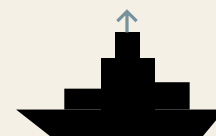


PLAYER QUICK REFERENCE

Movement, gunnery, damage and Orders on one page.

Unofficial player aid. The rulebook takes precedence in cases of ambiguity.



1 TURN SEQUENCE

- 1 **Initiative Phase:** both players roll a D10. The higher roller gains Initiative; re-roll ties.
- 2 **Movement Phase:** the Non-Initiative Player moves one ship first. Players then alternate.
- 3 **Gunnery Phase:** the Initiative Player activates one ship or all of their Flights first. Resolve all firing, damage and Critical Hits before the next activation.
- 4 **End Phase:** resolve Damage Control, Escalation and remove Smoke markers. Then begin a new turn.

2 MOVEMENT

- Choose an Order, if any, before the ship moves.
- Move at least 1" and no more than the ship's Flank Speed. All movement is directly ahead. Flank Speed 0" means the ship does not move.
- The ship may turn up to 45° after each move of at least 2" straight ahead.
- Agile:** may turn after only 1". **Lumbering:** only one turn during movement; Evade! is not allowed.
- Measure distances from the bridge. Ships do not block line of sight. A move may not end overlapping another ship.

3 GUNNERY

- Declare targets for all firing weapon systems before the first attack roll. Each system may fire once per turn.
- The target must be within the weapon arc, range and line of sight. The normal maximum distance is 30".
- Roll a number of D6 equal to the weapon's Attack Dice (AD). Each modified result of 4+ hits.
- Light Guns and AA Batteries may split their AD among several targets. A single Torpedo system may not split fire, but separate systems may choose different targets. Unused Torpedo AD remain available for a later salvo.
- An AA Battery fires at the start of the Gunnery Phase before any other action if enemy Flights are within range.

BONUS / NO MODIFIER		PENALTY	
Point Blank	+1	Long	-1
Short	+0	Extreme	-2
Ground target / anchored / aground	+1	Target is a Destroyer	-1
Large Silhouette (Port/Starboard)	+1	Target moved over 6"	-1
		Torpedo	-2

To-hit modifiers are cumulative; use only one range modifier. The Stationary Target bonus does not apply to a ship that merely moved 0". At Point Blank range, Main Guns may target only Battleships, Carriers, Cruisers and Civilian ships. Light Guns and AA Batteries ignore the Fast Moving Target penalty.

4 DAMAGE

- For each hit, roll a number of D6 equal to the weapon's Damage Dice (DD). Modify each DD result by the weapon's Armour Piercing (AP) value.
- If the modified DD result equals or exceeds the target's Armour, the target loses 1 Hull point. A natural 1 never causes damage.

NATURAL 6: roll the same die again. On 4+, it also causes a Critical Hit, even if the original DD result did not penetrate the Armour.

- Critical Hit:** determine the affected area with a D10. Increase that area's Critical Score by 1 and immediately apply the new level's additional damage and penalty.
- Plunging Fire:** Main Guns and Light Guns gain +1 to DD results at Long or Extreme range.
- Heavy Armour 7:** the ship can only be damaged if the DD result receives a bonus, such as positive AP or Plunging Fire.
- Hull 0:** the ship is destroyed.

5 ORDERS

One Order per ship each turn. Choose it before movement. Orders marked CQ require a Crew Quality check: roll a D6; 4+ succeeds.

All Hands on Deck! (CQ)	During the End Phase, make a Damage Control roll for every critical area, with +1 to each roll. The ship suffers -1 to its own AD rolls during this turn's Gunnery Phase.
Come About! (CQ)	Make one turn of up to 90°; no other turns are allowed this turn.
Create Smoke!	Place one Smoke marker in base contact behind the ship for every full 3" moved. Smoke blocks line of sight.
Evade!	Halve the current Flank Speed for this turn, rounding up. The ship suffers -1 to its own AD rolls and may not fire Torpedoes. The enemy re-rolls all successful AD rolls made against this ship. A Destroyer retains the -1 Fast Moving Target modifier if its original Flank Speed was over 6".
Flood Magazines! (CQ)	Reduce Crew to no more than level 1 and Engine and Weapons to no more than level 3. Permanently remove one random Main Gun. If the ship has no Main Gun system, halve the AD of all Light Guns.
Scramble! (CQ)	The Carrier may perform a total of two launch or recovery operations this turn.

6 CRIPPLED

- When Hull falls to or below the second value on the card, permanently halve the current Flank Speed and apply the Lumbering trait.
- Halve the AD of Light Guns, Torpedo and AA Battery systems, rounding down. Roll a D6 for each Main Gun and trait; on 4+, remove it for the rest of the game.

