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 within 6" of the table centre of the *Tactical Map. Additional ships can be placed within 6" friendly ships* (but *not within sighting range* of the enemy Deployment Zone). *The non-Initiative* player now rolls **3D6** for the visibility modifier counting all results.

All ship counters are initially placed face-down.

C. The *initiative player* now places his ships in his Deployment Zone which is within 6" of the appropriate Table edge or table corner *Additional ships can be placed within 6" to the positioned friendly ships* (but *not within sighting range*, modified by the weather conditions. The 6" from table edge/corner setup distance is modified in weather other than *Clear,* initial positions are modified distance-wise to within 3" of the current scenario start visibility.

All ship counters are initially placed face-down. Raiders are not subject to the **8-ship** rule.

Restrictions:

- **No ship counters can be within their own length of another (the faster ship must attempt avoiding action).**
- **Ship counters that converge & overlap are subject to collision, rolling twice on the Torpedo Damage Table.**

Notes:

Fleet Organisation

Ships of the **same nationality** must be within 6" of one of its ships of the same nationality, observing the fleet deployment **restrictions** above.

Tactical Movement

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

They may also:

1. If a *Capital Ship* Formation [comprising Capital Ships and optionally Light Ships and Transports] it may make one of the following during a move: -
   - a.) up to two 3**0°** turns, one at the beginning of the turn and one at the halfway point through the move.
   - b.) up to three 3**0°** turns, one at the beginning of the turn and one at the halfway point through the move and one at the end of the move.
   - c.) the German High Seas Fleet can make an excessive [b.)] turn once per Battle with the 2nd part f the turn being 6**0°** & the 3rd turn being 6**0°**- but cannot fire in the next round of Gunnery.
2. If a *Light Ship* Formation [comprising Light Ships only] it may make one of the following during a move: -
   - a.) up to three 3**0°** turns, one at the beginning of the turn and one at the halfway point through the move and one at the end of the move. The last turn can be a 6**0°**turn.
   - b.) up to one 3**0°** turn at the beginning of the turn and two further two turns, one 6**0°**turn at the halfway point through the move & a 9**0°** turn at the end of the move.

Group Turns

Group Turns may be either *Line-Ahead* (**21.14**) or in *Multiple Columns* (**21.15**) turn all facing in the same direction at the end of the turn.

Removal of Out-of-Sight Ships

1. **Ships** that are not *within sighting range* for a a full Tactical Round are [the owning player's option] removed from the Tactical *Map* and placed back in their *Fleet Box*.
2. **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**).

Land & Movement Restrictions

1. **Ships** cannot move on **land** or exit a Tactical Battle into a Land or mostly Land Zone.

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Tactical Movement & Combat

• ***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 within 4". Crippled ships are an isolated Group.

Smokescreens: Smoke can be laid at any time during a move. Ships towing or being towed move a **0.5** speed.

Impulse Sequence:

Movement and combat are conducted in the order described in the Impulse Sequence:

A. Determine which player has the initiative (during the second and subsequent rounds; for the first round, initiative is determined before ships are placed on the **Tactical Map**). **Roll for Wind Direction.**

1. The *non-initiative* player moves **all** his ships by group who may do any or all of the following: -

Capital Ships, Airships & Aircraft laden with bombs may: -

turn up to 90° (in 30° increments at the start, middle and end of the movement)
change speeds by 1 inch per round [up to their (*Group*) maximum]
launch torpedoes [torpedoes with longer ranges also move, ensuring they remain on track]
and/or **lay Smoke. Note:** torpedoes may be fired from any arc

Small Ships & unladen Aircraft may: -

turn up to 150° (in 30° or 60° increments at the start, middle and end of the movement)
change speeds by 1 ¾ inch per round [up to their (*Group*) maximum]
launch torpedoes (to *either* flank only) and/or **lay Smoke**

2. The *initiative* player moves **all** his ships by *Group* as above

3. Both players conduct **Gunnery Combat** in Sequence: -

Visibility Test; ships then fire in descending order as follows: -

those who **Turned up to 60°**
those who **Turned 90° - 150°** [ships turning **180°** cannot fire – German special move]
Others

Repeat rounds 1 – 3 again four more times 1. **1 – 3** 2. **1 – 3** 3. **1 – 3** 4. **1 – 3**

