VICTORY AT SEA™

BATTLE FOR THE PACIFIC

Rules Manual

BOLT ACTION®

WARLORD GAMES

VICTORY AT SEA

THE RULES

Victory at Sea is the game of naval combat during the Second World War. Throughout 1939–45, the warring nations duelled across the oceans of the world, only to discover the fundamental nature of naval warfare changing in the face of rapidly developing technologies. Now you can play out these confrontations on the tabletop with entire fleets drawn from the Royal Navy, US Navy, Imperial Japanese Navy, German Kriegsmarine or any of the other nations featured in *Victory at Sea*.

From skirmishes involving single destroyers hunting down merchantmen to the clashing of massive fleets against implacable enemies, *Victory at Sea* enables you to fight exciting battles that take place on the oceans of World War II.

The *Victory at Sea* rules presented here contain all you need to know to begin playing with the fleets included. Once you are familiar with these rules, you can expand your fleet in order to experience the full dynamics of naval combat in the Second World War by adding separately available *Victory at Sea* sets to your collection.

As well as this book, the six-sided dice, the ten-sided dice, and other components included, there are a few other things you will require in order to play *Victory at Sea*. A minimum of two players are required, each with their own fleet of ships. You will also need a flat playing surface – a kitchen table will do. In addition to this, you will also need pens, scrap paper to jot down notes and a measuring device marked in inches.

CONTENTS

Fletcher-Class Destroyer

THE BASICS

SHIPS IN VICTORY AT SEA

Every ship in the game is defined by its ship card, detailing all the game information you need to play with that ship. An example ship card can be seen on this page.

Class Name

This is the name of the class of the warship. A list of individual ships of that class are named on the back of the ship card.

Type

This describes the size and function of the ship in the *Victory at Sea* game, such as destroyer, cruiser, carrier, and battleship.

Points Value

Every ship has an associated point value, which reflects how powerful the ship is relative to all the others. Points values are used when playing the War at Sea scenario (see page 20).

Flank Speed

This is the maximum distance in inches a ship can usually move in a single game turn.

Armour

The higher the value here, the better armoured a ship is and the longer it will be able to withstand incoming fire.

Hull

The first figure shows how many points of damage a ship's hull, frame and superstructure can withstand before being destroyed. The second marks the point at which the ship has taken enough damage to become crippled. On the card shown above, once the USS *Northampton* takes 16 points of damage, reducing her to 7 Hull overall, she becomes crippled.

Traits

Many ships have abilities and rules that allow them to perform actions unavailable to others. The USS *Northampton* has the trait Aircraft 4, meaning she carries and can launch aircraft. Traits are detailed on page 12.

NORTHAMPTON-CLASS HEAVY CRUISER — 130 points

Type:	Cruiser
Flank Speed:	6"
Armour:	2+
Hull:	23/7
Traits:	Aircraft 4

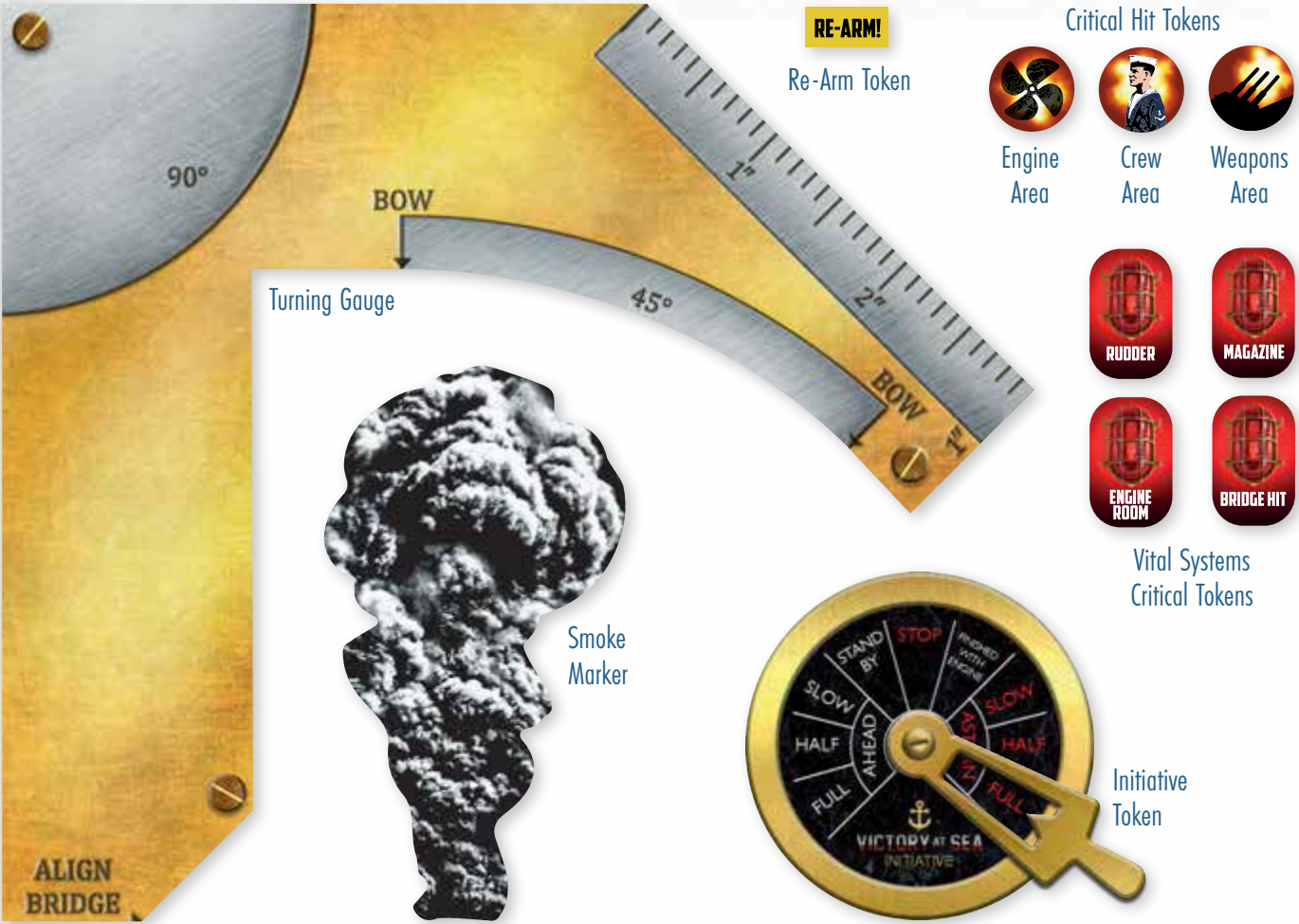| Weapons System	Fire Arc	Point Blank	Short	Long	Extreme	AD	AP	DD	Traits
A Turret (3 x 8-inch)		8"	16"	24"	32"	3	-	1	-
B Turret (3 x 8-inch)		8"	16"	24"	32"	3	-	1	-
X Turret (3 x 8-inch)		8"	16"	24"	32"	3	-	1	-
Light Guns (8 x 5-inch)		3"	7"	11"	15"	6	-2	1	DP, Restricted, Weak
AA Battery		-	-	-	-	-	-	-	Local 1

Weapon Systems

Most warship will have multiple weapon systems, all of which are detailed here. Each line in this section details a single weapon system (so, light guns would be one weapon system, A turret another, and B turret a third). Every weapon system is defined by its fire arc, range (point blank, short, long, and extreme), the number of Attack Dice (AD) it uses, its Armour Piercing (AP) rating (i.e. its ability to penetrate Armour), and the Damage Dice (DD) dealt when a hit is scored. Some weapon systems also have Traits, as defined on page 12, which further influence their effect in the game.

Additional Information

On the back of the ship card you will find some biographical information and a list of any refits made to ships in the class during the course of the war. Note that refits are cumulative, so all refits up to and including a specific year are applied.

USS *Northampton*

TOOLS & COUNTERS

90°

BOW

Turning Gauge

45°

BOW

BOW

ALIGN
BRIDGE

Smoke
Marker

RE-ARM!

Re-Arm Token

Critical Hit Tokens

Engine
Area

Crew
Area

Weapons
Area

RUDDER

MAGAZINE

ENGINE
ROOM

BRIDGE HIT

Vital Systems
Critical Tokens

STAND
BY

STOP

FINISHED
WITH
ENGINE

SLOW

SLOW

HALF

ASTERN

HALF

AHEAD

FULL

FULL

VICTORY AT SEA
INITIATIVE

Initiative
Token

USS *Essex* shielded by a protective screen of US destroyers

American and Japanese fleets set about one another

PRE-MEASURING

You are allowed to pre-measure distances and ranges in *Victory at Sea*. Captains and admirals of the Second World War had quite sophisticated fire control systems, sometimes tied into radar or aided by observation aircraft.

All distances in *Victory at Sea* are measured from the bridge of a ship's model. All distances are measured in inches.

DICE

Victory at Sea uses both six-sided dice (often abbreviated as D6) and ten-sided dice (abbreviated as D10). When called on to roll a dice, take note of the number rolled then add or subtract any relevant modifiers – the final number is known as the result. Sometime the rules may ask you for a result of a 'natural 1' (or 10, or 6). Simply put, this is when the dice score matches that relevant number before any modifiers are applied.

RE-ROLLS

Some special situations may call for you to re-roll a dice. This simply means you ignore the first result a dice has rolled and roll again. You must always accept the result of the second roll, even if it was worse than the first – re-rolls can be used to get you out of a tricky situation, but they are never guaranteed! You may only re-roll a dice once, no matter what the circumstances.

SHIP MODELS

The *Victory at Sea* model ships are used to represent only their relative positions. In reality, at the sort of scales and distances a *Victory at Sea* battle represents, true-to-scale models would be unfeasibly tiny. As such, any movement or measurement is made from and to the bridge of each model. The bridge, therefore, represents a truer approximation of the actual position of the vessel on the open sea.

Destroyer: *Fubuki*

Cruiser: *Furutaka*

Battleship: *Kongō*

Flight: Mitsubishi A6M2 Zero

Carrier: USS *Essex*

THE GAME TURN

In a real naval battle, all ships within both fleets are always in motion and continuously firing as they go, all at the same time. To make this process of naval combat a lot easier to replicate in *Victory at Sea,* the game is split into discrete game turns. Each game turn is then further split into four distinct phases. During a game turn, both players will participate in each phase together and, when each game turn is complete, every ship on each player's side will have had a chance to act and affect the outcome of the battle.

The four phases are played in order – Initiative Phase, Movement Phase, Gunnery Phase and End Phase. When the End Phase has been completed, the current game turn ends and the next one begins with a new Initiative Phase.

INITIATIVE PHASE

The Initiative Phase is used to resolve any actions that do not require players to make any choices and to decide who will have the Initiative for the turn – in other words, who has gained a position of tactical advantage.

HMS *Warspite*

At the start of each turn, both players roll a D10 for Initiative, taking note of the result. Any ties are re-rolled. The player that rolled the highest has won the Initiative Phase and should claim the Initiative Token as a reminder of which player holds initiative this turn.

MOVEMENT PHASE

The player who lost the Initiative Phase must now nominate one of their ships and move it. Their opponent then chooses one of their vessels and moves that. Continue alternating moving ships in this way until all ships have been moved. Note that a particularly large fleet may still have ships to move after its enemy has finished moving all of its own. In this case, the larger fleet will carry on until they have all had a chance to move.

GUNNERY PHASE

Once ships have been moved into position, they fire their weapons in an effort to destroy their enemies. Players alternate the firing of their ships. The player who won the Initiative Phase nominates one of their ships and then attacks with it, resolving all damage dealt. Their opponent then nominates one of their ships and attacks. The players continue alternating until all ships have attacked or at least had a chance to attack.

Note that it is not compulsory for a ship to attack, even if it has a viable target. The player may simply nominate it and choose not to fire. However, they may not select it again that turn and attempt to fire – the player must make the decision to attack there and then, and not hold back!

END PHASE

The End Phase is used to 'tidy up' the battlefield and make sure all players know what is happening. This is the time Damage Control and other functions are performed. Once complete, a new turn begins, starting with the Initiative Phase.

MOVEMENT PHASE

The ability to manoeuvre a ship into a position of advantage is vital. By outwitting your opponent, you will gain the opportunity to keep your ships at optimum range for their weaponry while keeping out of the fire arcs of your opponent's most dangerous guns.

Once it has been determined which player has won the Initiative Phase, players then take turns to move their ships, with the player who lost moving first. A ship may only be nominated to move once in every turn and every ship must be nominated. You are not allowed to skip or ignore ships, even if it means moving a ship into a position of disadvantage!

MOVING SHIPS

When nominated to move, a ship can move a distance in inches up to its Flank Speed score. However, unless the ship has had its Flank Speed reduced to 0 due to damage, it must always move a minimum distance of 1" forward.

