Order Choices:

Anchor

Shoal depth of 4 or less. Prevents all movement, no drift check

Weigh Anchor

Remove Anchor

Unfoul

Attempt to unfoul a ship from an obstruction, hulk or ship:

1) The controlling player rolls the Challenge d10, applying a –2 DRM if fouled with a Heavy Obstruction.

2) Any opposing player rolls a Response d10d4.

Succeeds= remove the Fouled marker

Fails= If this is the first of one or more mobile ships Fouled together to execute an Order this turn, check **drifting**.

Opposing Maneuver

Hinder Maneuvering by an enemy ship in same GB.

Cannot be:

- **Anchored;**
- **Fouled;**
- **Grounded;**
- **Towing or under tow; or**
- **Across the bow or stern of any ship.**

   –1 DRM if attempting to Maneuver in its next Movement Segment unless it orders a **Ram or Spar Torpedo** attack on the opposing ship or attempts to **Cross its 'T'**.

Maneuver 1

a) *Enter or leave the map*

b) *Enter an adjacent GB, including escaping from a* *Bow-On or Stern-On position* *. If successful,* *remove Smoke.*

Maneuver 2

a) *Move to a non-adjacent GB that is two GB's away, including escaping from a* *Bow-On or Stern-On position* *.*

b) *Can only move diagonally once, and not diagonally between 2 enemy ships. If successful,* *remove Smoke.*

Drifting

If a ship is **un-powered (i.e., has a Boiler or Engine-Stopped Critical Hit), fouled with an opposing mobile ship, or is ordered to Drift**, the phasing player rolls one **d10** and refers to the **Drifting Table** instead of using the Maneuver procedure.

**If two or more ships are fouled or grappled together, check for drifting only during the first of these ships' Movement Segments of each turn. If Drift results, all the fouled ships drift together. Ships drifting off the game board either exit the map (and may count towards victory conditions if appropriate) or automatically run aground on a marked bank edge of the map (including diagonally off the corners where applicable). If the latter, mark the ship counter in the same Grid Box with a Grounded marker.

Towing

A **friendly powered ship that is not immobile** may automatically grapple a single friendly powered or un-powered ship or barge located in its GB at the start of its move for the purpose of towing it to a new GB, or off of the play area.

   1) Butt the ship counters together and place a Grappled marker on them. Use the towing ship's Maneuver dice to determine movement for both ships. Grappled ships may not be given a **Maneuver 2 Order**, and cannot move if either is **immobile**. Apply a **DRM** per the **Towing Chart:**

a) Subtract the towed ship's original (undamaged) Hits value from the towing ship's original Hits value.

b) Apply that result in the Chart to determine the modifier, if any, the towing ship must apply to its movement die-roll

Maneuver 0

a) When attempting to escape from a Bow-On or Stern-On position while remaining in the same Grid Box.

b) When playing a Screen Action card

c) Desiring to remain in position. In this case, no Maneuver rolls are needed, but **Hazards** must still be negotiated.

Maneuver 0: Crossing the 'T'

Must start order phase in same GB as target. Indicate Bow or Stern.

1) Navigate any **Hazards** in GB

2) The attacking player and the opposing player may play Quick Maneuver and/or Slow Maneuver Action Cards on the attacking and/or target ships if **under power** and **not anchored, aground, or fouled**.

3) Add Movement DRMs, including **automatic -1 to moving ship**. If target opposed maneuver, apply DRM and remove marker.

4) Roll Maneuver Dice. A Towed or Towing ship uses the Towing ship's Maneuver dice and applies any Towing DRMs [5.3]. Exception: If the target ship is anchored, aground, or fouled, roll one d10 for its Response instead and apply a –5 DRM.

Fail= Cannot do same Maneuver to ship next round

Succeeds: butt ships together appropriately.

Target is subject to a combat modifier if it fires at that ship (it may fire normally at another ship). If an 'X' is listed it may not fire at all.

Bow On Effects

Target ship adds a +1 DRM attempting a Ram or Spar Torpedo Attack. any other Maneuver is -1 DRM.

Stern On Effects

Target cannot 'T", Spar or Ram Ship across its Stern

Maneuver 0: Spar and/or Ram Attack

Must start Order Phase in same BG as Target and clarify which attack is being used.

1) **Negotiate hazards**

2) **Determine if contact is made:**

a) Navigate any **Hazards** in GB

b) The attacking player and the opposing player may play Quick Maneuver and/or Slow Maneuver Action Cards on the attacking and/or target ships if **under power** and **not anchored, aground, or fouled**.

c) Add Movement DRMs, including **automatic -1 to moving ship**. If target opposed maneuver, apply DRM and remove marker.

d) Roll Maneuver Dice. A Towed or Towing ship uses the Towing ship's Maneuver dice and applies any Towing DRMs [5.3]. Exception: If the target ship is anchored, aground, or fouled, roll one d10 for its Response instead and apply a –5 DRM.

3) **Resolve:**

Resolving a Spar Torpedo Attack

First roll to determine if the torpedo explodes:

- *The attacking player rolls the Challenge d10d8.*
- *The target player rolls the Response d4.*

Succeeds= *refer to the Torpedo Combat Table:*

- *The attacking player rolls a d8 and applies the resulting number of Hits under the 'Spar Torp' column*

• Increase the target's WL "Shield" damage to –4.