END PHASE

- The Initiative Player makes all of their Damage Control rolls first.
- Each ship chooses one area: Engine, Weapons or Crew. Roll D6: 5 reduces Critical Score by 1; 6 reduces it by 2.
- Escalation: roll a D6 for each area suffering Escalation. On 4+, increase its Critical Score by 1 and immediately apply the new additional damage and penalty.
- Critical Score 6 and Vital Systems hits cannot be repaired. Finally, remove all Smoke markers.

QUICK REMINDERS

- To-hit modifiers are cumulative; use only one range modifier.
- A natural DD result of 6 triggers a Critical Hit check even if the Armour is not penetrated.

- A new Critical Score level's additional damage and penalty apply immediately.
- The Crippled speed reduction and Lumbering are permanent.

ABBREVIATIONS AND CARD TERMS

- AD - Attack Dice:** number of D6 rolled to hit.
- AP - Armour Piercing:** modifier applied to each DD result.
- DD - Damage Dice:** number of damage dice rolled for each hit.
- CQ - Crew Quality:** crew check; roll D6, 4+ succeeds.

- AA - Anti-Aircraft:** anti-aircraft fire. **Line of sight:** visibility measured from bridge to bridge.
- Hull:** ship durability points. **Armour:** armour value.
- Flank Speed:** maximum movement. **Critical Score:** severity level of a critical area, from 0 to 6.
- D6 / D10:** six-sided / ten-sided die.

AIRCRAFT QUICK REFERENCE

Flight movement, AA fire, attacks, dogfights and Carrier operations.

Unofficial player aid. The rulebook takes precedence in cases of ambiguity.



1 Movement

Ships first, then all Flights

2 Contacts

Set up attacks, escorts and dogfights

3 AA

At the start of the Gunnery Phase

4 Attacks

All your Flights in one activation

5 Dogfight

At the end of the Gunnery Phase

6 Recover

Return to the Carrier in the Movement Phase

7 Re-Arm

CQ 4+ in the End Phase

1 FLIGHT MOVEMENT

- Flights move after all ships. The Initiative Player chooses which player moves all of their Flights first.
- A Flight may move up to its Flank Speed in any direction and may turn freely. Flights cannot use Orders.
- Measure distances from the lead aircraft of the Flight model.
- Set up a ship attack during the Movement Phase by moving the Flight into base contact with the target ship. Several Flights may attack the same ship in the same turn.

2 AA FIRE

- An AA Battery fires automatically at the start of the Gunnery Phase before any other action if enemy Flights are within range.
- Only AA Batteries, Light Guns with the DP trait, and other Flights may attack Flights.
- Roll the AA system's AD normally. Each natural 6 destroys one Flight. A Torpedo Bomber in base contact with the firing ship is destroyed on 5+.
- An AA Battery may split its AD among several Flights, but may not fire into a dogfight. No other to-hit modifiers apply. Exceptions: Large gives +1; Local fire gains +1 against a Kamikaze.
- Local X:** Once per Gunnery Phase, roll X additional AD against Flights in base contact only. During the Movement Phase, roll X AD against each Flight that physically passes over the ship.

3 ATTACKING SHIPS

- When it is your turn to activate a ship in the Gunnery Phase, you may activate all of your Flights instead. Resolve their attacks in any order.
- Each Flight in base contact with the target ship makes one attack roll. After a hit, roll the Flight's DD normally.

Flight role	To hit
Fighter	5+
Bomber	5+
Dive-Bomber	3+
Kamikaze	4+; re-roll a miss
Torpedo-Bomber	5+

Unless the card states otherwise, aircraft weapons are One-Shot. After attacking, mark the Flight with a Re-Arm marker; it cannot attack a ship again until re-armed. It may still participate in dogfights normally.

4 DOGFIGHTS AND ESCORTS

- Only a Fighter may initiate a dogfight by moving into base contact with an enemy Flight. Other Flights may defend themselves but cannot initiate a dogfight.
- At the end of the Gunnery Phase, both sides roll D6 plus the Flight's Dogfight value. Add +1 for each supporting Flight touching the friendly fighting Flight but not the enemy.
- The winner destroys the opposing Flight. On a tie, the Flights remain in place and stay locked in the dogfight.
- Escort:** A Fighter remains in base contact with the Flight it is escorting. An attacker must first initiate a dogfight with any available Escort Fighter.

5 CARRIERS AND CAP

- A Carrier may perform one launch or recovery operation per turn during the Movement Phase; Scramble! allows a total of two. The Carrier may not use any other Order that turn.
- Launch and recovery require straight movement into the wind with no turns. Evade! is not allowed.
- Launch:** after the Carrier moves, place the Flight within 1" of it. The Flight may not move again this turn.
- Recover:** move the Flight into base contact with the Carrier's stern.
- A Carrier cannot launch or recover if its Crew Critical Score is 2 or higher.