A ship can change the direction of its movement only after it has moved at least 2" forward in a straight line. It can then make a turn of up to 45° to either port or starboard (that is left or right, respectively). The turning gauge included helps facilitate this, as shown in diagrams 1 and 2.

A ship may turn any number of times during its movement, but it must travel at least 2" forward in a straight line before making each turn. If, for whatever reason, the ship cannot move the full required increment of 2" forward, then it cannot turn and remains facing forward at the end of its move.

Ship models may never be stacked on top of one another and so you may never end your movement 'on top' of another ship. If this occurs, the player moving the ship simply places it wholly to one side or the other of the stationary vessel, whichever side the moving ship's bridge would have ended up on.

These are all the rules you need to know in order to move your ships and begin attacking with them. However, there are a range of Orders you can attempt during this phase instead of just moving normally, from scrambling fighters on an aircraft carrier to taking evasive action when under attack. See page 11 for a list of these Orders.
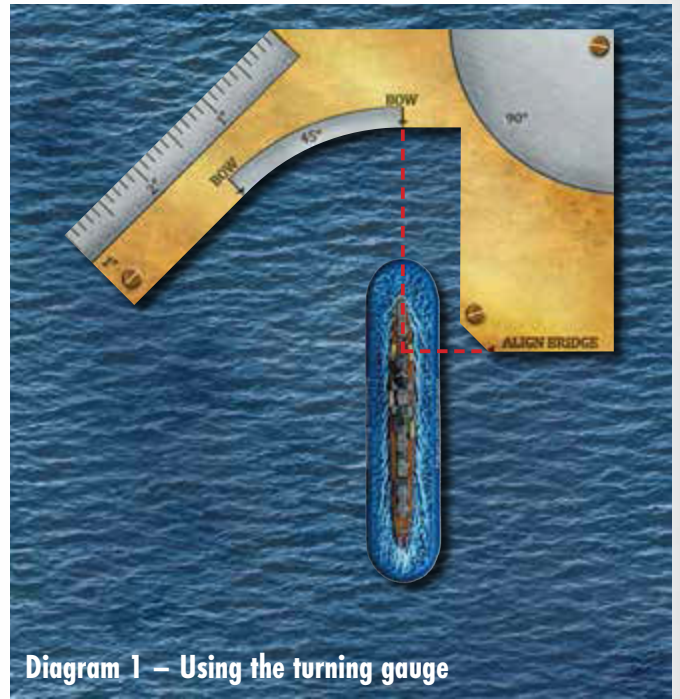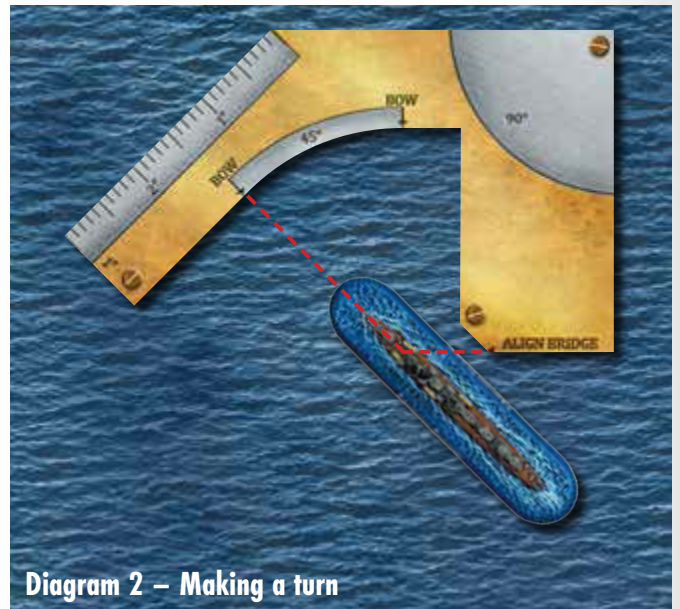
Diagram 1 – Using the turning gauge

Diagram 2 – Making a turn

Kongō

Kumano

GUNNERY PHASE

Now that all ships have moved, it is time to unleash their raw firepower and reduce the enemy's vessels into sinking hulks of burning metal! From torpedoes of fast attack boats to the immensely powerful main guns found on board the largest battleships ever to sail the oceans, there are many different ways in which you can destroy your enemy.

Starting with the player who won the Initiative Phase, players alternate the firing with each of their ships. Rolling to hit, calculating all damage, and resolving any critical effects before moving onto the next attacking ship. This, of course, makes winning the Initiative Phase very important in some turns.

Once a ship has been nominated to fire, the player follows this process:

- Nominate targets for every weapon system that will fire this phase

- Check fire arc and range for each weapon system

- Resolve firing

- Resolve damage

NOMINATE TARGETS

For an attack to be successfully launched, two conditions must first be met:

1) The target must lie within the fire arc of the weapon system that is firing;

2) The target must be within range of the weapon system.

You must nominate a visible target for every weapon system you intend to fire from your ship at the same time, before any attacks are made. As the ship models themselves are only representational, they do not block the line of sight.

You must always measure from the bridge of your ship to the bridge of your target when checking for both range and whether a target lies in an appropriate fire arc or not.

Unless your ship has rules to the contrary, you may fire each weapon system once during every turn, and every weapon system may be fired at a different target.

Maximum Visual Range

The maximum range a ship can attack a target at is 30". Targets beyond this are considered to be over the horizon and require a slightly more complicated approach to hitting their target (see Beyond the Horizon Attacks).

Beyond the Horizon Attacks

Many guns of this era are so powerful they can hurl a shell far beyond the horizon or over small land masses. Given the difficulty of hitting a target that cannot be seen (even with radar), this is rarely done during battle but has applications in other military operations.

Finding the Target

Only stationary targets, either installations on land or anchored ships, may be attacked beyond a range of 30". or if land lies between attacker and target.

In order to attack a specific target beyond 30", an Observation Flight is needed to guide attacks onto that target. If an Observation Flight has been assigned to 'spot' that specific target, then all ships in the fleet can attack that target as long as it is within the weapons system's extreme range.

Making the Attack

Even with an Observation Flight to make corrections and in perfect conditions, accuracy at these ranges is poor at best.

All attacks will have the number of Attack Dice they use halved, rounding down, and each Attack Dice requires a natural 6 to be rolled in order to hit the target – Beyond Horizon Attacks are never modified for any reason.

Splitting Fire

If a light gun or AA battery weapon system has more than one Attack Dice, then it may split its fire among multiple different targets. This is done when targets are being nominated and the amount of Attack Dice allocated to each target must be declared before any firing takes place. Other weapon systems may not split their fire and engage multiple target in this way, all Attack Dice from main guns, torpedoes and bombs are directed at a single target.

Torpedoes

Each Attack Dice listed for a given torpedo weapon system represents a single torpedo. The player thus has the option to fire some or all the torpedoes at the designated target from that torpedo system. By firing only part of that torpedo weapon system's total Attack Dice, the player is choosing to hold the remainder in reserve for a later attack. If the torpedo system has the Slow-Loading Trait (see page 13), a torpedo

A, B; Q, R; X, Y GUNS

Each nation has their own system for identifying and naming the guns they carry and their positions. The Germans, for example, used their phonetic alphabet to assign guns sequential names such as "Anton", 'Bruno", "Caesar", "Dora", etc. For consistency, *Victory at Sea* uses the Royal Navy system throughout, where A, B, refer to forward guns; Q, R refer to guns amidships; and X, Y, refer to a ship's aft guns.

cannot be re-loaded into a partially empty rack if that specific weapon system fires additional torpedoes during that round.

While each specific torpedo weapon system cannot split its torpedoes between multiple targets, ships is equipped with more than one torpedo weapon system, each system may direct each separate torpedo weapon system at a different target.

FIRE ARCS

Every ship in *Victory at Sea* has a number of firing arcs, all of which are shown below.

Ship Arcs: Fore, Port, Starboard, Aft, Bridge
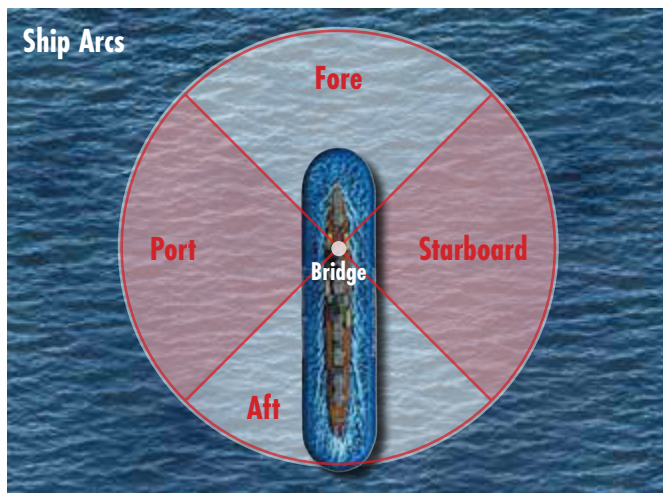
Weapon System Fire Arcs
Arrow denotes direction the ship's bow (front) is facing.

Fore		Aft	
Fore, Port		Aft, Port	
Fore, Port, Starboard		Aft, Port, Starboard	
Fore, Starboard		Aft, Starboard	
Port		Starboard	
Fore, Aft, Port, Starboard			

WEAPON SYSTEMS

There are several types of weapon systems used in *Victory at Sea*, though not every ship will possess all of them.

Main Gun
These are the main turreted weapons that made battleships famous. They are noted in ship descriptions as being mounted on turrets.

Light Gun
These represent the multitude of smaller weaponry that ships commonly carry. They may be used to attack any target in range, on any heading. Note that smaller ships may only possess light guns and have no main guns – while these smaller weapons may, technically, be the ship's primary weapons, they are still counted as light guns for the purposes of these rules.

AA Battery
Anti-aircraft batteries are the only defence a ship has against aircraft. Anti-aircraft batteries may target any aircraft within range and will fire at the start of the Gunnery Phase, before either player gets a chance to do anything else. The use of these weapons is described with the rules for Aircraft starting on page 14.

Torpedo
Mounted mainly on cruisers and destroyers, as well as some aircraft. Torpedoes are designed to attack ships below the waterline, where they are most vulnerable. Torpedoes are launched from the fore, port or starboard of most vessels.

Bomb
Carried by aircraft, some bombs are capable of smashing right through armoured decks to explode within a ship's most vulnerable areas.

Fletcher-Class Destroyers
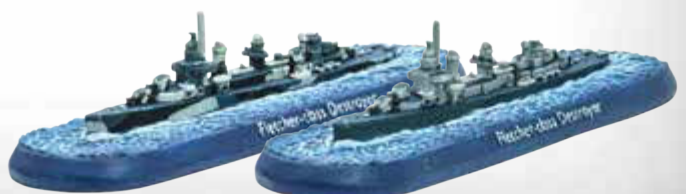
FIRING

Each weapon system on a ship card has an Attack Dice (AD) score listed. This is the number of D6 rolled every time the weapon system is fired.

For every Attack Dice that results in a 4 or more, a hit has been scored. However, each Attack Dice will be modified as follows (all modifiers are cumulative except those for range, where only the relevant modifier is applied).

ATTACK DICE MODIFIERS

Target is at Point Blank Range [1] . . . . +1

Target is at Short Range . . . . +0

Target is at Long Range. . . . . −1

Target is at Extreme Range. −2

Target's Ship Class is Destroyer . . . . −1

Fast Moving Target
(target moved more than 6" this turn) [2] . . . . −1

Stationary Target
(target on land, anchored or run aground) . . . . +1

Large Silhouette
(you are in the target's port or starboard arc) . . . . . +1

Weapon System is a Torpedo. . . . . −2

[1] Main guns can only target battleships, carriers, cruisers and civilian ships at point blank range due to slow turret movement and the inability to depress their guns low enough.

[2] Light guns and AA batteries are able to track their targets more quickly and ignore the penalty for fast moving targets.

DAMAGE

Once hits have scored on a target, it is time to see what damage has been caused. Every weapon system has a Damage Dice (DD) score listed. This is the number of D6 rolled for every Attack Dice that successfully hit the target. The weapon system's Armour Piercing (AP) score is then added to or subtracted from each Damage Dice rolled.

USS Chicago

The resulting number on each Damage Dice is then compared to the target's Armour score. For every Damage Dice that equals or exceeds the Armour score, 1 point of damage is deducted from the target's Hull – move the damage sliders on the ship card to reflect this.

Each Damage Dice that rolls a natural 1 automatically deflects off the target's Armour, causing no damage, regardless of the weapon system's Armour Piercing modifier.

Each Damage Dice that rolls a natural 6 has the potential to also cause a critical hit. For every natural 6 rolled, roll that D6 again, even if no damage was dealt to the target ship due to the ships Armour. If on this roll you get a result of 4 or more then, in addition to causing any damage as normal, you will also score a critical hit! More details on critical hits are given on page 9.

If a ship's Hull is reduced to 0, it is considered to be destroyed and sinks. Remove the model from the playing area.