B. Now in descending order attempt: -

Attempt Emergency Repairs (**11.27**) & Aircraft then Airships may climb/descend one altitude level.
Check for **Continuing the Battle** (**7.36a**)
conclusion of the **Tactical Combat Phase** (**7.36**)

Base To Hit Chance (D20)

27 - 36": on a '**20**'
18 – 26.99": on a '**18 - 20**'
9 – 17.99" on a '**17 - 20**'
4 – 8.99": on a '**15 – 20**'
0 – 3.99": on a '**12 – 20**'

Maximum Weapon Ranges

Very large Guns: **32"**
Primary: 24"
Plunging Fire: 20" or more
Secondary 18"
(B) Primaries: 16"
Tertiaries: 16"
Torpedoes: **10¾"**

Spotting Range

The **Spotting Range** is subject to the Visibility Variable roll but can never be more than **40**". They are **5,000** yards (6⅔") *greater than* the **Sighting Ranges** in Daylight, but the same at Night.

(Base) Sighting Ranges

Daylight (Clear/Cloudy): 25,000 yds (**33⅓**")
Moonless Night or **Fog**: 2,000 yds (**2⅔**")
Squall or **Mist:** 14,000 yds (**18⅔**")
Gale, **Storm** & **Moonlit night:** 7,000 yds (**9⅓**")
If **aircraft/airship** spotting for **Ship** in **Group** if Clear **= + 4,000 yds** (5⅓")

Sighting Visibility Variable

Die Roll (**1D6**)
1 = **-750** yds (1")
2 = **-500** yds (⅔")
3 – 5 = **no effect**
6 = **+1500** yds (2") up to max poss.

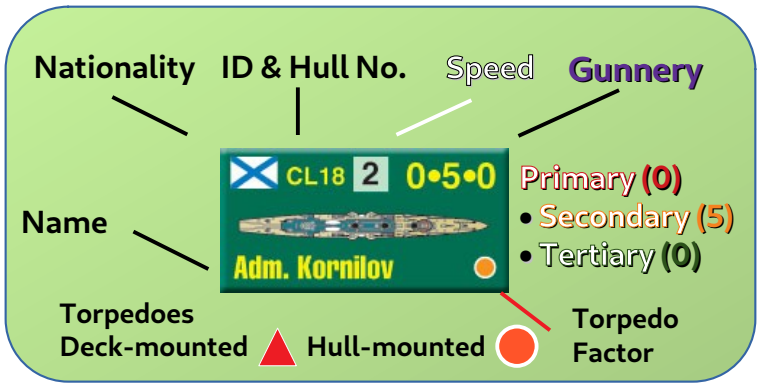
Searchlight Hit, Radio or Floatplane Station KO Damage

Searchlight Hit – either side of target closest to firer or if Bow/stern arcs 1-3 = Port, 4-6 = Starboard (**D6**). Light Ships have one searchlight station per side of the vessel. Capital Ships – 'B's have three 'A's & 'C's have two.

Radio KO – ship must continue to follow closest enemy in sight until it rolls a 5 or 6 (**D6**) at the start of an actual Move or head off-board.

Floatplane Station KO – if the ship has Floatplanes the hangar/launch station (& unlaunched Floatplanes) is destroyed

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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.*



Seaplane Carrier

Sequential Gunnery Combat

- Sequential fire during a Gunnery Combat round is now in effect: sequence is:
  1. **initiative side** *Ships* – any non-crippled ships (*that didn't turn* **90° or more** in *last move*)
  2. **non-initiative side** *Ships* – any non-crippled ships (*that didn't turn* **90° or more** in *last move*)
  3. **initiative side** *Ships* – any non-crippled ships *that turned* **90° – 120° or more** in *last move*
  4. **non-initiative side** *Ships* – any non-crippled ships *that turned* **90° – 120° or more** in *last move*
  5. **other circumstances** (*simultaneous*)
- **1** & **2** are simultaneous effects as are **3** & **4** (after **1** & **2**).

Aircraft & Airships Air-to-Air Combat

Aircraft & Airships follow the same principle for air-to-air combat counting a climb as a turn, Aircraft will have arcs of fire (generally fighters forward only with two-seaters rear, port & starboard & possibly forward). Airships have all-around defence.

