **automatically** contacted or two opposing fleets are in a minor port.

5.45 & 5.46 Contact Modifiers

-2 if in a Gale

-1 if:

in a Storm or Squall or Fleet contains on Armed Yachts; Destroyers and/or Torpedo Boats

+1 if:

Clear weather; a Leader present; Fleet comprises 20+ ships;

+2 if:

Fleet has *Intercept* Mission; Airship present in sea zone

+1/-1 if Fleet on *Raid* (owning player chooses the modifier)

5.12 Pre-Plotted Missions

Transport, Bombardment, Mine-laying or Minesweeping missions have all movement pre-plotted before the start of the game.

5.2 Escort Missions

A Fleet ordered to escort another Fleet. Its Fleet counter is placed in Fleet box of the Fleet being escorted & treated as part of the same fleet for contact purposes (5.4). In the event of contact both Fleets are deployed.

5.2 Intercept Missions

Intercept missions must have their movement plotted **two** turns ahead. It is limited to *Warships, Colliers & Oilers*.

5.2 Abort Missions

During the Orders Phase a player may abort the current mission changing the movement plot from two turns ahead till the end of the scenario or 6 turns in port. The plot must take the Fleet to a Friendly Port by the shortest route and at the quickest speed (without running out of fuel)

5.2 Raid Missions

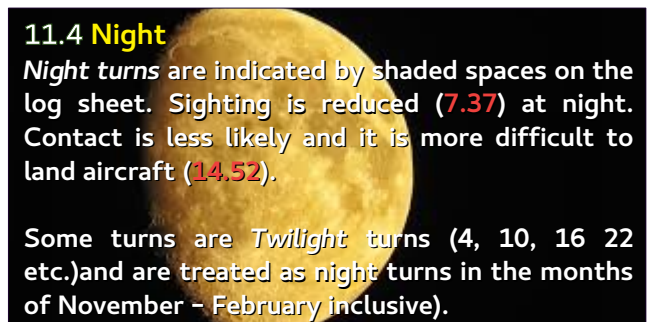
Raid missions must have their movement plotted **two** turns ahead. A *Raiding Fleet* may Bombard (11.1) & Search for enemy *Merchant Ships* (10.2). Minelaying capable ships may lay minefields as part of a *Raid*.

Normally players may allocate multiple Fleets on *Raid* which must contain a Leader and no more than two ships.

11.4 Night

Night turns are indicated by shaded spaces on the log sheet. *Sighting* is reduced (7.37) at night. Contact is less likely and it is more difficult to land aircraft (14.52).

Some turns are *Twilight* turns (4, 10, 16 22 etc.) and are treated as *night* turns in the months of November - February inclusive).



The Great War at Sea

Quick Reference Sheet

Advanced Combat

Tactical Sequence of Play (continues until 'Ending the Tactical Phase' applies)

A. Initiative Test

The Allied Player roll 1D6 (1 - 3 result = Central Powers has initiative, not Allied)

Modifiers:

1. **Leaders (16.2)** -1/+1 if Central Powers/Allied Leader present
2. **National (non)-Cooperation:** -1/+1 if Central Powers/Allied Nationality present

B.1 Determine the deployment side for the initiative player. This will be corresponding to the Sea Zone from which their Fleet entered the Sea Zone in which contact was made. If the Fleet did not move this turn it may choose any side now.

B.2 The *non-Initiative player* sets up **up to 8** of his ships in one or two of the central (the **7 shaded hexes**) of the *Tactical Map*. *Additional ships can be placed in hexes adjacent to those occupied by friendly ships (but not within sighting range of numbered enemy deployment hexes).*

All ship counters are initially placed face-down.

C. The *initiative player* now places his ships along one side of the numbered hex sides of the *Tactical Map*. *Additional ships can be placed in hexes adjacent to those occupied by friendly ships (but not within sighting range, modified by the weather conditions).*

All ship counters are initially placed face-down.

Restrictions:

- **No more than 8 ship counters** (of the same side) can occupy the same hex
- **No less than 4 ship counters** (of the same side) can occupy the same hex unless a Fleet consists less than 4 ships [exception multiple-nationalities (7.26) & a Fleet on a *Raid Mission* - which need only deploy one ship per hex].

Notes: [Fleet Organisation](#)

Ships of the **same nationality** (ask Mike as he has done the course) must be adjacent to ships of the same nationality, observing the fleet deployment **restrictions** above.

Crippled Ships

A ship is defined as Crippled if its has:

- lost at least $\frac{1}{2}$ largest guns
- lost at least $\frac{1}{2}$ its Hull boxes
- suffered a reduction in Speed

Crippled ships may separate from its **Group**.

Ending the Tactical Phase

The Phase ended when:

- all ship of one side have *exited the Tactical Map*.
- no ships are in sight
- all ships of one side have *been sunk*

Otherwise the **Tactical Sequence of Play** continues.

Orders & Long Battles

- **Orders following contact are amended (if needed) or aborted due to contact.**
- Battles that took 2+ rounds reduce next move to 1 zone.

Tactical Movement & Combat

Ships in a Hex are classified by 'Class' and make up a **Group** of up to 8 ship counters

- **Capital ships** (but may include any of the other 2 Classes): • **Light ships** • **other ships**

A Group cannot 'split up' but may combine with another Group in the same Hex.