Plunging Fire

Shells fired at longer ranges by main and light guns do not travel in a flat line to their target – instead, they are fired upwards and travel in an arc to dive down upon their target. This means shells fired in this way do not usually strike the thick hull armour mounted on the side of ships, but instead tend to plunge down toward their much weaker deck armour.

Main guns and light guns fired at a target within the weapon system's long or extreme range gain +1 to their Damage Dice results.

Heavy Armour

Some of the biggest and toughest ships afloat have an Armour score of 7. This means they can only be damaged by weapons that have a bonus added to their Damage Dice, such as from plunging fire.

CRIPPLED SHIPS

The Hull score of each ship has a secondary value, as noted on its ship card. When a ship's Hull is reduced to this secondary value or below, it has been crippled.

For example, the USS *Northampton* has a Hull score listed as 23/7. This means that she can lose a total of 23 Hull to damage before sinking. However, when her Hull has been reduced to 7 points or fewer, she is crippled.

A crippled ship will permanently have its current Flank Speed reduced by half and it gains the Lumbering trait (see page 12). The Attack Dice of the ship's light guns, torpedoes and AA battery weapon systems will be halved (rounding down). In addition, roll a D6 for every main gun and Trait the ship possesses. On a 4+ the main gun or Trait is rendered inoperable and cannot be used again during the game.

CRITICAL HITS

Roll one D10 for each critical hit scored and consult the Critical Area table below to determine exactly where the ship has been affected.

	D10 Score	Target
CRITICAL AREA TABLE	1-4	Engine
	5-7	Weapons
	8-9	Crew
	10	Vital System

When either the Engine, Weapons, or Crew area sustains a critical hit, that area's Critical Score increases by 1, to a maximum of 6. Keep track of critical hits by placing the relevant critical hit tokens on your ship's card. Critical hits against a Vital System are dealt with differently, see below.

Every time a critical area's Critical Score increases, immediately apply the extra damage to the ship's Hull and apply the associated penalty.

The effects of critical hit penalties are cumulative, so if a ship's Engines have a Critical Score of 3, it will have its Flank Speed reduced by a total of –2".

If an area already has a Critical Score of 6 and receives another critical hit to that area, apply both the extra damage and penalty for a Critical Score of 6 again.

Some critical penalties increase the Critical Score of other areas, if this penalty occurs immediately increase that critical area's Critical Score and apply the resulting extra damage and penalty.

The Escalation penalty means that, if left unattended, the areas Critical Score may increase, as fires and secondary explosions spread! The effects of this penalty are checked for and applied during the turn's End Phase – see page 10 for details.

	Critical Score:	1	2	3	4	5	6
ENGINE AREA	Effect:	Props Damaged	Rudder Damaged	Turbine Damaged	Fuel System Ruptured	Engines Disabled	Fuel Explosion
	Extra Damage:	0	1	2	3	D6	3D6
	Penalty:	-1" to Flank Speed	Must move 3" before each turn	-1" to Flank Speed Crew area Critical Score increases by 1	-1" Flank Speed Escalation	Flank Speed reduced to 0"	Crew area Critical Score increases by 1
WEAPONS AREA	Effect:	Secondary Weapons Damaged	Secondary Weapons Destroyed	Turret Damaged	Turret Destroyed	Magazine Explosion	Multiple Explosions
	Extra Damage:	1	2	3	D6	2D6	3D6
	Penalty:	–1 Attack Dice*	–2 Attack Dice* Crew area Critical Score increases by 1	Random turret must roll 4+ before firing (ignore if no turrets present)	Random turret destroyed (cannot be used even if repaired) Escalation	Random turret destroyed (cannot be used even if repaired)	Crew and Engine area Critical Scores increase by 1
CREW AREA	Effect:	Shrapnel	Fire	Multiple Fires	Heavy Shrapnel	Hull Breach	Explosion
	Extra Damage:	0	1	2	3	D6	2D6
	Penalty:	–1 Attack Dice *	Escalation	Weapon area Critical Score increases by 1	The ship's crew quality checks gain a –1 modifier	Engine area Critical Score increases by 1	Weapon area Critical Score increases by 1

* Each time this result is gained, roll a dice. On a 1-3, Attack Dice are lost from all light guns weapon systems, on a 4-5 from the AA battery, and on a 6 from all torpedoes. If a ship lacks any weapon system rolled, roll again until a system that is present is rolled.

Note that some ships do not possess turrets. In the case of such a ship suffering a Turret Destroyed or Magazine Explosion critical effect, halve the Attack Dice of all light guns, rounding down, instead and apply all other effects of the critical hit as normal.

Vital Systems

If a critical hit is scored upon a Vital System, things are about to get very, very bad for the ship involved. These are devastating hits that cause terrible, even terminal, damage.
For each Vital System critical hit a ship suffers roll on this table to see what has happens. Place the relevant Vital Systems critical token on your ship's card as a reminder.

	D6 Score	Area	Damage	Effect
VITAL SYSTEM HIT	1	Bridge Destroyed	1	For the rest of the game, the ship is no longer able to perform any Orders.
	2	Rudder Jammed	D6	Roll a D6. For the rest of the game, at every opportunity, the ship must: on a 1-2, always turn left; on a 3-4, no longer make any turns; on a 5-6, it must always turn right.
	3	Fire in Engineering	2D6	For the rest of the game, the ship cannot perform damage control.
	4	Magazine Ablaze	2D6	For the rest of the game, before each weapon system can fire roll a D6: on a 1-3 the weapon system cannot fire this turn; on a 4-6 the weapon system can fire as normal.
	5	Secondary Explosions	4D6	Increase the Critical Scores of every area by 1.
	6	Catastrophic Explosion	–	The ship's Hull is immediately reduced to 0 and the ship is lost with all hands.

END PHASE

Once all players have moved and attacked with all their ships, the End Phase completes the turn. This phase is used to complete any actions needed for special rules, as well as a providing a vital chance for players to repair any damage their ships have sustained from critical hits.

You should go through the following procedures, in order, during every End Phase.

1) Damage Control

2) Check for Escalation

DAMAGE CONTROL

Warships train and maintain specialist groups of crew known collectively as damage control. It is their job to assess and report damage sustained, stop it from getting worse and, where possible, make repairs.

During the End Phase, each ship can use their damage control to attempt to repair damage sustained to a single critical area. The player who won the Initiative Phase this turn attempts this for all their ships first, followed by all the other player's ships.

Each ship may only attempt one damage control repair a turn. Pick a critical area (Engine, Weapons, or Crew) and roll a D6, For every point the result is above 4 the Critical Score of that area is reduced by 1, to a minimum of 0.

For example, a result of 6 reduces the Critical Score by 2. The ship no longer suffers the penalty associated with the old Critical Score; any previous penalties associated with the higher scores are ignored. However, any increases to other critical areas or extra damage sustained by the old Critical Score remain.

Locations with a Critical Score of 6 and critical hits to Vital Systems may never be repaired.

CHECK FOR ESCALATION

Some critical area penalties indicate the Critical Score there may suffer Escalation. All critical areas subject to the Escalation penalty must roll a D6. On a result of 4 or more, its Critical Score immediately increases by 1. Any extra damage or penalty resulting from the new score is applied immediately. Remember to keep rolling for Escalation every End Phase, until and unless the Critical Score drops below the point at which Escalation appears.

USS *Essex*

ORDERS

A ship's captain is the most important member of the crew. His leadership, discipline and tactical knowledge are vital to his ship's, and the fleet's, victory. During a battle, each ship's captain can issue specific Orders to his crew. Whether it is calling on all available crew to fix damaged systems or desperately manoeuvring the vessel to avoid incoming attacks, Orders are a key element of *Victory at Sea*.

PERFORMING AN ORDER

When a ship is nominated to move, a player can also choose to have that ship's captain issue an Order. Some of these Orders are followed automatically, while others require a crew quality check to succeed. Each ship's captain may only issue a single Order during a turn, though any number of captains may issue the same order every turn. An Order must be chosen before the ship begins to move. If the Order is successful, apply the Order's effect.. If not, the ship moves as normal and ignores the effect of the Order attempted.

CREW QUALITY CHECKS

A crew quality check is performed by rolling a D6 and applying any relevant modifiers, if the result is 4 or more the check succeeds. Sometimes, a ship will be required to make an opposed crew quality check with another vessel. In this case, both ships make a crew quality check, with the highest rolling ship succeeding in the check. Re-roll ties.

ORDERS

The range of Orders available to all captains are described below.

All Hands on Deck!
Crew Quality Check

Effect: The captain orders the entire engineering section to alert. During the End Phase, damage control may be attempted on all critical areas rather than just a single area. Additionally, the ship gains +1 to their damage control rolls. However, during the Gunnery Phase, every attack the ship makes with each of its weapon systems suffers a –1 penalty to their Attack Dice rolls.

Come About!
Crew Quality Check

Effect: Pushing the ship's rudders to maximum deflection, the captain orders his ship to turn hard to gain a position of advantage. During its move, the ship can make a single

direction change of up to 90°. However, the ship cannot make any other changes to direction until its next turn.

Create Smoke!
Automatic

Effect: Burning excess oil, the ship begins to belch thick clouds of black smoke, cloaking a large area. Place one smoke counter in contact behind the ship for every full 3" the ship moves. No ship may draw a line through these counters and no attacks can be made through them at all. The smoke counters are removed in the End Phase.

Evade!
Automatic

Effect: Turning hard at random intervals, the ship tries to throw an attacker off-guard, causing weapons to miss simply by not being where it was predicted. All attacks made by a ship performing the Evade! Order suffer a -1 penalty to each of its weapon system's Attack Dice rolls and the ship may not use torpedoes. Additionally, the ship's current Flank Speed is halved (round up) for this turn. However, all enemy Attack Dice which successfully hit this ship in this turn must be re-rolled. Destroyers are particularly good at the Evade! Order, if their current Flank Speed (before being halved) is greater than 6", enemies retain the Attack Dice penalty for targeting a fast moving target (see page 8), regardless of how far they have actually moved.

Flood Magazines!
Crew Quality Check

Effect: An order all commanders hope to never issue, flooding magazines with water in order to extinguish fires is only done in the direst of circumstances. If the crew quality check is successful, Critical Scores of all locations are immediately reduced to a level where the Escalation rule is no longer present (so the Crew area will have a maximum Critical Score of 1, and Engine and Weapons areas a maximum score of 3). However, one random main gun weapon system is put out of action for the remainder of the battle and cannot be repaired (if no turrets are present, halve the Attack Dice of all light guns, rounding down).

Scramble!
Crew Quality Check

Effect: With utter precision born from months of hard training, the deck crew work to turn around launching or landing aircraft in rapid succession. The carrier may launch or recover two Flights in this turn (see page 18).

TRAITS

In *Victory at Sea*, Traits are applied to ships, aircraft and weapons. These are abilities that in some way alter the core rules of the game. For example, an Agile ship will prove very nimble at sea, able to run rings round clumsier vessels. In the same way, there are weapons that are exceptionally powerful compared to normal guns and others markedly less effective.

SHIP TRAITS

Ship Traits can affect the game in all kinds of ways, including movement, firing and the ability to resist damage, as well as wholly new effects that take place outside of normal combat. Traits are one of the ways that vessels from different fleets distance themselves in the ongoing technological race throughout the Second World War.

Advanced Radar

As the war progressed better surface radar systems were developed. A ship with this trait may track enemy fleets for longer and from a greater distance. Ships committed to scouting with the Advanced Radar Trait (see page 22) gain +2 to their dice roll and can re-roll their dice.

Agile

Some ships are very manoeuvrable, either by virtue of their speed and size or advanced rudder systems. An Agile ship may change direction after every 1" of forward movement, rather than after the usual 2".

Aircraft X

Though not proper carriers in the truest sense, many ships carried a small number of aircraft that were launched from short catapults or slings, to be used as Observation Flights. They are used for scouting (page 22) and guiding Beyond the Horizon Attacks (page 6).

Armoured Deck

The ship has reinforced armour lining its deck. Main guns and light guns firing upon this ship do not get the +1 bonus to their Damage Dice roll for plunging fire (page 8). Additionally, attacks against the ship from aircraft with the Dive-Bombers and Kamikaze roles suffer a –1 penalty to their Damage Dice rolls.

Carrier

The ship is an aircraft carrier, serving as a mobile floating airbase. It may launch or collect one aircraft Flight per turn so long as its captain does not perform any Orders other than Scramble! this turn. See page 18 for more details.

Lumbering

This ship is particularly ungainly in the water. It may only make one change of direction during its movement. Additionally, Lumbering ships may not use the Evade! Order.

Radar

The ship is fitted with a surface radar system that allows it to operate effectively at long ranges, ideal for scouting enemy fleet movements. Ships committed to scouting with the Radar Trait (see page 22) gain +1 to their dice roll and can re-roll their dice.