Wind direction: roll a D6 before deployment unless the scenario specifies the wind. The Carrier is heading into the wind when the rolled table edge lies within its fore arc.

CAP: unless the scenario states otherwise, each Carrier may begin the game with two Flights airborne. Deploy them in the friendly deployment zone or bring them onto the table with the ships on turn one.

wind from edge	
1-2	3-4
5	

6 RE-ARM

- During the End Phase, any number of Flights that have returned to a Carrier may attempt to re-arm. Make a separate Crew Quality check for each; 4+ removes the Re-Arm marker.
- A failed Flight may try again in a later End Phase.
- Only Flights marked as Carrier-capable may launch from or recover onto a Carrier.

7 KAMIKAZE

- Declare a Kamikaze attack during the Movement Phase and move the Flight into base contact with the target.
- Resolve AA normally; Local fire gains +1 to its AD rolls.
- After AA fire, make the attack roll (4+). Re-roll a miss. Apply all normal to-hit modifiers except range modifiers.
- Resolve damage normally. Remove the Flight from the table whether it hits or misses.
- If the attack causes damage, also increase the target's Crew Critical Score by 1. Apply the new level immediately.

8 OBSERVATION FLIGHTS AND BTH

- Before the game, assign each Observation Flight either to Scouting or to spotting Beyond the Horizon fire. The same Flight cannot do both; no model is required.
- Beyond the Horizon: a target more than 30" away or behind land must be a ground target or an anchored ship. An Observation Flight spots the fire, and the firing weapon system's Extreme range must reach the target.
- Halve AD, rounding down. Only a natural 6 hits, and the attack roll is never modified.

9 FLIGHTS IN A FLEET

- A Carrier's cost includes up to the number of Flights listed by its Carrier trait. Choose only Carrier-capable types.
- Land-based Flights bought without a Carrier may total no more than 25% of the fleet's points and cannot recover onto a Carrier.
- The opponent gains Victory Points equal to the value of each destroyed Flight.

QUICK ROLLS AND TERMS

Situation	Result
AA vs Flight	Natural 6
AA vs Torpedo Bomber in base contact	5+
Fighter / Bomber / Torpedo-Bomber	5+
Dive-Bomber / Kamikaze	3+ / 4+ (Kamikaze re-rolls a miss)
Re-Arm	CQ 4+

- Flight:** one aircraft unit.
- CAP:** Combat Air Patrol.
- BTH:** Beyond the Horizon.
- DP:** Dual Purpose.
- Base contact:** bases are touching.
- Re-Arm:** One-Shot weapons are replenished aboard a Carrier.

TABLE REFERENCE - CRITICAL HITS



Critical Hits, Vital Systems, Damage Control and Escalation.

Unofficial player aid. The rulebook takes precedence in cases of ambiguity.

1 CRITICAL HIT (D10)

- Determine the area for each Critical Hit with a D10: 1-4 Engine, 5-7 Weapons, 8-9 Crew, 10 Vital System.
- An Engine, Weapons or Crew hit increases that area's Critical Score by 1, to a maximum of 6. Immediately apply the new level's additional damage and penalty.
- If the area is already at Critical Score 6 and suffers another hit, apply level 6 additional damage and penalty again. If a penalty increases another area's Critical Score, immediately apply that area's new level as well.

USING THE TABLE

- The upper row shows the additional Hull damage applied immediately. The lower row shows the penalty that comes into effect.
- Penalties are cumulative. When a Critical Score is reduced, ongoing penalties from levels above the new score are removed.
- Crew +1 / Engine +1 / Weapons +1** immediately increases the named area by 1. Check Escalation during the End Phase.

2 CRITICAL AREA TABLE

AREA / CRITICAL SCORE	1	2	3	4	5	6
ENGINE - additional damage	0	1	2	3	D6	3D6
Penalty	-1" Flank Speed	Turn only after moving 3"	-1" Flank Speed Crew +1	-1" Flank Speed Escalation	Flank Speed 0"	Crew +1
WEAPONS - additional damage	1	2	3	D6	2D6	3D6
Penalty	-1 AD*	-2 AD* Crew +1	Random turret: roll 4+ before firing	Random turret destroyed Escalation	Random turret destroyed	Crew +1 Engine +1
CREW - additional damage	0	1	2	3	D6	2D6
Penalty	-1 AD*	Escalation	Weapons +1	-1 to CQ checks	Engine +1	Weapons +1

* AD penalty: roll D6: 1-3 = all Light Guns, 4-5 = AA Battery, 6 = all Torpedoes. Re-roll if the selected system is not present. A turret destroyed at Weapons levels 4-5 cannot be restored by repairing the Critical Score. If the ship has no turrets, halve all Light Guns AD, rounding down, whenever Turret Destroyed would apply; ignore the level 3 roll.

