

Quick reference sheet; coastal warfare rules

Order of play

- (1) 1st player dices for repairs on his ships.
- (2) 1st player moves his ships after launching any torpedoes.
- (3) 2nd player dices to observe this turns target(s) and fires guns.
- (4) 1st player calculates damage
- (5) 2nd player dices for repairs on his ships.
- (6) 2nd player moves his ships after launching any torpedoes.
- (7) 1st player dices to observe this turns target(s) and fires guns.
- (8) 2nd player calculates damage.

To spot at	1-20cms	21-40cms	41-60cms	61-80cms	81-100cms	101-120cms
Score needed	1	2	3	4	5	6
+2	Target firing or illuminated by star shell/searchlight. Using Radar to detect, or Hydrophones to detect a torpedo or ship moving 3cms+.					
+1	Target moving except E-boats moving 4cms or less, or within 12cms. Target any but E-boat, MTB,MGB,torpedo or similar size. Target previously observed by friendly forces this game. Using NAXOS or similar radar detector, if target using radar.					
-1	Observers ship moving over half maximum speed Observers ship screened from target by another ship. Poor weather conditions.					
-2	Unaware of enemy forces presence.					

Torpedoes hitting other torpedoes or M.T.B.s, E-boats etc miss and carry on moving.

Otherwise, throw a D6 modified by;

-1: Target moving at 12cms+.
: Target hit in its forward or rear fire arc.

+1: Target stationary.
: Submarine shooting.
: Target Merchant ship.

	Target Corvette or smaller	Target larger than Corvette
1-2	Miss or torpedo malfunction	Miss or torpedo malfunction
3	Torpedo goes under and continues	Torpedo explodes near. 2D6 damage
4	Torpedo explodes near. - 2D6 damage	Hit: Serious damage – 4D6 damage
5	Hit: Serious damage – 4D6 damage	Hit: Ship disabled (No move/shooting)
6	Hit: Ship disabled (No move/shooting)	Hit: Ship disabled. Sinks in D6 turns.
7+	Hit: Ship disabled. Sinks in D4 turns	Hit: Ship breaks in 2 and sinks in 1 turn.

NB: Torpedo hits cause loss of (D6) number of random systems as though hit by gunfire.
: Freighters carrying Ammo or oil products explode on D6 roll of 3+.

Gunfire chart:
Total up all the weapons a ship is able to fire at a target and consult the gunfire effect Chart;

Weapon types	Up to 15cms	Up to 40cms	41-60cms
Twin M.G.	2pts	1pt	---
Single 20mm Cannon	2pts	1pt	1pt
Twin 20mm Cannon	4pts	2pts	1pt
Single 37/40mm Cannon	4pts	2pts	2pts
Twin 37/40mm Cannon	6pts	3pts	2pts
Larger (6+12 pdr etc)	7pts	3pts	3pts

Weapon types	Up to 30cms	31-60cms	61+cms
'88/3"2 and 3 pdr, or larger single Gun	2pt	1pt	1pt
Multiple directed Guns	1.5 per Gun	1 per Gun	0.5 per gun

Shooting variables:

When shooting, add the following and compare with a D6 roll;

Dice roll, + or -;

+2: Straddled or hit target last turn
+1: Target stationary.

-1: Self or target travelling above 6 cms speed
: Target smaller than corvette.

-2: Ship turning this turn, or smaller than corvette in medium sea.
: Firing guns larger than 5" from destroyer or smaller.

Shooting factor D6	1	2	3	4	5	6	7+
Up to 2	-	-	-	-	-	Straddle	1 hit
3-4	-	-	-	-	Straddle	1 hit	1 hit
5-6	-	-	-	Straddle	Straddle	1 hit	1 hit
7-8	-	-	Straddle	Straddle	1 hit	1 hit	2 hits
9-10	-	-	Straddle	1 hit	1 hit	2 hits	3 hits
11-13	-	Straddle	Straddle	1 hit	2 hits	3 hits	4 hits
14 or more	-	Straddle	1 hit	2 hits	3hits	4 hits	5 hits

Each hit causes 1 random system to be damaged/destroyed, and 1 pt of damage. Guns of 3" or larger cause ;

Up to 3.7": 6 pts
Up to 4.5": 8pts
Up to 5.1": 10pts
Up to 6.7": 12pts
Up to 8" : 20 pts

These guns destroy the hit area, and the area 1 higher and 1 lower on vessels smaller than trawlers etc.

NB: Hits cause loss to the above number of hull boxes, and bridge/engine boxes