Torpedo Belt X

A thick reinforced layer of armour, often supplemented with individual compartments filled with gas or water, lies beneath the waterline of this ship and is capable of minimising the effects of a torpedo hit. Whenever this ship is hit by a torpedo in its side arcs, the Torpedo Belt score will be deducted from each Damage Dice rolled by the torpedo weapon system attack.

WEAPON TRAITS

The Traits used for weapon systems typically revolve around the capabilities of the weapon itself and what it can do in battle. Some weapons are made vastly superior by these traits, while others have their effectiveness reduced.

Devastating

This weapon is exceptionally powerful, capable of blasting small targets apart and causing serious problems for even the largest vessels. Instead of causing one point of damage with each successful Damage Dice roll, a Devastating weapon will cause an amount of damage equal to what each Damage Dice actually rolls, regardless of whether it exceeds the target's Armour score or not. In addition, a Critical Hit is scored for every Damage Dice that rolls a 5 or 6 (before any modification by Torpedo Belts). Any critical hits scored will have a Critical Score equal to the roll of one dice (if the location already has a Critical Score that is higher than the dice roll, the new Critical Hit is ignored).

DP

Dual Purpose, or DP, light guns are capable of attacking surface shipping or aircraft, making them extremely versatile. Up to half of a DP weapon's current Attack Dice (rounding up, minimum of 1) may instead be used as AA weapons to attack aircraft or motor torpedo boats at up to half the weapon's normal range. However, this weapon may not be used in the same turn to attack other units.

Fast Track

These guns can re-adjust their aim quickly, making them well-suited to firing upon rapidly moving ships. Fast Track weapons ignore the penalty for firing upon a fast moving target, and can attack all targets within its point blank range.

Heavy

Weapons with this trait are capable of blasting through armour to damage critical areas of a target. The chance of a critical hit scored with a Heavy weapon on a Damage Dice is 5 or 6, rather than the usual 6.

Local X

Most AA battery weapons mounted on ships have very short ranges and are only capable of protecting their own vessel. This weapon may roll an additional number of Attack Dice equal to the Local score, but these may only be used against Flights in contact with the ship. In addition, these Attack Dice may also be rolled against any and all Flights that physically move over the ship in the Movement Phase. These attacks are performed immediately, as the aircraft are moved over the ship. Local weapons may be used any number of times during the Movement Phase and may then be used (just once!) in the Gunnery Phase.

One-Shot

Ammunition or payload is limited for this weapon, so once fired it may not be used again for the rest of the battle.

Restricted

Some ships are so large that though they mount many light guns, not all can be fired upon the same target. A Restricted weapon may only fire a maximum of half its Attack Dice (rounding up) against targets in the port and starboard 90° fire arcs.

Slow-Loading

Some weapons take an inordinate amount of time to reload. These weapons may not fire if they were used in the previous turn. Ships with Slow-Loading torpedoes may only reload once, after which they may no longer be used.

Twin-Linked

These weapons are mounted in pairs or even quads, concentrating their available firepower. The hail of fire these weapon systems can unleash is awesome to behold and very difficult to avoid. Any Attack Dice for this weapon that do not successfully strike their target may be re-rolled although the second result applies even if it fails.

Weak

Due to small shell size or design, some weapons are simply not as powerful as others. Weak weapons cannot cause critical hits except against ships of the civilian type.

AIRCRAFT TRAITS

Traits used on aircraft reflect Flights that have unusual or notable qualities. Some will make Flights a great deal more effective in battle while others represent aircraft that had some serious failings.

Large

This Flight is particularly large or ungainly and thus easier for AA battery crews to knock out of the sky. All AA Attack Dice rolled against this flight has a +1 bonus to their result.

Tough

This Flight is unusually well-armoured and can withstand incoming fire. Two hits are needed from a single AA battery system in order to destroy it.

Very Tough

This Flight is exceptionally well-armoured and can endure a tremendous amount of incoming fire. Three hits are needed from a single AA battery system in order to destroy it.

An Imperial Japanese dive bomber lines up the USS *Essex*

AIRCRAFT

As the design of aircraft advanced, navy tactics employing them evolved in tandem. With an aircraft carrier, a fleet gained the ability to strike at targets hundreds of miles away with relative impunity. Despite the advance of anti-aircraft weaponry and the presence of defending fighters, aircraft spelled the eventual demise of the battleship as the rulers of the oceans.

A fleet may have supporting aircraft directed to its position from land-based airfields or it may possess its own aircraft carrier. If any Flights of aircraft are bought individually from the fleet lists and not assigned to a carrier also in the fleet, they are considered to be land-based for the purposes of these rules, though they could also conceivably have been launched from another aircraft carrier far from the battle.

In some scenarios, your entire 'fleet' can comprise nothing but aircraft. Battles of this nature certainly took place in the Second World War, with Taranto and Pearl Harbor being the most notable examples.

Mikuma

AIRCRAFT FLIGHTS AND TYPE

All aircraft in *Victory at Sea* are organised into Flights. A Flight of aircraft is represented by a model of up to four aircraft on a flying stand. Many types of aircraft appeared in the Second World War, but the following types are used in *Victory at Sea*.

Fighter
Dedicated to gaining air superiority by annihilating an enemy's air force, fighters are tasked with the defence of the fleet.

Bomber
Covering a multitude of aircraft from fighters fitted with under wing bombs to dedicated attack craft, these aircraft pose a great threat to any fleet.

Dive-Bomber
First exploited by the Luftwaffe, but quickly finding favour across the world, dive-bombers use speed and altitude to gain phenomenal accuracy as well as imparting enough kinetic energy to their bombs to pierce armoured decks.

Kamikaze
These are suicide aircraft which are flown into their enemies to cause great damage. The rules for their use can be found on page 19.

Torpedo-Bomber
Perfected by submersibles, it was inevitable that torpedoes would also be mounted on aircraft. However, the technology of the Second World War had trouble catching up to the task and air-launched torpedo attacks were notoriously hard to perform.

Observation Flight
Either seaplanes or long-ranged land-based aircraft, Observation Flights operate on their own but provide a vital service to fleets. These aircraft are used for scouting in scenarios that allow it (see page 22), and for guiding Beyond the Horizon Attacks (see page 6). Observation Flights operate differently to combat aircraft – see page 19 for information on their use. Because of the way Observation Flights work, no model is required for this Flight, although you can field them to add more atmosphere to your games should you wish.

USS *Indianapolis* escorting the carrier USS *Essex*

US Navy Aircraft Chart

Flight	Commissioned	Carrier Capable	Role	Flank Speed	Dogfight	Damage Dice	Traits	Points
Vought F4U-1 Corsair	1942	No	Fighter	30"	+3	0	Tough	25

Flight

The name of the aircraft in the Flight.

Commissioned

As with ships, the year in which the aircraft came into service and thus when it can be used.

Carrier

Whether the aircraft can be launched or recovered from aircraft carriers or not (see page 18).

Role

This details the Flight's role in the battle, as described earlier.

Flank Speed

This is the same as for ships, but Flights are much faster and far more manoeuvrable.

Dogfight

This is a measure of how effective the aircraft is against other aircraft.

Damage Dice

This is a measure of how much damage the aircraft can do against ships and other surface targets.

Traits

Any traits that should be applied to the aircraft or its attacks will be noted here.

Point Value

As with ships, this represents the Flights' relative power.

Additionally, carriers have the maximum number of Flights they may carry and the points values of these Flights are included in the point value of the carrier. Players are free to choose whichever aircraft they wish so long as the number of Flights does not exceed their carriers' maximum, and only Flights that are listed as being carrier-capable are chosen.

Aircraft may also be included without a carrier in the fleet. These aircraft are assumed to have taken off from land bases or carriers much further from the battle. However, you may only have a maximum of a quarter of your fleet's total points value represented by Flights that are not based on one of your carriers.

Bracketed by the Royal Navy, the mighty *Bismarck* brings her guns to bear

MOVEMENT PHASE

Aircraft move slightly differently to ships. Once all ships in both fleets have moved, the player who won the Initiative Phase must then choose whether to move their aircraft first or force their opponent to do so. Once this decision has been made, then all aircraft in a fleet are moved at the same time. Then the opposing fleet does the same with its aircraft.

A Flight can move in any direction, taking as many turns as it wishes. However, a Flight of aircraft may never perform an Order. All measurements are made from and to the lead plane on the Flight model, exactly as if it were the bridge of a ship model.

This reflects the freedom of movement aircraft have in battles involving huge warships and keeps things quick and easy in battles featuring many Flights of aircraft.

GUNNERY PHASE

Shooting Down Aircraft

Most ships have some form of defence against aircraft in the form of an AA battery. If enemy Flights are in range, a ship's AA battery is fired automatically at the beginning of the Gunnery Phase before anything else happens - the ship's crew are expecting battle and aircraft will rarely have an easy time attacking a ship. Remember that an AA battery with the Local Trait may also attack during movement (see page 13).

Aircraft may only be attacked by AA batteries, light guns with the DP Trait (see page 12) and other aircraft. When targeting enemy Flights, roll the Attack Dice of the AA battery as normal. These Attack Dice are never modified.

Every 6 rolled on the Attack Dice will result in a Flight being hit and destroyed. Against a Torpedo-Bomber Flight that is in base contact with the firing ship, a 5 or 6 is required to hit and destroy it.

An AA battery may freely split its Attack Dice between multiple Flights if desired, but it may never fire into a dogfight.

Attacking with Aircraft

To attack a ship, the aircraft Flight model must move into base contact with the target ship model during the Movement Phase, to show it is engaging that particular ship. Multiple Flights (of any type) may attack any single ship in the same turn.

A player may nominate to attack with their aircraft in place of nominating a ship to fire with at any point during the Gunnery Phase, when it is their turn to nominate a ship. If a player nominates their aircraft instead of a ship, they attack with all of the Flights they have in play, regardless of how many different ships they are engaged with. All aircraft attacks are considered to be simultaneous but for convenience they are resolved one at a time, in whichever order the player wishes.

To make an attack against a ship, each Flight rolls a D6, the result required to score a successful hit depends on the Flights type as indicated on table below.

If a Flight successfully hits its target, then roll its Damage Dice as normal, as described on page 8. Unless otherwise stated, all weapons carried by aircraft have the One-Shot Trait (see page 13) and must refuel and re-arm before it may attack a ship again. However, they may still dogfight as many times as they like. A Re-Arm token can be used to mark Flights that have spent their payload.

	Flight Type	Roll to Hit
ATTACKING WITH AIRCRAFT	Fighter	5+
	Bomber	5+
	Dive-Bomber	3+
	Kamikaze	4+
	Torpedo-Bomber	5+

DOGFIGHTING

Once one Flight moves into base contact with an enemy Flight, they are considered to be dogfighting. Only Fighters may move into other Flights in this way. Other types of aircraft may defend themselves in a dogfight, but they cannot initiate one. Fighters are free to move into base contact with more than one enemy Flight, if they are close enough. Once a Flight is in engaged in a dogfight it may not move further in the turn contact was made.

Every Flight in contact with an enemy Flight must engage in dogfighting at the end of the Gunnery Phase. Both players roll one D6 each and add their Flight's Dogfight score.

Add +1 to this dice roll for every extra supporting Flight – that is, other allied Flights you have in base contact with your dogfighting Flight, but that are not themselves in contact with any enemy Flights. A Flight may support any number of dogfights in this manner but a Flight supporting a dogfight may never initiate a dogfight itself. Other than this, it is up to the player how they arrange their dogfights for the best advantage!

The winner of this roll will automatically destroy the enemy Flight (but not any supporting Flights).

If the dogfighting roll is a draw, all Flights are left in place and remain locked in the dogfight. No Flight may move away until all enemy Flights have been destroyed.

Escorting

It was very common for fighters to escort slower, more vulnerable bombers, defending them against enemy attack. Only Fighters may escort another Flight. To do so, they must remain in base contact with the Flights they are escorting. A Fighter Flight may escort any number of friendly Flights, and any number of Fighter Flights may escort one friendly Flight, so long as contact is maintained between Fighter and the escorted Flight(s).

