

Turn Sequence

1. Movement

- Side A moves and lays smoke
- Side B moves and lays smoke
- Reverse order next turn

2. Wireless

- Write messages and pass them to referee

3. Gunnery combat

4. Torpedo combat

5. Repair

- Attempt to repair Damage Control hits and extinguish fires
- Disabled ships attempt to regain power
- Remove ships which sink

6. Remove smoke from previous turn

Straddle Modifiers

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| -1 Firing at target damaged by same shooter in the previous turn |
| -1 Target illuminated (night only) |
| -2 Target stationary |
| +2 Fire control damaged |
| +2 Night turn |
| +2 9" or larger batteries firing at DD/TBD |
| +1 Target using evasive action |
| +1 Target previously fired upon this turn |
| +1 Low visibility (fog, dusk, funnel smoke, etc.); cumulative for each contributing factor |

Gunnery Damage

- 1 To armament (red) die at minimum range (red bands)
- 1 To hull (blue) die at maximum range (blue bands)

Torpedo Hits

<u>Target Speed versus:</u>			<u>Other Modifiers:</u>
	Standard Torpedo	Light Torpedo	
+3	10"+	9"+	-1 Target rudder hit (and target is moving)
+2	8"+	7"+	-1 Target moved in a straight line this turn
+1	6"+	5"+	-1 Per extra torpedo in spread (dual mounts or flotillas only)
-4	Target stationary		+1 Target using evasive action
			+1 Torpedo aimed at bow (30°) of moving target
			+2 Torpedo aimed at stern (30°) of moving target
			+2 Night turn

Mine and Torpedo Damage

Critical Hits