Reducing/Increasing Gunnery Factors

Reduce/**increase** your gunnery factors in **descending order** but **only** *roll up fractions once.*

Arcs of Fire Limitations

- Unless specified otherwise **halve** all (*modified*) firepower **factors** (fractions are rounded up): -
  - *Primary* firepower or **others** (not listed below) not firing through flank **120°**.
  - *Secondary* firepower for ships originally with *Primary* firepower if not firing through flank **120°**.
  - *Tertiary* firepower for ships originally with *Primary* or *Secondary* firepower if not firing through flank **120°**.

Poor Gunnery or Green Crew

If a Ship is rated as having "*Poor Gunnery*" or "*Green Crew*" then **reduce** the gunnery factors by a **quarter** (**¼**) (fractions are rounded up).

Rash Crew

If a Ship is rated as having a "**Rash Crew**" then they get a bonus **+1** *Primary* Gunnery Factors. It also may **explode!** more easily

- If a Ship is rated as having "*Poor Gunnery*" or "*Green Cew*" then reduce the gunnery factors by a **quarter** (**¼**) (fractions are rounded up).

Moving at Speed 2 or Greater

Ships moving at **Speed 2** or better **reduce** their gunnery factors by a **quarter** (**¼**) (fractions are rounded up).

Line of Sight Restrictions

Ships in the same Group as part of a Multiple Column or ships in intervening distance containing a Group of **Large Ship** counters or **land** or Smokescreens **block Line of Sight**, unless a ship's spotting floatplanes are in the air and close to the target (or any aircraft belonging/attached to a ship of the same Group).

Gunnery & Torpedo Procedure:
Roll a number of **D20**s equal to a Ship's *modified Primary*, then *Secondary*, then *Tertiary* factors each type at the same target with hits depending on the range & other modifiers. **1** hit = **1 roll** on the **Damage Table**; **3** hits = **2 rolls** & **7** hits = **3 rolls** on the **Damage Table**. Then roll **2D6** on the appropriate **Damage Table** per each "**roll**".
Two natural '**20**' rolls always counts a single hit if the ship could not hit the target *due only to modifiers*.

Dice Roll	Gunnery Damage Table	Torpedo Damage Table	Critical Damage Table
2	Roll for **Critical Damage** with a **-4 dice** modifier		2 **Hull** †, 2 **Secondary** or if none (left) **Radio** KO; **Fire Control** Hit
3	Torpedo Mount or if none **Hull; Tertiary** or if none **Secondary**	**Roll twice** on this table, count all results	1 **Hull** †; **Fire Control** Hit or **Floatplane** station **KO**
4	**Primary (D roll) + (if No Armour FD Hull †)**	1 **Hull**, 1 **Tertiary**/a **Torpedo Mount**	**Hull**; **Speed** reduced by minus 1 + **FD** roll if '**Rash Crew**'.
5	**Secondary** (+ **Hull** † if *Light* or *No Armour*)	2 **Hulls**, ***Flooding*** (+1 **Hull** on a '**1**' of '**2**' - 1**D6** per 2" moved or a turn – *a '6' stops flooding*)	
6	**Hull** (if *Primary* vs *Light Armour*, +2 **Hulls**); 1 **Secondary**	2 **Hulls**, **Speed** reduced by minus a ½ (a '**+**')	4 **Hulls** †, 2 **Secondary** (if no Secondary +1 **Hull**)
7	2 **Hull** (If Heavy Armour one less damage)	3 **Hulls** (If Heavy Armour one less damage)	2 **Hulls**; +1 **Hull** †; no/ turning until a '**6**' rolled on **1D6**/move
8	**Hull** †, **Searchlights** if not bow/stern arc hit if so then **Hull**	3 **Hulls**	4 **Primary** (Heavy Armour ½ damage) [& a **FD roll**]
9	**Primary** (**FD** roll if *Light* or *No Armour*) & **Hull**	2 **Hulls**, 2 **Primary** [& a **FD roll**]	1 **Hull**; +1 **Hull** †; **Speed** reduced by minus a ½ (a '**+**')
10	**Tertiary** or **AA** if none; **Hull** (& + **Hull** † if *Light* or *No Armour*)	2 **Hulls**, no turning until a '**6**' rolled (**1D6**)	3 **Hull**, Leader KIA (no course change D6 moves – if turning continue to do)
11	2 **Hulls**, **Speed** reduced by minus a ½ (a '**+**')	2 **Hulls**, **Speed** reduced by minus a ½ (a '**+**')	4 **Hull** †, **Fuel Loss** ½ x 1D6 (round up) + **FD** roll if '**Rash Crew**'.
12	Roll for **Critical Damage** with a **+2 dice** modifier		2 **Hull** †, 2 **Primary** + **FD** roll + **FD** roll if '**Rash Crew**'.