If an enemy Flight moves to attack the escorted friendly Flight, it must instead attack one or more of the unengaged escorting Fighter Flights. If all escorting Fighter Flights are already involved in a dogfight, then the escorted Flight may be attacked instead, so long as it is possible to move into contact with it without moving through any other Flights.
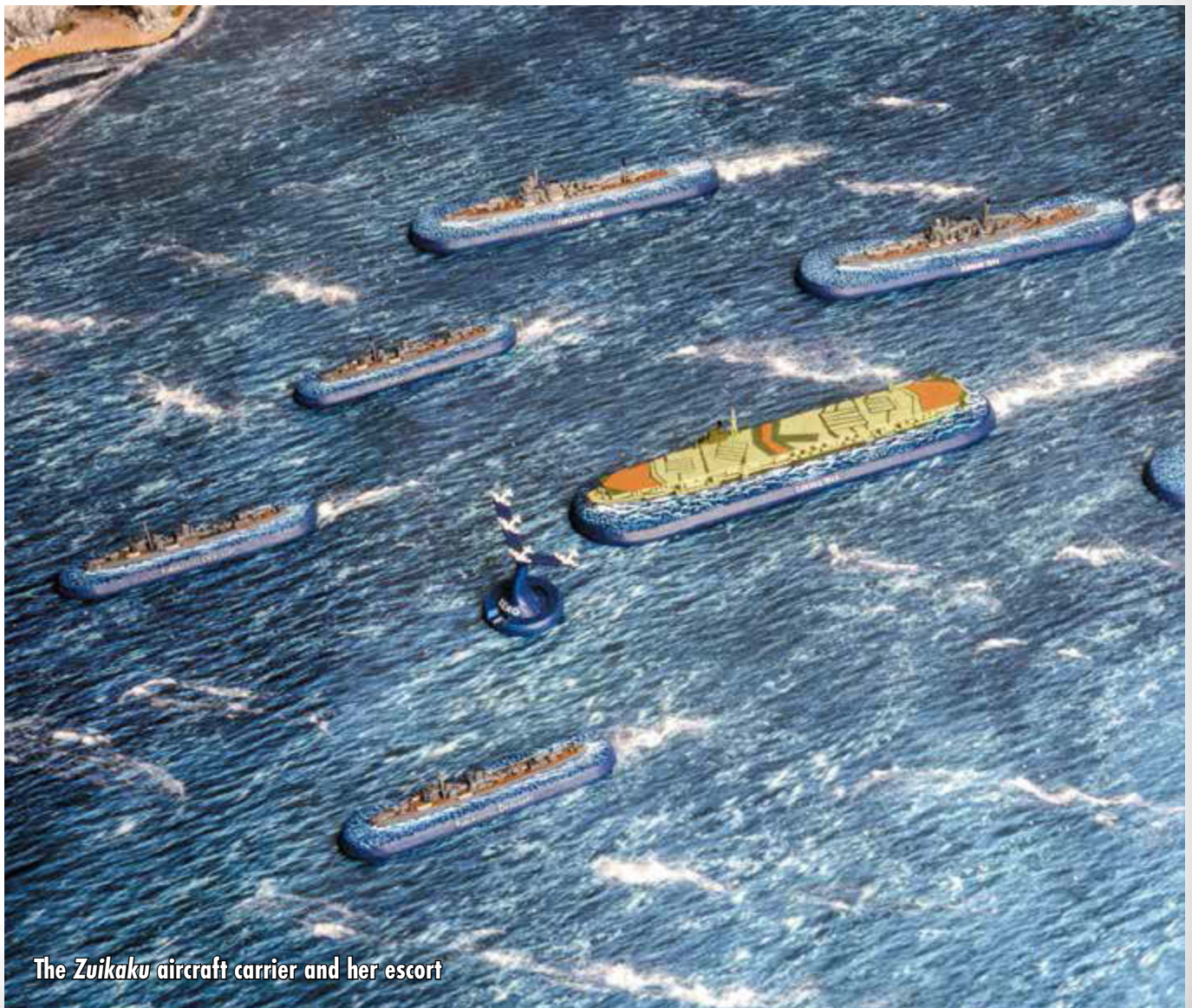
The *Zuikaku* aircraft carrier and her escort

A flight of Mitsubishi Zeroes pass their carrier

CARRIERS

The advent of the carrier meant that fleets no longer had to take to the ocean without air support. This changed the whole basis of combat at sea.

Combat Air Patrol

Fleets with carriers often had a combat air patrol (known as a CAP) flying perimeter around the fleet, looking for enemies. Unless the scenario you are playing states differently, you may start the game with two Flights in the air from each carrier in your fleet. These Flights may be placed anywhere in your deployment zone or moved on to the table with your ships in the first turn, as appropriate.

Wind Direction

Ships of World War Two had their own engines and were far removed from the days of sail where the direction and strength of the wind was all important. For most battles, the wind can be ignored but if a fleet includes any carriers, it becomes a great factor as carriers must sail into the wind in order to both launch and recover aircraft, as the ship's own motion increases an aircraft's air speed when taking off and effectively reduces its ground speed when landing.

Some scenarios will specify the wind direction. For all other battles involving carriers, the wind direction will be random. Roll one dice before any ships are deployed on the battlefield and consult the Wind Direction diagram.

A carrier is said to be sailing into the wind if the table edge rolled for wind direction is within the carriers fore arc.

Launching and Recovering Aircraft

Ships with the Carrier Trait may launch or recover a single Flight every turn during the Movement Phase. In order to do so, the ship must move in a straight line into the direction of the wind without turning and may not perform the Evade! Order.

Launched Flights are placed within 1" of the carrier after the carrier's movement. The Flights may not be moved further in this turn, as they need to assemble into formation and gain altitude.

To be recovered, the Flight model must move into base contact with the stern (back) of the ship model.

Only Flights that are listed as being useable by carriers may be launched or recovered. All other Flights are considered to be land-based and cannot be placed upon a carrier.

A carrier may not launch or recover Flights if it has a Crew area Critical Score of 2 or more. Fire was a major problem for carriers, and greatly reduced their operational capabilities.

Diagram 3 - Wind Direction
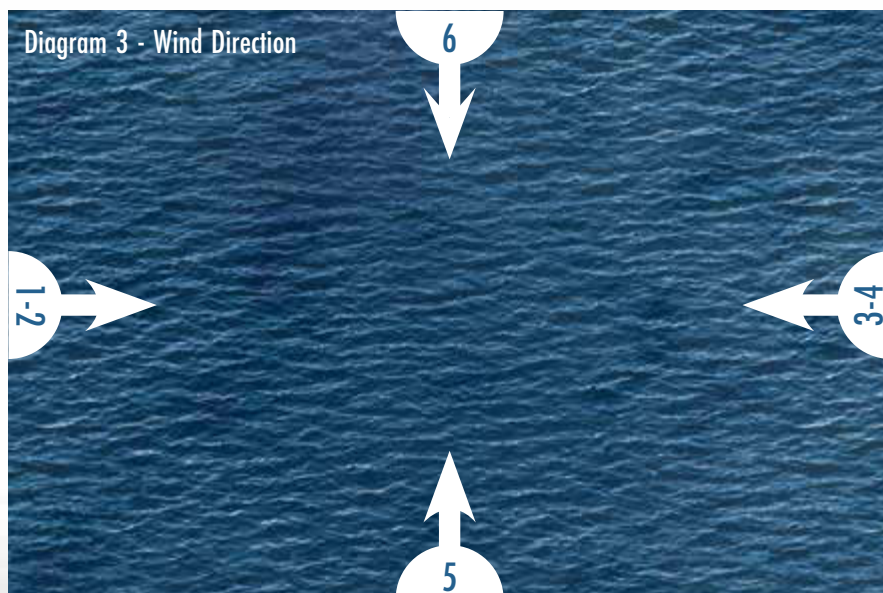
Refuelling and Re-arming

Once a carrier has recovered a Flight, it may replace any One-Shot weapons the Flight has expended and get ready to send them up for another attack. Any number of Flights may be rearmed during the End Phase, but a separate crew quality check is required for every Flight to be rearmed successfully and ready for launch in the next turn. Flights that are not rearmed in one turn may try again in subsequent turns.

Deep Deployment

Carriers are not designed for frontline combat, operating far better when they are over the horizon and out of sight from enemy guns. Sending their aircraft to support their fleet, they can still fundamentally alter the course of the battle.

Some scenarios allow carriers in fleets to be placed in deep deployment, keeping them off the table and far away from direct attack. In such a scenario, a player may choose to remove one or more of their carriers from the table before the game starts and place them in deep deployment. Any number of their Flights may be placed on the table in the fleet's deployment zone.

Any Flights kept on the carrier may be brought into the battle during any turn within the game. When launched from the carrier, place the Flight in contact with the fleet's table edge. The Flight cannot be attacked in that turn and may move normally in the next turn's Movement Phase.

Attacking Deep Deployment Carriers

Enemy Flights moved off the carrier fleet's table edge may launch an attack on any carrier placed in deep deployment. The carrier player may dogfight attacking aircraft with any Flights still on board their carriers. After they have been resolved, any surviving Flights may launch attacks on the carriers.

OBSERVATION FLIGHTS

These aircraft travel on board ships that have the Aircraft trait and are typically launched by catapults mounted on the deck or on a gun turret.

Before the game starts, each ship must assign each of their Observation Flights to one of two tasks: Scouting or guiding Beyond the Horizon Attacks. An Observation Flight assigned to one task cannot partake in another. The effect of Observation Flights assigned to guiding Beyond the Horizon Attacks are detailed on page 6. The effects of Observation Flights assigned to Scouting are detailed on page 22.

KAMIKAZE

The suicide attacks of Japanese Special Attack Units (called *tokubetsu kōgeki tai*) became known as *kamikaze* (divine wind) due to inaccurate translation by the Allies. Japanese kamikaze attacks sank 81 American ships and damaged another 195. Thousands of Japanese pilots died in order to achieve this.

Whether purpose-built or converted from existing craft, kamikaze units were essentially human-guided missiles, packed full of explosives and fuel. They caused far more damage than more conventional weapons, were more accurate and even if they sustained heavy damage that would render other vehicles useless, they might still be able to carry out their missions.

The best-known kamikaze units were aircraft, but the Imperial Japanese Navy and the Italian Regia Marina also used motor torpedo boats to achieve the same effect.

Aircraft

The Imperial Japanese Navy fleet list features aircraft with the Kamikaze type. They all use the same rules provided here when attacking a target.

A kamikaze attack is declared in the Movement Phase, with the Flight moving into contact with its target. Any AA battery fire is resolved as normal, but any Local fire gains a +1 bonus to all Attack Dice rolls; gunners on ships being attacked by kamikazes were not known for conserving ammunition!

After all AA battery fire has been resolved, the Flight rolls to hit its target – due to the accuracy of being piloted right up to the last moment, any miss may be re-rolled. All normal modifiers are applied except those for range, which are ignored. Damage is then applied as normal. The Flight is removed from the table as a casualty, whether or not it successfully hit it target.

Whenever a Kamikaze Flight successfully causes damage to a ship, in addition to any other critical hits caused by the attack, the ship's Crew area's Critical Score will increase by 1, applying all effects of the new score immediately.

An Imperial Japanese fleet heads for open water

WAR AT SEA

Now you have learned the rules, it is time to put your tactics into practice. While many scenarios are possible, covering a range of historically accurate engagements and common actions throughout the conflict, the War at Sea scenario provides a wide range of interesting battles that two opposing fleets can engage in.

VICTORY POINTS

Many scenarios use victory points in order to determine who has won. Victory points can be earned in many ways specific to each scenario but, unless otherwise stated, they are always gained for damaging the opposing fleet. Specifically, victory points are earned for the following.

Destroying an enemy ship
Gain victory points equal to the ship's points value.

Enemy ship executes a Tactical Withdrawal
Gain victory points equal to 25% of the ship's points value.

Cripple an enemy ship
Gain victory points equal to 50% of the ship's points value.

Destroying a Flight
Gain victory points equal to the Flight's points value.

Note that you can only gain victory points from an enemy ship once. If you Cripple an enemy ship and later destroy it, you will gain its points value in victory points, not one and a half times its points value.

TACTICAL WITHDRAWALS

Any ship may choose to retreat from the battleground, by simply moving off a table edge. By doing so, the ship escapes safely but your opponent will receive 25% of its normal victory points at the end of the game. Note that some scenarios may have restrictions on which table edges may be exited safely. If one of these edges is not chosen, then the ship will count as if it has been destroyed and thus give up its full victory points.

HMS *Duke of York*

OBJECTIVES

Both players should agree on a total points value for their fleets, and then each should roll on the table below to determine their fleet's objective during the battle.

2D6 Score	Objective	Priority
2-3	Destroy!	High
4	Breakout	Low
5	Defence Line	Low
6	Attrition	Medium
7	Sweep & Clear	Medium
8	Domination	Medium
9	Fighting Retreat	Low
10	Last Stand	Low
11-12	Ultimate Enemy	High

FLEET OBJECTIVE

Each objective will provide the player with a set of victory conditions needed to fulfil in order to win the battle, as well as whether the objectives are considered high, medium or low priority by the fleet's high command.

In all cases, the number of ships required to complete an objective is rounded up and does not include ships dispatched for scouting.

Fleets with a high priority objective gain a +10% bonus to the total number of points available for their fleet. Fleets with a low priority objective suffer a -10% penalty to the total number of points available for their fleet. Once players know exactly how many points they have to build their fleet, they can start choosing which ships and aircraft to take.

Destroy!

The enemy has gathered an assault force, massing a great deal of their strength in one place. Sink every ship and the enemy will be irreparably weakened in this theatre. Cripple or destroy every enemy ship to achieve a major victory. Score the most victory points to earn a minor victory.

Breakout

A superior enemy force has cornered your fleet and stands ready to wipe you out. Break through their line to reach safety. Move at least half your ships off your opponent's table edge to achieve a major victory. Score the most victory points to earn a minor victory.

