



FAQ

Movement

Crippled Ships and Critical Damage

If a ship is both crippled and has suffered a critical hit that has reduced its speed the Speed rating of the ship is first divided by two for being crippled and then any further modifiers to speed due to a critical hit are subtracted from that score. For instance, HMS Hood (normal Speed 6 in.) is crippled and has a Props damaged critical hit inflicted upon it. The Speed is reduced by half to 3 in. due to the ship being crippled, and then is reduced to a mere 1 in. as a result of the critical.

Turning

A ship may only turn once in each Movement Phase and it can only do so when it has moved at least half its current speed in a straight line. This means no ship can simply turn on the spot – warships are extremely heavy and despite having very powerful engines, inertia will carry them forward before their immense bulk can be redirected. At any point thereafter, a player may opt to turn either left or right (port or starboard to nautical types). For example HMS Hood has a Speed rating of 6, this turn her commander decides to move just two inches. After travelling at least one inch the Hood can then turn up to her full amount.

Critical Hits and Fires

If a ship takes multiple critical hits that effect its speed then only the most serious takes effect, they do not stack. However the other critical hits should be recorded, for if the most serious critical is repaired via damage control then the next most serious will take effect.

A critical hit can be repaired by damage control in the same turn that the critical damage is inflicted.

Fires are put out with a roll of a D6 with the ship's command score added. If the roll equals or exceeds seven the fire is put out. There are no other modifiers to this roll.

Combat

Evading Ships and Twin Linked Guns

When a ship that is evading is targeted by a weapon with the twin-linked trait the re-rolls for the twin-linked trait are resolved prior to any re-rolls because the targeted ship is evading.

Slow Loading Weapons Firing Beyond Maximum Range

If a weapon with the slow loading trait fires at a ship that is out of range it counts as having fired for that turn. Its shots fall short and it will be unable to fire in the next turn.

Splitting Fire

Secondary and AA guns may split their fire freely amongst different targets. For main turrets, each individual turret must attack the same target with all of its AD. However different turrets may attack different targets.

Aircraft

Any aircraft that has just been launched may be attacked by enemy fighter aircraft.

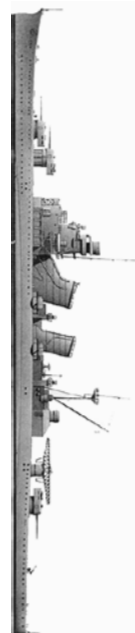
Observation Aircraft

Observation aircraft can not initiate a dogfight. Two opposing observation aircraft that are in contact with one another may move away freely (assuming there are no other aircraft in contact with them).

An observation aircraft is launched using the same rules as other aircraft.



FAQ





Replacement Aircraft in a Campaign Game

In a campaign a player can choose to replace lost flights with different aircraft of the same type (fighters with fighters, for instance) as long as the relevant aircraft is available in the year the campaign takes place.

Radar

If a ship fails to detect an enemy vessel using the radar trait she may attempt to do so again during the next turn.

Once detected by radar a ship will remain so for the rest of the game, unless the ship either moves out of the radar's arc or the radar is disabled.

A separate detection roll will need to be made for each enemy vessel. One successful check will not lead the entire fleet to be pinpointed!

The radar modifier for attacking enemy ships will stack with all other modifiers.

Torpedoes

Line of sight for torpedoes is not blocked by intervening ships.

With long lance torpedoes they will complete an attack even if a targeted ship moves beyond its normal 20 inch range between torpedo launch and detonation.

Torpedoes are affected by both bad weather and night modifiers.

Fleet Lists

JKN Class Destroyers

The correct weaponry for the JKN class of destroyers is as follows:

Weapon	Range	AD	DD	Special
Secondary Armament	12	1	1	Weak
AA	4	1	—	—
Port/Starboard Torpedoes	10	5	4	AP, One-Shot
Depth Charges	3	4	2	Slow-Loading

Fletcher Class Destroyer

The Fletcher class destroyer now has the Radar trait.

Heroes of the Rodina (S&P Article)

A 'P' turret uses the same firing arcs as a 'Q' turret.

The following are the numbers of flights and priority level of various Soviet aircraft

Patrol

Polikarov I-16 (Three flights)

Sukhoi Su-2 (Four flights)

Skirmish

Ilyushin ILL-10 (Four Flights)

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