Impulse Sequence:

1. **Determine Initiative** (see A. above) - already determined in Round 1.
2. The **Initiative Player** moves all **Groups** with a **minimum speed of 2+**
3. **Both Sides** carry out **Gunnery Combat**
4. **Both Sides** carry out **Torpedo Combat** (if still able to launch)
5. The **non-Initiative Player** moves all **Groups** with a **minimum speed of 2+**
6. The **Initiative Player** moves all **Groups** with a **minimum speed of 2 or 2+**
7. **Both Sides** carry out **Gunnery Combat**
8. **Both Sides** carry out **Torpedo Combat** (if still able to launch)
9. The **non-Initiative Player** moves all **Groups** with a **minimum speed of 2 or 2+**
10. The **Initiative Player** moves all **Groups** with a **minimum speed of 1, 2 or 2+**
11. **Both Sides** carry out **Gunnery Combat**
12. **Both Sides** carry out **Torpedo Combat** (if still able to launch)
13. The **non-Initiative Player** moves all **Groups** with a **minimum speed of 1, 2 or 2+**
14. The **Initiative Player** moves all **Groups** including those with speed **1** (Slow)
15. **Both Sides** carry out **Gunnery Combat**
16. **Both Sides** carry out **Torpedo Combat** (if still able to launch)
17. The **non-Initiative Player** moves all **Groups** including those with speed **1** (Slow)
18. The **Initiative Player** moves all **Groups** including those with speed **1** (Slow)
19. **Both Sides** carry out **Gunnery Combat**
20. **Both Sides** carry out **Torpedo Combat** (if still able to launch)

Tactical Movement

Groups move either one hex or remain in the same hex, observing friendly stacking limits.

Ships that leave the numbered ring of hexes and are not *within sighting range* are removed from the *Tactical Map* and placed back in their *Fleet Box*.

Ships that are still *within sighting range* require all other ships to be re-deployed to keep all ships *in the playing area* (7.32).

Ships cannot move outside the numbered hexes on a side that is **blocked by land**.

Towing

Ships towing or being towed can only move in steps #17 & #18 (the tow can be dropped).

The Great War at Sea

Quick Reference Sheet

Weather

Weather Determination

During the **Weather Phase**, the **Central Powers** player rolls 1D6 to see if the weather condition changes.

On the roll of a **'6'** the weather condition increases by one level

On the roll of a **'1'** the weather condition decreases by one level

In scenarios taking place between **November - March** the weather condition increases on a **'5'** or **'6'**.

In the Mediterranean the weather condition decreases on a **'1'** - **'3'** and if a **'6'** is rolled, roll again - the weather condition increasing on a **'4'** - **'6'**.

In the Pacific Ocean the weather condition decreases on a **'1'** - **'2'** and if a **'6'** is rolled, roll again - the weather condition increasing two levels on a **'3'** - **'5'** & one level on a **'6'**.

Weather Status

1 = Clear **2 = Mist** **3 = Fog** **4 = Squall** **5 = Storm** **6 = Gale**

Weather Zones

Some scenarios may direct players to make separate die rolls for weather conditions in different parts of the Operational Map. Ga

Emergency Repairs (11.27)

A player may attempt to restore movement to a ship struck dead in the water.

At the end of each tactical impulse sequence and once each turn for Fleets with **'Abort'** missions (which were not involved in battle.

Roll 1D6 per ship

1 = may recover speed to a movement allowance of one (maximum).

5 - 6 = the ship is beyond repair and no further attempt may be made.

Weather Effects

Level 1 = Clear

No effect

Level 2 = Mist

Daylight visibility on the Tactical Map is reduced to **3 hexes**.

Level 3 = Fog

Airships may not attack (14.0). *Airships* may only spot enemy ships in the same Sea Zone Subtract **-1** from all Aircraft take-off & landing die rolls. Visibility = **2 hexes**. **-1** on all contact attempts (5.4). Add **+1** to any Foundering die roll (8.52).

Level 4 = Squall

Aircraft & Airships may not attack (14.0). *Aircraft & Airships* may not spot or assist in contact attempts. *Airships*, *Destroyers & Torpedo Boats* have their speed reduced to **1**. Low-freeboard ships may not fire any. No Torpedo attacks. Subtract **-2** from all Aircraft take-off & landing die rolls. Visibility = **2 hexes**. **-1** on all contact attempts (5.4). Add **+1** to any Foundering die roll (8.52).

Level 5 = Storm

Aircraft & Airships may not attack (14.0). *Airships* may not attack or assist in contact attempts. *Airships*, *Destroyers & Torpedo Boats* have their speed reduced to **1**. Low-freeboard ships may not fire any. No Torpedo attacks. Subtract **-3** from all Aircraft take-off & landing die rolls. Visibility = **2 hexes**. **-2** on all contact attempts (5.4). Add **+2** to any Foundering die roll (8.52).

Level 6 = Gale

Aircraft & Airships on map are destroyed (**14.0**). Roll 2D6 for each **AY**, **DD** & **TB** - on a **'12'** they are sunk. *Secondary & Tertiary* guns may not fire. Low-freeboard ships may not fire any. **No** Torpedo attacks. *Aircraft* may not take-off. Visibility = **1 hex**. **-2** on all contact attempts (5.4). Add **+3** to any Foundering die roll (8.52).