Defence Line

An enemy fleet has moved into the area, determined to reach its home port. You must hold the line and cause them to fail in their objectives. Stop the enemy from gaining a major victory and score the most victory points to earn a major victory. Score the most victory points to earn a minor victory.

Attrition

You must cause as much damage as you can to the enemy fleet while minimising your own losses. Score 50% more victory points than your enemy to earn a major victory. Score the most victory points to earn a minor victory.

Sweep & Clear

Roving the sea, you must find an enemy to engage and destroy them without losing momentum. Move at least half your ships off your opponent's table edge and score the most victory points to achieve a major victory. Move at least half your ships off your opponent's table edge to achieve a minor victory.

Domination

This clear water must remain under your control for future operations at all costs. Divide the battlefield into four equal quarters. Make sure you have ships in at least three quarters while your enemy has no ships in the same quarters to earn a major victory. Make sure you have ships in at least two quarters while your enemy has no ships in the same quarters to earn a minor victory.

Fighting Retreat

The enemy has been pressing hard and your fleet forms a rearguard for a civilian convoy. Move at least half your ships off your own table edge and score the most victory points to achieve a major victory (remember that moving ships off the table in this way counts as a tactical withdrawal – see previous page). Score the most victory points to earn a minor victory.

Last Stand

Your small force is trapped and likely doomed. Fight for your life and victory may still be yours! Sink at least one enemy ship and score the most victory points to earn a major victory. Score the most victory points to earn a minor victory.

Ultimate Enemy

One enemy ship in the enemy fleet is responsible for the destruction of several convoy ships. It cannot be allowed to remain operational. Destroy the enemy ship with the greatest points value and score the most victory points to earn a major victory. Destroy the enemy ship with the greatest points value to earn a minor victory.

USS *New Mexico*

DEPLOYMENT

Now the battlefield is set, both players should roll one D10, re-rolling any ties. The lowest rolling player must deploy their entire fleet first in one deployment zone, followed by their opponent.

SCOUTING

When the enemy is known to be in the area, fleets will expend a great deal of effort in reconnaissance. If one fleet can out-scout the other, it stands to gain a great advantage before the battle even begins.

Both players should secretly remove all destroyers and cruisers they intend to use for scouting from their fleet before deployment and put them to one side. In addition, they should assign which Observation Flights will be used for scouting as well. These ships and aircraft committed to scouting are not deployed with the rest of the fleet. Instead, the ships may return from scouting at some point during the battle.

In every End Phase, both players roll one D6 for every destroyer and cruiser they have committed to scouting. On the roll of a 6, that ship has returned to the fleet and may join the battle. It will move on from any point along a random edge in the next turn's Movement Phase (see the Returning Ships diagram on the opposite page).

Before the first turn of the game, both players reveal the ships and aircraft that have been used for scouting. For every ship and aircraft listed below used for scouting, the player will roll one D6.

- Every Destroyer

- Every Cruiser

- Every Observation Flight

Every dice that rolls a 5 or 6 will earn the player's fleet one Scouting Point. When all dice have been rolled, each player should total their Scouting Points and compare them to the Scouting Table.

Fight!

Once any adjustments have been made for scouting, the battle can commence! Players must try to achieve their objectives within 8 turns, after which the game ends and victory conditions calculated.

	Scouting Points	Fleet Advantage
SCOUTING TABLE	2 or more	Add 1 to your roll for Initiative each turn for the entire battle.
	4 or more	As above, and any carriers may be placed in deep deployment (see page 19).
	7 or more	As above and may immediately re-deploy any number of ships (including any scouts) in enhanced deployment zone (see page 23), while carriers may start with half of their Flights in the air.
	8 or more	As above, and add a further 1 (for a total of 2) to your roll for Initiative each turn for the entire battle.
	10 or more	As above and may immediately re-deploy any number of ships (including any scouts) in superior deployment zone (see page 23), while carriers may start with all of their Flights in the air.

Victory or Defeat

The battle will end after 8 turns or when one fleet is completely destroyed or makes a Tactical Withdrawal. At that point, both players should compare their objectives and whether they succeeded.

- A player with a major victory will beat one with a minor victory.

- A player with a minor victory will beat one with no victory at all.
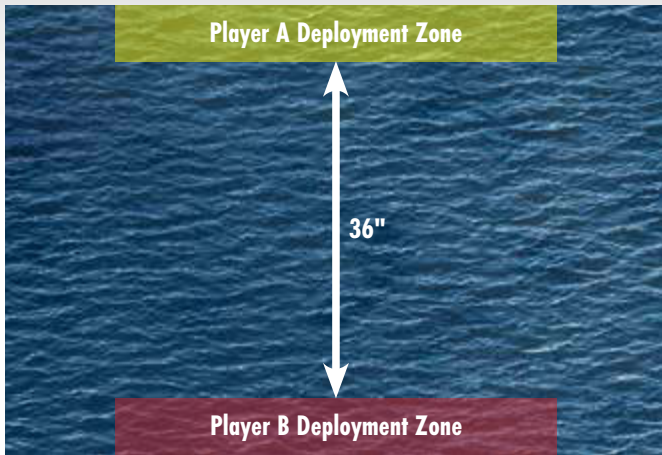
- Any other result is a draw.

COMPETITIVE BATTLES

The War at Sea scenario can provide some challenging objectives for players – this is entirely intentional and reflects the nature of naval warfare in World War II. Admirals quite often found themselves facing unexpected enemies or difficult objectives and had to keep fighting whatever the odds.
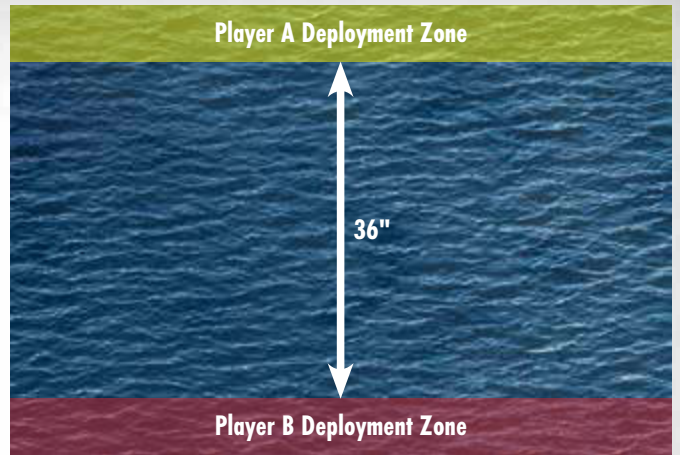
However, if you wish to play a more balanced 'competitive' or tournament-style of game, we suggest the following matched objectives for each fleet – players can decide or dice off to see which their own fleet will try to attempt.

- Attrition vs. Destroy!

- Attrition vs. Fighting Retreat

- Breakout vs. Defence Line

- Destroy! vs. Last Stand

- Sweep & Clear vs. Defence Line

USS *Indianapolis*

USS *Houston*

Player A Deployment Zone

36"

Player B Deployment Zone

Normal Deployment

Player A Deployment Zone

36"

Player B Deployment Zone

Enhanced Deployment

Player A Deployment Zone

36"

Player B Deployment Zone

Superior Deployment

5

1-2

3-4

6
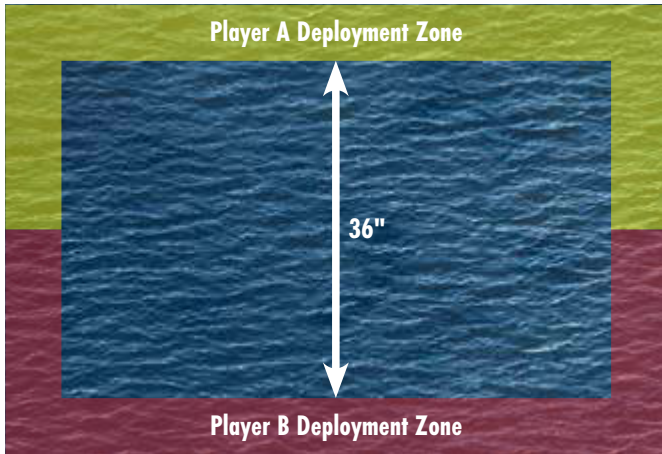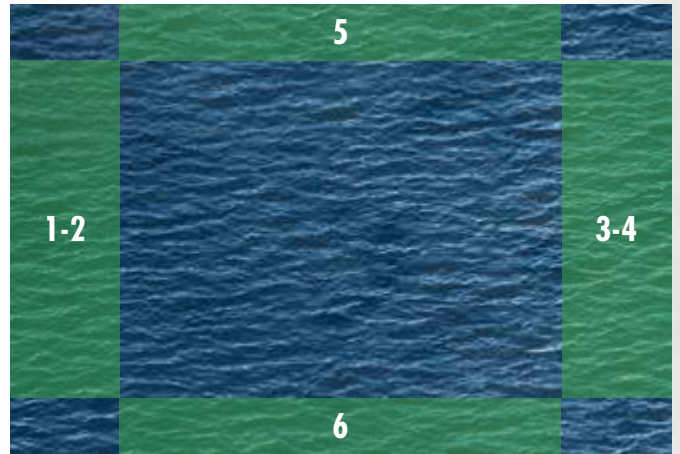
Returning Ships

Mogami-class cruisers under deadly torpedo attack from US destroyers

THE US NAVY

Although the United States of America contains a vast area of land, almost all of its allies and trading partners are overseas, and those interests require a powerful navy to support them.

The US Navy possessed some of the largest and most modern battleships in the world at the outbreak of World War Two, and despite losses during the Japanese attack on Pearl Harbor, was able to maintain a powerful presence in the Pacific. However, in the vast reaches of that ocean the battleship was no longer the king of battle. It was fortunate for the Americans that the handful of aircraft carriers then in service with the US Navy escaped destruction; given later events it is doubtful that a pure battleship force could have defeated the Imperial Japanese Navy.

The aircraft carrier became the main US naval asset during the war in the Pacific, which was very much a conflict between the air assets of opposing fleets. US carrier forces were hard-pressed early on but as the industrial might of the US was brought to bear, new carriers and air groups for them were deployed in such numbers that the enemy simply could not match their strength.

It was the US Navy, not the German Kriegsmarine, that was the most prolific and successful raider of commerce during the war. Japan imported vast amounts of necessary materials from her captured territories, making her vulnerable to attacks by submarines.

Americans have always been great innovators, and the US Navy was not afraid of technology. Radar-guided guns gave US battleships a major advantage over their Japanese opponents, especially at night. Radar was also critical in dealing with air attacks that became more common as the war progressed.

US naval forces were primarily engaged in the Pacific, but some capital ships and larger numbers of destroyers were deployed to the Atlantic theatre where their primary opponents were German U-boats.

Special Rules

Torpedoes

US-made torpedoes in the early to mid-war period were, to put it bluntly, bloody awful. Navy training did not put much emphasis on torpedoes but by far the biggest problem was the arming mechanism of the torpedoes, which failed more often than it worked.

For every successful Attack Dice rolled for torpedoes in scenarios taking place up to the end of 1943, roll an extra dice. On a 5 or more, the torpedo actually arms properly and explodes, causing damage as normal. If a lower score is rolled, the Attack Dice is treated as having missed.

VT Fuses

The Variable Time Fuse, the name of which was deliberate camouflage for its operating principle, used a small radar system inside shells to detonate by proximity to a target instead of relying on direct hits or pre-set altitudes. This made DP guns much more effective against aircraft.

VT Fuses may be equipped by any light guns with the DP trait, and all such guns on a ship have to be upgraded if this option is taken. Any ship equipped with DP guns and VT Fuses may use their entire Attack Dice against incoming aircraft instead of the usual half. VT Fuses have a Commissioned date of 1943 and may not be equipped prior to that.

	Flight	Commissioned	Carrier Capable	Role	Flank Speed	Dogfight	Damage Dice	Traits	Points
US NAVY AIRCRAFT	Vought F4U-1 Corsair	1942	No	Fighter	30"	+3	0	Tough	25
	Vought F4U-4 Corsair	1944	Yes	Fighter	32"	+4	0	Tough	25
	Vought F4U-4 Corsair	1944	Yes	Bomber	32"	+3	4	Tough	25

Flank Speed:	4"	
Armour:	6+	
Hull:	72/24	
Traits:	Aircraft 3, Armoured Deck, Torpedo Belt 2	

Class: New Mexico
Type: Battleship
Commissioned: 1917
Ships of this Class: *Idaho, Mississippi, New Mexico*

400 points

USS IDAHO

Weapons System	Fire Arc	Point Blank	Short	Long	Extreme	AD	AP	DD	Traits
Turret A (3 x 14-inch)		9"	18"	27"	37"	3	+2	3	–
Turret B (3 x 14-inch)		9"	18"	27"	37"	3	+2	3	–
Turret X (3 x 14-inch)		9"	18"	27"	37"	3	+2	3	–
Turret Y (3 x 14-inch)		9"	18"	27"	37"	3	+2	3	–
Light Guns (12 x 5-inch)		4"	8"	12"	16"	6	-2	1	Restricted, Weak
Light Guns (8 x 5-inch)		3"	7"	11"	15"	6	-2	1	DP, Restricted, Weak
AA Battery		–	–	–	–	–	–	–	Local 1

THE IMPERIAL JAPANESE NAVY

For centuries, Japan's policy of seclusion (*sakoku*) saw it concentrate on coastal defences in order to repel foreign vessels. However, with the advances other maritime nations were making, it eventually became obvious that no longer would Japan be able to ignore the rest of the world. As an island power, it needed a modern navy. Turning to Britain for assistance, Japan quickly created a powerful modern fleet. It was this capable and confident navy that came out to fight the American Pacific Fleet.