• The attacking player rolls a d8 a second time and applies the resulting number of Hits under the 'Ship Spar' column to the attacking ship.

• Place or increase the attacking ship's WL "Shield" damage

based on the number of Hits incurred.

• Place a Spar CH marker on the attacking ship, but do not apply any hits as a result

Resolving a Ram Attack

Roll the attacking ship's Ram dice from its ship card. Roll the target ship's WL defense dice. Compare the two results by subtracting the target ship's result from the attacking ship's result.

• If the result is positive, apply the resulting number of Hits

to the target ship.

• If the result is negative, apply the resulting number of Hits to the attacking ship.

• If the result is "0", both ships receive a number of Hits equal to ½ the attacker's result (round down) with a minimum of "1" Hit.

• On each ship, apply WL "Shield" damage equal to the number of Hits (up to 4) applied to that ship.

4)After determining damage, check to see if the attacker's ram is damaged:

• The attacker rolls d10d8 Challenge dice.

• The target rolls a d8 Response die.

Fails= place a Ram CH marker on the attacking ship (but do not apply any Hits as a result).

5) Check for Fouling

If contact is made (whether or not a spar torpedo explodes) and neither sinks, check to see if the ships become fouled:

• The attacker rolls d10d8 Challenge dice.

• The target rolls a d8 (if rammed) or d6 (if spar torpedo only) Response die.

Fails= Butt the ship counters parallel together and place a Fouled marker on them. Until one or the other succeeds in unfouling, both ships check for drift together during subsequent Movement Segments unless either or both are immobile.

6)Consequences

Whether or not contact is made, certain consequences apply to the attacking ship:

• The attacking ship cannot attempt either a Ram or Spar Torpedo attack (regardless of which one was originally attempted) against the same target ship during the next turn.

• If the attacking ship attempts to fire on the target ship during its next Gunnery Segment, it must use its Bow-On Combat dice.

• If the target ship is given a Maneuver 0 Order and fires on the attacking ship during its next Gunnery Segment, it fires at Point Blank Range.

Refloat (when grounded)

Powered Ships

Not currently Have Engine-Damaged Critical:

1)Roll **d10d8 . Apply +2 DRM if one friendly powered ship that does not currently have an Engine-Damaged, Rudder, Speed, Smokestack or Steering Critical Hit is grappled to the grounded ship and is not immobile.**
2) Any opposing player rolls a Response **d10.**
　　Fails=the ship remains aground.
　　Succeeds= remove the Grounded marker from the ship, then check for Engine-Damaged Critical Hit:
　　　　a) Rolls the Challenge **d10d8.**Any opposing player rolls the Response **d8**.
　　　　Succeeds= nothing happens
　　　　Fails=Engine-Damaged CH marker on the ship. If Response roll is triple or more apply a **"WL" Critical Hit** [6.3]. In either case, do not apply any Hits as a result.

Has an Engine-Damaged Critical Hit:

1) Rolls **d8**. Apply a **+2 DRM** if one friendly powered ship is grappled to the grounded ship and it does not currently have an **Engine-Damaged, Rudder, Speed, Smokestack or Steering Critical Hit.**
2) Any opposing player rolls the Response d10d8.
　　Succeed= Remove Grounded Marker
　　Fail= ship remains aground and replaces the Engine-Damaged Critical Hit with an Engine-Stopped Critical Hit. If Roll is triple or more also apply a "WL" Critical Hit (but do not apply any Hits as a result).

Un-Powered Ships

Has a Boiler or Engine-Stopped Critical Hit

1) Rolls a **d6**. Any opposing player rolls the Response **d10d8**.
　　Succeeds= Remove Grounded Marker
　　Fails= Remain aground. If Response roll is triple or more apply a "WL" Critical Hit [6.3]. In either case, do not apply any Hits as a result.

Hazards

If a ship drifts or maneuvers into a new GB or attempts to maneuver within its starting GB, and:

a) Shoal Depth is less than the ship's **Draft**

b) it includes 1 or more **Hulk, Obstruction, or Torpedo-Mine markers** (all collectively known as "Hazards")

then the ship must check to see if it avoided each hazard

If more than one hazard is present, an opposing player chooses the order in which they are resolved.

**If two or more ships are grappled or fouled together and the moving ship safely negotiates a hazard, each other ship in succession must also check against that hazard (the moving player determines the order if more*

Shoals

Determine if the ship runs aground:

1) The controlling player rolls a Challenge die

a) d10 if the ship's current draft is 1 more than the Shoal Depth

b) d8 if the ship's current draft is 2 more than the Shoal Depth

c) d6 if the ship's current draft is 3 or more greater than the Shoal Depth

2) Any opposing player rolls a Response d10d6.

Fails= Ground the ship and end movement

Hulks and Obstructions

If the Grid Box has a Hulk or Obstruction marker:

1) The controlling player rolls the Challenge d10d4, applying a –2 DRM for a Heavy Obstruction and –1 for each additional Hulk.

2) Any opposing player rolls the Response d10.

Fails= Foul the ship and end movement

Torpedo-Mines

For each Torpedo-Mine marker in the Grid Box:

1) The controlling player rolls the Challenge d10d6.

2) Any opposing player rolls the Response d10.

Fails= mine explodes. Roll a d8 on the 'Mine' column of the Torpedo Damage Table and apply the resulting number of Hits to the ship.

a) Increase the target's WL "Shield" damage to –4.

b) End its movement, and remove the Mine marker.