† = **if Plunging Fire (20+** inches) **add +1 Hull Damage**.
FD roll: roll a **D6** and the ship suffers **Fatal Damage** on a '**6**' & is **destroyed** otherwise **1 Hull**.

Gunnery To Hit Die Roll Modifiers	Torpedo To Hit Die Roll Modifiers
+3 if the Target is *dead in the water*	**+1 if the Target** is a *Capital Ship* or F-numbered *Transport*
+2 if Target is *towing* or being *towed*	**+4 if the Target** is *dead* in the water
+1 if Firing Ship's name is ***italicized*** on the Data Sheet	**+3 if the Target** is *towing* or *being towed* (**11.2**) or *Surprised*
+1 if Firing Ship is 'Crossing the T' in daylight	**-1 if the Target** *ship* is a "*secondary target*"
+1 if the Target ship is silhouetted by *Smoke*	**-3** if the *torpedo* was fired from a **hull mount** or a *Capital Ship*
+1 per ½/full **salvo** vs same target by the **Firing Ship**	-2 per ship already **hit** by torpedoes from the same vessel vs secondary targets (*within range* & **7.5°** of torpedoes' axis)
-1 per **Fire Control** Hit (max of **-2**) or during **Squall** or **Storm** weather conditions.	**-1** if the *torpedo was fired at* **a Small Ship** *or* from *Aircraft/Airship*
-1 per **60° turn** by the **Firing Ship** and/or **Target ship** in the last move phase	**-1** per **60° turn** by the **Firing Ship** and/or **Target ship** in the last move phase
-2 if *Primary* firing vs Light Ship and/or if the **Target** and/or **Firing Ship** moving **2** or **2+**	**-2** if the torpedo is engaging the target *dead ahead* or *dead astern*
-1 if the firer was/is currently engaged by *Capital* ship **gunnery** [**BB**, **B**, **BC**, **CA**] or any **torpedoes**	**-1** if the firer was/is currently engaged by *Capital* ship **gunnery** or any **torpedoes**
-3/**-4** if at **Night/** moonless **Night** & target not lit up by searchlights **-3**/**-6** if fired at submarine/periscope	**-3**/**-4** if at **Night/** moonless **Night** & target not lit up by searchlights **-3** if fired submarine