The Japanese understood the potential of air power early and created an effective carrier arm. In addition to the carriers, the Imperial Japanese Navy possessed a powerful battleship force, which included the largest and most powerful battleships in the world, the *Yamato* and the *Musashi*.

The Imperial Japanese Navy's potential was demonstrated in the attack on Pearl Harbor in 1941. Using armour-piercing bombs and torpedoes, Japanese aircraft inflicted tremendous damage on the American Pacific fleet as it lay at anchor.

Midway was the turning point of naval war in the Pacific and, from then on, the Imperial Japanese Navy was unable to make any headway against the increasing carrier strength of the US Navy. With the victorious Allies pushing towards the Japanese islands, the Imperial Japanese Navy fought desperately to keep them at bay. Kamikaze aircraft and other suicide weapons were deployed, and eventually warships of the Imperial Japanese Navy made death-rides against US forces.

Special Rules

Long Lance

The Type 93 'Long Lance' torpedo had an exceedingly high range, but the chances of actually hitting anything at those ranges diminished quickly.

Long Lance torpedoes are used in the same way as other torpedoes, unless the range to the target exceeds 20". If the target is at a greater range, roll a D6 for each torpedo that successfully hits – the torpedo will miss unless the result of this second dice roll is a 6.

Fan Salvoes

Any ship capable of firing 3 or more Attack Dice of Type 93 torpedoes may launch a single 'fan salvo' after fleets have been deployed but before the battle begins, with the intention of hitting multiple enemies. Roll one D6 for every ship taking part in the fan salvo (this will expend the ship's torpedoes for the battle if they have the One-Shot trait but will be reloaded in time for the battle if they are Slow-Loading). A random enemy ship will be automatically hit (with no chance to evade) on the roll of a 6.

Fire Fighting

The carriers of the Imperial Japanese Navy had poor fire control procedures. If a Japanese carrier has a Crew area Critical Score of 2 or more, it suffers a –1 penalty to all Damage Control rolls.

	Flight	Commissioned	Carrier Capable	Role	Flank Speed	Dogfight	Damage Dice	Traits	Points
IMPERIAL JAPANESE NAVY AIRCRAFT	Mitsubishi A6M2 Zero	1940	Yes	Bomber	24"	+1	1 (-2 AP)	–	15
	Mitsubishi A6M2 Zero	1940	Yes	Fighter	24"	+2	0	–	20
	Mitsubishi A6M5 Zero	1944	Yes	Bomber	25"	+2	1 (-2 AP)	–	15
	Mitsubishi A6M5 Zero	1944	Yes	Fighter	25"	+3	0	–	20
	Mitsubishi A6M5 Zero	1944	No	Kamikaze	25"	+0	2	–	20

Flank Speed:	5"	
Armour:	7+	
Hull:	146/48	
Traits:	Aircraft 7, Armoured Deck, Torpedo Belt 3	

Class: Yamato
Type: Battleship
Commissioned: 1941
Ships of this Class: *Musashi, Yamato*

1,000 points

Weapons System	Fire Arc	Point Blank	Short	Long	Extreme	AD	AP	DD	Traits
A Turret (3 x 18.1-inch)		11"	23"	34"	46"	3	+2	4	Heavy
B Turret (3 x 18.1-inch)		11"	23"	34"	46"	3	+2	4	Heavy
Y Turret (3 x 18.1-inch)		11"	23"	34"	46"	3	+2	4	Heavy
AA Turret (3 x 6.1-inch)		7"	15"	22"	30"	2	-1	1	–
P Turret (3 x 6.1-inch)		7"	15"	22"	30"	2	-1	1	–
S Turret (3 x 6.1-inch)		7"	15"	22"	30"	2	-1	1	–
YY Turret (3 x 6.1-inch)		7"	15"	22"	30"	2	-1	1	–
Light Guns (12 x 5-inch)		4"	8"	12"	16"	8	-2	1	DP, Restricted, Weak
AA Battery		–	–	–	–	–	–	–	Local 1

YAMATO

THE ROYAL NAVY

The Royal Navy of Great Britain was the world's greatest navy at the outbreak of the Second World War. However, Britain went to war with mainly First World War-vintage vessels. Since the Royal Navy already possessed many powerful units, construction of the most modern designs was limited. This meant that at the outbreak of World War Two Britain had far more battleships than most other nations, but they had smaller guns than those built to the most modern ships.

Despite budget restrictions, the Royal Navy had, where possible, updated its ships to eliminate weaknesses discovered during the First World War and also to incorporate advances in propulsion and communications technology. Anti-aircraft armament was somewhat lacking at the outbreak of hostilities, and British ships lacked fire control radar. These deficiencies were steadily eliminated as the years went by.

These old and slow ships did not fare well in battle against a first-line modern naval force, but they did perform sterling service in some areas, such as old battleships included in the escort force for Atlantic convoys. Since German surface raiders had standing orders not to engage any convoy including a vessel that could seriously harm them, (any battleship would qualify), the presence of these ageing warriors may have saved many convoys from an otherwise devastating attack.

Though the main battle force was kept concentrated in home waters, task forces were assigned to many distant areas, but the Royal Navy could not be strong everywhere. Although badly stretched, the Royal Navy lived up to its traditional 'can do!' ethos, fighting hard in all theatres.

In addition to the battleship forces, the Royal Navy maintained a handful of fast battlecruisers – some of them quite old – and aircraft carriers. These were backed up by a strong cruiser force and light forces including destroyers, motor torpedo boats (MTBs) and motor gunboats (MGBs).

As the war went on, aircraft carriers became increasingly important and air defences were steadily improved on all ships. Yet the big guns of the battleships and cruisers played a vital role in many theatres of war.

British capital ships saw action in the Arctic and the Atlantic against German commerce raiders, in the Mediterranean against Italian forces, and ventured into the Pacific in an ill-fated attempt to stem the Japanese advance. Though the great fleet actions planned for and desired by the architects of the Royal Navy did not materialise during World War Two, the Royal Navy adapted well to the war it was destined to fight and emerged with great honour.

Special Rules

The following special rules are applied to fleets of the Royal Navy.

VT Fuses

The Variable Time Fuse, the name of which was deliberate camouflage for its operating principle, used a small radar system inside shells to detonate by proximity to a target instead of relying on direct hits or pre-set altitudes. This made DP guns much more effective against aircraft.

VT Fuses may be equipped by any Light Guns with the DP trait, and all such guns on a ship have to be upgraded if this option is taken. Any ship equipped with DP guns and VT Fuses may use their entire AD against incoming aircraft instead of the usual half. VT Fuses have a Commissioned date of 1943 and may not be equipped prior to that.

	Flight	Commissioned	Carrier Capable	Role	Flank Speed	Dogfight	Damage Dice	Traits	Points
ROYAL NAVY AIRCRAFT	Fairey Swordfish I	1936	Yes	Bomber	10"	-2	3	–	10
	Fairey Swordfish I	1936	Yes	Torpedo-Bomber	10"	-2	4	Devastating	10

HMS WARSPITE

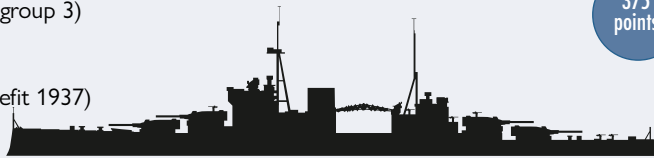| Flank Speed:	5"
Armour:	5+
Hull:	73/24
Traits:	Aircraft 2, Torpedo Belt 2

Class: Queen Elizabeth (group 3)
Type: Battleship
Commissioned: 1915 (refit 1937)
Ships of this Class: *Warspite*

375 points

Weapons System	Fire Arc	Point Blank	Short	Long	Extreme	AD	AP	DD	Traits
A Turret (2 x 15-inch)		7"	15"	22"	30"	2	+2	3	–
B Turret (2 x 15-inch)		7"	15"	22"	30"	2	+2	3	–
X Turret (2 x 15-inch)		7"	15"	22"	30"	2	+2	3	–
Y Turret (2 x 15-inch)		7"	15"	22"	30"	2	+2	3	–
Light Guns (8 x 6-inch)		3"	6"	9"	13"	6	-2	1	Restricted, Weak
Light Guns (8 x 4-inch)		5"	10"	15"	20"	4	-2	1	DP, Restricted, Weak
AA Battery		–	–	–	–	–	–	–	Local 6

THE KRIEGSMARINE

The Kriegsmarine had to be virtually rebuilt after the First World War. Forbidden to own capital ships and submarines, Germany nibbled away at first one clause of the Treaty of Versailles, then another, until a powerful navy force of existed.

At the outbreak of World War Two, relatively few capital ships were in commission, and no aircraft carriers. There was never any prospect of matching Britain in terms of capital ship numbers, but the qualitative advantage of the proposed super-battleships might have made a considerable difference. In any case, the Kriegsmarine was not a navy designed to tackle a major fleet head-on in fleet engagements. Instead, it was a commerce raiding force.

The destroyers of the Kriegsmarine were excellent vessels; large for their size and powerful compared to those of other nations. Ship-for-ship they were a match for any destroyer afloat. German destroyers mainly operated in the North Sea and English Channel, where they fought running battles with British light forces throughout the war. They also gave good account of themselves in the invasion of Norway and against Arctic convoys travelling to Russia.

The Kriegsmarine also had several powerful cruisers at its disposal. Some, like the *Prinz Eugen*, were conventional designs, while others were 'pocket battleships' mounting heavier guns than a ship of their displacement normally would, such as the *Admiral Graf Spee*. German cruiser forces operated mainly in the Baltic and North Seas after the early months of the war, which saw the famous early cruises of the pocket battleships.

German capital ships caused little direct damage. Even the most active capital ships, the battlecruisers *Scharnhorst* and *Gneisenau*, sank relatively little tonnage. However, the main effect of the big ships was as a threat. The *Tirpitz* tied down several British and American battleships that were needed elsewhere simply by the threat that she might sortie. The Allies could not risk such a mighty vessel getting loose among their convoys and had to maintain sufficient forces to destroy her on station, even if she was doing nothing.

The mere rumour that *Tirpitz* might leave port caused the British Admiralty to order a convoy to scatter, allowing it to be carved up by aircraft and submarines at leisure. The famous Atlantic sortie of the *Bismarck* and *Prinz Eugen* resulted in a desperate scramble of ships; the devastation that two such powerful vessels could wreak was too awful to contemplate.

German capital ships were built according to principles tried out in World War One; internal compartmentalisation and damage control measures made them very difficult to sink, while their efficient power plants ensured a good top speed, essential in a raider. Coupled with excellent fire control – using radar and other means – and big guns to make use of it, these vessels were extremely potent weapons.

It has been said that Hitler never really understood naval warfare; be that as it may, the Kriegsmarine suffered from a lack of funding and materials, and from the internal politics of the Nazi leadership. Among its greatest detractors was Herman Goering, who connived constantly to ensure resources flowed into his Luftwaffe to the detriment of the navy. Major warship projects suffered from constant stops and starts as resources were allocated, then redistributed to other projects.

Eventually, as the tide of war turned against Germany, Hitler gave up on his navy and transferred guns originally intended for ships to the coastal fortifications of the Atlantic Wall. The Kriegsmarine continued to fight on with dwindling resources. U-boats and destroyers remained a menace to allied shipping to the very end of the war.