3 VITAL SYSTEMS (D6)

D6	HIT	DAMAGE	EFFECT FOR REST OF GAME
1	Bridge Destroyed	1	The ship can no longer use Orders.
2	Rudder Jammed	D6	Roll D6 whenever the ship could turn: 1-2 it must turn left, 3-4 it may not turn, 5-6 it must turn right.
3	Fire in Engineering	2D6	The ship can no longer perform Damage Control.
4	Magazine Ablaze	2D6	Before each weapon system fires, roll D6: on 1-3 it may not fire this turn; on 4-6 it fires normally.
5	Secondary Explosions	4D6	Increase the Critical Score of all three areas by 1. Apply all effects immediately.
6	Catastrophic Explosion	-	Hull immediately falls to 0. The ship and its crew are destroyed.

END PHASE - DAMAGE CONTROL AND ESCALATION

- Damage Control:** the Initiative Player makes all of their rolls first. Each ship chooses one area and rolls D6: 5 reduces Critical Score by 1; 6 reduces it by 2.
- Critical Score 6 and Vital Systems hits cannot be repaired. When a score is reduced, ongoing penalties from higher levels are removed; Hull damage already caused and increases to other areas remain in effect.
- Escalation:** roll D6 for each area suffering Escalation. On 4+, increase its Critical Score by 1 and immediately apply the new level's additional damage and penalty.
- Roll in every End Phase until the area's Critical Score falls below the Escalation threshold. Finally, remove all Smoke markers.

TRAITS - REFERENCE

Card traits for ships, weapons and aircraft.

Unofficial player aid. The rulebook takes precedence in cases of ambiguity.



1 SHIP TRAITS

Advanced Radar	+2 to the Scouting roll and the roll may be re-rolled. Night, weather and radar-controlled fire rules: rulebook pp. 58-59.
Agile	The ship may turn after every 1" moved straight ahead instead of the normal 2".
Aircraft X	The ship has X Observation Flights. Before the game, assign each to Scouting or to spotting Beyond the Horizon fire.
Armoured Deck	Main Guns and Light Guns do not gain the Plunging Fire bonus against this ship. Dive Bomber and Kamikaze DD rolls suffer -1.
Carrier	The ship may perform one launch or recovery operation per turn if it uses no Order other than Scramble!
Lumbering	Only one turn during movement; Evade! is not allowed.
Radar	+1 to the Scouting roll and the roll may be re-rolled. Night and weather rules: rulebook pp. 58-59.
Torpedo Belt X	When a Torpedo hits the ship through its Port or Starboard arc, subtract X from every DD result of that attack.

3 AIRCRAFT TRAITS

Large	All AA rolls against this Flight gain +1.
Tough	The Flight is destroyed only after two hits from the same AA Battery system.
Very Tough	The Flight is destroyed only after three hits from the same AA Battery system.

2 WEAPON TRAITS

FIREPOWER AND HITS

Devastating	Each DD causes Hull damage equal to its die result, regardless of Armour. A natural 5-6 causes a Critical Hit; set the affected area's Critical Score to the result of a D6 unless it is already higher.
Heavy	Make the Critical Hit check on a natural DD result of 5-6 instead of only 6.
Twin-Linked	Re-roll all failed AD rolls. The second result stands.
Weak	The system cannot cause Critical Hits except against Civilian ships.

SPECIAL USE

DP	Up to half the current AD, rounded up with a minimum of 1, may be used as AA fire at up to half normal range. The system may not fire at other targets in the same turn.
Fast Track	Ignore the Fast Moving Target penalty and the Main Gun Point Blank target restriction.
Local X	Once per Gunnery Phase, roll X additional AA dice against Flights in base contact only. During the Movement Phase, roll X dice whenever a Flight physically passes over the ship.

RESTRICTIONS

One-Shot	The system cannot be used again after its first attack for the rest of the game unless a special rule allows it to be re-armed.
Restricted	When firing into the Port or Starboard arcs, use no more than half the current AD, rounded up.
Slow-Loading	The system may not fire on consecutive turns. Slow-Loading Torpedoes may be reloaded only once, so the system may fire no more than twice.

QUICK REMINDERS AND CARD TERMS

- **Crippled:** roll D6 for each ship trait; on 4+, remove that trait for the rest of the game.
- **Current AD:** Calculate DP and Restricted from the AD remaining after Critical and Crippled effects.
- **Re-roll:** a die may be re-rolled only once; the second result stands.
- **Fore / Aft:** front / rear. **Port / Starboard:** left / right side arc.
- **Base contact:** the model bases are touching.
- **Scouting:** the pre-battle reconnaissance step; rulebook pp. 56-57.