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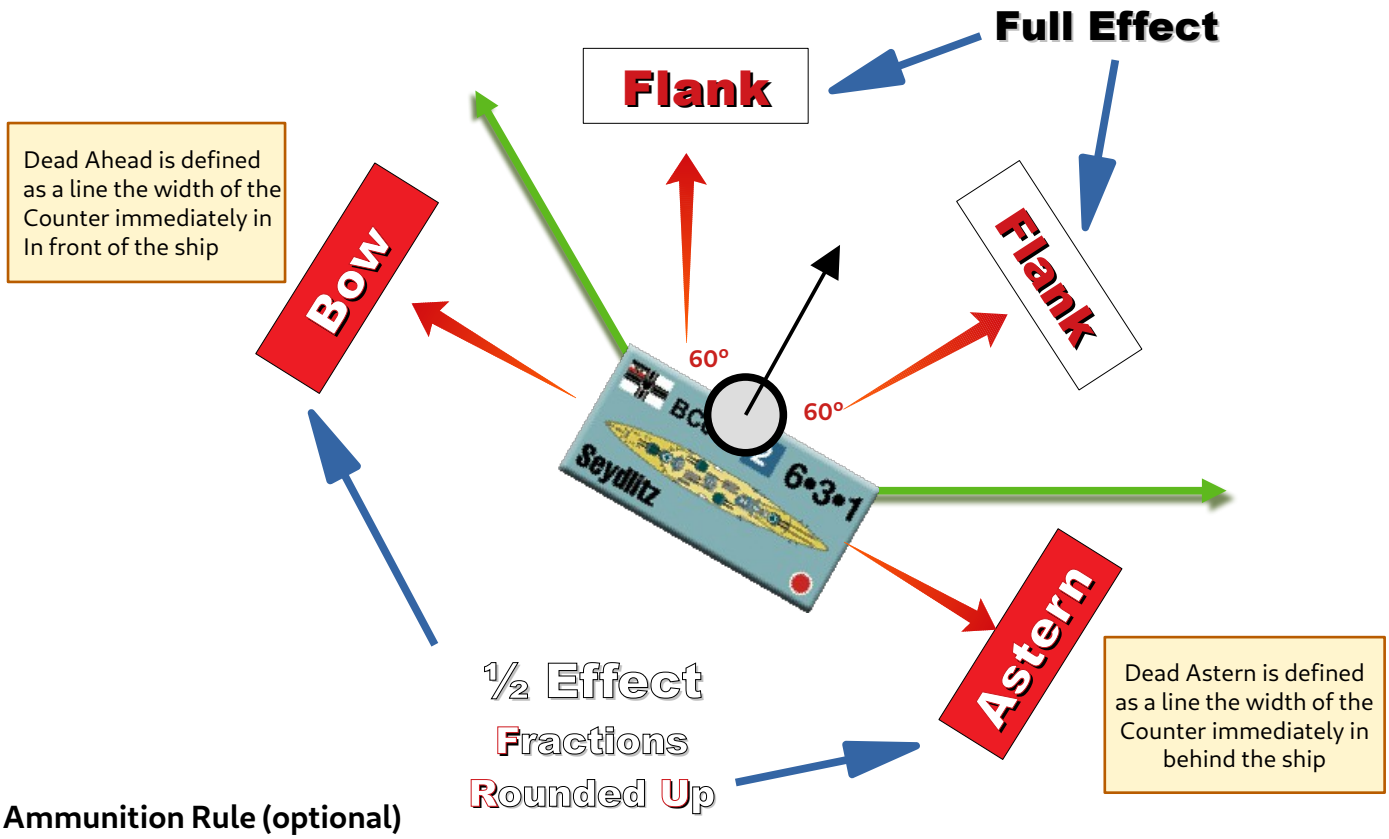
Attempting to Illuminate a Target at Night (per Gunnery round)
A target is illuminated for all ships on a 1 – 3 (**D6**):
Modifiers: -
• +1 per 1500 yds (2") to target
• +1 if target is a Light Ship or in Illuminator's Bow or Stern arcs
• -2 if illuminator is a Large ship
• -1 if the target is using searchlights
Only ships in **LOS** can be targetted. Roll once per searchlight factor (max of one attempt per Flank, Bow or Stern).

Ending the Tactical Phase
The Phase ended when:
• all ship of one side have *exited the Table*.
• no ships are in sight for a whole Impulse (turn)
• all ships of one side *have been sunk*
Otherwise the **Tactical Sequence of Play** continues.

Torpedoes running (and running)

- Ships *within range* of launched torpedoes and within **7.5°** of the axis as the target ship are attacked as a secondary target even if the **Line of Sight** is blocked mus roll for damage on a roll of 11 or 12 in the 1st torpedo phase & on a 12 thereafter. There is a -2 die modifier per ship successfully **hit** by torpedoes launched versus secondary targets.
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Primary Gunnery Arc effects



Ammunition Rule (optional)

- Each ship has an ammo rating for it's main weapon, be it *Primary* [10], *Secondary* [15] or *Tertiary* [15]. [##] = nominal rating. This is the number of full salvos a ship can fire in a battle.
- A half salvo (optional) deducts -0.5 ammo from the total and a full salvo deducts -1.
- Shooting through the Bow or Stern arcs always costs -0.5 ammo.
- Shooting through the Flank Port or Starboard arcs costs -0.5 ammo for a half salvo & a full salvo deducts -1.
- Players should decided (if they have an option) what type of salvo they are firing before rolling any dice.
- Subsidiary weapons (not the main weapon) can never have an ammo rating above 20.