KRIEGSMARINE AIRCRAFT	Flight	Commissioned	Carrier Capable	Role	Flank Speed	Dogfight	Damage Dice	Traits	Points
	Junkers Ju-87B-2/C-0	1938	Yes	Dive-Bomber	17"	-1	2	Devastating	15
	Messerschmitt Me-109T/E	1940	Yes	Fighter	26"	+2	0	–	20

Flank Speed: 6"
Armour: 6+
Hull: 102/34
Traits: Aircraft 4, Armoured Deck, Radar, Torpedo Belt 3

Class: Bismarck
Type: Battleship
Commissioned: 1940
Ships of this Class: *Bismarck, Tirpitz*

600 points

Weapons System	Fire Arc	Point Blank	Short	Long	Extreme	AD	AP	DD	Traits
A Turret (2 x 15-inch)		10"	20"	30"	40"	2	+2	3	–
B Turret (2 x 15-inch)		10"	20"	30"	40"	2	+2	3	–
X Turret (2 x 15-inch)		10"	20"	30"	40"	2	+2	3	–
Y Turret (2 x 15-inch)		10"	20"	30"	40"	2	+2	3	–
Light Guns (12 x 5.9-inch)		6"	12"	18"	25"	6	-1	1	Restricted, Twin-linked
Light Guns (16 x 4.1-inch)		4"	9"	14"	19"	8	-2	1	DP, Restricted, Weak
AA Battery		–	–	–	–	–	–	–	Local 1

THE REGIA MARINA

At the time of Italy's entry into World War Two, she possessed a modern fleet. However, there were no aircraft carriers, not least because the Italian navy was intended to operate near to friendly air bases in Italy and Africa. Efforts to interrupt Allied troop and supply movements through the Mediterranean were made by the Regia Marina, leading to the Battle of Cape Matapan in 1941. The defeat at Matapan dented Italian morale, and the surface fleet behaved timidly throughout the rest of the war, allowing outclassed Allied vessels to see off Italian forces that should have destroyed them with ease.

The long campaign to sustain and reinforce the island fortress of Malta resulted in bitter air/sea battles. A powerful Italian force attempted to cut Malta's lifeline. The response from the British was aggressive but should not have deterred a battleship force. Yet the Italians would not press the issue, behaving as if they were the ones under attack, darting out of the smokescreen they laid to fire a few shots then vanish once again. A bold advance by the British, closing to attack with torpedoes, was perhaps the decisive factor.

The Italian navy failed to achieve much more during the course of the war and eventually surrendered to the Allies at Malta. Its personnel were involved in actions against their former allies, Germany, towards the end of the war.

Special Rules

Coordination

One of the things that characterised the performance of the Regia Marina was the lack of coordination between the fleet and the Regia Aeronautica (Italian air force). In fact, the Regia Aeronautica needed to receive orders directly from the supreme command, rather than the fleet's admiral.

If a Regia Marina fleet possesses any Flights of aircraft, other than those launched from carriers, it will suffer a –1 penalty to its Initiative throughout the battle. This penalty does not apply for a fleet consisting entirely of aircraft.

Unwilling Soldiers

Despite having a frontline navy, the Italian military was not well trained, was thrown into battle unprepared, and few believed in Mussolini's vision of a new Roman Empire. All ships suffer a –1 penalty to their crew quality checks.

THE MARINE NATIONALE

At the outbreak of the Second World War, the Marine Nationale of France was a powerful force with modern battleships, which should have been a major asset to the Allied cause. However, the rapid fall of France in the land war and the creation of neutral Vichy France meant these forces might be used against the Allies, something that could not be risked. Neither could the French government order its navy to join the Allied cause, nor the navy surrender its ships without orders. Thus, British forces were forced to undertake the hateful duty of bombarding their former allies as they lay helplessly at anchor, effectively taking the French out of the war as a naval power.

Some French units did remain at large and many of these came over to the Allied cause, fighting on as the Free French Navy alongside Free Poles, Dutch and other diehards. The Free French Navy initially consisted of one battleship, an auxiliary cruiser, four frigates and four submarines, plus smaller units. Other forces eventually managed to re-join the Allies and served in all corners of the world, giving good service. Most of the remainder of the once-powerful French fleet was scuttled at Toulon in 1942.

Some French battleships were rather elderly, modernised World War One vessels. Others were of modern and quite unusual design, including the fast battleship *Richelieu* (and her planned sisters, *Jean Bart* and *Clemenceau*). These ships were unusual in that their main armament was all forward of the superstructure, with a heavy secondary armament aft. A similar arrangement was tried in some British ships, with the same rationale – it was a work around to the limitations of the Washington Treaty. Of course, this reduced firepower while steaming away, but neither the British nor the French fleets were particularly concerned with their ability to run away effectively!

French vessels fought on both sides during the war. The battleship *Richelieu* served with the Allies, mainly in south-east Asia and with the British East Indies Fleet. Her sister *Jean Bart*, partially completed and with only one turret operational, was deployed to Casablanca where she saw action against US forces and was heavily damaged. A number of other French vessels were lost in the same engagement, attempting to prevent Allied landings in Algeria and Morocco.

French vessel losses to combat and related causes included nine cruisers, 39 destroyers and 61 submarines during the course of the war.

ITALIAN AIRCRAFT	Flight	Commissioned	Carrier Capable	Role	Flank Speed	Dogfight	Damage Dice	Traits	Points
	Fiat G.50 Freccia	1940	No	Fighter	21"	+0	0	–	10
	Macchi C.202 Folgore	1941	No	Bomber	26"	+1	1	–	15

FRENCH AIRCRAFT	Flight	Commissioned	Carrier Capable	Role	Flank Speed	Dogfight	Damage Dice	Traits	Points
	Dewoitine D.520	1939	Yes	Fighter	24"	+2	0	–	20
	Loire Nieuport LN.411	1939	Yes	Dive-Bomber	17"	+0	2	–	15

SHIP CONSTRUCTION – THE US NAVY

Follow this simple guide to assembling your *Victory at Sea* models.

Carefully remove each component from the frame with clippers or a craft knife and trim off any excess Warlord Resin before assembling. In a well-ventilated area, test fit all parts before fixing in place with superglue.
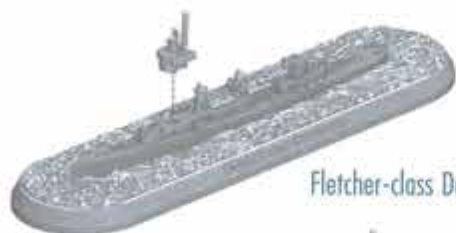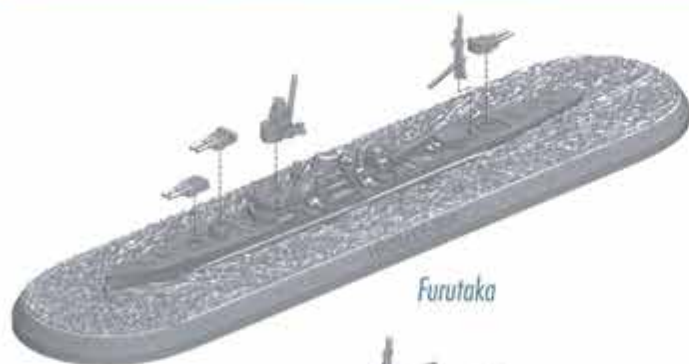
Fletcher-class Destroyer

USS *Chicago*

USS *Northampton*
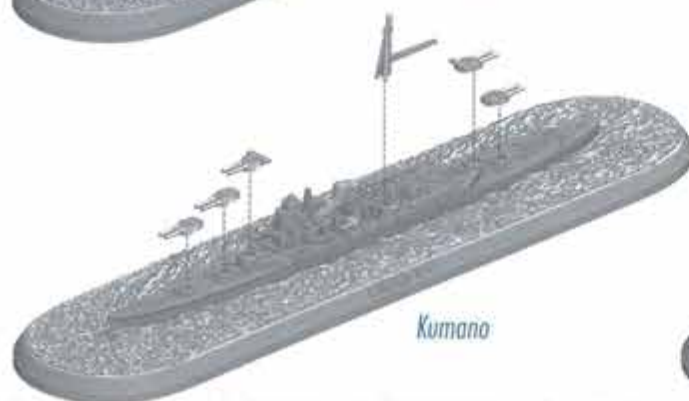
USS *Indianapolis*

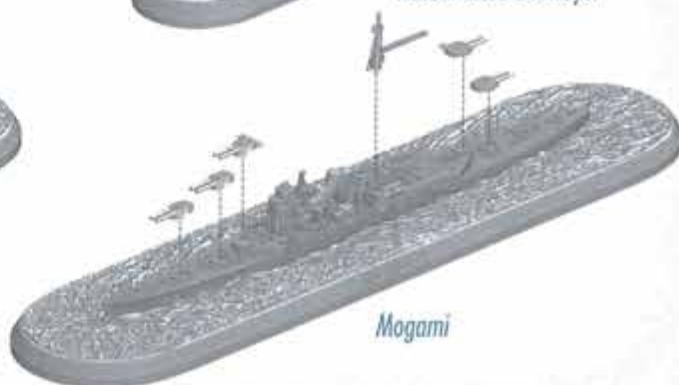# SHIP CONSTRUCTION – THE IMPERIAL JAPANESE NAVY

Furutaka

Fubuki-class Destroyer

Kumano

Mogami

CRITICAL HIT REFERENCE

Roll one D10 for each critical hit scored and consult the Critical Area table below to determine exactly where the ship has been affected.

	D10 Score	Target
	1-4	Engine
	5-7	Weapons
	8-9	Crew
	10	Vital System

(CRITICAL AREA TABLE)

When either the Engine, Weapons, or Crew area sustains a critical hit, that area's Critical Score increases by 1, to a maximum of 6. Keep track of critical hits by placing the relevant critical hit tokens on your ship's card. Critical hits against a Vital System are dealt with differently, see below.

Every time a critical area's Critical Score increases, immediately apply the extra damage to the ship's Hull and apply the associated penalty.

The effects of critical hit penalties are cumulative, so if a ship's Engines have a Critical Score of 3, it will have its Flank Speed reduced by a total of –2".

If an area already has a Critical Score of 6 and receives another critical hit to that area, apply both the extra damage and penalty for a Critical Score of 6 again.

Some critical penalties increase the Critical Score of other areas, if this penalty occurs immediately increase that critical area's Critical Score and apply the resulting extra damage and penalty.

The Escalation penalty means that, if left unattended, the areas Critical Score may increase, as fires and secondary explosions spread! The effects of this penalty are checked for and applied during the turn's End Phase – see page 10 for details.

Critical Score:	1	2	3	4	5	6
ENGINE AREA Effect:	Props Damaged	Rudder Damaged	Turbine Damaged	Fuel System Ruptured	Engines Disabled	Fuel Explosion
Extra Damage:	0	1	2	3	D6	3D6
Penalty:	–1" to Flank Speed	Must move 3" before each turn	–1" to Flank Speed Crew area Critical Score increases by 1	–1" Flank Speed Escalation	Flank Speed reduced to 0"	Crew area Critical Score increases by 1
WEAPONS AREA Effect:	Secondary Weapons Damaged	Secondary Weapons Destroyed	Turret Damaged	Turret Destroyed	Magazine Explosion	Multiple Explosions
Extra Damage:	1	2	3	D6	2D6	3D6
Penalty:	–1 Attack Dice*	–2 Attack Dice* Crew area Critical Score increases by 1	Random turret must roll 4+ before firing (ignore if no turrets present)	Random turret destroyed (cannot be used even if repaired) Escalation	Random turret destroyed (cannot be used even if repaired)	Crew and Engine area Critical Scores increase by 1
CREW AREA Effect:	Shrapnel	Fire	Multiple Fires	Heavy Shrapnel	Hull Breach	Explosion
Extra Damage:	0	1	2	3	D6	2D6
Penalty:	–1 Attack Dice *	Escalation	Weapon area Critical Score increases by 1	The ship's crew quality checks gain a –1 modifier	Engine area Critical Score increases by 1	Weapon area Critical Score increases by 1

* Each time this result is gained, roll a dice. On a 1-3, Attack Dice are lost from all light guns weapon systems, on a 4-5 from the AA battery, and on a 6 from all torpedoes. If a ship lacks any weapon system rolled, roll again until a system that is present is rolled.

Note that some ships do not possess turrets. In the case of such a ship suffering a Turret Destroyed or Magazine Explosion critical effect, halve the Attack Dice of all light guns, rounding down, instead and apply all other effects of the critical hit as normal.

Vital Systems

If a critical hit is scored upon a Vital System, things are about to get very, very bad for the ship involved. These are devastating hits that cause terrible, even terminal, damage.

For each Vital System critical hit a ship suffers roll on this table to see what has happens. Place the relevant Vital Systems critical token on your ship's card as a reminder.

	D6 Score	Area	Damage	Effect
VITAL SYSTEM HIT	1	Bridge Destroyed	1	For the rest of the game, the ship is no longer able to perform any Orders.
	2	Rudder Jammed	D6	Roll a D6. For the rest of the game, at every opportunity, the ship must: on a 1-2, always turn left; on a 3-4, no longer make any turns; on a 5-6, it must always turn right.
	3	Fire in Engineering	2D6	For the rest of the game, the ship cannot perform damage control.
	4	Magazine Ablaze	2D6	For the rest of the game, before each weapon system can fire roll a D6: on a 1-3 the weapon system cannot fire this turn; on a 4-6 the weapon system can fire as normal.
	5	Secondary Explosions	4D6	Increase the Critical Scores of every area by 1.
	6	Catastrophic Explosion	–	The ship's Hull is immediately reduced to 0 and the ship is lost with all hands.