Variable Visibility Rule (optional)
At the beginning of each Gunnery Phase the non-Initiative player rolls **1D6**. The visibility reduces by 750 yds (1") until the next Gunnery Phase on the roll of a '**1**' & 500 yds (⅔") on a roll of a '**2**'. It increases by 1,500 yds (2") on a '**6**' to the maximum possible in the current Daylight/Light & Weather State.

Scales

- The Ground Scale = **1 inch** = 750 yds; **½ inch** = 375 yds; **¼ inch** = 187.5 yds
- Each move/gunnery/torpedo phase *grouping* lasts **5** mins (combined).

Ship Distances travelled per Move

Nominated Speed of Group or Ship	Distance (inches)
Speed **2+**	**7.5"**
Speed **2**	**6"**
Speed **1.5**	**4.5"**
Speed **1**	**3"**
Speed **0.5** (1s)	**1.5"**

Note: vessels with an asterix (*) *may* move an extra **half** (**½**") **inch** per movement phase

German High Seas Fleet Special Turn (Battle turn away)

Only the German battle fleet may make a battle turn away, with all ships making a simultaneous 180° turn. This can be carried out once per batle scenario/engagement unless the umpire rules 1/impulse.

Turning Effects on Movement Distances

All ships reduce forward movement by ¼ inch per 30° turn

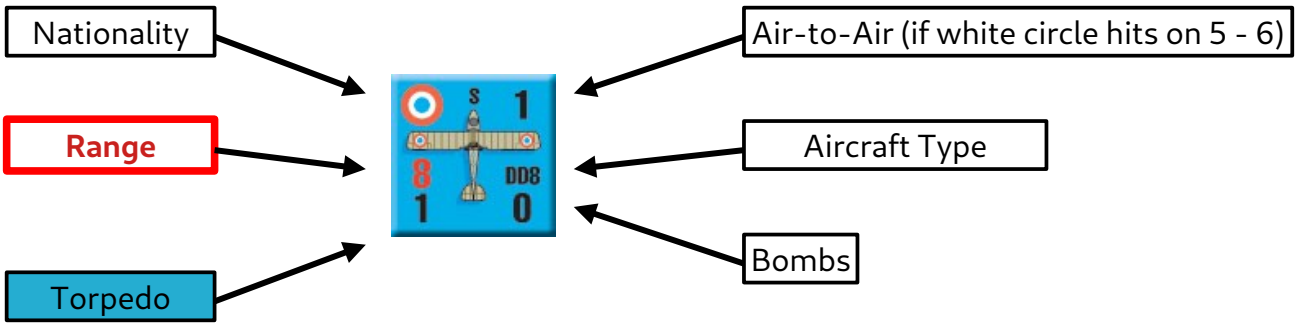
Acceleration/Deceleration

It took some time for ships to accelerate and decelerate. To reflect this: -

- *Capital ships* & Airships may change speeds by 1 inch per round.
- *Light ships* & Aircraft may change speeds by 1 ¾ inch per round.

Aircraft

Whilst early in the War aircraft were few and far between the Royal Navy was well aware of the German Zeppelin potential and whilst Zeppelins were not common the 'Air Fleet' was being explained rapidly. The problem that the Allies had was that Zeppelin reconnaissance was a serious menace to their surface vessels. The Royal Navy in particular attempted various methods of getting fighter cover, culminating in both he Aircraft Carrier and mounting aircraft on their capital ships. Seaplane Carriers were also used from an early stage and the first (and a 2nd) successful torpedo attack by an aircraft was carried out in the Dardanelles using a Short 184 from HMS *Ben-my-Chree*.



Aircraft & Airship Speeds

Fighter = 6 – 10"
Unladen Bomber 5 – 10", laden 5 - 6"
Zeppelin 0 – 8"
Allied Airships = 0 – 6"
Aircraft must move their minimum unless in a Squall or worse when all movement is halved.

Crippled Ships

A ship is defined as Crippled if its has:

- lost at least ½ *largest* ***guns***
- lost at least ½ its ***Hull boxes***
- lost at least ⅓ its *largest* ***guns*** & ***Hull boxes***
- suffered a reduction in *Speed* or ***cannot*** *turn*

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